

WARHAMMER
40,000
ROLEPLAY

WRATH & GLORY



PAX IMPERIALIS

ORDO DISCORDIA

"To the common masses our struggle is a fight, a war. A battle fought with sinew and muscle, with bolt, blade and bomb, with tank and warship. Those of us in high station this is naught but a conflict of will! A struggle of metaphysic dimension. The Soul of Mankind is our battleground. The very existence of the human race is the prize for victory. Our sanity is the sacrifice we make to win that laurel."

- Anon, on the Realm of Terra





INTRODUCTION



The Imperium of Man

In the Grim darkness of the far future, the worlds of Mankind stand on the precipice of destruction. Beset on all sides by predatory alien empires and threatened from within by heretics, mutants, traitors and worse. Yet even in this dying galaxy, in a time when peace has been forgotten and every hope seems lost, there stands a great bulwark between humanity and that which would destroy it. It is a power of unimaginable scale, in command of inexhaustible armies that hold back the eldritch terrors that await beyond. It is a regime built on benevolence and cruelty, repression and stagnation, irrational superstition and bureaucratic corruption. A nation tempered in the fires of endless war. It is the 41st millennium and rising from ancient Terra stands boldly the great work of the Emperor.

The Imperium of Man.

It is commonly said that the Imperium precedes over a million worlds, but the truth is far less

simple. Every year its dominion waxes and wanes as new systems are colonized or conquered and lost worlds are brought back into the fold, while elsewhere across the galaxy, planets are isolated and lost, taken by xenos or brought to ruin by rebellion. The Imperium carries on only through the weight of its own immensity, ever expanding and ever declining. To think of it then as single realm of defined borders and united territories is a fallacy. Against the enormity of the universe, even the Imperium is spread thinly, and its worlds might be separated by hundreds or even thousands of light years.

Planets within the Imperium are separated as much as technology as distance. Even within a single system, one world might be home to advanced industries and enriched with great wealth brought about from interstellar trade while another might exist in squalor, its medieval population worshipping imperial administrators as divine emissaries. This disparity is as much as by design as by circumstance.

There exists a great fear of technology that borders on superstition and planetary governors might insist on restricting certain knowledge in order to keep their populations docile and subservient. The disparate and wide-spread nature of Imperial holdings makes cataloguing them completely infeasible, although entire armies of administrative staff spend their lifetimes attempting to do so.

Instead, the Imperium is divided into five administrative zones known as Segmentum. The Segmentums of the Imperium span the entire galaxy, with the only limits to the imperial domain imposed by the range of the Astronomicon, an immense psychic beacon projected by the Emperor of Mankind from within the Golden Throne. The beacon provides the means for the ancient families of the Navis Nobilite to plot a course through the otherwise incomprehensible dimension known as the warp. This nightmarish realm is the primary method used by the Imperium for faster than light travel, and remains so vital that should the Emperor fail, and the light of the Astronomicon be severed, then the Imperium would quickly collapse into chaos and darkness.

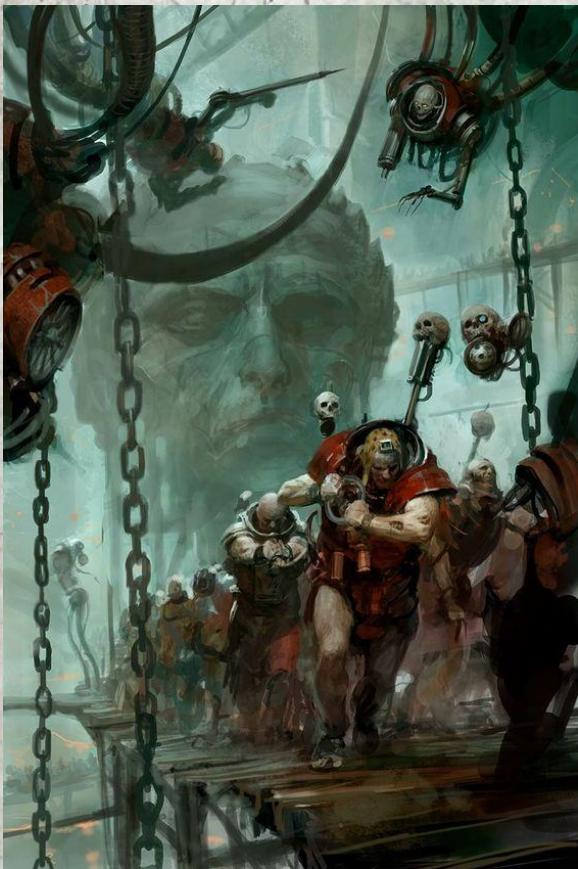
The Emperor of Mankind remains the formal sovereign of the Imperium, although in the millennia since his body was shattered and entombed into the Golden Throne, the rule of Mankind has fallen instead to the council of the High Lords of Terra. Entrusted to interpret and enact the will of the Emperor, the High Lords carry out the day to day decisions necessary to govern the Imperium. Judgments of the High Council effect the lives of endless trillions but the nature of the Imperium prohibits any centralized governments from being universally enforced.

Instead, the Imperium makes use of countless organizations to keep the wheels of bureaucracy and war moving. Perhaps the largest of these is the Adeptus Administratum, teeming with countless scribes and petty officials. It administers the Imperium at every level, collecting tithes and taxes, performing censuses, and determining which threats to the Imperium must be dealt with and by which of the



Imperium's myriad of military forces, alongside a thousand other chores and duties. The Administratum is a maze of sub-divisions, departments and offices, some conducting programs that are no longer needed while others may have been abandoned entirely, its clerks doomed to perform a menial task whose purpose may have been forgotten.

On Mars dwells the headquarters of the Adeptus Mechanicus, an ancient priesthood of technicians and engineers responsible for the construction and maintenance of all imperial technology and equipment. Granted a level of independence unequalled within the Imperium, the Mechanicus is viewed with suspicion by the rest of the Imperial administration. Their forge worlds operate without oversight and their religion is viewed as almost heretical. Above all, the priesthood of mars covets knowledge and they guard their discoveries with jealousy.



Binding the Imperium together through faith is the Adeptus Ministorum, the ecclesiastical hierarchy of the imperial cult, which spreads the universal worship of the God-Emperor of Mankind. Known commonly as the Ecclesiarchy, the organization wields considerable power, for it derives its authority from the common belief in the Emperor's divinity. Even by Imperial standards, it is a complex and baffling hierarchy, of priests, confessors, cardinals and dozens of other ranks and titles. All across the Imperium, its agents guide the soul of Mankind, purging heresy, and inspiring true devotion.

Of all the Imperial organizations however, the sanctioned psykers of the Adeptus Astra Telepathica, the guardians of imperial law in the Adeptus Arbites, the royal guardsmen of the Adeptus Custodes, or even the vaunted killers of the Officio Assassinorum, no single institution holds greater power or instills more fear across the galaxy than the Imperial Inquisition. Inquisitors are charged with protecting the

Imperium against the malevolent influences of the galaxy. Whether they be the allure of alien philosophies, or the machinations of the ruinous powers, its members may pass through doors that would be closed to all others, and there are very few in the Imperium who can refuse to execute their orders without complaint or delay. The Inquisition operates outside the control of even the High Lords of Terra and answer only to the Emperor and themselves.

While such organizations have wide reaching authority, their direct involvement in the governance of individual planets and star systems is relatively uncommon. For as long as the Imperial tithe is paid and obligations and responsibilities are met, the Imperium is content to allow various imperial commanders and planetary governors to rule their worlds, systems, or even sectors however they see fit. In this way, the Imperium resembles some manner of feudal confederacy, with a hierarchy of lords and vassals stretching from the lowliest page to the Emperor himself. Such a system, while effective at maintaining order and enforcing imperial authority, means very few worlds are governed in the same manner and mobilizing these discordant vassals and feudal lords is often taxing and slow.

In a galaxy of carnage, it is by the will and strength of humanity's armies, rather than its bureaucrats, that have allowed the Imperium to endure for so long, while other powers have withered and failed. Mankind has always excelled in warfare, and the Imperium commands a vast array of powerful forces rivalled by nothing else in the universe.

The backbone of Imperial strength is the Astra Militarum, also known as the Imperial Guard. Consisting of countless millions of trained men and women, often armed with nothing more than a lasgun, a bayonet, and their faith in the Emperor, Imperial guardsmen can be found in nearly every garrison and battlefield. They are the first line of defense and the focal point of any crusade. While the Imperial Guard musters countless armies, certain worlds have won great acclaim across the Imperium for the quality of.



their soldiers and the heroics of their regiments their deeds and commanders entering the Imperial pantheon of legends

It is the superhuman Adeptus Astartes who have come to symbolize the might of the Imperium however, elite warriors gifted with immense strength, size, resilience and intellect. These Space Marines have inherited the traditions of the Emperor himself are one of the few forces available to the Imperium that can rapidly respond to a developing threat. The Astartes are divided between roughly 1000 chapters, each with their own storied history and proud traditions. Though few in number, a squad of Space Marines can turn the tide of battle, while an entire can shift the balance of a war.

In space, the Imperium calls upon the great warfleets of the Imperial Navy. The starships it operates are legion, ranging from single man fighters and bombers, to ancient battleships capable of terrible displays of destructive power. In addition to its armadas, the Navy also operates colossal space stations, great ports, and distant anchorages, always at the ready to deliver the forces of humanity to the next grand

battlezone.

The enemies of the Imperium are simply too many and too varied for any single organization to effectively combat and there exist a great many specialized orders and detachments used in only the most specific or dire circumstances. The Grey Knights, the Deathwatch, the Orders Militant of the Adepta Sororitas, the Skitarii legions and the Collegia Titanica of Mars, the forces of the Imperium are as innumerable as their foes and it is only through their ceaseless vigilance that the Imperium is sustained.

In spite of its unlimited military potential, during extreme circumstances when the price of retaking a world is simply too high or the risk of spreading mutation, disease or heresy too great, the highest authorities in the Imperium can order Exterminatus. Through orbital bombardment, virus bombs, cyclonic torpedoes or other instruments of extermination, a planet's biosphere is completely destroyed, along with all life on it. This terrible order is rarely given and only as a last resort.

If the Imperium has ever known an age of peace then it is an era long forgotten. It was in war that



the Imperium was founded and through war it has endured. In the 30th Millennium, from the terrors of the Age of Strife, when anarchy, war and destructive technological regression brought man to the edge of extinction, there arose the Emperor. He served as a guiding hand that brought man from the brink and ushered in a new golden age for all humanity. Using his legions of Thunder Warriors, the ancient precursors of the Space Marines, global order was restored across Terra and once again the planet became a hub of unceasing activity, production and planning.

Aligning himself with the Tech Priests of Mars, the Emperor and his legions set off across the galaxy in search of the Primarchs, 20 beings of extraordinary power crafted from the Emperor's own genetic material. Seized and hidden by the dark gods of Chaos, over time each primarch was found and they joined the Emperor's Great Crusade as his most capable commanders, diplomats and warriors.

Thousands upon thousands of human worlds were liberated and united under the Imperium,



but in this moment of triumph, as the Emperor worked in secret to bring about his greatest gift to mankind, the galaxy descended once more into chaos and war.

Warmaster Horus, the favored son of the Emperor and greatest of his generals was manipulated by the dark gods of Chaos and together with nine of his brothers split the Imperium in two. When the Horus Heresy finally came to an end after nine years of civil war, the traitor legions had been beaten and Horus slain. But the effort had laid waste to much of the Imperium and the Emperor, mortally wounded in his last great confrontation with Horus, was sealed inside the Golden Throne now physically broken with only his immense psychic will remaining.

In the millennia since, the dream of the Emperor has wilted and died. The promise of knowledge and understanding has been replaced by ignorance and fear. Endless war is now the purpose of the Imperium and each century brings grave new threats and short lived triumphs. Ork warbands spread unchecked across the stars, Tyranid hive fleets circle the galaxy like predatory sharks all while ancient and young races alike work to usurp the Imperium's position of superiority.

Even the light of the Astronomicon has begun to flicker and fade. In the aftermath of Abaddon the Despoiler's 13th Black Crusade and the fall of the Cadian Gate, unprecedented warp storms now stretch across the galaxy and the Imperium is once more split in two. Traitor legions and alien armies besiege countless worlds, entire sectors have disappeared into the abyss and few dare speculate what nameless horrors run rampant in the weakened and isolated corners of the galaxy. Worse still is the knowledge secretly reported to the High Lords of Terra that the mechanisms of the Golden Throne have begun to fail and the knowledge necessary to repair them has been lost.

Before being executed for their heresy, prophets across the galaxy say now is the time of ending, when the Imperium will finally collapse into a trembling collection of shattered realms before

being swallowed up by the encroaching darkness. Yet rumors abound that legends thought lost to time have been reborn. There are whispers that hidden vaults on Mars have been unlocked and power new soldiers and armaments are now fighting across the galaxy. If now is truly the time of Ending then the Imperium is not content to stand idly by.

Across the worlds of the Imperium new Crusades have been proclaimed, great armies raised and mighty battlefleets armed and sent forth against the enemy.

For in the grim darkness of the far future there is only war...



What is this Supplement?

Pax Imperialis is a supplement for the *Wrath & Glory* role-playing game, dedicated to the myriad faces and facets of humanity that comprise the Imperium of Man. This work aims to provide frameworks to fully immerse in the rich setting of the Imperium, focusing on the citizenry and the Adeptus Terra organizations that routinely interact, collude and at times, persecute, the civilians that form the bedrock of Imperial society. This primarily includes the Adeptus Administratum, Arbites, Ministorum, as well as the Astropathic Choirs of the Adeptus Astra Telepathica.

Social Keywords

In addition to the countless organizations that exist within the Imperium, its population is in places stratified; divided or united by broad social groups with varying degrees of outlook and culture in common. A character's affinity with one of these social groups represents his understanding of that group, his connections within it, and his perceived standing in relation those who belong to that group. Just as many organizations transcend those that exist within the Imperium, so too do different social groups penetrate into each and every organization within the domains of the God-Emperor of Mankind.

Within Pax Imperialis, most archetypes possess a societal keyword with a given Archetypes most easily identified social groups within the Imperium. These keywords 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 "Middle Class" keyword is likely to have an easier time persuading a factorum menial, while a character with the "Nobility" keyword is more likely to gain a bonus from knowing the proper forms of etiquette when attending a formal function held in the courts of the spireborn.

List of Keywords

Keyword	Description
Social Keywords	
Academic	Those entitled to pursue knowledge, as part of their profession or tutelage for future positions.
Government	The ordained means of government within a particular part of the Imperium, whether specific to a single planet, sub-sector or sector.
Lower Class	Those who in their uncountable numbers toil at industry, agriculture or another manual trade.
Middle Class	Those who have a profession rather than a duty of labor or a craft; medicae, copyists, traders, technicians and adepts might be considered typical of this social group.
Military	Those whose craft is the waging of war.
Nobility	The high born elite of the Imperium.
Outcast	Those unfortunates who have slipped through the cracks of society.
Recidivist	Those who are part of, or are associated with, criminals and underworld organizations.
Imperium Keywords	
<Battlefleet>	A specific Imperial Navy battlefleet (replaces this keyword when chosen).
<Dogma>	A specific doctrine of the Ecclesiarchy (replaces this keyword when chosen).
<Gang>	A specific type of hive gang (replaces this keyword when chosen).
<Imperial Cult>	One of numerous cults of the Imperial creed, heretical faith or Chaos worship. (replaces this keyword when chosen).
<Household>	A specific questoris familia knight house (replaces this keyword when chosen).
<Lex>	A specific body of legal laws (replaces this keyword when chosen).
<Lineage>	A specific noble lineage of a highborn house (replaces this keyword when chosen).
<Lore>	A specific field of study (replaces this keyword when chosen).
<Navis House>	A specific type of Navis Nobilitate house (replaces this keyword when chosen).
<Precinct>	A specific type of Arbites precinct (replaces this keyword when chosen).
<Syndicate>	A specific type of criminal enterprise (replaces this keyword when chosen).
<Synod>	A specific level of ecclesiarchy synod (replaces this keyword when chosen).
<Trade Compact>	A specific type of commercial enterprise (replaces this keyword when chosen).
<Trade>	A specific field of skilled labor (replaces this keyword when chosen).
<Vessel>	A specific type of voidship (replaces this keyword when chosen).
Adeptus	The vast bureaucracy of the Imperium that administers the domains of the God-Emperor of mankind.
Administratum	
Adeptus Arbites	The keepers of Imperial law and enforcers of loyalty to the Golden Throne.
Adeptus Ministorum	The keepers of faith in the Emperor's divinity
Astropathicus	The telepaths who are soul bound to the Emperor and who unite the Imperium through their telepathic communications
Choirs	
Highborn	The hereditary aristocracy of the Imperium.
Hired Guns	The multitude of mercenaries and soldiers of fortune that are found across the Imperium's many worlds, eager to capitalize on the many wars being fought across the galaxy.
Imperial Navy	The forces of warships that defend the worlds of the Imperium, carry its troops to battlefronts and persecute its wars in the darkness between stars.
Knight Pilot	One of the Questoris Familia who has completed his Rite of Bonding and can pilot one of the venerable knight war suits.
Magistratum	One of the legal representatives that form the rare trials in the Imperium.
Mutant	The mutants that plague the Imperium at its every strata – from the reviled underhive mutant to the hidden gene-twist in the iron-spires.
Navis Nobilitate	The mutants whose abilities allow starships to pass through the warp and so travel between distant stars.
Questoris Familia	The Knight Houses whose war machines shake battlefields when they walk.

Keyword	Description
Rogue Trader	One who possesses a charter granting them the right to voyage beyond the borders of the Imperium with power unbound.
Rogue Trader Fleet	The mercantile fleets that belong to a Rogue Trader dynasty.
Scum	The desperate and lost who will do anything to survive – and even prosper – on the fringes of Imperial society.
Schola Progenium	The schools that teach orphans of Imperial officials who have given their lives in the service of the Emperor.
Scholastica Psykana	The organization that trains and sanctions Imperial Psykers.
Spyrer	Imperial spireborn nobility who stalk the underhives for sport and competition.
Untouchable	Those unfortunate few whose very presence is unnaturally ‘wrong’, and intrinsically opposed to the Immaterium.
Void Pirate	Those voidfarers who make their livings pillaging and raiding imperial trade routes and system Mandeville jump points.
Voidfarer	The masters of space craft who voyage within the bounds of the Imperium





IMPERIAL SPECIES







SPECIES

The Imperium of Man does not consist solely of humans; there are some sanctioned mutations from the true form of mankind - the Abhumans – and other subtler mutations that have been allowed to survive. These creatures, amongst them the beastmen and the strange, untoouchable, are tolerated by the Imperium, and may even earn full Imperial citizenship.

The following new species can be incorporated into the game at the Games Master's discretion, and bring their own unique challenges and skills to the campaign

Beastmen

"Beastman bad. Bad Beastman. Dirty. Emperor no like. Beastman love Emperor. Give blood to Emperor. Give heads to Emperor. Say sorry."

- Packmaster Grasht

Homo sapiens variatus, or Beastmen (sing. Beastman) are Abhumans descended from human stock who combine the physical appearances of humans and Terran animals, usually goats or rams. Beastmen do not necessarily look alike, and different animal traits can manifest themselves in each individual, but apart from this form of phenotypical variation they are a genetically stable human subspecies, and are considered to be a form of Abhuman rather than an actual mutant.

The origin of Beastmen is unknown, though it is likely that they are the result of experiments in genetic engineering stretching back to the Dark Age of Technology before the birth of the Imperium of Man, who proceeded to breed true. Other Imperial savants claim that Beastmen are Abhumans whose unusual forms were the result of exposure to the influence of the Warp but that the subspecies somehow managed to maintain an unusual degree of genetic stability across generations.

Beastmen Role

In temperament as well as appearance these Abhumans are often bestial, and possess a

reputation for crudity, aggression and bad discipline. Starting in the late 30th Millennium, Beastmen were often recruited into the ranks of the Imperial Army as part of the massive galactic expansion of the burgeoning Imperium of Man during the Great Crusade, which began after circa 800.M30. Beastmen in the Imperial Army were regarded as useful if highly undisciplined warriors, and were ideal for suicidal assaults where brawn rather than tactical intellect was required. Other Imperial troops disliked them intently as they were quite rowdy, unsanitary and generally unpleasant for baseline humans to deal with. Following the events of the galaxy-wide civil war known as the Horus Heresy, and the subsequent restructuring of the Imperial armed forces by the Ultramarines Legion Primarch Roboute Guilliman according to the dictates of his magnum opus, the Codex Astartes, Beastmen regiments were retained in the newborn Astra Militarum, where they were often led by the largest and most powerful of their kind, known as Packmasters.

Those Beastmen who have been introduced to the Imperial Cult by the missionaries of the Adeptus Ministorum possess a simple but fierce devotion to the Emperor of Mankind and regard Him as a vengeful god who demands tribute in the form of the blood of His enemies. These fanatically religious Beastmen are driven by the need to atone for their original sin of being mutants by fighting in service to the Emperor.

In recent centuries there has been a political shift within the Imperium and Beastmen are no longer seen in Imperial military service; no doubt the more Puritan elements of the Inquisition convinced the Departmento Munitorum that Beastmen could not be so radically different from the genetic human baseline without having been in some way affected by the taint of Chaos. In the late 41st Millennium, Beastmen are often now classified as mutants and as a result are the subject of severe Imperial persecution and have been placed on the

- "Register of Proscribed Citizens" (Class A-G worlds) by the Adeptus Arbites.
 - This effectively precludes them from settlement on, or transportation to or from, more than three hundred thousand worlds of the Imperium and forbids their conscription as part of an Imperial Tithe obligation. All of this is a sure sign that they may soon lose Abhuman status completely and be reclassified as true mutants. These creatures are often hunted down during anti-mutant pogroms conducted by the Adeptus Arbites on those worlds where populations of Beastmen are known to exist. This persecution, of course, has led many Beastmen to seek protection in the service of Chaos, thus in effect producing a self-fulfilling prophecy.
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Species Abilities

Build Point Cost: 10

Base Tier: 1

Speed: 8

Attribute Modifications: -1 Fellowship, +1 Toughness or +1 Strength

Abhuman: +1 DN to all interaction tests with characters possessing the Imperium keyword. Beastmen can take any Tier 1 archetypes listed with a prerequisite species of Human.

Stable Mutation: All Beastmen have the Aberration Mutation (page 374 of the Wrath & Glory core rulebook) and choose an animal hybrid from *Table 7-14: Hybrid Merges* (page 375).

Beastmen Names

Beastmen names tend to be short, composed of a singular guttural syllable or encompasses a bestial inflection that is either difficult or impossible for baseline humans to pronounce. Many Beastmen also tend to have descriptive surnames such as 'Half-Horn' or 'Grizzlybel'.

Male Names: Baocror, Dozguz, Ghaalgoz, Gor, Grasht, Kauzkuk, Khizkox, Kocvux, Necroz, Nirkez, Vagdhoor, Vinkug, Vulguc, Zhazkug,

Female Names: Atub, Bashuk, Borgakh, Bulak, Bulfim, Dulug, Gashnakh, Ghorza, Mazoga, Murob, Sharn, Shel, Ugak, Ulumpha,



Navigator

For over twenty thousand years, the unique breed of mutant humans known as Navigators have guided Mankind's vessels through the Warp. The early history of the Navigators has long been forgotten, save perhaps by the most venerable ancients of the Navigator Houses, though it is doubtful that even they remember everything accurately. Many theories abound regarding the sinister secrets they hide; of power, wealth, greed and manipulation that have been the hallmark of their organization since the dawn of time.

When Mankind first began colonization of the stars using conventional sub-light spacecraft, progress was painfully slow. Colonies were separated from Terra by generations, and without guidance and protection, the colonies were vulnerable to alien domination or worse. The discovery of warp drives, which allowed much faster travel through the fluid medium of the Immaterium, accelerated the colonization of new worlds and allowed the distant systems to become part of a more unified whole. But warp

drives alone were not enough to allow rapid, long distance journeys across the galaxy.

The Immaterium is the place where the most terrible of spirits and emotions find substance. A nightmare realm where insanity is a living thing and dreams walk clothed in flesh, full of torment and madness. It is an echo of the material universe, with every thought, desire and lust given shape in its fluid, haunted depths. Ships were forced to use short, dangerous and blind warp jumps, risking the ship and her crew with each jump. Without a reliable means of guiding the ship, it was at the mercy of the fickle tides of the Warp, and many of those early voyages ended in disaster. To travel through this realm blindly is the most dangerous of journeys and only the stabilized Navigator gene (*homo sapiens Navigo*) allows the ships of the Emperor to travel in relative safety from one side of the galaxy to the other. The Navigator gene allows a Navigator, with the aid of the Astronomican, to use his warp sight to guide spaceships through the Warp's unpredictable tides.

Navigator Roles

Quite how the Navigator-gene came to exist at all is a mystery that none of the ancient Navigator Houses will reveal. Perhaps they themselves have forgotten or the truth is too terrible to countenance. Many tales are told of genetic engineering conducted in the distant past, during the earliest history of Humanity. Their unique position in Human society gave them great power and leverage, allowing them to establish almost absolute control over trading and mercantile affairs throughout the galaxy, building an enormous power bloc which, though its strength has waxed and waned over the millennia, has never been broken. Today, the Navis Nobilitate (as it is now known) thrives as a vital part of the Imperium and, through time, the Navigators have come to control the vast majority of commerce across the Imperium, ruthlessly exploiting their monopoly on long distance interstellar travel to make the largest families inconceivably wealthy. Supported by a complex network of fealties, oaths, tithes and contracts, the great families controlled the

movement of almost all goods across the Imperium.

These powerful families divided into many individual Houses or Great Families. Each House is a large related family, but is also a literal house, a fortified mansion where the House leader, or Novator, lives together with his immediate kin and retainers. This mansion is regarded as the seat of the entire Great Family, even though it is only the hereditary ruling family that lives there. This centralization of power serves two purposes; it provides a focus for the material power and wealth of the Great Family, but also serves to control the breeding and progression of the family genome. The Navigator-gene can only be preserved by intermarriage, as it is lost when a Navigator breeds with an ordinary human.

Then, as now, most people shunned Navigators. With their strange three-eyed appearance, few would have dealings with them, and many in positions of power were jealous of their privileged status. Superstition and fear surrounds them, as it does all other mutants.

Species Abilities

Build Point Cost: 50

Base Tier: 1

Speed: 6

Attribute Modifications: -1 Fellowship, +1 Willpower

Warp Eye: All Navigators begin with the Lidless Stare Navigator power and may select an additional navigator power or improve an existing power (see **Navigator Powers**) at each additional Rank. They may also purchase additional powers, subject to Tier restrictions (as if they were psychic powers), including powers gained for free.

Stared into the Abyss: All Navigators have witnessed the horrors of the Warp many times, because of this they gain +1 bd to Fear tests when confronted by any daemonic creatures.

Navigators are also resistant to Chaos, so any psychic powers from the Malificarum discipline or possessing the <Chaos> or <Daemonic> keywords have a reduced effect against Navigators, with the Navigator inflicting a +2 DN penalty to such powers that target him.

Are Navigators Psykers?: Navigators are not marked as psykers in the traditional sense within the Imperium, though they do have a connection with the warp and use its power to fuel their abilities. For all game purposes, however, a Navigator character is considered a psyker. This means that weapons, powers, and creatures that have special effects on a character that possess the Psyker keyword will have similar effects on a Navigator character. However, Navigators can never gain the Psyker keyword, nor gain psychic powers or take the Psychic Revelation ascension package.

Navigator Mutation: Navigators begin play with a single mutations randomly determined from **Table: Navigator Mutations**, or chosen from the following options: Strangely Jointed Limbs, Elongated Form, Pale and Hairless Flesh, Eyes as Dark as the Void.

Navigating the Warp: When making Pilot tests when traveling the warp (see Travelling the Immaterium, page 249 of the Wrath & Glory core rulebook), a Navigator combines her Pilot skill with her Willpower Attribute instead of Intellect.

Navigator Names

Navigator names to be archaic and exotic, tracing their origins into the antiquity of humanity's linguistic roots of ancient Terra. As such, their names are strange and foreign to the common low gothic tongue and often possessing a hidden meaning that few outside their family lines could begin to understand.

Male Names: Aristide, Balafrer, Da'el, Fra, Gadevillious, Godric, K'nal, Kovos, Mahiro, Minodoya, Ors, Raigar, Raoul, Teodor, Tiresias.

Female Names: Aerwre'ka, Aleene, Belfry, Brianne, Kilani, Melfira, Mra, Syomil, Velisandre, W'nda, Xan'Tai



Navigator Mutations

'They hide a darkness in their souls far more repulsive than any warping of flesh or disfigurement of limb. Would that they weren't quite so useful then we could burn the lot of them.'

- Inquisitor Saffena Sengir

As well as their obvious mutation, a single dark eye in their forehead, other, lesser, mutations are not uncommon amongst Navigators. Many of the Navigator Houses have spent a vast amount of time in the Warp and, though they are exceptionally resistant to the powers of Chaos, the corrupting power of the Warp has taken its toll on the physical forms of the Navigators through the generations. Most of the families hide minor mutations, but the problem is accentuated by the intermarrying of the Great Houses to secure political allegiances and gain additional prestige. Over the millennia this stagnating gene-pool has created more cosmetic mutations: obesity or anorexia, bulbous facial features, large ears and withered

limbs are all common amongst the nobility of the Navigators. More sinister mutations are hidden from view, the worst sufferers hiding within the privacy of the palaces, never to see the light of day, their hideous deformities hidden from the Imperium behind a mask of wealth and luxury. Many Navigator children are killed at birth, mutated beyond recognition, abominations even to their strange race.

When a Navigator character is created, he will start play with an initial mutation. He does not get to test to avoid this mutation, reflecting the fact that it has been with him since birth.

Thereafter whenever the character gains a new Navigator power, or increases his level of mastery over a power he already has, he must make a Malignancy test as his body begins to change as his mysterious power waxes.

Testing for Resisting Mutation

A Navigator's resistance or susceptibility to mutation is almost purely down to the psychical purity of his gene-stock. When a Navigator learns a new power or increases mastery of a power, he must make a **Malignancy Test** (see page 368 of the wrath and glory core rulebook). If he fails this test, then a flaw in his genes has revealed itself, and he must generate a mutation on **Table: Navigator Mutations**.

Table: Navigator Mutations

D66 Roll [†]	Navigator Mutation
11-16	Strangely Jointed Limbs
21-26	Elongated Form
31-32	Pale and Hairless Flesh
33-34	Withered Form
35-36	Bloated Form
41-42	Membranous Growths
43-44	Inhuman Visage
45-46	Fingers like Talons
51-52	Teeth as Sharp as Needles
53-54	Disturbing Grace
55-56	Strange Vitality
61+	Unnatural Presence

[†]Should a Navigator gain the same mutation twice, re-roll the result.



Strangely Jointed Limbs

Your limbs have extra joints that articulate differently to a normal human.

Effect: You gain +2 bd to Agility attribute tests when performing acts of contortionism or similar acrobatic feats requiring flexibility.

Elongated Form

You are extremely tall and painfully thin.

Effect: You lose -1 Toughness permanently. Re-roll this mutation if you already have the Bloated Form mutation.

Pale and Hairless Flesh

Your skin is pale, marbled with veins and completely without hair.

Eyes as Dark as the Void

Your eyes are completely black and without iris.

Effect: you gain the ability to see in the dark, and never suffer penalties to your vision from it.

Withered Form

Your body is withered, your flesh hanging loosely from your bones.

Effect: You reduce your Strength Attribute species maximum by 1 permanently and reduce your Speed by 2. Re-roll this mutation if you already have the Bloated Form mutation.

Bloated Form

Your body is grossly bloated and your limbs thick with flesh.

Effect: You gain 1 Resilience and increase your Shock value by 2 but may no longer run. Re-roll this mutation if you already have the Elongated Form or Withered Form mutations.

Membranous Growths

You have membranes of skin between your limbs and digits and your skin sags in folds from your flesh.

Effect: you suffer -1 to your Fellowship attribute species maximum.

Inhuman Visage

Your face is devoid of human features, your nose is nothing but a pair of slits, your ears are small holes, your eyes are unblinking.

Effect: You gain the Fear (1) Trait.

Fingers like Talons

The bones of your fingers have grown and hardened into talons.

Effect: Your unarmed attacks gain an AP value of -1

Teeth as Sharp as Needles

Your mouth is filled with hundreds of fine, pointed teeth.

Effect: Your unarmed attacks gain an AP value of -1 and suffer -1 to your Fellowship attribute species maximum.

Disturbing Grace

You move with a fluid, sinuous grace that is somewhat unpleasant and unnatural in its quality.

Effect: You gain +2 Speed

Strange Vitality

You possess a vitality and resilience that is at odds with your physical form; wounds bleed translucent fluid and close quickly, bones knit together after being horrifically broken.

Effect: You gain +2 Resilience.

Unnatural Presence

In your presence living things feel strange unpleasant sensations, a cloying touch to their skin, a keening whine in their ears and a metallic tang in their mouth.

Effect: All your tests that involve positive social interaction increase their DN by 1, whilst all those that involve intimidation or inducing fear gain +1 bd.

Untouchable

Untouchables are extraordinarily rare individuals who cast no shadow in the warp. Their mere presence acts to inhibit and disrupt psychic energy to such an extent that even humans with no psychic ability whatsoever grow uncomfortable and fractious around them.

People who possess this unique nature are often marginalized and isolated, possessing few or no friends and have suffered a very troubled upbringing. Many find themselves living on the criminal margins of the Imperium for all their lives to die alone and unmissed. Unsettling and disliked though they may be an untouchables powers are singular and as can be imagined, the Inquisition has many uses for such singular individuals in its wars against the witch and the Daemon, as do certain cults, conspiracies and worse for their own dark purposes.

Untouchables Role

Because of their unique place in the universe, untouchables in games may bring up odd questions about their nature in the rules and options such characters may take. In all cases it

is up to the GM's own good sense and judgment to decide how they are handled.



Species Abilities

Build Point Cost: 20

Base Tier: 1

Speed: 6

Attribute Modifications: None

The Untouchable and the Profane: A force weapon, daemon weapon, or occult artefact (or the like) in the hands of an untouchable is merely a weapon or object of its type. The character may not unleash or benefit from any of the weapon's special powers or abilities, or (in the case of a daemon weapon) master it. However, the same also applies to such items and weapons used against the untouchable. Other than base damage listed (a sword in the guts is still a sword in the guts after all) any other particular effect such a weapon would normally have on the untouchable is likewise ignored.

Psychic Null: An untouchable (thanks to his special nature) is spared the perils of interaction with the Warp. The untouchable can never gain nor benefit from the positive effects of psychic powers or any other related unnatural talents, traits, or abilities that call on the Warp for power,

including sorcery, dark pacts or acts of faith. They may not take the psychic revelation ascension and can never gain the <Psyker> keyword. However, they are completely immune to the negative consequences of psychic power and similar abilities, and ignore any such effects that target them outright.

Soulless: Psychic Untouchables are incredibly rare, and often live lonely and short lives due to the effect they have on all living beings that get near them. They suffer +1 DN to all interaction tests with other characters.

Human: Untouchables can take any archetypes listed with a prerequisite species of Human. In addition, there are Untouchable exclusive archetypes.



BASE ATTRIBUTE MAXIMUMS BY SPECIES

Attribute	Beastmen	Navigator	Untouchable
Strength	9	8	8
Agility	9	8	8
Toughness	9	7	8
Intellect	7	9	8
Willpower	7	10	8
Fellowship	7	6	4
Initiative	8	8	8
Speed	8	6	6



IMPERIAL ARCHETYPES







List of Archetypes

Archetype	Tier	BP	Description
Adeptus Administratum			
Scribe	1	0	A cog in the great Imperial bureaucracy.
Ordinate	2	10	A learned scholar and scribe, adept at navigating bureaucratic obstacles.
Sage	3	30	An exceptionally learned scholar and scribe, focused on the pursuit of knowledge.
Prefect	4	40	A bearer of Imperial authority, veteran of a thousand audits
Adeptus Arbites			
Arbitrator	1	10	A guardian of imperial law, ruthless and implacable.
Proctor	1	30	An unrelenting warrior, adept at tracking down the most recalcitrant recidivist.
Marshal	3	60	A fearsome commander, championing the righteous Imperial law.
Judge	4	80	A lord of justice, inspiring both dread and respect in great measure.
Adeptus Ministorum			
Cleric	1	0	A minister of faith, dedicated to the faith of the imperium.
Confessor	1	10	An expert orator, expert at extracting confessions regardless of the situation.
Deacon	1	0	A collector of tithes, dedicated to ensuring proper offerings are made.
Preacher	1	0	A zealous preacher of the Imperial Creed.
Banisher	2	20	A mystic recluse, who safeguards dark secrets to better combat the daemonic.
Exorcist	2	30	A wizened scholar, who rebukes evil spirits and daemonic possessions.
Missionary	2	40	An interplanetary evangelist, accustomed to conflict and spreading the Faith across the cosmos.
Saint	2	30	A paragon of faith, embodying the very spirit of the Imperial Creed.
Cardinal	3	40	The voice of a synod, leading the flock of the faithful with vigor and passion.
Crusader	3	40	A holy warrior with unflagging devotion to the God-Emperor.
Heirophant	4	50	A fiery orator, relentless and empowered by faith.
Astropathicus Choirs			
Astropathicus	1	10	A messenger, capable of delivering the encrypted messages of the Astropaths without fail across any environment.
Envoy			
Black Sentinel	1	30	A brooding warrior, unwavering in his role as guardian and executioner.
Astropath	2	50	A sanctioned psyker, tasked providing intergalactic communication for the Imperium.
Choirmaster	3	60	A leader and psychic foci for the Astropathic choirs.
Astropath	4	70	A sanctioned Astropath whose strength and will allow him to operate alone and unaided by his own kind.
Commercia Imperialis			
Acquisitionist	1	10	A capable acquirer of goods, deals and contracts.
Guilder	1	0	A member of a guild, dedicated and oathsworn to his masters.
Chartist Captain	2	30	A captain of the merchant fleets, operating the stellar routes
Executioner	2	20	A chief representative of a trade combine, empowered with authority by his patrons to enact their will.
Seneschal	2	20	A financial savant, spymaster, and master of ceremonies.
Servo-Master	2	40	An augmented commercia operative who uses servitors to convey his will.
Tech-Thrall	2	30	A former slave, adept at fighting and surviving under persecution.
Merchant Magnate	3	30	A merchant prince, adept at manipulating fortune to his favor.

Archetype	Tier	BP	Description
Highborn			
Noble Scion	1	30	An enamored youth of noble blood, given opportunities others only dream of.
Politico	1	20	A politician of high standing, lobbying for the interests of his house.
Noble Lord	2	50	A bearer of profound Imperial authority and influence, groomed from birth to excel at all tasks.
Spyre Hunter	3	60	A noble who delights in hunting in the underhives, armed with the best money can buy.
Hired Guns			
Bloodsworn	1	20	A professional mercenary, who operate under the authority of blood contracts, warrants and other legal backings.
Bounty Hunter	1	30	A professional manhunter, adept at tracking down and bringing back their prey dead or alive.
Freelancer	1	10	A soldier of fortune, interested in selling his skill at arms for profit
Oathsworn	2	20	A professional guardian, willing to lay down their lives to serve their contracts.
Bodyguard			
Veteran Guardsman	2	40	A veteran of dozens of warzones, these former guardsmen now ply their hard-earned skills for themselves.
Arch-Militant	3	40	An expert at combat, adapting to any war or battle with equal ease.
Gunslinger	3	30	One of the finest gunmen in the Imperium, deadly and dangerous.
Hive Gang			
Juve	1	0	An inexperienced youth, eager for chance to prove themselves.
Ganger	1	10	Competent and trusted fighters, accustomed to brutality and violence.
Heavy	1	20	A strong warrior, bigger and burlier than ordinary gangers.
Gang Leader	2	30	A terrifying leader, leading by strength and will
Imperial Civilians			
Scholar	1	10	An scholar who pursues knowledge, despite the stigma it carries within the Imperium.
Artisan	1	10	A tradesman who excels at his craft, garnering a level of notoriety over his peers.
Chirurgeon	1	10	A dedicated healer, who can turn his skills towards darker ends.
Colonist	1	0	A settler of the frontiers, toughened and self-reliant
Enforcer	1	0	A brutal enforcer of the local law, loyal only to local laws or traditions.
Menial	1	0	A worker in the Imperium, upholding its edifices in a multitude of trades.
Planetary Defender	1	0	A defender of a world, dedicated to keeping numberless horrors at bay.
Bonded Emissary	2	20	A representative of an imperial institute, dynasty or organization, acting with granted authority not of his own making.
Planetary Governor	4	40	A representative of the Adeptus Terra, despotic or benevolent, who is used to managing an entire world's government.
Imperial Cults			
Charlatan	1	10	A confidence trickster, capable of leveraging faith against the common man.
Convert	1	0	A cult initiate, new to the creed but zealous in their faith.
Cultist	1	0	A dedicated cultist, fully integrated into the cults mysteries.
Frateris Militia	1	0	Zealous warriors raised from the common men and women to fight.
Penitent	1	10	A redeemed soul, constantly seeking atonement for past sins.
Crusader of Faith	2	30	A champion of the cult who seeks out their most hated foe or threats to face them head on.
Cult Magus	2	30	A practitioner of the dark arts of sorcery, seeped in occult and forbidden knowledge.
Death Cult Assassin	2	20	An agile killer, expressing worship through the art of death.
Fanatic	2	20	A zealous cultist, who needs little to spur him into action.
Redemptionist	2	40	A hyper-violent zealot whose hate has transcended all other virtues.

Archetype	Tier	BP	Description
Demagogue	3	50	A talented agitator and provocateur, who rouses their cults into acts of extreme passion.
Imperial Navy			
Rating	1	0	A capable voidsman, accustomed to the hardships of operating a voidship.
Voidsmen-At-Arms	1	0	A naval trooper, always ready and willing to defend his ship.
Midshipman	1	0	A naval cadet, inexperienced but headstrong.
Junior Officer	2	20	A junior commissioned officer, given charge of some function a warship.
Warrant Officer	2	20	A naval officer, drawn from the ranks of the crew and coordinates the orders of the officers.
Senior Officer	3	40	A senior commissioned officer who leads warships or armadas.
Magistratum			
Law-Wright	1	10	A scholar dedicated to understand an aspect of planetary law.
Offense-Barker	1	0	A prosecutor, who ensures the accusations of the guilty are heard in full measure.
Magistrate	2	10	A scholar dedicated to understanding the law, an expert at interpreting laws, regulations and legal codes.
Sentencing Lord	2	30	A judicator of planetary law and imperial justice.
Mutant Outcasts			
Hive Twist	1	0	An underhive mutant, adapted to survive the most hellish of environments.
Mutant Outcast	1	0	A mutant, tenacious survivor and exiled to the hellscape of the Imperium.
Twist Hulk	1	0	A horribly mutated monstrosity, strong and durable
Wyrd	1	20	An unsanctioned psyker, whose unnatural abilities set them apart
Ghilliam	2	20	A mutant voidfarer who makes their home in the black holds.
Psychic Abomination	2	20	A mutant psyker, whose unnatural mutations and psychic abilities are dangerous if left unchecked.
Scavy	2	10	A mutant - cast out and reviled - yet their mutations give them power.
Hullghast	3	30	A mutant wretch that inhabits the darkest holds and space hulks.
Navis Nobilite Houses			
Navis Scion	1	20	A young navigator, groomed for diplomacy since birth.
Nobilite Emissary	1	10	A representative of the Navis Nobilite, empowered to enact the will of a houses Novators.
Navigator Primaris	2	30	A warp guide, tasked with the sacred charge of guiding voidships through the immaterium.
Novator	3	40	An elder navigator who directs the interests of their house.
Heir-Apparent	4	50	The strongest navigators, primed to become the next paternova.
Questoris Familia			
Bannerman	1	10	A man-at-arms, serving with loyalty to his oath sworn liege.
Bondsman	1	30	An inducted knight pilot, raised from the commoners or lesser houses to pilot the armiger war suits.
Drover	1	20	A subservient class of herders who pilot the drover herding suits.
Serfitor	1	0	A serf, technologically enhanced with augmetics.
Knight Scion	2	40	A young scion of a Knight House, head strong and confident.
Sacristan	2	50	A maintainer of ancient technologies and rites pertaining to the knight war suits, oath sworn to serve the knight houses.
Freeblade	3	50	A Questoris knight pilot who, for reasons of his own, has departed his house for personal glory or vengeance.
Knight Baron	4	60	A leader of a knight house, battle tested and wizened by her years of service.
Rogue Trader Fleets			
Rejuvenat Adept	2	20	A master healer, able to extend life as well as heal injuries.

Archetype	Tier	BP	Description
Household Trooper	1	30	A man-at-arms that serves the fleet and dynasty.
Child of Dynasty	2	40	A young scion, groomed from birth to lead his house and dynasty.
Companion	2	30	Part comrade, part guardian, a formidable ally that forms a part of a rogue trader's personal coterie of advisors and protectors.
Rogue Trader	3	50	The warrant-holder and head of a dynasty.
Legendary Trader	4	60	A rogue trader of great importance and galactic renown.
Schola Progenium			
Explicator-Progenii	1	0	A particularly inquisitive progenii, earmarked for future service with the Inquisition.
Progena	1	0	An Imperial orphan, given at birth to be raised by the Schola Progenium to be raised and groomed for service.
Truant	1	5	A progenii who has rejected his allotted fate and escaped his institute to forge his own destiny.
Drill-Abbot	2	20	A veteran guardsmen, tempered by faith and charged with instructing the next generation of imperial servants.
Scum			
Scapegrace	1	0	A con, a master of misdirection and quick fixes
Scavenger	1	0	A cunning scavenger, always prepared for any situation
Stubjack	1	0	A toughened survivor, defined by his brutish tenacity
Performance	1	10	An entertainer, accustomed to working crowds.
Verminspeaker	1	30	An unsanctioned psyker who possesses an unnatural bond with vermin.
Witch	1	30	A rogue psyker, unclaimed by the black ships
Reclaimator	2	20	A cunning technomat, able to salvage and repair what he finds.
Desperado	3	30	A savvy and dangerous bounty hunter, mercenary, and gun for hire.
Underworld Syndicates			
Dreg	1	0	An addict, inured to the worst conditions of the Imperium's underworld
Fixer	1	10	An underworld fence, able to produce a number of illicit and forbidden items.
Malifixer	1	10	An underworld professional, talented in covering up a host of crimes.
Skulker	1	10	A criminal assassin, paid to eliminate troublesome individuals or rivals.
Smuggler	1	20	A smuggler, adept at crossing borders and transporting illicit goods.
Thug	1	0	A hired muscle, paid to enforce the will of a syndicate.
Cold Trader	2	30	A stellar smuggler who trades in forbidden, xenos goods.
Crime Lord	2	40	A recidivist who controls entire operations or a syndicate.
Untouchables			
Blank	1	0	An untouchable, whose aura of 'wrongness' sets them apart from his fellow man.
Null	2	20	A more unnatural untouchable, whose presence can harm the psychically gifted and ward of the daemonic.
Pariah	3	50	A particularly powerful untouchable, whose aura is palpable and capable of disrupting the strongest of psychic manifestations.
Voidfarers			
Dark-Holder	1	10	A voidborn from the ill-omened black holds of the Imperium.
Pilgrim	1	10	An imperial pilgrim, whose journey has defined his entire life.
Voidborn Clanner	1	0	A voidborn whose family traces back generations aboard a star vessel.
Void-Master	2	30	An expert voidfarer, adept at operating almost any system aboard a star vessel.
Void Pirates			
Wolfpack Raider	1	0	A void pirate, who makes his living through daring raids and ambushes.
Pirate Prince	2	40	A void pirate, whose narcissistic personality and ruthless nature allow him to command a fleet of void scum.
Reaver	2	20	A sadistic raider, detached and removed from his own humanity.
Swashbuckler	2	40	A bombastic void pirate, whose bravado is as tempered as his skill at arms.



Adeptus Administratum

The Administratum is a vast, monolithic organization and the largest, most powerful of all the divisions that make up the Adeptus Terra. It is said the Adeptus Terra is the cogs and gears that drive the Imperium, and the Administratum is the grease and oil that smooths and coats the machinery. Without the Administratum, the gears of the Adeptus Terra would grind to a halt and the Imperium would fail.

Billions staff the Administratum, the majority of which are adepts of varying grades and specialties. Many are in hereditary positions, the titles passed down from generation to generation. Such is the immense size of the Administratum, it has been known for whole departments to become lost in a sea of complex bureaucracy only to resurface centuries later. Entire divisions have been founded and dogmatically continue to exist, even after their original intent has long since expired.

Most adepts laboring within the gargantuan vaults, forgotten archive halls or sitting at ancient, parchment-reading, logic engines are considered to be learned by Imperial standards. They range from studious librarians, who have spent their entire lives within the dusty confines of manuscript-filled archives, to younger, knowledge-hungry scholars ambitious to climb the multitudinous ranks of the Administratum.

Administratum adepts may be thought of as meek when compared to others, but they have access to one of the most powerful weapons in the 41st Millennium - knowledge.

Characters with the **<Praefecture>** keyword must have the Adeptus Administratum keyword as well. Characters with the **<Administratum>** keyword may select one of the following prefects (or the player may work with the GM to determine another if they wish). Choosing a prefect replaces the **<Praefecture>** keyword with the name of the selection.



Selecting a Praefecture also provides the character with a bonus associated with that prefect:

Praefecture Affiliation: The adept gains + $\frac{1}{2}$ Rank bonus dice with that prefect's bonus (either a Skill or Influence test). If a player creates their own prefect 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 prefect's focus.



Table: Praefectures of the Administratum

Praefecture	Description	Prefect Bonus
Officio Medicae	The Officio Medicae forms the largest governing and acting body of the Imperium focused on providing medical services to the Adeptus Terra. Its adepts are more accustomed to the rigors of field work than most others within the Administratum.	Medicae
Departmento Munitorum	The logisticians of the Departmento Munitorum are tasked with the sacred duty of ensuring the armies of the Astra Militarum are provided supplies of all kinds – from munitions to foodstuffs, to siege tanks and pre-fab fortifications.	Intimidation
Officio Tactica	Tacticians of the Officio Tactica serve the lord general militants of the Astra Militarum, granting the theater commanders of imperial crusades access to historical precedence and sound tactical advice from the tactica imperialis.	Leadership
Estate Imperium	The Estate Imperium is a division of the Administratum, described as "the million-strong records office of the Administratum". Presumably its purpose is to keep and furnish records of Imperial organizations. The Estate Imperium is also one of the overseers of the vast Departmento Munitorum.	Influence
Departmento Analyticus	The Departmento Analyticus serves the Ordo Xenos exclusively, maintain the records of countless xenos, performing vivisections and providing accurate strategems and intel for use by agents of the Inquisition.	Scholar
Officio	Covert agents of the Sabatorum are capable of killing everyone at an	Stealth

Sabatorum	outpost with ease. They favor the use of explosives, poisons and gas rather than conventional weapons. Should an agent have to fight an opponent directly it is often viewed as a mission that has failed already.	
Logis Strategos	The Logis Strategos is an Imperial intelligence and analysis agency, a department of the Administratum. It is noted for analyzing the various threats facing the Imperium, such as Xenos and Chaos, and devising suitable strategies to face them.	Scholar
Astra Cartographica	The Departmento Astra Cartographica operate from a numberless amount of smaller divisio astrocartographicus praefectures that are attached to Imperial Navy fleets, each recording and updating the stellar voids of the Imperium.	Awareness
Officio Inquisitorus	The Officio Inquisitorus provides services exclusively to the Holy Ordos of the Inquisition; from providing scribes, archivists or translators, as well as maintaining the black fortresses of the Inquisition.	Investigation
Divisio Auditus	The Divisio Auditus oversees matters of significant interest to the Administratum from incorrect tithes to the adjudication of Warrants of Trade granted to Imperial merchants in the sector.	Intimidation
Historical Revision Unit	The Historical Revision Unit is one of the myriad bureaucratic departments of the Administratum, whose Adepts are the indentured servants and Servitors known as Historitors who work within the Imperial Palace. Their job is to revise subversive records of Imperial history into versions that are more reverent towards the Emperor and the version of Imperial history that most glorifies His name.	Deception

Adeptus Administratum Objectives

D3 Roll Result

- 1 Solve a problem using influence, guile or knowledge 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.

Scribe

"A scribe is always useful. Knowledge can make the difference between life and death, particularly if you send the scribe in first..."

-Inditor Melior

Scribes are vessels of knowledge, skilled in the byzantine art of extracting information from all manner of sources. They are the most populous of ranked members of the Administratum, found in every Praefecture – from the largest Departmento to the smallest Officio or Chamber, fulfilling a myriad host of duties and overseeing



the actions of dozens of archivists and scriveners. Scribes are a lowly kind of functionary within the Administratum. They keep records in a way roughly similar to that of a clerk. Most of the staff of the Administratum are drawn from families of hereditary slave-workers, many of whom can trace their family history back to the original founding of the Imperium. Many secretly fear they will never rise further within the ranks of the Administratum, hence they are naturally keen on taking risks.

In the field, scribes are rarely armed with anything more than an autopistol; firepower is someone else's job. They are present to give sage tactical advice, unlock codes, confirm the existence of STC data or brief on local customs and rituals. Their role may not be in the forefront of a firefight but it is no less pivotal or dangerous. Whilst others can secure a heavily defended data-crypt with firepower and psychic force, someone needs to download and decipher the data from the terminal in the midst of a combat.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: Intellect (3)

Skill: Scholar (2)

Benefits

Keywords: Imperium, Adeptus Administratum < Praefecture >, Government

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: Administratum robes, laspistol or stubber, auto quill, data-slate, 3 scrolls of ancient records.

Ordinate

"I would sooner submit to penitent excruciation than deal with the Ordinate-Majore again."

- Rogue Trader Jonquin Saul

Ordinates are trusted members of the Administratum, having been initiated into some of its deeper secrets. Even the lore of other Adepts is not beyond their scrutinizing gaze. Their fingers stained in ink, their backs hunched over parchment strewn desks, adepts can be found in every dark niche of the Imperium and beyond it, tabulating data and recording the ending of lives as thoughtlessly as they might the day's precipitation.

Ordinates are the most common type of Administratum adept, and deal with much of the routine work of running the Imperium. Officious, overbearing, and well-suited to their positions, ordinates personally oversee a specific function within their praefecture. Most ordinates spend their time sifting through reams of information or completing endless reports. They pass these on to other adepts, all in small ways contributing to the Administratum's greater - but still greatly limited - understanding of the Imperium and its status. This is still only a poor glimpse of factual reality, and usually so out of date that it is worthless for practical use. Some lords within the Administratum are acutely aware of this, but still work on as they cannot imagine any other method to maintaining the Imperium. Many others blindly operate the same way, blissfully ignorant of the futility of their work.

Because the Administratum works on all levels of Imperial society, and processes such enormous



quantities of information, those within its ranks can sometimes gain understanding of the workings of the Imperium unlike any other. However, this can be as incorrect or antiquated as the data they process. Often possessing talents unknown to others, such as the knowledge of arcane languages, data cyphers, and numerical manipulations, an Administratum ordinatus can detect meaning where others only see random scribblings or base nonsense. This is due in part to the slow decay of knowledge into rote learning on many Imperial worlds, but it is also due to the Administratum's secretive nature. It jealously guards its holdings, and uses specialized codes, insular lexicons, and technical cant. An Administratum adept is the key to unlocking this secret world of records and information, and bringing its considerable might to bear can be vital to finding a single citizen among millions, clearing important cargo through quarantine, unravelling a strange local weather pattern, or performing any one of a thousand other tasks.

Build Point Cost: 10

Prerequisites

Tier: 2

Species: Human

Attribute: Intellect (4), Fellowship (2)

Skill: Scholar (3)

Benefits

Keywords: Imperium, Adeptus Administratum < Praefecture >, Government

Influence Bonus: +2

Master of Paperwork: The character is particularly adept at circumventing the red-tape of imperial bureaucracy to obtain what he needs. Add +Rank to Influence and Cunning tests to acquire wargear.

Wargear: Administratum robes, laspistol or stubber, auto-quill or writing kit, chrono or hour glass, data-slate or illuminated tome or medi-kit, choice of single augmetic, badge of office or servo-skull

Sage

"It's simple really. If we place the signifier here in this position, the rest of the cipher solves itself."

- Scholar Gabel Troken

Sages (also sometimes known as Savants, Calculus Logi, or Lexmechanics) are those Adepts who have moved beyond the confines of their previous vocation. Whilst many maintain links to past lives that they can exploit in the course of their duties, they have become permanent members of another's personal staff. Others serve an organization as a whole, being cloistered in spire towers or voidships until need of their services arises. Thanks to the Sage's largely unintentional thirst for knowledge, most Agents of the Imperium prefer to make use of their own, more trusted Sages, preferring that these walking repositories of knowledge remain close at hand at all times.

The reason that Sages are of such use is that there is no secret so veiled, no archive so sealed, and no mystery so impenetrable that the truth cannot be revealed. Sages are utterly dedicated to the unearthing of every last fact, no matter how apparently obscure.

They display a dedication to the unearthing of trivia so far beyond the abilities of a normal Man that it is commonly held that they must be gifted, or indeed cursed, by some form of genetic predisposition not unlike that which allows a Navigator to guide a vessel through the Warp. A Sage is capable of penetrating the machine systems of any archive, navigating strata of millennia-old data, accessing files long sealed, and unlocking ciphers intended to be unbreakable.



Build Point Cost: 30

Prerequisites

Tier: 3

Species: Human

Attribute: Intellect (4)

Skill: Scholar (4), Tech (3)

Benefits

Keywords: Imperium, Adeptus Administratum
<Praefecture>, Government

Influence Bonus: +3

Master of Knowledge: A Sage's mind is an incredible thing, always working, always in motion, as it considers countless possibilities and outcomes. They receive +Rank to Scholar tests, and may make a single retroactive Investigate test with a bonus of +Rank once per session, representing a sudden revelation that provides additional clues or suspects, particularly useful for explications.

Wargear: Administratum robes or flak armor, laspistol or stubber, auto quill, data-slate, choice of two augmetics, voluminous grimoire, badge of office

Prefect

"Stop staring, lad. It's not for the likes of archivists like you to look upon the Prefect. Of course, he has an extra brain. You would too, if you had to work like that."

-Ordinate Lensky

At the head of every Praefecture is the Prefect, or *Prefectus*, whose oversight and control oversees the very machinations of his assigned office. Precise and pedantic to a fault, Prefects possess no empathy for other people, caring only about the details of their work. Unlike other adepts, a prefect is in full bloom of his powers, wise, learned and skilled in getting results from the almighty machine that is the Administratum. Should they avoid peevish theoretical debate

and infighting, prefects become respected and mighty indeed.

Build Point Cost: 40

Prerequisites

Tier: 4

Species: Human

Attribute: Intellect (4), Willpower (3)

Skill: Scholar (3), Insight (3), Awareness (2)

Benefits

Keywords: Imperium, Adeptus Administratum
<Praefecture>, Government

Influence Bonus: +4

Unfazeable: In his duties, a prefect often comes across things that can break the minds of mortal men. For this reason, many Prefects become adept at "reading without reading" and gleaning knowledge from texts without looking too closely at the writings. They gain +1/2 Rank to Resolve and Corruption Tests. Additionally, due to their many years in service to the Administratum, they gain +Rank to Scholar tests regarding knowledge pertaining to their Praefecture focus.

Wargear: Administratum Robes or flak armor or carapace armor, dueling las pistol or hand cannon, auto quill, data-slate, choice of two augmetics, badge of office, servo-skull.





Adeptus Arbites

"They live there in that great plascrete tower surrounded by walls and razor wire, only emerging to seize some unfortunate who has transgressed against the Imperial Laws or to patrol the city to prove that it belongs to them. There are crystal lenses and sound wave detectors on that tower that can watch citizens and listen to their conversations 100 leagues away, Imperial spy satellites watch what they can't see directly and even the Governor fears them. They aren't from here and have nothing to do with us, no more than Orks or Eldar, if they have families or children we don't know about them and we don't care. They wouldn't so much as buy a glowbulb from us and we would not sell it to them. It's ironic that they have the rather benevolent title of Arbitrators."

- Vorkas Zolowski

The Adeptus Arbites are the conspicuous and ever-watchful long arm of the Emperor's law. From their Fortress Precincts upon almost every world of the Imperium, they administer the harsh justice as laid down by the Lex Imperialis. None are above, or indeed below, their notice, and they will stop at nothing to ensure wrong-doers are punished for even the smallest crime.

Unlike the individuals in the service of the Holy Orders of the Emperor's Inquisition, the Proctors, Arbitrators and Judges are not free to administer judgement as and how they see fit. They are instead bound by the Lex Imperialis. This is a prodigious body of laws, rulings, precedents and more compiled over ten millennia, and ranging from the words of the Emperor Himself from the days he walked amongst men, to the most recent proclamations of the High Lords of Terra. By its very nature, this body of law is vast, and many servants of the Arbites spend their entire lifetime researching a particular point of law so that a criminal may be brought to justice.

The Arbites administer the galaxy-wide laws of the Lex Imperialis with ruthless efficiency. Though there are many other local law enforcement bodies on every world, it is the



Adeptus Arbites that enact the definitive word of the law, above all others.

Arbites Precincts are present in most every major city ruled by the Imperium. They are huge, threatening buildings that dominate and inspire fear and paranoia for many miles around. The officers of the Arbites are utterly incorruptible, and never serve on or near their homeworld: the law is their life and they are utterly and ruthlessly dedicated to it. Arbites Precincts are often the first line of defense against the corruption of an Imperial world. The Arbites owe no direct allegiance to the world's Imperial Commander, and so are free to react to the slightest hint of treachery. Many governors resent this autonomy, but are later thankful for it when rebels attack their palaces and the Arbites are the only force able to stand against them.

On many occasions, the Arbites Fortress Precincts have held out against full-scale invasion for many weeks, acting as a rallying point for the defenders when all else seems lost. Often, it is the Arbites' Astropaths who get out the crucial plea for aid, to which surrounding systems respond. By the time a response is

mustered the Fortress Precinct will most likely have fallen, but the Arbites will have sold their lives dearly, and will have ultimately succeeded in bringing down retribution upon the heads of those who would defile the Emperor's Domains.

On occasion, an officer of the Adeptus Arbites may find that his line of enquiry leads his path to cross with that of an Inquisitor. What appears a criminal enterprise may manifest itself as a heretical cult; traffic in illicit goods may turn up an exclusive trade in highly illegal xeno-tech. When the particular skills of the Arbites are matched to the limitless mandate of the Inquisition, the enemies of Mankind will find nowhere to hide from the blinding light of justice.

Characters with the **<Adeptus Arbites>** keyword are immune to the effects of Terror or Fear originating from enemies with the **<Imperium>** keyword. In addition, the character gains +2 bonus dice for any Scholar or Investigation tests related to recidivists or heretics.

Precincts of the Adeptus Arbites

Whatever their number on a world, or relative size and importance, every Precinct Fortress is broadly similar. They are severe, utilitarian buildings with black armored walls as thick as a military bunker. Their towering shapes exude an air of menace, frowning down on the other buildings nearby and the citizens who hurry fearfully past. Though each Precinct varies based on the needs of the world it is built on, many include the same basic elements: billets for the Arbitrators, an extensive armory to ensure they are well-equipped for the job at hand, secure cells in which to detain suspects ready for questioning or trial, and a court of judgement where guilt and punishment is determined.

These resources can vary greatly, as a Precinct with only a single Arbitrator may have limited

ability to hold the guilty until the time of their punishment, and summary execution may be the Arbitrator's only viable course of action.

Monitoring arrays allow the users to listen in on local communications and heavy caliber automated weapon turrets track passing vehicles. Larger precincts may contain additional facilities at the discretion of the High Marshal or Judge such as specialized interrogation rooms fitted out with all manner of devices for extracting information from those who find themselves strapped to the table, medicae centers containing automated equipment and Surgeon-Servitors to treat the wounds of injured agents, and Astropathica shrines where pleas for aid can be transmitted to other planets and incoming messages painstakingly decoded.

Planetary Governors often resent the Imperial oversight represented by the Precinct Fortresses on their world. However, in the event of widespread civil unrest and rebellion, they can provide sanctuary from the raging mobs and form the base from which the uprising will be crushed. In the case of a hostile invasion, the Arbites may well be the only ones with the means to send for Imperial reinforcements, and their armored fortresses often become a rallying point and central hub of the resistance.

Assistance rarely arrives quickly enough to save the population, but behind their thick walls and heavy doors, it is the Arbitrators' duty to hold out for as long as possible, until the last scrap of food is gone and the last round of ammunition has been fired.

Characters with the **<Precinct>** keyword may select one of the following Precincts (or the player may work with the GM to determine another if they wish). Choosing a Precinct replaces the **<Precinct>** keyword with the name of the selection.



Table: Precincts of the Adeptus Arbites

Precinct	Description
Astra	Precinct Astra is the designation for the diffused networks of a local sector, tasked with patrolling interstellar trade routes and monitoring crime within the void.
Courthouse	Sprawling hive cities typically also have their own Courthouse Precinct to aid in large scale monitoring, reporting to their central Precinct Fortress.
Fortress	Most Arbitrators operate out of massive Precinct Fortresses, located within capital cities in close proximity to the Planetary Governor of major Imperial worlds.
House	Remote planets of little importance typically have just a single fortified Precinct House for the single Arbitrator stationed there.
Op-Center	Operational centers are forward operating bases maintained throughout Imperial worlds, particularly hive or industrial worlds, with each being a garrison for a few dozen Arbitrators who report to their nearest precinct.



Adeptus Arbites Objectives

D3 Roll Result

- 1 Recite a passage from the lex Imperialis, relating how the current situation is within compliance (or violation) of the law.
- 2 Solve a problem with brute force or violence when using wealth, influence, psychic powers or guile would have been better alternatives.
- 3 Reminiscence about a Precinct you have visited and compare it to the current location.



Arbitrator

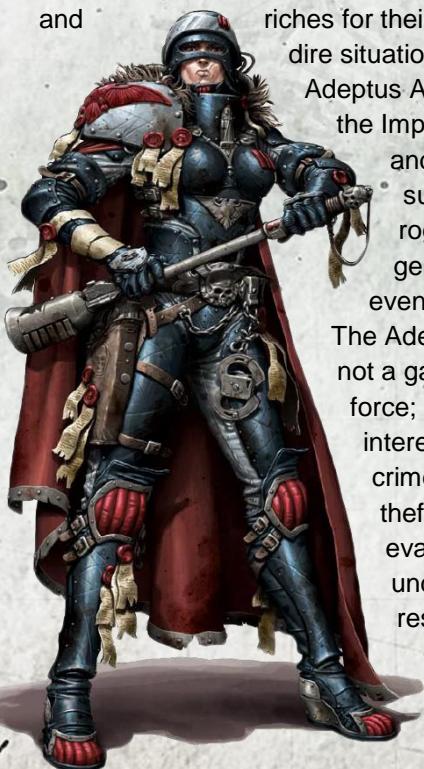
"He demands? The demands of the law come first, even in Hive Tarsus."

- Regulator Hanz Rikenna

Throughout the millions of worlds of the Imperium, crime is rife. Not just the petty crimes of individuals for personal gain, but organized crime on a scale never even considered in humanity's past. Entire sub-sectors and planets have been in the thrall of illegal cartels and criminal organizations. There are even wayward planetary governors who shun the Imperium and treat the dominion as their own paltry fiefdom, claiming the planet's natural resources, labor and

riches for their own. In these dire situations it falls to the Adeptus Arbites to defend the Imperium's rights and prevent whole sub-sectors going rogue for generations, or even permanently.

The Adeptus Arbites is not a galactic police force; it has little interest in petty crimes such as theft, murder or tax evasion, for this fall under the responsibility of the local



planetary forces. The Adeptus Arbites is there to keep order on a far greater scale, to root out corruption, maintain the Imperial tithe and to guard against witchery.

From the Adeptus Arbites come the fearsome Arbitrators. These men and women are stoic in their duty and unquestionably loyal to the Imperium. Arbitrators are infamous for their prodigious stamina and zeal, and their ability to survive all manner of wounds and punishment in the quest to catch their quarry.

Arbitrators are resolute and fearless. They demand utter obedience from the citizens they come into contact with. Where civil unrest and crime threaten the stability of a world, the Arbitrators are in the field: unflinching, ordering the local enforcers, and hunting down the rabble-rousers, to restore law and order.

Build Point Cost: 20

Prerequisites

Tier: 1

Species: Human

Attribute: Willpower (2)

Skill: Weapon Skill (2), Intimidate (2)

Benefits

Keywords: Imperium, Adeptus Arbites, <Precinct>, Military

Influence Bonus: +1

The Face of the Law: The character is an embodiment of the Lex Imperialis itself, bringing fear and terror to those bound by its laws. Add +Rank to Intimidation tests against any with the <Imperium> keywords.

Wargear: Carapace armor, bolt pistol or riot shield, shock maul, book of law, manacles, arbitrator ID, chrono, pack of lho-sticks or flask of amasec.



Proctor

"Took sixteen slugs to the gut, but he still got his man. Now, there's a real arbitrator for you..."

Arbitrators whose particular skills lie in the application of extreme brutality and military force or the command of men in battle, and who have proven time and again that they are nigh impossible to kill, may be promoted to the level of Proctor. Proctors derive their name from ancient military traditions, a term that carries with it an air of divine justice. They specialize in crushing riots and insurrection in the most hostile of districts deep within a hive city's steel and iron caverns.

Proctors have little pity or compassion for the transgressions of Imperial citizens. Years of dealing with the scum of the galaxy has made many of them cynical and bitter. Others have become zealots, seeing the Emperor's hand in the letter of the law and believing anyone who would break it deserves only death. A few might maintain idealistic notions for bringing order to the Imperium, but the realities of endless - sometimes horrific - crimes constantly erode such notions. The arrival of a Proctor is seldom welcome, given the brutal way in which they operate during their investigations, arrests, and executions, even though it might mean an end to vicious criminal enterprises.

An Arbitrator must deal with ineffectual or corrupt local agencies. These are often an Arbitrator's greatest foes as he must clean up a local situation, taking over the unfit local law enforcement of a hive city, orbital



station, or even entire planet to purge it of crime and corruption in a series of bloody and unforgiving sweeps.

Build Point Cost: 30

Prerequisites

Tier: 1

Species: Human

Attribute: Willpower (3), Initiative (2), Agility (2)

Skill: Weapon Skill (2), Ballistic Skill (2), Intimidate (3)

Benefits

Keywords: Imperium, Adeptus Arbites, <Precinct>, Military

Influence Bonus: +2

Imperial Authority: The character is an embodiment of the Lex Imperialis itself, bringing fear and terror to those bound by its laws. They gain +1/2 Rank to Resolve and Corruption Tests, and add +Rank to Intimidation tests against any with the <Imperium> keyword.

Wargear: Carapace armor, combat shotgun or boltgun or riot shield, power maul, book of law, manacles, arbitrator ID, chrono, pack of lho-sticks or flask of amasec

Mortiurge

"...The Guild-Dame was shot twice at close range while seated at her desk, once to the heart and once to the head, either wound would have been immediately fatal. The killer had gained access through the front door, posing as a Provost-Captain, and left the premises by walking calmly out the way he entered. Evidence recovered at the scene implicates the Guild-Dame and several other prominent Guilders of bribery of cinq-port officials and cadre enforcers. Arbites Castigation Detachments dispatched. See attached log of execution warrants Ω#77-134..."

- Excerpted from Case-file Monograph

In the Imperium, totalitarian control and summary justice are often the norm rather than the exception, particularly among the teeming multitudes of a hive world, and that judgement is uniformly harsh and often fatal. Accordingly, both the Adeptus Arbites and many local enforcer cadres have need of hardened men and women whose talent lies in dealing death and summary execution rather than upholding the law or maintaining order. These troopers make up the infamous kill squads under the direct jurisdiction of the local Imperial Commander and are used to guarantee their power; they also form the feared Arbites Castigation Detachments tasked to deliver the Emperor's wrath on the recidivist and those who would contravene high Imperial Law without fear or favor.

Even among these cold-blooded killers, however, there are those whose particular skill and callous dedication to their lethal duty makes them stand out from the ranks. Singled out and specially trained to operate independently both as snipers and close-quarter gunfighters, the Adeptus Arbites refer to these specialists as Mortiurges. By the nature of their work a Mortiurge works alone, singled out from his fellows by his differences in purpose and the blood on his hands. In truth little more than judicially recognized assassins, they are often also employed to keep other law-enforcers in check when needs require. As such, these singular killers are often shunned by their colleagues and quickly learn to keep their distance, lest one day they be called on to slaughter a friend.

Build Point Cost: 50



Prerequisites

Tier: 3

Species: Human

Attribute: Willpower (4), Intellect (2), Agility (3)

Skill: Weapon Skill (2), Ballistic Skill (4), Investigation (3), Survival (2), Stealth (2)

Benefits

Keywords: Imperium, Adeptus Arbites, <Precinct>, Military

Influence Bonus: +3

Last Killer Standing: Veteran of a hundred gun battles, summary executions and black operations, a Mortiurge has learned to stay alive regardless of the odds when the bullets and las-bolts fly by, using them environment to their best advantage. They are immune to pinning from personal small arms excluding weapons with the Heavy (x) trait. Additionally, they add +1 to the defensive value of any cover except when ambushed in combat.

Wargear: Bolt pistol or needle pistol, sniper rifle or needle rifle, arbites carapace armor, arbitrator ID (Symbol of Authority), abridged copy of the Lex Imperialis.

Marshal

"No shield may stay the blade of justice."

- Meditations of the Adeptus Arbites

Arbites Marshals are the commanders who control the deployment of resources across the precincts of an entire planet or even multiple planetary systems. They serve at the direct appointment of the Lord Marshal, and there is no higher Imperial legal authority on a planet, unless an Inquisitor decides to "open a dialogue" on the subject. It is they who bear the heavy burden of allocating men and equipment, trusting to their own judgement and the Emperor's will that their forces will be in the right place at the right time.

Some Arbitrators openly investigate and make no secret who their quarry is, even if he is of noble birth or high rank. This can often lead to overt hostility between the Marshal and his subject, although there is no question who off-world forces of the Imperium would side with should they be requested to attend. This is by no means the only mode of investigation; others are quite methodical in their approach - meticulously sourcing evidence and questioning contacts and witnesses.

Build Point Cost: 60

Prerequisites

Tier: 3

Species: Human

Attribute: Willpower (4), Initiative (2), Agility (2)

Skill: Weapon Skill (2), Ballistic Skill (2), Intimidate (4)

Benefits



Keywords: Imperium, Adeptus Arbites, <Precinct>, Military

Influence Bonus: +3

The Thin Black Line: The character is an embodiment of the Lex Imperialis itself, bringing fear and terror to those bound by its laws. They gain +1/2 Rank to Corruption Tests and add +Rank to Intimidation and Resolve tests against any with the <Imperium> keywords.

Psi-Marshals: Arbites Psi-Marshals are rare solitary figures, held at bay by their own men as much as the citizenry. Each precinct-house will have a single Psi-Marshal assigned under ideal conditions to lend their unique talents to the Arbites law-enforcement efforts. Adeptus Arbites Marshals who ascend with the Psychic Revelations package gain access to the Judicium psychic discipline.

Wargear: Carapace armor, combat shotgun or bolt pistol, power maul, book of law, manacles, cyber-mastiff, arbitrator ID, chrono, pack of Iho-sticks or flask of amasec

Judge

"Hive cities are little more than unlit bonfires. They need only the sparks of lawlessness to burn."

- Judge Traggat

The Imperium's laws are iron and absolute. They must be, for they are the only bulwark between the huddled masses of humanity and a sure descent into chaos and destruction. To enforce those laws - taken from the Book of Judgement, and known as the Lex Imperialis - the Imperium relies on the strength of the Adeptus Arbites. The laws of the Imperium as a whole are the Arbites' jurisdiction. They are the Imperium's police, as well as the watchful eyes ensuring that local authorities and planetary governors maintain their loyalty to the greater Imperium. Within the Adeptus Arbites, there are the Arbitrators - the militant arm and the fighting forces used to quell rebellions and the like - and the Judges.

Judges are lords of justice who have great powers and sweeping influence within their purview not far below that of an Imperial Inquisitor. Judges are given both the power of enforcing the law and passing judgement on those who break it. A Judge must be able to pass judgement just as ably as he dispenses justice, and although the Lex Imperialis is uniformly harsh in its sentences, it is also fair. For every crime there is a punishment, established through millennia of rulings, legal decisions, and precedents. At some point in their career, if not from the very outset, all Judges make a pilgrimage to Terra and the great Hall of Judgement to study there amongst the vast and ever-growing labyrinth of laws and ordinances that govern the Imperium's scattered worlds. Although portable cogitators exist that contain a portion of the relevant Lex Imperialis for a Judge's purview - suitable for simple issues of precedence and crime amongst the Adeptus Terra - a vastly more lengthy process is

necessary when dealing with more heinous and elaborate crimes. Whilst the Book of Judgement is extensive, it is not a perfect science, and finding the correct answer can take years, even decades or centuries in particularly complex cases. Most cases involve contradictory laws that would result in differing results for the accused. In the inner sanctum of the Hall of Judgement, Judges spend much time immersed in this reality until they are truly ready to render a fit judgement to those who stand beneath the Emperor's justice. Many Judges never leave, a lifetime of deliberation and scrutiny passed on to the next Judge, and the next, and so on for millennia, until the accused are long dead - but still a ruling must be found, and justice meted out to the vaguest of descendants and those obliquely associated with the original accused.

Build Point Cost: 80

Prerequisites

Tier: 4

Species: Human

Attribute: Willpower (5), Initiative (2), Agility (2)

Skill: Weapon Skill (2), Ballistic Skill (2), Intimidate (5)

Benefits

Keywords: Imperium, Adeptus Arbites, <Precinct>, Military

Influence Bonus: +4

Hammer of Heretics: The character is the very embodiment of imperial law and retribution, striking fear to recidivists and heretics alike.. Add +Rank to Intimidation, Resolve, and Corruption tests against any with the <Imperium> and <Chaos> keywords.

Wargear: Judge carapace armor, combat shotgun or bolt gun, bolt pistol, power maul or shock maul, book of law, manacles, cyber-mastiff, grapplehawk or patrol bike, arbitrator ID, chrono, pack of lho-sticks or flask of amasec.





Adeptus Ministorum

"So as you love and fear the Emperor, so must you love and fear those that carry His divine word."

- Cardinal Erasmus Pontium

The Adeptus Ministorum, also known as the Ecclesiarchy, is the religion that venerates the Emperor of Mankind. Powerful and ancient, it embodies the Imperial Creed, the myriad systems of belief that bind humanity together, gives it purpose, and keeps it safe from soul-imperiling threats both within and without. Its members are devoted servants of the Emperor, dedicated to bringing His word to the faithful, and rooting out any which would stand against Him. Whether with words or deeds, a member of the Adeptus Ministorum never forgets his earlier service. Even should he fall from grace, the teachings of the church remain branded upon his soul, and the fire of the Emperor's faith still burns strong in his belly.

According to Imperial belief, ten thousand years ago the Emperor fell after ending the greatest civil war the galaxy has even known. As the Emperor was the unifier of the galaxy and father of the Imperium, it took little time for a cult to rise in worship, idolizing Him for saving Mankind and preventing the demise of humanity. This cult spread, maturing to become a religion. As the centuries passed it became the unifying creed of the Imperium, until every citizen could look up at the cold, fearful darkness of the night sky and know it was the Emperor who kept them safe. This religion exists in all levels of Imperial society, though the details of this worship are unique on every world and every society. This is a minor concern to the Ministorum, for so long as a citizen holds the Emperor as his god, then he is indeed a loyal worshipper. Fanatical missionaries, blessed saints, and preachers ensure the propagation of the Imperial Cult to maintain the Ecclesiarchy and its law, binding together the Imperium in devotion to the Emperor.



The Ministorum does not exist simply to ensure devotion to the Emperor; it also exists to ensure that His enemies are purged from humanity, and only those of pure spirit and faith survive. This includes maintaining the faith among the Emperor's soldiers as they fight xenos and other threats. Most Imperial forces have cadres of devout clerics to see to their souls and stir them to righteous fury. The Ministorum also serves to convert newly discovered pockets of humanity and transform any native beliefs to the Imperial Creed. It seeks to root out mutants, witches, and other heretics from among every population. These are the true enemies of the Ministorum, those who would hide within, masquerading as humanity when they are anything but. They are stains upon the purity of the Emperor's domain, and it is the sworn duty of all members of the Ministorum to uncover these unholy deviants.

and see them burn upon the pyres of holy retribution.

The Ministorum enjoys extensive power and influence due to its integration into almost all Imperial agencies. There is practically no place within the Imperium where one can be completely free of its presence, and most lords and governors have at least one member close at hand to give them counsel. For some, the presence of the Ministorum is a welcome one, a steady hand to augment their own faith and aid them in their decisions. For others, it is a hated reminder of the limitations of their own power. However, this is a battle that even the most powerful lord is doomed to lose, as no planet or even sector can hope to stand for long against the influence of the Ecclesiarchy given its power to prosecute any man, or even any world, for the taint of heresy.

The Ecclesiarchy tends to the religious needs of the Imperium. It is completely separate from the Adeptus Terra, concerned with looking after mankind's spiritual needs rather than maintaining a galaxy-spanning empire. Nevertheless, the Ecclesiarchy is a vast and powerful institution comprising of millions of clergymen and hundreds of thousands of dioceses spread across the far reaches of Imperial space. In the past this has led the Ecclesiarchy into abuses of power and outright civil war, such as the Age of Apostasy. Yet the Ministorum endures, guiding humanity in its superstitious and dogmatic worship of the Emperor.

At the forefront of this vast church are the clerics, preachers, confessors and missionaries. Unlike the cardinals and pontifex that scurry around the ancient corridors of the great cathedrals of Ancient Terra and Ophelia IV, the spiritual homes of the Ecclesiarchy, the clerics and other such clergy live and work amongst the population. It is here that they preach the word, spread the faith and shepherd the human race, for if they were negligent in such duties Chaos would take hold.

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 of the Wrath & Glory core rule book) that grant a resource called Faith. These Talents let the player characters use Faith to fuel their special abilities.

The Imperial Creed is highly flexible and is tailored by Missionaries to fit the native culture, religion, and practices of whatever world it exists upon. As such, practices adhered to on one world may be held as abhorrent on another. The Ministorum tolerates this vast range of practices and beliefs, as it would be impossible to maintain a complete standardization of the faith across the Imperium.

Tenets of the Imperial Creed

The Imperial Cult is the Imperium's state religion, and in many ways the religion is the state itself; it binds humanity together in the service of the Emperor and the Imperium. The basic precepts of the Imperial Cult, called the Imperial Creed, include the belief that all of humanity must be brought into the Imperium, the abhorrence of Xenos, and the realization that psykers and mutation among humanity is a dire threat which must be controlled. All of these precepts have their origins in what the Emperor himself preached during the Great Crusade.

The Imperial Creed is highly flexible and is tailored by Missionaries to fit the native culture, religion, and practices of whatever world it exists upon. As such, practices adhered to on one world may be held as abhorrent on another. The Ministorum tolerates this vast range of practices and beliefs, as it would be impossible to maintain a complete standardization of the faith across the Imperium.

However, the Ecclesiarchy does enforce basic key tenets.

- ◆ The Emperor once walked among men, but He is, and always has been, a god.
- ◆ The Emperor is the one true god, regardless of what past faiths any human may have worshipped.
- ◆ To purge the heretic, beware the psyker and mutant, and abhor the alien.
- ◆ Every human being has a place within the Emperor's divine order.
- ◆ To unquestionably obey the authority of the Imperial government and one's superiors.

Another recurring theme is the notion of the End Times, which gained momentum towards the end of the 41st Millennium. Often tied to the notion of the End Times is a belief that the Emperor will rise from the Golden Throne and complete the work He began ten thousand years ago, delivering the faithful from the evils of the galaxy. While most view these as a time of deliverance, it is also believed that the Emperor

will sit in judgment of all mankind, casting those lacking in faith into damnation. Aside from these central tenets, there exists a massive body of both sanctioned and unsanctioned dogma which varies from sector to sector and is the subject of constant debate. The subject of the afterlife is a regularly debated topic, with many teachings mentioning the form of an afterlife in which the faithful take their place beside the Emperor for eternity. However other elements of the Holy Synod maintain a different version of the afterlife, and the belief in an afterlife varies greatly depending on the culture of a planet.

All clergy of the Adeptus Ministorum belong to one of the innumerable denominations or deviations of the Imperial Creed. Adeptus Ministorum characters with the **<Dogma>** keyword selects one of the dogmas listed below (or works with the GM to create one of their own) and replace the **<Dogma>** keyword with the name of that selection.





Table: Dogmas of the Imperial Creed

Dogma	Description
Divergent	Unsanctioned dogmas have splintered off from the commonly accepted orthodoxy of the Adeptus Ministorum across the Imperium. These include small, often subtle, divergent interpretations of the central tenets of faith of the Imperial Creed. Most divergent dogmas are accepted or tolerated, but it is not uncommon for two or more synods or rival denominations to come to arms against irreconcilable convictions and doctrinal differences.
Apostate	While it is rare for synods of the Adeptus Ministorum to stray so far from the broad and all-encompassing tenets of the Imperial Creed to be deemed truly heretical, those who follow these dogmas have done exactly that. Such denominations and synods are quick to be persecuted by their peers if discovered, hunted down in their entirety for their radical beliefs.
Orthodoxy	Also known as reformist dogma, these include the changes to the Adeptus Ministorum and the Imperial Creed as a whole as dictated by the 292 nd Ecclesiarch, Sebastian Thor. These edicts include the establishment of the Synod Ministra on Ophelia VII and the Decree Passive which permanently disbanded the Frateris Templar, creating the Sisters of Battle in its place.
Fatidican	These dogmas include the desire within denominations or clergy to desire wealth and temporal power in the old ways, before Sebastian Thor established the current orthodoxy. This is referred to within the church as having a "tendency towards the temple" as a warning against returning to the old ways. Those who are actually found to adhere to the ways of the pre-reformation are regarded as heretics against the current Imperial Creed. However, there does exist secret cults that actively work against the Ecclesiarchy in the Emperor's name, in an attempt to return to the old ways, regarding the current religious belief as the heretical usurper. This Tendency slowly and secretly works to gather military and political might and are enough of a threat to be hunted by the Inquisition.

Ministorum Synods

At the top of the Ministorum's hierarchy within each Imperial sector are the Cardinals of the Sector Synod. Led by an Arch-Cardinal the Sector Synod is more an idea or principle than a rigid structure or chain of command. In theory the Sector Synod is made up of a Cardinal from each of the sector's arch-dioceses and can therefore implement policy or Ministorum edicts across an entire sector under the careful eye of its sectorial arch-cardinal. In practice, the true power of the Ministorum rests more in the hands of the individual Diocesan Synods, often known by the world (or location on that world) where the Cardinal resides.

Although the Arch-Dioceses are the highest level of Ministorum control within the sector, as with the Synods, each world or group of worlds is itself a diocese, overseen by either a Cardinal or other high ranking member of the church. Also like the Synods, the real power of the church resides within its power structure on each world and the Arch-Dioceses are seen by many of these 'local' Ministorum leaders as mere paper distinctions, dividing them from worlds light years away with which they have little interest or connection. For the most part this is true and in the day to day running of a planetary church, the Cardinals and their politics play only a small role. However, should a situation arise where the Sector Synod takes an interest in a world, the presence of the Arch-Dioceses becomes of vital importance and the standing and concerns of its ruling Cardinal can determine its future.

Most clergy of the Adeptus Ministorum belong to one of the innumerable synods or sub divisions of the Adeptus Ministorum. Adeptus Ministorum characters with the **<Synod>** keyword selects one of the synods listed below (or works with the GM to create one of their own) and replace the **<Synod>** keyword with the name of that selection.

Diocesan Synods

System Synods and the variety of the worlds and cultures on which they thrive have given rise to a myriad of Imperial Cults and variances on the Imperial Creed within the Imperium. This is not an unusual occurrence and one that the Ministorum encourages and tolerates in equal measures to foster the Cult of the God-Emperor in peoples and places where it might not otherwise take root. While almost every world within the Imperium has a slight variance on the Imperial Creed, there are several which stand out and have, through the strength of their followers and the support of their synods, spread out across the void.

Diocesan Synod: Choose one: You gain +1 bonus dice to interaction skill tests with characters with the **<Imperial Cult>** keyword, or you gain +1 to Conviction tests to resist corruption.

Arch-Diocesan Synod

Central to the Ministorum's power in the sector are the Arch-Dioceses, or holy domains of the faith, each under the command of one of the cardinals of a sector's synod. This division allows the Ministorum detailed control over the regions within a sector as well as giving individual worlds or problems direct attention. A side effect of this micro-management, however, is that religious laws or scriptural interpretation differ between Arch-Dioceses, creating extra political friction within the Ministorum and between the Ministorum and other Imperial organizations. Some have speculated (though not too loudly) that this kind of division is deliberate and the Ministorum fosters such minor variances in the Imperial Creed so that it might both recruit followers from a broader base of citizens and also that those citizens might strive harder in their worship in order to prove that their own interpretation of the God-Emperor's will is the true one.

Arch-Diocesan Synod: Choose one: You gain +1 bonus dice to interaction skill tests with characters with the **<Nobility>** keyword or you

gain +1 bonus dice to interaction skill tests with characters with the <Government> keyword.

Missionaria Galaxia

It is the duty of this group to bring the light of the Emperor to countless worlds in the galaxy with the Imperial Creed being taught to these lost planets. Thus, their mission is to spread the wisdom of the Emperor and ultimately expand the Adeptus Ministorum. To meet these needs, the Missionarius Galaxia works in a number of ways with at least one Missionary often being attached with every exploratory vessel in case Human life is encountered. Should they make contact with a lost community, the Missionary works to learn as much about their customs, culture and forms of worship whilst teaching the natives doctrines of the Imperial Creed. This can be a long process as it involves the replacing of the local primary deities with worship of the Emperor and the introduction of Ministorum practices as well as religious ceremonies. The barbaric and less desirable aspects of the native culture such as blood sacrifices are also removed. In addition, these agents of the Missionarius Galaxia are charged with watching for any other undesirable traits such as genetic mutation, Chaos worshippers or xeno influence. If these methods fail, the Missionarius Galaxia is not above using more brutal and forceful methods to change the religion of a world.

Missionaria Galaxia: Choose one: You gain +1 bonus dice to Resolve tests or you gain +1 starting wounds.

Creed Temporal

The Creed Temporal is a body of the Adeptus Ministorum. It is the logistics and financial agency of the Ecclesiarchy, responsible for collecting dues from the faithful, building and maintaining cathedrals as well as other Ministorum buildings, and organizing tasks such as

pilgrimages. The agency is maintained by Deacons, each of whom serves within a diocese much like a Cardinal.

Creed Temporal: Choose one: You gain +3 starting Wealth or you gain a choice of a single piece of wargear with a value of 4+Tier and an availability of Rare or less.

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



Cleric

"By the Saints and the Sigillite himself! If you don't move, I'll take this hammer to your head!"

- Preacher Silon Constantine

Clerics are fiery individuals, who lead from the front. They are charismatic men and great orators, able to incite and inspire common folk with their speeches, commanding loyalty, respect and wonder in the Emperor and His ordained servants. On many occasions the Imperium has used such men to rouse populations to action at a critical moment of a foul xenos invasion or to flush out a deep-rooted Chaos cult.

A Cleric has many skills, he is an orator, can hold his own in combat and is wise. However,



such a broad base of skills means that they rarely specialize. Still, there are those within the Ministorum that follow a path long after others have moved on to learn a new lesson. This breeds such diverse clergy from overly suspicious zealots, who see heresy around every corner and stir up entire populations to burn innocents on a burning pyre, to those who will steep themselves in ancient lore, spending years in great dusty catacombs studying ageing scrolls on pointless intricacies of ceremonies and rituals.

Despite many attempts by numerous Ecclesiarchs, the Ministorum has gained many disparate groups and ideals. Although all have the common theme of worshiping Him-On-Earth, it is in the details of how to pursue that faith where such disagreements and inconsistencies arise. Over the years, this has spawned numerous different orders within the Ecclesiarchy; the majority of clerics belong to one of the different orders and this has a profound effect on how the clergyman performs his duties and preaches to the masses. Although never acknowledged publicly, it has been rumored that occasionally these orders have gone to war with each other, though open bloodshed is rare.

Build Point

Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: None

Benefits

Keywords: Imperium, Adeptus Ministorum, <Dogma>, <Synod>

Influence Bonus: +1

Words of the Emperor: Bolstered by sermons, instilled by hymnals or driven by catechisms of hate

instills an indomitable will and zeal to the faithful. Once per combat, the Cleric may take a free action to recite the words of the Emperor. The character and all allies with the Imperium keyword within hearing range gain +½ Rank bonus dice to their next Action.

Wargear: Ecclesiarchy robes, hand flamer or warhammer and stub gun, backpack, glow-globe, monotask servo-skull (laud hailer)

Preacher

"You hold within you the Emperor's own truth! Never forget we are right and they are wrong!"

To countless billions, the Emperor is nothing less than a god. Over the millennia this faith has created a vast and powerful organization devoted to His worship; the Ministorum. It is made up of countless ranks and divisions from the deacons, cardinals and high ecclesiarchs that govern the faith to the numberless priests, preachers, mendicants, rectors, psalters, scribes and choristers that make up the body of the priesthood.



The Ecclesiarchy reaches out into every aspect of life within the Imperium, its presence the face, voice, and hand of Emperor's divine will on countless worlds and systems. Citizens

are taught from birth to fear and respect the might of the Ministorum that keeps them safe, even from themselves. Those of the Ecclesiarchy are filled with even greater faith and zeal, knowing that the Emperor is the salvation of Mankind. Some might have been born into the

Adeptus Ministorum, their family line forever melded to holy service.

Others may have left behind their old lives and

positions to enter local temples as mere novitiates. Imperial worlds commonly feature imposing temples and chapels hosting Ecclesiarchy members, each devoted to the Emperor in their own manner. Their faith defines all within the Adeptus Ministorum, and they give themselves over completely to their service, swearing their lives for the betterment of the Imperium, to face the foes of the Emperor wherever they are found.

Most who rise within the Ministorum find a place as preachers, overseeing flocks of Imperial citizens and safeguarding their souls against the influence of witches, mutants, and foul xenos cults. They also act as teachers and guides to the future generations that come after. Such a post is not without its dangers; dissidents and unbelievers often target them for attack or assassination as such actions can be seen as a blow against the hated Imperium itself. More often, they find peril within the Ecclesiarchy as the sprawling might of the Ministorum constantly struggles against itself while attempting to control the Imperium's citizens. In time, a preacher might rise up to command the Ministorum's interests on an entire world, and become mired in system and sector politics.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: Willpower (3)

Skill: Scholar (1)

Benefits

Keywords: Imperium, Adeptus Ministorum, <Dogma>, <Synod>

Influence Bonus: +1

Fiery Invective: Once per combat, the preacher 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.

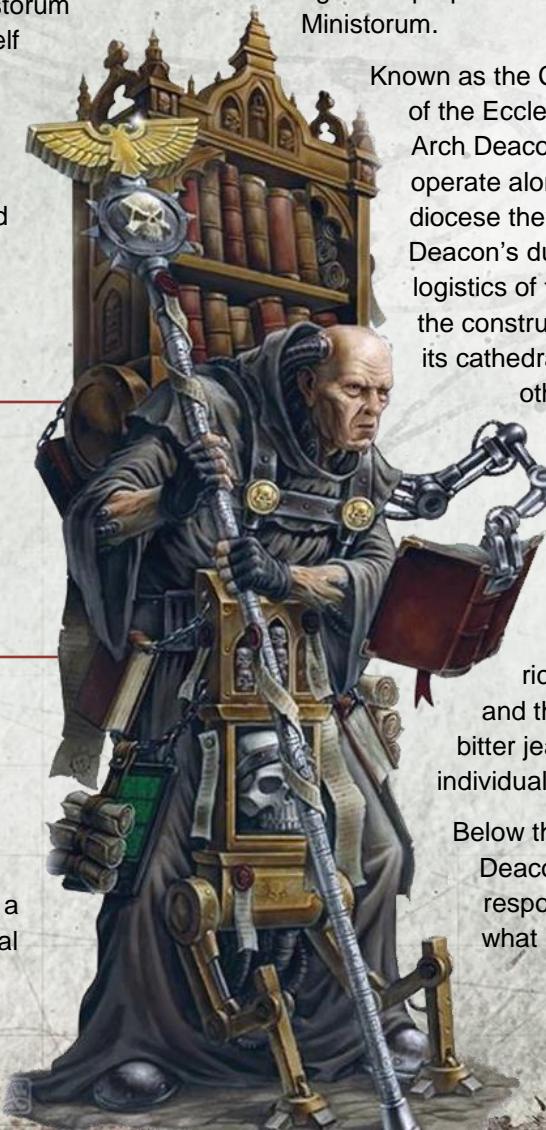
Wargear: Ecclesiarchy robes, rosarius, hammer or sword or knife, laspistol or autopistol, aquila necklace, missionary kit, 4 candles, charm (skull), backpack.

Deacon

While the power of the Ministorum is based upon the word of the Emperor, its foundation is the vast organization that supports it in all it does. Every day, across the whole Imperium, millions of sermons are preached from pulpits housed in cathedrals whose spires pierce the very clouds. Such a mighty edifice as the Ecclesiarchy could not possibly exist without astronomical wealth flowing into its treasuries, wealth which is rendered by the faithful as their right and proper offering to the Adeptus Ministorum.

Known as the Creed Temporal, this branch of the Ecclesiarchy is headed by the Arch Deacons, who in many cases operate alongside the Cardinal of the diocese they serve. It is an Arch Deacon's duty to administer to the logistics of the diocese, coordinating the construction and maintenance of its cathedrals as well as countless other institutions such as shrine worlds, pilgrimage sites, reliquaries and retreats. Each Arch Deacon is responsible for the distribution of as much wealth as a sector lord or the patriarch of the richest of merchant concerns, and they are often the subjects of bitter jealousy from such individuals.

Below the Arch Deacons are the Deacons and the Deans, who are responsible for the distribution of what resources are passed down



to them, as well as the actual collection of dues from the faithful.

Studious and well-travelled, the deacons and deans of the Adeptus Ministorum are accustomed to obedience and delivering harsh punishments from those that would withhold the Emperor's due. Unlike their fiery brethren, the deacons are also capable and driven to aid those faithful servants in need, and are tempered by both violence and benevolence and are more than capable of striking down the wicked as much as aiding the vulnerable.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: Intellect (2)

Skill: Scholar (2)

Benefits

Keywords: Imperium, Adeptus Ministorum, <Dogma>, <Creed Temporal>

Influence Bonus: +1

The Emperor's Due: Deacons are adept at collecting dues from the faithful. When making an acquisition test, the Deacon treats the value of the item as $\frac{1}{2}$ Rank lower than it actually is.

Additionally, he gains +Rank to Cunning tests when seeking religious or sacred relics or wargear.

Wargear: Ecclesiarchy robes, hand flamer or stub gun, backpack, glow-globe, monotask servo-skull (laud hailer), staff, data-slate or auto-quill.

Confessor

"We had to put more than half of them into the fire, but Father Kyrinov got his confessions in the end."

With the ever present threat of heresy hiding in the souls of the weak-willed, the Ecclesiarchy can take no chances that an apostate is able to fool those who seek to bring their transgressions to light. The Ecclesiarchy has established many training shrines throughout the Imperium to prepare clergy for service as confessors. It is from these holy sites and institutions that many of the most talented interrogators hail.

Confessors are hardened servants of the Ecclesiarchy who know how to get the information they want in a timely manner. Inquisitors will recruit a confessor to serve in an acolyte cell or his personal warband. Such is their zeal for the discovery of heretical influence that a few confessors who survive their tasks with any semblance of sanity became Inquisitors in their own right.

Confessors are filled with the power and fury of faith. There are legends of confessors in the shrine worlds of the Imperium who have turned back armies with a word or incited entire cities to rebel against an apostate dictator. These individuals can be found on almost every world, commanding loyal servants of the God-Emperor to seek out foul heretics to purge them.

Imperial Guard and planetary defense force Commanders often retain a confessor among their advisors, bringing their rhetoric and oratory to the soldiers on the eve of battle. Occasionally Cardinals will dispatch groups of fiery Confessors to lead Frateris Militia on wars of faith against the opponents of the



Imperium of Man. Every confessor has his own unique brand of oratory and interrogation. The two are not vastly dissimilar practices in the mind of a Confessor. While many use speeches honed and practiced to perfection, others might call out to the crowd for responses to questions, correcting and praising them. In the confession chamber these men would ask questions of the shriven, demanding that they incriminate themselves to gain absolution. Others whisper the correct words in the ears of commanders so that they might deliver their own sermons and in the Confession chamber a whisper in the ear and a hot brand can be very persuasive, guiding the pliant subject to a clear conscious.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: Strength (1)

Skill: Intimidate (1)

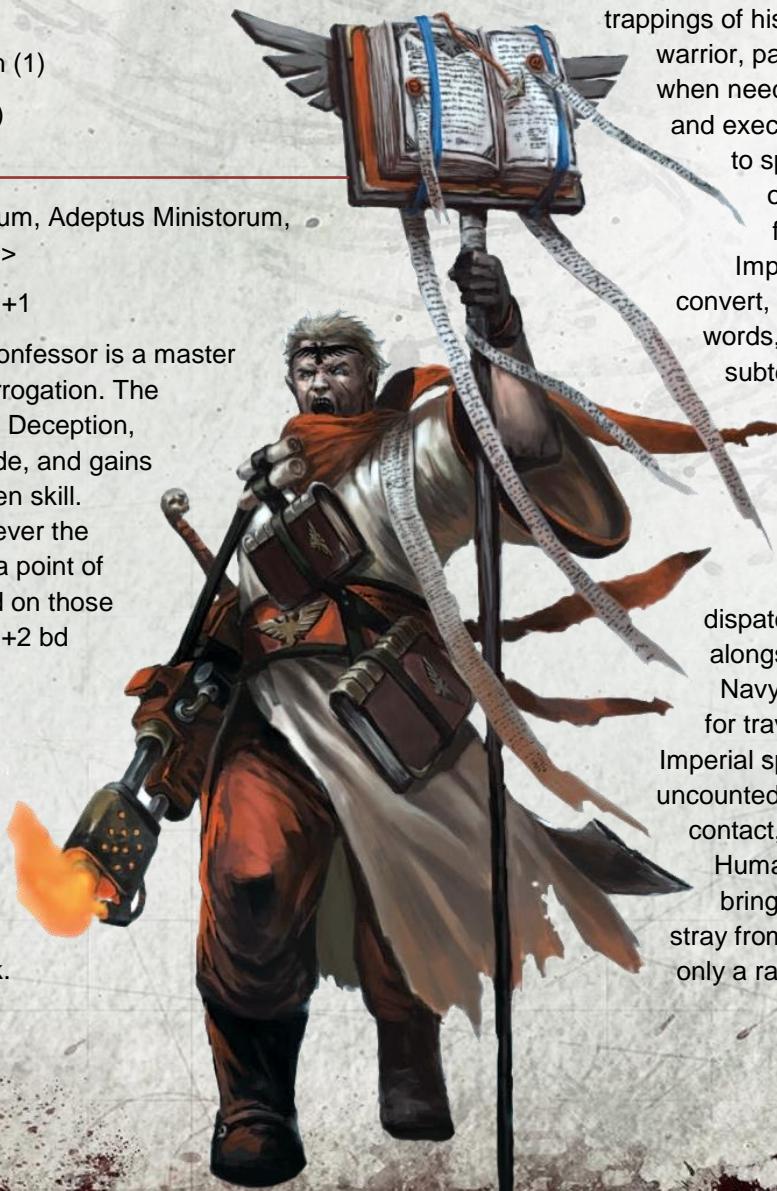
Benefits

Keywords: Imperium, Adeptus Ministorum, <Dogma>, <Synod>

Influence Bonus: +1

Faith is All: The confessor is a master of oratory and interrogation. The confessor chooses Deception, Intimidate, Persuade, and gains +Rank to the chosen skill. Additionally, whenever the confessor spends a point of Glory to gain +1 bd on those skill rolls, he gains +2 bd instead.

Wargear: Shield robes, stub gun, brazier of penitence, excruciator kit, aquila Necklace, charm (skull), 4 Candles, backpack.



Missionary

"To bring the Emperor's Light into the darkness; to bring the unknown to a greater understanding of Him on Earth; this is my calling and in my wake both seeds and ashes are sown."

- Luminorem Majoris Skent Taltos

Regardless of local idiosyncrasies of doctrine and the many and varied forms of worship, the worlds of the Imperium are united in adoration of the God-Emperor of Mankind. The adepts of the Ecclesiarchy foster, maintain, and impose faith across the million and more worlds of the Imperium, but it is the division known as the Missionarus Galaxia that takes the word of the Imperial Truth to those benighted by ignorance of the one, true faith of Mankind.

The Missionary is a singular manifestation of the Ecclesiarchy, a walking temple clothed in the trappings of his calling, part holy warrior, part politician, and when needs be, judge, jury, and executioner. His mission: to spread the teachings of the Ecclesiarchy far beyond the Imperium's borders, to convert, whether using words, bullets, or subterfuge, those lost Human worlds he encounters out amongst the distant stars. Missionaries are commonly dispatched to serve alongside the Imperial Navy and Rogue Traders, for travel so far beyond Imperial space presents uncounted opportunities to contact, and convert, lost Human civilizations and bring back those who stray from the flock. However, only a rare few of the

Ecclesiarchy's officers are intellectually or doctrinally capable of undertaking this type of mission.

Missionaries must be prepared to witness forms of worship that would drive a Cardinal to declare heresy and damn entire planets to excommunication and when needed to stand silent. It is their task to examine the outlandish faiths practiced by the ignorant souls they encounter and formulate a scheme to convert them to the Imperial Creed, mark a world as a target for further attention by their peers, or at worse, with a quill stroke damn them to destruction. A common method for conversion is to seek out parallels between the various deities worshipped and Imperial Saints, while at the same time probing for the subtle taint of the Ruinous Powers, be it open or cloaked in lies. Using their prodigious skills of oratory and persuasion, Missionaries might then preach perhaps that the angry moon a lost group colonists worship is actually the Emperor and that they are emissaries come to guide them to their just reward, or that the slavering beast-god to which they offer their firstborn will be slain by the Emperor's holy foot soldiers when they cease worshipping it and embrace the truth.

The true skill of Missionaries is to recognize when their arts and methods are likely to prove fruitless and when something far more sinister lies at the heart of the locals' faith. Through years of experience and natural talent, they can almost smell the taint of Chaos or the subtle hand (or pseudopod) of the alien at work. In such cases, they will not hesitate to counsel that these lost brethren must be exterminated, blasted from orbit for the good of all Mankind. It is a foolish Rogue Trader or Admiral who ignores such learned counsel, for Missionaries are still agents of the Ministorum, a vast and powerful organization that only a fool would willingly cross.

In addition to their task of converting the lost, Missionaries often find themselves acting as spiritual figureheads in the fleet they accompany, a task most relish for the spiritual fulfilment and influence it affords them. Some

act as confessors to those they attend and become their most trusted counsellors, while others steal the souls of their comrades in the face of the hideous things they encounter beyond the Emperor's light when mere reason or firepower fails.

Build Point Cost: 40

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower (4)

Skill: Persuade (3), Survival (3)

Benefits

Keywords: Imperium, Adeptus Ministorum, <Dogma>, <Missionaria Galaxia>

Influence Bonus: +2

Pure Faith: The Missionary begins play with the Acts of Faith talent.

Wargear: Chainsword or staff, flamer or lasgun, ecclesiarchal robes, mesh or flak armor, aquila pendant, rosaries, sepulcher, censer and incense, missionary kit

Crusader

"Doubt is a weakness that must be cut from the flesh."

Crusader Houses are one of the many suborders within the Ecclesiarchy. These organizations 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 generalized 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 organizations 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, <Dogma>, Military

Influence Bonus: +1

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

Wargear: Power sword, storm shield, carapace armor, ecclesiarchy robes





Banisher

"To defeat the Daemon, you must hate the Daemon. To hate the Daemon, you must know the Daemon. To know the Daemon is to know madness."

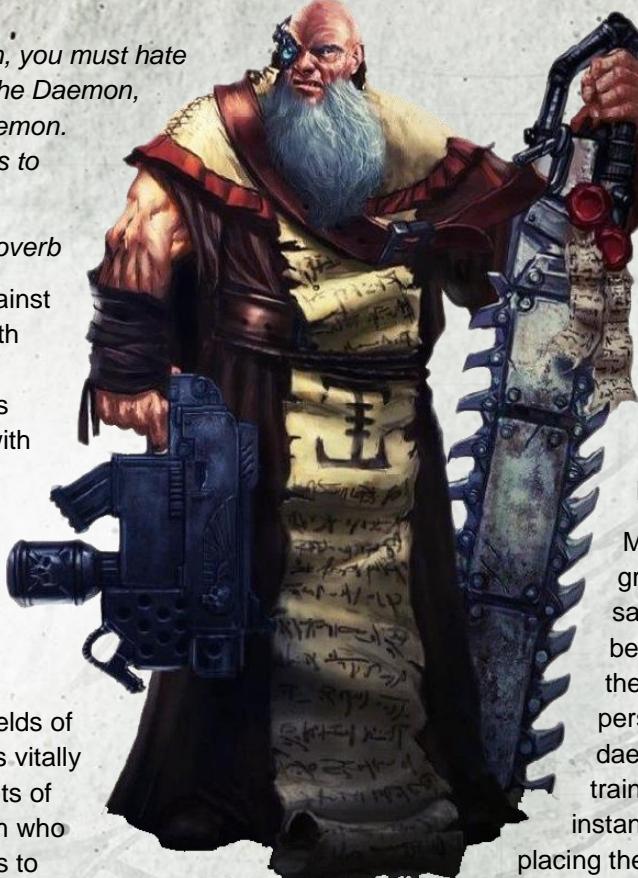
- Banisher proverb

In the eternal battle against the Enemy Beyond, faith and knowledge are weapons. Few Acolytes wield these weapons with greater prowess than the Banisher.

Whether stalking the darkest halls of a hive librarium in search of omens or enacting the Rites of Dispossession in the fields of battle, Daemonic lore is vitally important to the servants of the Adeptus Ministorum who have devoted their lives to combating the arch-enemy. These priests are a type of holy warrior who is equally skilled at researching and eradicating Daemonic forces. An Inquisitor would be wise to have several of these individuals among his immediate companions, with many more acting behind the scenes to uncover a Daemons' dark secrets.

Banishers in the Imperium are, like many other agents of the Ecclesiarchy, chosen at a young age from the most pious children. Their training takes a great deal of time as they are armed with the tools to seek out forbidden knowledge while maintaining their faith. As a result, many banishers are relatively advanced in age by the time they become Acolytes. The intensity of their training often leaves them with scars and augmetic replacements. Their bodies show the sacrifices they have made for their purity.

Banishers hold a delicate position in any warband. Experienced agents of the Imperium revere them for their wisdom and temperance in the face of terrible secrets, and often owe their



survival and success to the madness the banisher has interpreted for them. Yet these same individuals know that no mind can understand the unknowable and walk away unscathed.

Therefore banishers are seen with a distant respect and watched closely for fear that they may suddenly snap under the weight of their dark knowledge.

Many banishers work in groups, though not for the sake of efficiency. There have been cases of banishers using their knowledge to gain personal power or to traffic with daemons. Thanks to their training, however, these instances have been few, and placing them in a larger group allows others to keep an eye on them as needed.

To be a banisher is to seek out knowledge many believe is best left buried. They combine lore with faith, without failing to bring a flamer to bear should it be necessary. Their will is fortified against the madness which accompanies such endeavors, for they must go where few dare. They must be prepared to face many horrors in their search for manuscripts, ancient legends, and even the true name of a powerful Daemon.

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower (5)

Skill: Scholar (4)

Benefits

Keywords: Imperium, Adeptus Ministorum, <Dogma>, <Synod>

• **Influence Bonus:** +1

Rite of Banishment: This rite is closely guarded, written only in the most sacred texts and taught only to experienced Banishers. With this rite the Daemonic can be banished from the material world. The character chooses a single daemonic entity and spends three Rounds inscribing holy symbols into the floor in up to a 10 meter radius. The targeted daemon need not be present at the time of the inscribing. While in the area the chosen daemon does not benefit from the ability to utilize Ruin action and may not enter or leave the area unless it passes a Willpower test (DN 3+Rank).

Wargear: Staff, hand flamer or eviscerator, shield robes or flak vest, aquila necklace, ecclesiarchy robes, charm (skull), backpack.

Exorcist

"Better the flesh should die clean than the soul become tainted."

"I charge thee, foul spirit, whatever thy corrupt nature, along with all thy twisted minions now possessing this servant of the God-Emperor, by the mysteries of his holy ascension and enduring sacrifice in the sacred chains of the golden throne, that you tell me by some sign thy name, and the day and hour of thy departure. I compel thee, moreover, to obey me to the letter, I who am a humble servant of the God-Emperor. Depart, then, despised transgressor. Depart and burn forever in the outer darkness that awaits thee and thy benighted kin!"

- Extract from the Codex Exorcismis

The senior members of the Adeptus Ministorum are aware that there are unclean and unquiet spirits lurking in the warp, seeking to devour the souls of the faithful. The senior clergy fear the influence of these beings, and rightly so, for they are the antithesis of all for which the God-Emperor's church stands.



The Adeptus Ministorum is not tasked with combating these entities: that is the role of the elite Daemonhunters of the Ordo Malleus. However, some within the Ministorum chafe at such political restrictions. A large proportion of those clerics who are aware of the existence and nature of Daemonkind yearn to take the fight to them, to dispel them and cast them out of the material realm and back to the myriad hells that spawned them. For these zealots, combating the Daemonic is a holy work that follows the example of the Emperor himself.

A few senior clergy of the Ministorum, including prominent cardinals, maintain a small and secretive order of specialist clerics devoted to the expelling warp fiends from the material realm. This is a dangerous measure, for the senior priests and cardinals risks offending the powerful and secretive Ordos. Their reasons,

however, that in these dark days, command of a cadre of skilled and devout holy warriors sworn to destroy Daemons is a treasure beyond measurable price.

The exorcists use faith itself as a weapon to scour a Daemon. Their prayers and hymns madden and deafen the servants of the archenemy, and their holy symbols and gestures blind them. They castigate and berate the possessed, driving the Daemon forth before them and freeing the victim - often with fatal consequences for both. Such is the faith of these individuals that they are permitted to study the foul texts of the enemy in order to learn the wiles of the Daemon. However, unlike the radicals of the Ordo Malleus, they scorn using the methods of the archenemy against him. They know better than anyone that such methods are inherently corrupting, eventually turning the user into that which he fears most.

Priests who have shown a particular aptitude for defeating Daemonic opponents will be gently nudged by their superiors in the direction of these secret order of Exorcists. Based in obscure side chantries and illuminated cathedrals, these orders pose as harmless orders of choristers, devoted to study and song, where they peruse arcane and forbidden texts and memorize hundreds of holy exhortations crafted to smite the Daemon.

Build Point Cost: 30

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower (5), Initiative (3)

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

Benefits

Keywords: Imperium, Adeptus Ministorum, <Dogma>, <Synod>

Influence Bonus: +2

Wrath of the Emperor: The Emperor is vengeful, and Exorcist characters can channel his anger through their weapons, especially

when striking out against the most hated foes of Man - creatures of the warp. Melee attacks made by the Exorcist, and by those within 4 meters of him, count as holy and blessed -when applying damage against creatures with the <Daemonic> or <Warp> keywords, reducing their Resilience by -Rank.

Wargear: Ecclesiarchy robes, hammer or sword, stub gun or autopistol , aquila necklace, 4 candles, sepulcher, censer and incense, charm (skull), backpack.

Cardinal

"Of course this is a matter for the Ecclesiarchy. Why? Because it involves the Imperium of course..."

The Cardinals are responsible for coordinating the due worship of the Emperor, for propagating the Imperial Faith and for guarding against heresy. There are several thousand Cardinals, the majority of which, known as the Cardinals Astra, each control a diocese of hundreds of worlds. In most cases these diocese equate to a sector, although given the constant upheavals to which the Imperium is subject some overlap one or more sectors or contain many worlds long since lost to mankind. Others of the Cardinals, called Cardinals Ministra, serve on the Synod Ministra on Ophelia VII, their role to debate and enact the dictates of the Holy Synod on Terra.

Other Cardinals are based on Terra itself, and these are counted amongst the most senior of their rank, though in practice all Cardinals are more or less equal in status. Below the Ecclesiarch, acting as his closest spiritual advisers and aides are the Cardinals Palatine, who reside within the Ecclesiarchal Palace so that they are ever on hand when their master calls. Beyond the palace are the Cardinals Terra, each of whom is responsible for a diocese on the home world itself. Below the Cardinals are countless subordinate positions. While a Cardinal might conduct services only rarely, and then he or she might lead a great ceremony before thousands or even millions of the faithful, further down the ranks the various incumbents

are responsible for smaller areas and less numerous congregations. A Confessor might have responsibility for a hive city or if it is less populated, an entire world, or in frontier regions a system or even sub-sector. He will reside in a mighty cathedral, often capable of ministering to many thousands of adherents. Furthermore, most cities and worlds are host to countless smaller shrines, which are tended to by Preachers. It is at these that the vast majority of the Imperium's citizens worship on a day to day basis, only travelling to one of the larger cathedrals to mark a holy day of one sort or another.

Just as not every Cardinal heads a diocese, many Confessors and Preachers are not responsible for a specific area. Many are free agents, their duties taking them far and wide. Some find themselves attached to other Imperial institutions. An Imperial Guard general or an

Imperial Navy admiral might have as his most trusted confidant a senior Confessor, who advises him on spiritual matters and bolsters his resolve to enact the Emperor's will. Further down the chain, individual regiments of the Guard and vessels of the Navy are accompanied by dozens of preachers, many of whom regard it as their duty to personally take the field of battle and provide inspiration to those in their care. Even such bodies as the Administratum, the Adeptus Astra Telepathica, the Adeptus Arbites and countless other organizations have need of such spiritual ministrations, and it is rare indeed that one who toils in the name of the Emperor does not do so with the words of the saints ringing in his ears and the sweet scent of incense filling every breath he takes.

Build Point Cost: 40

Prerequisites

Tier: 3

Species: Human

Attribute: Fellowship (5)

Skill: Leadership (4), Persuade (4), Deception (3), Scholar (4)

Benefits

Keywords: Imperium, Adeptus Ministorum, <Dogma>, <Synod>

Influence Bonus: +3

Voice of the Emperor: The cult of the God-Emperor grows on the strength of His teachings and the glory of His words. Hierophants often become skilled orators for this very reason, and many become capable of incredible impassioned speeches and damning litanies capable of moving a crowd to rapture or murderous rage. When dealing with the faithful of the Emperor (the true faithful of the Imperial Creed, who possess both the Imperium and Imperial Cult keywords), the Cardinal gains a +Rank to all Interaction Skill Tests. In addition, the cardinal can affect anyone that can hear and draw line of sight to him with Interaction Skills.



Wargear: Ecclesiarchy robes or shield robes, ecclesiarchal trappings, rosaries, devoted attendant or choice of monotasked servo-skull, arco-flagellant or infernal pistol, aquila necklace, 4 candles, sepulcher, censer and incense, charm (skull)

Hierophant

"Ask me not to define faith, for faith is that which defies definition. It is that which, when everything around you collapses and is proven a lie, remains, pure, intact, pristine."

- Frater Millay

Hierophants are members of the Adeptus Ministorum who have risen above the multitudinous ranks of the common clergy. They are judged to have transcended the confines of the Ecclesiarchy's hierarchy through their service to the Imperium at large, and taken on a new duty to the Emperor.

That duty is to exemplify, in every word and deed, the irrefutable truth of the Imperial Creed. This sacred mission is to be carried out according to the Hierophant's own judgement, as he responds to the will of the Emperor as revealed to him in his heart. Such individuals burn with the fervor of their calling. Their very presence instils in the faithful unshakeable devotion, and fills the hearts of Mankind's enemies with unutterable terror. As such, many Hierophants find a common cause with those of the Inquisition who go out boldly amongst Humanity, rallying the Emperor's flock against the terrors of the universe. Others find themselves serving amongst more clandestine Inquisitorial cadres, their presence and wisdom bolstering the hearts of their fellows so that they may prevail in the face of otherwise insurmountable odds. Frequently, an Inquisitor's duties lead him to uncover things forbidden to common man - the presence of a Hierophant provides a lifeline by which the cadre might be pulled back from the precipice of heresy should they stray too close. Some Hierophants even serve as personal confessors to their Inquisitor, providing wisdom and insight and hearing his

most dire of admissions. The Hierophant thereby has the power to grant absolution, and is entrusted with one of the most valuable and coveted assets in the entire Imperium - the soul of an Inquisitor.

The common view of a Hierophant is of an individual swathed in holy raiment and bellowing testament to the Emperor. Though by far the most common type, others exist. Some Hierophants exude a serenity so pure it touches the souls of all who come near. Others are endowed with palpable wisdom or an air of authority. It is from amongst those servants of the Imperial Creed known as Hierophants that many Imperial Saints are eventually drawn.

Build Point Cost: 50

Prerequisites

Tier: 4

Species: Human

Attribute: Willpower (6)

Skill: Leadership (5), Persuade (4), Scholar (2), Insight (3)



Benefits

Keywords: Imperium, Adeptus Ministorum,
• <Dogma>, <Synod>

Influence Bonus: +4

Favored of the Emperor: Those that live in the light of the Emperor live knowing that His divine hand protects them from harm. For a Hierophant, this becomes more than faith and is an actual shield against the denizens of the warp, servants of the ruinous powers and similar twisting influences of the anathema of man. Such is the potency of this protection that creatures with either the Chaos or Daemonic keyword must pass a Willpower Test (DN 4+Rank) each Round to make melee attacks against the Hierophant.

Wargear: Chainsword, flamer or hand flamer, carapace armor or rosarius, imperial robes, badge of office, micro-bead or choice of monotasked servo-skull or cherubim.

Saint

Saints are those mortals who, by pronouncement of the Ecclesiarchy, have been elevated by the Emperor's grace far above the bulk of humanity. They are exceptionally holy individuals, and their words and deeds are held to be the direct work of the Emperor himself. Throughout the ten thousand years of the Age of Imperium, millions of men and women have been recognized as saints, in many cases long after their death and only after decades of consideration. Most are known and venerated only within a specific region, but some, such as Sebastian Thor himself, are known across the length and breadth of the Imperium. Men and women might be declared saints for all manner of deeds, but in most cases they will have performed some great service to the Imperium and the Imperial Creed. In a galaxy riven by war, it should be little surprise that many were great warriors, often the leaders of massive crusades that conquered vast swathes of space or liberated human worlds enslaved by aliens or recidivists. Many were generals or admirals,

while others were simple foot soldiers who by doing their duty turned the tide of battle and changed history.

Other saints were great teachers or orators, men or women who with a single word or missive could achieve what a million Imperial Guardsmen could not. The writers of the most learned of religious tracts are often made saints, lending even greater weight to teachings preached across countless planets. Furthermore, it is common practice for Ecclesiarchs to be declared saints after their deaths, although the 'beatification' of less well-respected or beloved individuals may take decades or even centuries to come about.

Many saints are regarded as intercessors, to whom prayers are addressed and offerings made that they might aid the faithful in some manner. It is held that the saint, being human but also close to the God-Emperor, might be able to petition the Emperor and bring about some tangible effect. Many saints come to be regarded as able to intercede on specific issues, such as to provide deliverance from aliens, safe passage across the warp, a successful crop or a warrior's true aim. Given that such a vast pantheon of saints exists, the matters on which they are said to be able to intercede are often extremely specialized. Some regiments of the Imperial Guard, for example, hold that there is a specific saint for every single one of the thousands of marks of standard issue lasgun.

Some, however, come to be regarded as Saints in their own lifetime. Such an occurrence is highly unusual, and there exists no formal procedure by which it comes about. Such individuals radiate the Emperor's glory and often attract multitudes of followers in their wake. They are able to call upon the Emperor and enact his will through miracles and acts of faith so startling that the faithful often drop to their knees and weep, believing themselves to be witnessing one touched by the savior of Mankind himself. The nature of such manifestations might vary enormously and is rarely predictable. At times, the saint's eyes blaze with a blinding holy



light that sears the very soul. At other times, the saint rises into air as if lifted in the arms of the Emperor himself. Sometimes, the saint is blessed with the strength of ten men, able to strike down the heretic and the blasphemer with nigh supernatural strength.

Creating a Saint

When such ‘Living Saints’ arise, the Ecclesiarchy and the Inquisition often seek to establish their nature and ensure the Saint’s agenda does not present a threat to their own. Should any clash of ideals be identified, the authorities may act to terminate the individual, often covertly, lest the multitudes rise in vengeance. Should the Saint be judged genuine, he may end up working alongside the Ministorum or the Inquisition, their interests co-aligned in the name of the God-Emperor of Mankind. Unlike other Archetypes, this archetype can be taken as is by characters as a Tier 2 archetype, or be added to any pre-existent Archetypes for an additional +30 Build Point Cost, and raising the Archetype Tier by +1.

Build Point Cost: 30

Prerequisites

Tier: +1 / 2

Species: Human

Attribute: Willpower (4)

Skill: None

Talent: Acts of Faith

Benefits

Keywords: Imperium, Adeptus Ministorum

Influence Bonus: +2

Miracles of the Emperor: A Saint gains +Rank Faith which they can use with the Acts of Faith talent. In addition to the effects listed in the talent, a Saint character gains access to the following Acts of Faith effects below and may choose to select any two of them as his initial effects chosen.

Name	Effect
Grace	Allow yourself or an ally to regain a single point of Wrath.
Holy Light	Any characters with the <Daemon>, <Chaos>, or <Psyker> keyword within 5m suffer a Mortal Wound.
Mercy of the Emperor	Heal another for 1d3 Wounds
Resurrection	Allow yourself or an ally who failed a Defiance check to rise up, stabilized, conscious and with full wounds.

Wargear: Ecclesiarchy robes or flak armor, ecclesiarchy trapping, staff or bolter or bolt pistol and chainsword, voluminous tome.



Astropathicus Choirs

"I see an angel in red, his eyes plucked from his skull and his wings torn from his shoulders. A hot wind blows from the north, bringing with it the scent of crushed lotus and rancid iron. I hear the drone of the blood wasp and the whisper of the third mad son. I see... I see... a warning!"

- Auto-crytaesthesiacon transcript of the last words of Astropath Xhora

Though starships often act as courier vessels and carry vital messages requiring personal delivery, Astropaths provide the Imperium's only viable means of interstellar communication. As such, they are vital to the Imperium's survival, and their services are in high demand by the Imperial Adeptus. Even an Inquisitor cannot always count on ready access to an Astropath. Consequently, some Inquisitors see fit to permanently requisition the services of an Astropath, ensuring that they or their Acolytes are able to communicate with and warn each other regarding the threats to the Imperium they uncover.

Astropaths are rare among sanctioned psykers in that they have undergone the Soul Binding, an ancient and hallowed ritual whereby the individual is imbued with a small portion of the Emperor's power. This enhances their abilities and grants the strength necessary to communicate telepathically between the stars, while also protecting Astropaths against the attacks of Warp entities. They must transmit critical messages and dark secrets, and so must be strong of will to fulfil their duties. Although Astropaths suffer the permanent loss of their sight as a result of the Soul Binding, their psychic senses are increased. To Astropaths, though, it is those who rely on their eyes who are truly blind.

Astropaths' long-range communication ability (astro-telecommunication) is superior to that of common telepaths. In fact, after Soul Binding Astropaths are able to use the whole Warp as a medium and communicate with others of their kin, being in fact the only psykers capable of doing so. The whole process of sending and



receiving messages cannot be done instantly, but requires concentration, meditation and freedom from distraction: a message can take up to five hours to be sent at an interstellar distance. In order to prevent the Warp from changing or damaging data, messages are quantified and encrypted during sending; however, even if precautions are taken, messages still suffer from disturbances.

A message travels through the Warp in a time whose length depends on target's distance: messages sent to targets belonging to the same orbit are received instantly, while Astropaths in the same system or in a nearby one are reached in minutes; on the other hand, communications between Subsectors require hours, those between Sectors take weeks, and inter-Segmentum messages reach their destination in months. In order to enhance their own chances of sending messages in a fast and secure way, Astropaths form Astropathic Choirs - a method established during the imperial epoch known as the Forging. In a choir, each astropathic chorister lends a fraction of his or her power to

the choir which it is used like a wave to buoy the message into the warp. In this way, even Astropaths that are not strong enough to achieve a communication alone can prove useful if gathered together; it is, however, known that weaker Astropaths participating in a choir are exposed to a higher risk of Warp perils. Astropathic Choirs are commonly found in Astropathic Relays, a kind of techno-arcane installation and facilities conceived to aid and boost an astropath's powers.

The Imperium stands as a coherent entity thanks to Astropath networks; their availability is thus vital for any activity that requires communication and coordination - be it an administrative issue or a military one. So, the Imperium has a great demand for Astropaths and they can be found nearly everywhere. Being the most important ones, they account for the vast majority of psykers who serve the Imperium.

Soul-Bound to the Emperor

All Astropaths are soul-bound to the Emperor during a complex ritual on Terra. Characters with the Soul-Bound keyword gain the following special abilities as a result of this soul-binding process.

Bound to the Highest Power: An Astropath's connection to the Emperor protects him from the dangers of the Warp and the predations of its unholy denizens. Imbued with only a minuscule fraction of the Emperor's power, it is enough to safeguard the Astropath's soul and protect his allies. An Astropath may spend a point of Wrath to ignore a result on Table: Perils of the Warp. Doing so requires him to distance himself from the Warp, and he cannot manifest a power or sustain psychic powers until the start of his next turn.

Psyker: A Sanctioned Psyker begins play with one minor psychic power and the *astral telepathy* psychic power. They may purchase additional Minor Psychic Powers, Telepathy, Divination, Telekinesis and Astropathicus discipline powers subject to Tier restrictions.

Second Sight: With practice and focus, the Astropath has honed his psychic senses and extended his unnatural sight. Even bereft of eyes, the Astropath sees more than a normal man. An Astropath Transcendent is functionally treated as if he can see normally (including seeing colors and being limited by walls, etc.). However, Astropaths Transcendent are not affected by effects that target their vision, such as blind grenades and cameoleoline. They are, however, completely incapable of seeing Untouchables. Additionally, the value of the Astropath's Passive Awareness is determined by his Psychic Mastery skill, instead of Awareness.

Astropath: Owing to the sensory changes involved in soul binding, this special language has components on many levels, including whispers of the mind. A character with the Soul-Bound keyword may choose this cant as one of his initial languages, or purchase it for 1 BP at a later time.

Choir Dedication: All Astropaths must serve to some extent within an astropathicus choir, and their tenure in service has shaped their mind sets to some degree. Astropathicus characters with the <Choir> keyword selects one of the choirs listed below (or works with the GM to create one of their own) and replace the <Choir> keyword with the name of that selection.

Astropathicus Chorister Objectives

D3 Roll Result

- 1 Use your symbol of authority or station to convince another to comply with your demands.
- 2 Confide in another the true radiance of the Emperor that only an Astropath knows, lamenting (or condescending) another's beliefs.
- 3 Describe the process, emotion, or memory of delivering an Astropathic message, and compare it to the current scene.



Table: Astropathicus Choirs

Choir	Description
Astropathic Relay	An Astropath who has served, and indeed survived, in an Astropathic Relay is a rare individual indeed. He is able to withstand the raging torrent of the Warp, to shape it to his will, and send it onwards towards its ultimate destination. His mind-voice is strong and clear and other Astropaths find his messages much easier to rapidly comprehend than those of others with different histories.
Colonial Choir	Astropaths who have served in the lonely Choirs beyond the frontier have lived a life of extraordinary privation and danger that few others of their order could imagine. Cut off from the greater Imperium by the Great Storms, they have led an existence finely balanced between survival and extinction.
Explorator Choir	Many of these Astropaths go mad through a combination of exposure to the soulless grating machine code of the Adeptus Mechanicus that drowns out all other sensory inputs and the sheer isolation of their existence. Those few that survive their service are changed forever, but are invariably stronger for their ordeal.
Frontier Choir	To ascend from service a frontier Astropathic Choir, an Astropath must have proven himself able to survive the ebb and flow of tumultuous energies that are the result of warp disturbances nearby, as well as the incessant politicking of the choir's own masters. Such individuals are often held to be somewhat cold and jaded, as if inured to human suffering and able to shut out the feelings of others on a whim.
Pit of Voices	The so-called Pit of Voices are tragic, ramshackle imitations of a true Astropathic Choir, ones served entirely by outcast or master less Astropaths. While few are actual renegades, the majority of Astropaths serving these Pit of Voices are broken in some manner. Some have been judged wanting in their abilities, or perhaps unsuitable in some other way, and somehow escaped being shipped to Terra to fuel the Astronomican. Travelling incognito beyond the reach (or so they hope) of their erstwhile masters, these outcasts come to such places in the hope of fulfilling their destiny.

Astropathicus Discipline

Astropaths are the sole reason the Imperium is able to maintain communications across such vast distances. Without the aid of these soul-bound psykers, civilization would flounder and perish in the blackness of space. Their loss of vision (and other senses) is a small price to pay for the service they provide with their psychic abilities. Within the hallowed halls of the Adeptus Astra Telepathica, Astropaths are trained to hone and control their abilities so that they can become part of the great network of telepathic ducts through which interstellar communications are committed and received. However an Astropath is more than a living vox-caster. They are potent psykers in their own right and a few have abilities that can rival even sanctioned psykers.

Within the Imperium, the majority of Astropaths reside within the Adeptus Astra Telepathica complexes located on sector capitol worlds. Others are sent throughout the sector to other worlds where there are established astro-telepathic hubs and Astropathic Relays. In wild space, fringes and frontiers, Astropaths have no such facilities aside from what has been brought in to the region by the Imperium and other agencies. They must rely on their own abilities and hope that they and their choir are strong enough to get a message on through to other stations or vessels where their message can be received and passed on. In some cases, the Astropath must wait until he is clear of the massive warp storms that flair throughout the Imperium. Otherwise, he risks his message becoming garbled, lost, or even intercepted.

The following psychic powers are available only to a character with the <Choir>, Psyker and Soul-Bound keywords, and are purchased with experience in the same manner as regular psychic powers.

Astral Telepathy

Point Cost: 5
DN: Target's Resolve
Activation: Sustained



Range: 1,000 km

Multi-target: Yes

Keywords: Astropathic, Psychic

Effect: Although the true practice of astrotelepathy involves long and complex rituals unique to each Astropath, these psykers often evince the ability to communicate telepathically at a distance unseen amongst other telepaths. A practiced Astropath can communicate with even non-psychers at orbital ranges. The psyker chooses a person he is aware of within range who resists the power. This can be someone the psyker has met personally, or someone he is aware of by description. If the power succeeds, the psyker can transmit a brief verbal message of no more than 6 seconds for every Round the power is sustained. If the target is aware of the psyker's action, he may choose to willingly accept, making the DN 0 instead.

Potency: [3] Increase the range by an additional 1000 km

Telepathic Bond

Point Cost: 8
DN: Target's Resolve
Activation: Sustained
Range: 50m
Multi-target: Yes

Keywords: Astropathic, Psychic
Effect: Astropaths hone their abilities to better communicate with non-psychers. The ability to hold a silent telepathic conversation is invaluable for the servants of an Inquisitor or Rogue Trader. Without betraying their position or intentions, the psyker and his allies coordinate their plans and achieve their mission. The psyker establishes a telepathic bond with a number of individuals up to his Rank. As long as the bond is held, the psyker and targets can send and receive messages telepathically. This does not grant full awareness of all of the characters' thoughts, but allows each character to choose what messages to send. All characters involved in the bond receive all messages. If a target is aware of the psyker's action, he may choose to willingly accepting, making the DN 0 instead. If a character moves out of range of the psyker, the power ceases to affect him.

Potency: [3] Increase the range by an additional 50 km

Mind Scan

Point Cost: 12
DN: Target's Resolve
Activation: Sustained
Range: 5m
Multi-target: No
Keywords: Astropathic, Psychic
Effect: Exhibiting his full psychic potential, the Astropath strips back the layers of his target's psyche, exposing truths even unknown to the victim. With each passing moment, more truths are revealed, until the Astropath gains unfettered access to his target's mind. The psyker chooses a target within range and line of sight. If the psyker fails to manifest this power he is repelled from his mind and gains no further information. The information the psyker learns corresponds to the number of rounds he successfully sustains the power:

◆ **First Round:** The psyker learns basic information, including the target's name, mood, and general state of health.

◆ **Second Round:** The psyker accesses the

target's surface thoughts and learns his number of Insanity points and number of Corruption points.

◆ **Third Round:** The psyker successfully gains access to the target's short-term memory and learns of any mental disorders.

◆ **Fourth Round:** The target's subconscious is revealed.

◆ **Fifth Round:** The target's mind is laid bare for the psyker to plunder at will, from the target's happiest memories to his darkest secrets.

Potency: [1] Increase the range by an additional 5m

Thought Shield

Point Cost: 15
DN: 5
Activation: Sustained
Range: Self
Multi-target: No
Keywords: Astropathic, Psychic
Effect: Drawing on the strength of the Emperor Himself, the Astropath summons a shield of Warp power, the better to protect his mind and soul from psychic and daemonic attack. Many Astropaths attribute such ability to their strength of faith. The psyker can choose to use this power to defend himself from a rival psyker's mind-influencing ability, a Daemon's attempt to possess him, or any creature's attempt to subvert his control of himself. As long as this power is sustained, the psyker shields his mind from the influence or possession attempts, increasing those tests DN's by +4.

Potency: [1] Increase the DN of an enemies psychic ability, daemonic possession attempt or similar that targets the Astropath by an additional +1

The Ties that Bind

Point Cost: 18
DN: 6
Activation: Sustained
Range: 1km
Multi-target: Yes
Keywords: Astropathic, Psychic

Effect: By using his telepathic powers, the Astropath is able to link together the minds of voidship's bridge crew or nearby ship-mates. This is a rudimentary link that enhances the actions of those under its influence. The psyker establishes a telepathic link with the crew of a starship. While this power is sustained during voidship combat, the effected crew gain +1 Icons towards a Combined or System Action.

Potency: [3] Increase the bonus to combined or System actions by +1 Icons

Telepathic Jamming

Point Cost: 15
DN: Target's Defense
Activation: Sustained
Range: 10k
Multi-target: Yes
Keywords: Astropathic, Psychic

Effect: Opening himself up to the Immaterium, an Astropath is able to generate a type of 'white-noise' that serves to block out all astropathic communications. Should an enemy voidship have an Astropath (or similar type psyker) on board, this action serves to impede their ability to send or receive messages via telepathy. The Astropath targets a number of enemy starships during voidship combat and manifests this power. If successful, the DN to manifest Astropathicus or Telepathy discipline powers aboard the effected voidships increases by +2. Additionally, while this power is sustained and any psyker aboard a targeted vessel wish to send or receive astro-telepathic signals, they will need to make an opposed Willpower Test (DN 3) against the jamming Astropath.

Potency: [2] Increase the range by +5km

[3] Increase the DN penalty by +1

Divining the Way

Point Cost: 12
DN: 7
Activation: Full Round
Range: Special
Multi-target: No
Keywords: Astropathic, Psychic

Effect: The Astropath taps into his natural affinity for divination and foresight to study the portents and skeins of future events. Successfully manifesting this power allows the Astropath to add +2 bd to the next Stunt Action a voidship makes. The character making the Stunt Action must be within sight of the Astropath - and in the same area or room - in order to take advantage of the bonus.

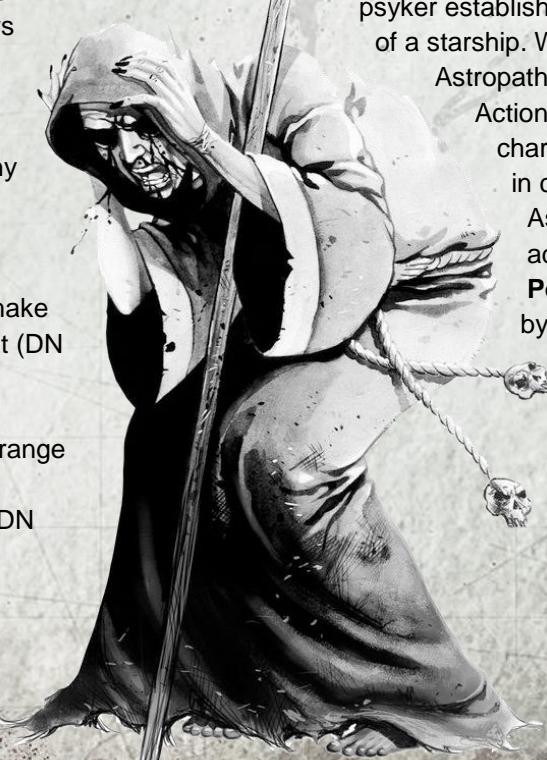
Potency: [2] Increase the bonus by +1

Taking the Shot

Point Cost: 12
DN: Target's Resolve
Activation: Full
Range: Special
Multi-target: No
Keywords: Astropathic, Psychic

Effect: By utilizing their powers of foresight, an astropath can see into the near future. He can check the positioning of enemy ships and use that information to his advantage. The psyker establishes a telepathic link with the crew of a starship. While this power is sustained, the Astropath grants +1 bd to a single Combat Action during voidship combat. The character making the Test must be in contact (verbal or vox) of the Astropath in order to take advantage of the bonus.

Potency: [2] Increase the bonus by +1



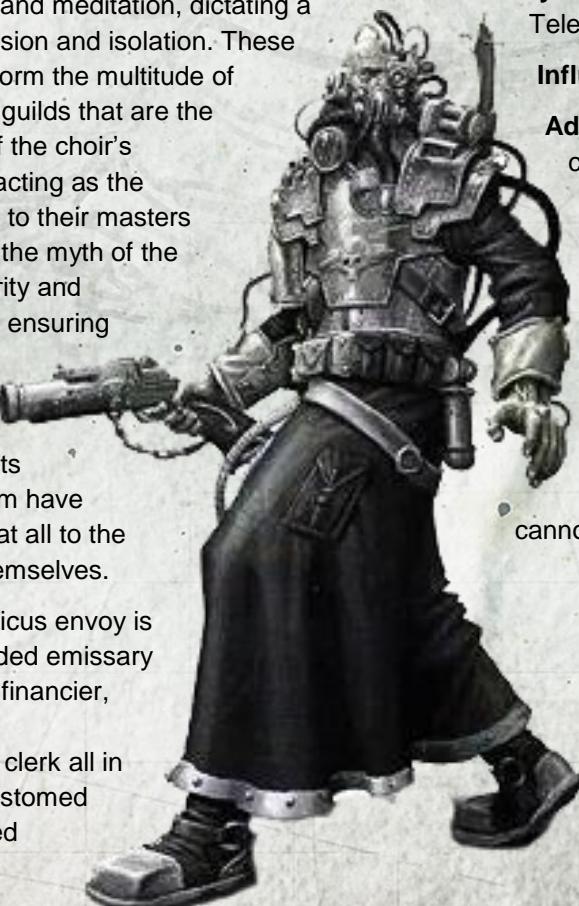


Astropathicus Envoy

Important agents or delegations from the Adeptus Terra, powerful commercia interests with the right connections, and the planetary lords of the Highborn all make use of the Astropathicus choirs spread throughout the Imperium. It would be a near impossible feat for the Astropaths to maintain their important duties and deliver each coded message personally to their intended recipients, and thus trusted and tested adepts provided by the Adeptus Astra Telepathica are permanently attached to and oathsworn to serve the Astropathic choirs needs. These functionaries are responsible for the encoding of messages into gene-locked data-slates, administrative paperwork and personal delivery of messages to recipients of high import, as well as acting on behalf of the societal needs of the Astropaths themselves.

Despite Astropaths being the vast majority of sanctioned psykers within the Imperium, they are an extreme rarity as their duties and responsibilities are many and require intense concentration and meditation, dictating a need for seclusion and isolation. These functionaries form the multitude of Astropathicus guilds that are the public faces of the choir's organization, acting as the intermediaries to their masters and enforcing the myth of the astropath's rarity and importance by ensuring that only the most influential, powerful agents of the Imperium have direct access at all to the Astropaths themselves.

The Astropathicus envoy is at once a bonded emissary of the choir, a financier, courier, and administrative clerk all in one, and accustomed to the burrowed



authority granted by the Adeptus Astra Telepathica. While individually they hold little power, their order holds great sway – withholding the services of the Imperium's astropaths for even a single day has the potential to deadlock trade, prevent relief to distant war zones, and in the most extreme cases sign the death warrant of entire worlds. A fact even the most self-serving merchant or petty dignitary of the Adeptus Terra is well aware of, and as a result the vast majority of the Imperium grant these glorified message runners a width berth and adequate accommodations.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: Intellect (1)

Skill: Awareness (1), Survival (1)

Benefits

Keywords: Imperium, Adeptus Astra Telepathica, Middle Class, <Any>

Influence Bonus: +1

Adept Couriers: Astropathicus Envoy characters are adept at moving throughout the Imperium's highest echelons and its most dangerous environs to deliver their messages. They gain +Rank to Awareness skill tests when navigating buildings, hives or complexes, and ignore difficult terrain penalties from such environments altogether.

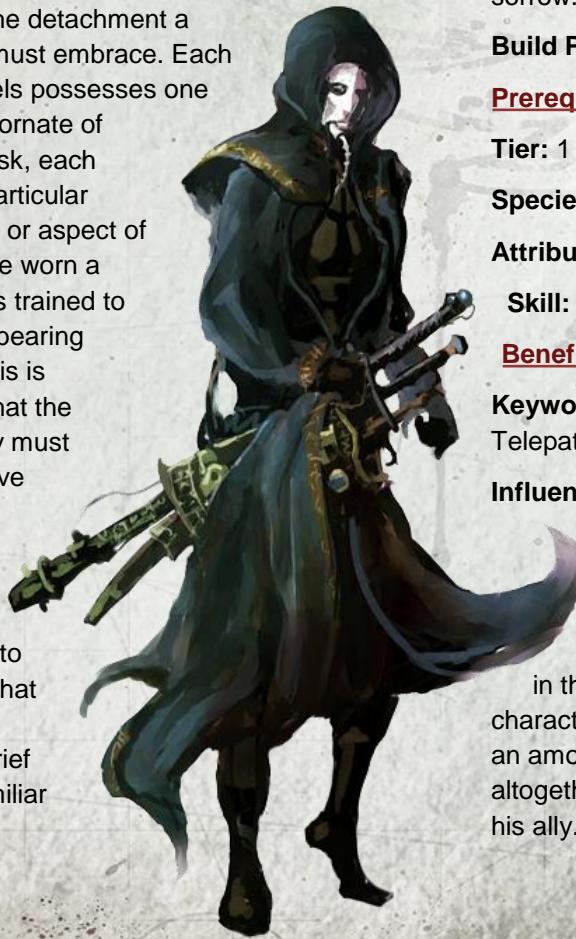
Wargear: Imperial robes, micro-bead, Astropathicus trappings, laspistol or hand cannon, gene-locked slate monitron



Black Sentinel

Founding at the dawn of the Imperium during the Great Crusade, the black sentinels that form the armed force of guardians and wardens are known as the dread black sentinels of the Astropathicus choirs. These specially trained handlers provide security for astropaths and their facilities across the Imperium, as well as to ensure the spiritual sanctity and purity of their charges remain untainted – ever watchful for the signs and portents of warp phenomena and possession. In their stewardship, astropaths are protected, while those who succumb to the perils of the warp are culled – earning them the role of executioner in addition to their normal attendant duties.

Well-trained and armed with lasguns, psykana mercy blades and dressed completely in black armor, these protector-slayers wear masks resembling snarling beasts or placid, blank expressions. These masks are always worn outside their private meditation sanctuaries, a traditional requirement of their order placed upon them by the Adeptus Astra Telepathica that ritualizes the detachment a black sentinel must embrace. Each order of sentinels possesses one of many highly ornate of symbolized mask, each embodying a particular personality trait or aspect of death, and while worn a black sentinel is trained to adjust his own bearing accordingly. This is performed so that the Astropaths they must protect and serve never grow attached to those who one day may be called upon to slay them and that they in turn can channel their grief of slaying a familiar



charge into a particular aspect in a tried and proven method of compartmentalizing the trauma.

Black Sentinels live solitary lives, drawing on comradery and companionship from within their own order and tentatively remaining apart from those they serve alongside with outside their order. Despite being hand selected by the covens masters of the Scholastica Psykana for their neurotic, often anti-social, and obsessive personalities to adhere to strictest and rigid of guidelines, the human compulsion to grow attached to others has been difficult to eradicate completely, and disturbingly many orders of the black sentinels have taken to the practice of collecting mementos mori from their favored slain, incorporating the visages of those astropaths a sentinel has grown deeply attached to within a rictus death mask of archeotech and stasis locked flesh. These living tribunals adorn the hab-halls of their noctis shrines, or are worn upon the sentinels face from the moment of inception and until his dying days, forsaking all other aspects of personality beyond eternal sorrow.

Build Point Cost: 30

Prerequisites

Tier: 1

Species: Human

Attribute: Initiative (2)

Skill: Weapon Skill (1), Awareness (2)

Benefits

Keywords: Imperium, Adeptus Astra Telepathica, Military

Influence Bonus: 0

The Constant Threat: When an ally within the Black Sentinel's Speed range in meters triggers a roll on **Table 7-2: Perils of the Warp** (see page 338

in the core rule book), the Black Sentinel character can increase or decrease the result by an amount equal to his Rank, or negate it altogether by inflicting a single Mortal Wound on his ally. 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.

Wargear: Imperial robes, flak coat, two psykana mercy blades, ornate mask with inbuilt respirator or death mask, lasgun or lascannon and chainsword, micro-bead, charm, astropathic trappings

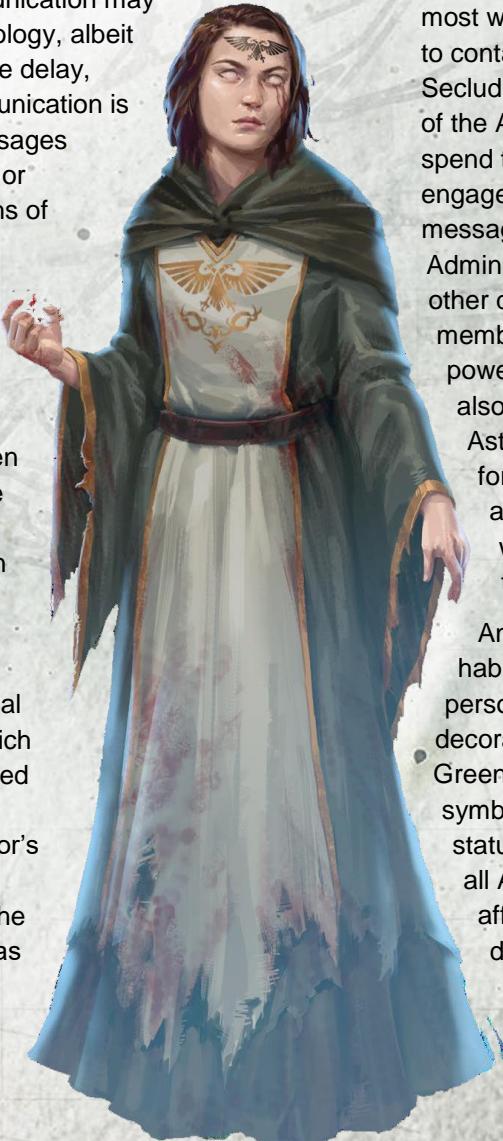


Astropath

"Our voices sing out as one to the cosmos."

- Mistress Oghanna

The Imperium of Mankind is a vast and scattered realm. Within a single star system, interplanetary communication may be possible by technology, albeit with considerable time delay, but interstellar communication is only possible by messages carried by star ships, or through the Astropaths of the Adeptus Astra Telepathica. To transmit a psychic message over the vast gulfs of the void is a monumental and nightmarish task. Even those selected for the duty of the Astropath are not able to rely on their innate abilities, but must undergo years of training culminating in the ritual of soul binding, in which the Astropath is imbued with but the merest fraction of the Emperor's divine power. Soul binding strengthens the Astropath's abilities, as well as providing a measure of protection against the hazards of the



Warp. Even despite these precautions, this life is difficult, the stresses placed on their minds and bodies in the course of their duties resulting in premature ageing and early death. To commune with the Emperor might be considered the ultimate pilgrimage for his subjects, yet for the Astropaths this blessing is not without its consequences. The soul-binding is intensely traumatic for the soft tissues, and thus most are blind, though their psychic senses compensate for their lack of sight. Their sacrifices are many, but they are a necessity for the survival of the Imperium. Most understand that their own sacrifices are minuscule next to those made by the Master of Mankind.

Astropaths are far too rare and valuable to be made available to the common people. Indeed, most who dwell in the Imperium have no reason to contact other hives, let alone other worlds. Secluded in their towers, choir-halls or sanctums of the Adeptus Astra Telepathica, the Astropaths spend their days in meditation when not engaged in the act of transmitting or receiving messages at the request of the Adeptus Administratum, Adeptus Ministorum, and the other divisions of the Adeptus Terra. Influential members of the nobility and commercial powers, those with the right connections, are also able to utilize their services. At least one Astropath is permanently stationed at the fortress precinct of the Adeptus Arbites to allow the Arbitrators to get word out to the wider Imperium should the worst befall their planet.

An Astropath's uniform is a hooded robe or habit and a waist-belt. They keep their personal belongings in a sling bag, often decorated with religious ornaments and motifs. Green (or any variation of it) is the color that symbolizes the appurtenance to the Astropath status. As a result of the Soul Binding ritual, all Astropaths are blind: their blindness can affect their eyes in different ways, from disturbing whitened globes to empty eye sockets.

Build Point Cost: 50

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower (2)

Skill: Psychic Mastery (4)

Benefits

Keywords: Imperium, Adeptus Astra Telepathica, <Choir>, Scholastica Psykana, Middle Class

Influence Bonus: +1

Supreme Telepath: The Astropath chorister is a potent psyker and master of mental powers. When turning his psychic gift to the art of telepathy, the Astropath can push his powers beyond their limits, saved from danger by his bond with the Emperor. Once per encounter, before making a test to manifest a power from the Telepathy discipline or the Astropathicus Discipline, the Astropath chorister may spend a point of Wrath to ignore the negative effects of manifesting their power at the Unbound or Transcendent Mastery level.

Wargear: Imperial robes, psy focus, staff with iconography of the Astra Telepathica, laspistol, charm.

Choirmaster

"My eyes were a small price to pay for what I can now see."

- Astropath Leto Loi

An Astropathic Choir provides the Imperium with much needed range and extended abilities that wouldn't normally be possible with a single Astropath. The most common use of the Astropathic Choir is to boost astropathic signals across space. This might be done in order for a message to be able to reach a far-off Astropathic Relay, or to send a

clearer, more complex message. To form an Astropathic Choir, there needs to be at least two Astropaths - however, this is an extreme minimum and only provides a minimal boost to the Choir Leader's abilities.

The Adeptus Astra Telepathica considers an optimal Astropathic Choir to consist of at least five Astropaths in addition to the Choir Leader. On worlds like sector capitals, an Astropathic Choir would consist of dozens if not hundreds of Astropaths. Many of these choir members are weaker psykers who can only function effectively within a choir - these souls are usually the first to have their minds fracture and suffer burn-out.

Those rare individuals who climb the ranks of the Adeptus Astra Telepathica are placed in charge of Astropathic facilities and choirs. Some are even made itinerant emissaries, officials of their Adeptus or servants of the Inquisition, Imperial Guard or Imperial Navy. Astropaths are also prized by Rogue Traders, since they are capable not only of sending messages at great distances, but also getting in touch with Xenos; serving Rogue Traders, Astropaths' responsibilities are even higher, because they are often no more than a handful in a fleet - possibly one for each vessel.

Most Astropaths who survive their tenure in an Astropathic Choir go on to perform a more specialized role. Some ascend in the ranks and become masters at directing the mind-voices of their choirs.

Others are scattered across the galaxy to serve as the personal Astropaths and advisors of powerful Adepts such as Inquisitors or Praefects, or are seconded to organizations such as the Administratum, the Adeptus Arbites, the Imperial Guard, or even the Adeptus Astartes. A very few return to Terra to take up a role in the Scholastica Psykana, mentoring other would-be Astropaths and teaching



them the inner secrets of their order's vocation. Most Astropaths serving Rogue Traders come from amongst those serving in a Choir on the fringes of the Imperium. Such choirs are generally those found aboard Imperial Navy defense stations guarding the outer marches, or perhaps those sitting on the very fringes, in the anarchic grey area between the frontiers and the lawless wastes.

Serving in Choirs in such places, Astropaths inevitably pick up on what is variably thought of as the psionic background field, the echoes of the death cries of long dead species or the resonant thoughts of slumbering things that bear no relation to humanity's field of existence. Service in frontier Astropathic Choirs exposes the Astropath to numerous dangers, not least of which is constant low-level exposure to half-heard alien whispers that drive many to burn out or break down. Those able to survive, however, are considered ideal candidates to serve as Astropaths aboard Rogue Trader or Inquisitorial vessels.

Build Point Cost: 60

Prerequisites

Tier: 3

Species: Human

Attribute: Willpower (3)

Skill: Psychic Mastery (5)

Benefits

Keywords: Imperium, Adeptus Astra Telepathica, <Choir>, Scholastica Psykana, Middle Class

Influence Bonus: +3

Mind-Speaker: It's the duty of the choirmaster to lead the choir and to monitor the other

Astropaths for signs of stress and mind-fracture - those who walk too close to burnout. When leading an Astropathic Choir, the choirmaster's presence allows astropaths who suffer burnout to Soak the Mortal Wounds inflicted by the process.

Wargear: Imperial robes, psy focus, staff with iconography of the Astra Telepathica, laspistol, charm.

Astropath Transcendent

"I am soul-bound to the Emperor, and through His grace, I speak across the voids."

- Arradin Vykis

The Astropath Transcendent is a rare individual, indeed. He is a psyker whose powers and very essence has been touched by the light of the God-Emperor himself and who is able to form a lifeline of communication across the limitless gulfs of space, his soul armored against the gnawing taint of the warp beyond. Each year, uncounted millions of psykers are born across the vast breadth of the Imperium. Most are detected and interred until collected by one of the fearsome Black Ships of the Adeptus Astra Telepathica. These vessels travel the galaxy in great circuits, their stygian holds inexorably filling with nascent psykers with each stop they make. The fate of the vast majority of the psykers is to fuel the insatiable fires of the Astronomican so that the Imperium might be held together for another day. Of those allowed to live, a tiny fraction are judged strong enough to undergo tutorage and go on to serve the Imperium in a staggering array of capacities, from Inquisitor to Battle Psyker.

Those chosen to become Astropaths undergo the ritual of Soul Binding, in which the body and soul are scoured clean of the taint of the warp by the searing purity of the Emperor's beneficence. After months of fasting, prayer, and ritual preparation, the psykers are brought into the very depths of the Emperor's Palace in processions of a hundred at a time, there to undergo a ritual that will kill them, drive them insane, or bind them for all eternity to the Emperor. So intense is the ritual that the supplicants' sensory organs are almost totally overloaded - leaving them blinded by the experience - with many suffering further nerve damage, incurring loss of smell, touch, or hearing.

Relying as heavily as the Imperium does on the warp for galactic communication, it has a great demand for Astropaths, and each newly created Astropath who survives the Soul Binding is inducted into the ranks of the Adeptus Astra Telepathica. There he learns to send his thoughts singing across the galaxy via the medium of the warp, adding his psychic voice to entire choirs of his fellows, and communicating with others of his kind on planets light years distant.

It is a rare Astropath indeed who rises beyond his given duties and responsibilities in the ranks of the psychic choirs. Of those few who do so, most are placed in charge of Astropathic facilities and relay stations dotted across Imperial space. Those with the sharpest wits become itinerant emissaries or officials of the Adeptus Astra Telepathica itself or serve on the staff of Inquisitors or Lord Militants. Some of the most self-aware and strong-willed of their kind serve their vigils alongside Rogue Traders, casting their thoughts out far beyond the realms of Man into the great voids beyond the Emperor's Domains.

It takes a special type of Astropath to serve on the fringes of what is known, and such Astropaths must be both hard-hearted and savvy individualists if they are to persevere. Though the experiences vary wildly from one Astropath to the next, many are driven slowly



mad by what they describe as cold, alien thoughts echoing in the black gulfs at the edges of the galaxy, while others find themselves growing increasingly alone the further out they travel, as the psychic voices of their fellows recede into the celestial distance. Those few that can endure these rigors are granted the title of Astropath Transcendent, and are both respected and a little feared by their contemporaries

The duties of the Astropath Transcendent are a microcosm of those performed by the more established and ordinary psychic choirs of the Adeptus Astra Telepathica. Most Rogue Trader fleets are accompanied by little more than a handful of Astropaths, with perhaps only one being stationed on each vessel, and so their position is one of grave responsibility. They provide the only means of viable communication between widely scattered vessels, not to mention across interstellar distances, and as a consequence are highly valued members of the Rogue Trader's inner circle. Many Rogue

Traders would not even consider setting foot on the soil of a new world without an Astropath Transcendent at their side, ready to summon aid at a moment's notice should disaster strike.

Build Point Cost: 70

Prerequisites

Tier: 4

Species: Human

Attribute: Willpower (4)

Skill: Psychic Mastery (6)

Benefits

Keywords: Imperium, Adeptus Astra Telepathica, <Choir>, Scholastica Psykana, Middle Class

Influence Bonus: +4

Soul-Ward: Soul-bound to the Emperor, the Astropath Transcendent's mind and body are shielded against the Warp, even as he draws from it to fuel his own abilities. When the vagaries of the Warp and the assaults of its denizens threaten the Astropath, he relies on his mental and spiritual fortitude - and the Emperor's Grace - to protect himself. The Astropath Transcendent gains +Rank to his Willpower or +½ Rank when resisting Possession, in any opposed Willpower Test against a daemon, or whenever making a Willpower Test to resist any Talent, Psychic Power, special ability, or other effect originating from a daemon.

Wargear: Imperial robes, psy focus, staff with iconography of the Astra Telepathica or monosword or shock staff, laspistol or stubber, flak armor or void suit, charm, micro-bead.



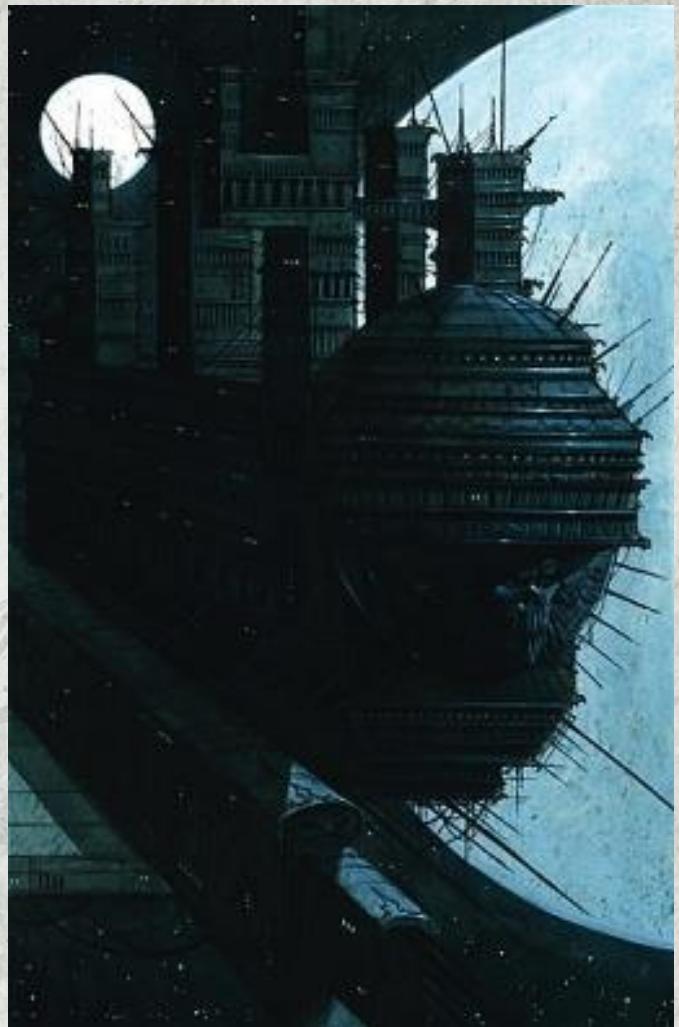
Commercia Imperialis

"Merchants owe their station to their ability to survive in a world of profit and loss as they turn fortune's wheel. Charming yet often utterly ruthless, they are best not crossed."

Beneath the surface of the rigid structure of the Imperium, a single thing maintains order across the multitude of civilized worlds; wealth. Whether issued in local currency, bartered goods or raw resources, wealth forms the only real government for many Imperial citizens, taking lives and settlements with them as material wealth changes hands. Indeed, while the politics of the Adeptus Terra and noble houses are an influence in the depths of a Hive or across the far and wide settlements of a feudal world, no control is greater than that of those whose wealth sustains and protects their own domains. Many traders control immense compounds, employing entire settlements as laborers or gangs as protection. Others keep only a small shop or wander in gypsy caravans, trading between settlements and, from time to time, across rival organizations.

Interstellar ships, space stations, mines, and factory craft also represent commercial industries owned by individuals, corporations or mercantile families, which ultimately rely on the merchant and civilian fleets. The ships of the chartist captains are the only contact many worlds have with the galaxy at large, and to some primitive worlds their arrivals are long-prophesied events of great spiritual significance. No matter what trader, or what goods, behind every throne, script or credit spent and earned, the commercia merchantman watches and reports back to his merchant guild, corporation executors or combine lord, who pocket all the earnings.

These traders exist on all worlds, though their form and ability can vary wildly depending on societal factors and local taboos. Merchant magnates or princes of pan-sector commercial interests rely upon the humble chartist captains to ply the trade lanes, whose merchant charters granted by the Adeptus Administratum allow



them the privilege to journey across the stars, and the backing of a great house to finance their expeditions.

The term "Great House", or "Sector House", refers to those civilian organizations that have a presence across an entire sector. This sets them apart from "planetary" or "lesser" houses, which might wield enormous power on a particular planet but do not have any particular influence elsewhere. In the earliest days of the Imperium, all the Great Houses, and most of the planetary houses, were based around noble families. The old Great Houses were enormous extended familial lines, with strict rules of heredity to maintain their monopoly on power. In the current days, several of the Great Houses are actually corporations. They may act as if they were noble families but are truly hereditary Great Houses.

are quick to point out that their memberships are based on ambition and skill, rather than bloodline. The Great Houses play their own game of politics and wealth, and with their thousands of members and troops, they have the potential to exercise enormous power in their native Sector. Where there is profit, there is also greed and some dominate whole worlds or harbor ambitions that will one day pit them against the Adepts of the Imperium.

Despite the great power and influence commercia powers may possess, commerce in the Imperium is heavily regulated, ensuring it works to the benefit of the Adepts Administratum's tithes and quotas, rather than in competition with them. From underhive market stalls to the immense starships of the merchant fleets, the traffic of goods is carefully monitored. Some merchants chafe at these restrictions, and conspire with their fellows to orchestrate greater profits at the expense of others.

Mercantilism of the Imperium

Individually, chartist captains, merchant magnates and their ilk don't hold significant interstellar power. When these influential individuals combine their wealth and power, they become significant in the sector politics, able to determine the fates of entire populations with the impact of their decisions.

Characters with the **<Trade Compact>** keyword may select one of the following Trade Compacts or Combines (or the player may work with the GM to determine another if they wish). Choosing a trade combine or compact replaces the **<Trade Combine>** keyword with the name of the selection.

Selecting a Trade Combine also provides the character with a bonus associated with that trade:

Commercia Affiliation: The character gains + ½ Rank bonus dice with Skill tests relating to a trade combine's structure, marketing, hierarchy or procedures. If a

player creates their own trade combine or uses one that does not appear on this list or in future Wrath & Glory sourcebooks, they must work with the Game Master to define them.

Trader's Cant: Many merchants and trader employ this language when dealing with their fellow traders, which allows for rapid-fire negotiations and interchange. A Commercia Imperialis character may choose this cant as one of his initial languages, or purchase it for 1 BP at a later time.

Commercia Imperialis Objectives

D3 Roll Result

- 1 Compare the current situation to a calculated decision you or your trade combine risked, which resulted in a large margin of profit (or caused financial ruin)
- 2 Invoke the higher authority of your guild, corporation, or combine lord to persuade or intimidate another into act in a beneficial manner to your group.
- 3 Examine the environment around you, and declare how it could be used to turn a profit (or how it would be disastrous to even attempting exploitation).





Table: Trade Compacts and Combines

Mercantilism	Description
Cartel	A cartel is a group of independent producers whose goal is to increase their collective profits by means of price fixing, bid rigging, limiting supply, or other restrictive practices. Cartels typically control selling prices, but some are organized to control the prices of purchased inputs.
Collegium	Collegiums are an association of academics and traders who oversee the practice of their craft and knowledge in a particular area. They are similar to guilds in structure (see below), and are the same in all-but name in many cases, but the real defining quality of the collegiums of the Imperium is their focus on the esoteric, academic or patented trade secrets, preserving their methodologies and selling their services based on their academic pursuits, rather than focusing on a singular trade or craft.
Cooperative	A cooperative is a business organization or enterprise owned by a group of individuals and is operated for their mutual benefit. The persons making up the group are called members. Cooperatives may be incorporated or unincorporated. Many of the great banking houses of the Imperium are financial cooperatives between noble houses.
Corporation	A corporation is a business organization that has a separate legal personality from its owners. Ownership in a corporation is represented by shares of stock. The owners (called shareholders or stockholders) enjoy limited liability but have limited involvement in the company's operations. An elected group drawn from the shareholders controls the activities of the corporation, often forming boards or counsels of directors.
Guild	Guilds are an association of artisans or merchants who oversee the practice of their craft or trade in a particular area. They are organized in a manner somewhere between a professional association, a trade union, a cartel, and a secret society all in one. They often depend on grants of letters or patents from governing authorities (typically the Adeptus Administratum) to enforce the flow of trade of their self-employed members, and to retain ownership of tools and the supply of materials.
Partnership	A partnership is a business owned by two or more persons who contribute resources

Sole Proprietorship	into the entity. The partners divide the profits of the business among themselves. In general partnerships, all partners have unlimited liability. In limited partnerships, creditors cannot go after the personal assets of the limited partners. Unfortunately, the Adeptus Administratum does not recognize limited partnerships, and many partners have been persecuted for their trade compacts finances being in the arrears, having their personal estates seized and auctioned, themselves being jailed in the process.
	A sole proprietorship is a business owned by only one person. It is easy to set-up and is the least costly among all forms of ownership. The owner faces unlimited liability; meaning, the creditors of the enterprise may go after the personal assets of the owner if the business cannot pay them.

Acquisitionist

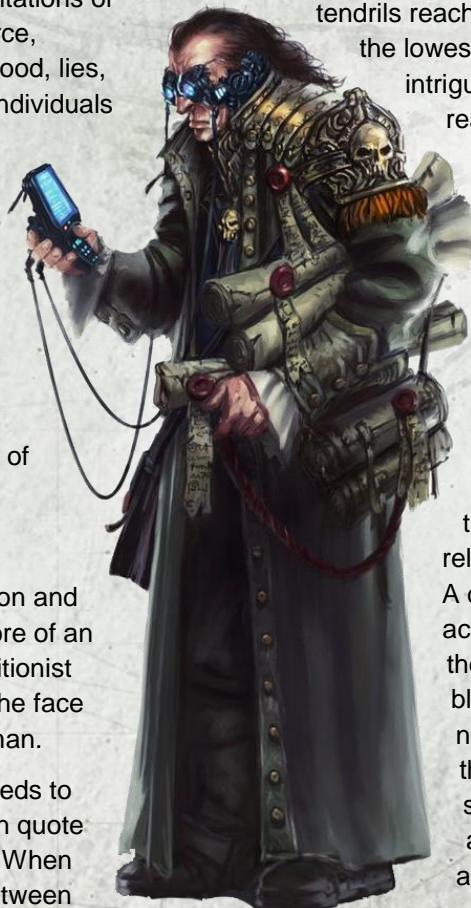
"Illegal? The black market is just another market. And as long as you have a supply, I will keep making demands."

- Pontius Forbrex,

Everything has a price. Of all a merchant's house representatives, none understand this principal better than the acquisitionist. While most weigh an item's worth in terms of coinage, a rare few look beyond the limitations of money and legitimate commerce, measuring value in terms of blood, lies, and human lives. These rare individuals ascribe to the view that in the realm of business, the only sin is not to buy or sell.

They become Acquisitionists, driven to ensure that their merchant guild or trade combine has every advantage - political, financial, and material. Acquisitionists direct networks of spies, thugs, thieves, and assassins. What cannot be purchased with money, an acquisitionist takes by deception and force. Less a factotum and more of an underworld kingpin, an acquisitionist hides a criminal mind behind the face of a well-mannered businessman.

When an Imperial authority needs to be bribed, an acquisitionist can quote his price down to the last gelt. When illicit goods must be moved between



worlds, an acquisitionist plots the course that will draw the least attention to the endeavor. When a business partner is reluctant to honor the terms of an agreement, an acquisitionist applies just the right amount of motivation, often at the end of a gun. But an acquisitionist's role is more varied than this. They are, after all, expected to acquire that which their masters and mistresses desire. Any item, product, or illicit service may be purchased through an acquisitionist's extensive network of contacts and fences. With tendrils reaching from the highest hive spires to the lowest mutant warrens, these masters of intrigue consider nothing beyond their reach.

While many seneschals are content to bask in the finery of their luxurious offices and counting houses aboard the voidships of their employers, reading reports, filling ledgers, and engaging in the occasional interview with a trusted contact, Acquisitionists prefer to take an active hand in their duties. Is there a traitor aboard ship? A reluctant merchant to be persuaded? A debt to be collected? An acquisitionist prefers to attend to these matters personally. Better he bloody his hands with the grim necessities of cut-throat dealings than his master's reputation become stained. What an general cannot accomplish with an army, an acquisitionist can accomplish with a

small party of heavies or a single killing strike from the shadows.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Cunning (1), Deception (1)

Benefits

Keywords: Imperium, Commercia Imperialis, <Trade Compact>, Middle Class

Influence Bonus: +2

Forceful Negotiations: Acquisitionists gain +Rank to Cunning or Investigate tests related to trade deals, acquiring goods or services. They also gain +½ to Intimidation tests when 'motivating' others to honor their deals.

Wargear: Imperial robes with ornate trappings, mercantile bodyglove, 3 sealed and brokered trade agreements, data-slate, laspistol or hand cannon.

Gilder

The families which comprise the merchant guilds of the Imperium are called gilders. Gilders are a closely bound people, intensely loyal to their own kind and insular in tradition. They are secretive about many aspects of their dealings and way of life. To other imperial citizens their style of dress and habits are strange and incomprehensible. Amongst themselves they speak a secret language quite unlike the common tongue of any given world. The gilders have no territory in the Imperium. They live wherever their business takes them, sometimes basing themselves in the domain of a single



noble house but more often wandering from one place to another. The strict laws of the Imperium protect itinerant gilders, but their safety is guaranteed by the houses of the highborn. The same laws that protect gilders also forbid them from owning property, so warehouses, trading posts, and accommodation are all provided by planetary lords.

Not all gilders are equally wealthy or important. The more prosperous families live in opulence and control trading empires which shift vast cargoes between hive cities or across planetary systems. At the other end of the spectrum are the lone speculators who trade in local regions, ever hopeful of discovering some new lode of iron slag or a hoard of archeotech. These adventurous individuals are often encountered deep in an underhive or on the fringes of a frontier world, either on their own or accompanied by hired guides and protectors. In the more lethal environments, these gilders often hire gang fighters, desperados or contracted mercenaries to protect them from the predation of outlaws, mutants, xenos or worse.

Gilders provide the masses with one of the only secure ways of storing large quantities of wealth to the lower classes of the

Imperium. This they do by keeping money secure as guild credit, a form of deposit account that all gilders will honor. If a gilder should die, his debts, accounts and other business arrangements pass to his successor. Gilders also supply citizens with their physical currency in the form of guild bonds and guild tokens.

Bonds are large denominations, oblong chips of ceramite bearing an indelible imprint of value.

Smaller token chips are carried as loose change and are used within the habs or imperial settlements as everyday

currency. These guild tokens are often referred to simply as credits.

- Guilders wear a distinctive merchant badge of credit suspended upon a heavy chain. The more wealthy a guilder, the bigger and more ornamental his badge. This serves as a sign of office and identifies the Guilder when he passes through imperial check points. The merchant badge is also a device, a tool of his trade, imprinted with access codes to his central autoledgers and credit rating. The badge guarantees the guilder's trading arrangements on behalf of his merchant guild, and is used as a seal, both electronically and physically

Most imperial worlds have trade posts where guilders can sell their wares, or buy things that have been found, made or stolen. Sometimes they hire fighters or warriors to protect themselves or their cargoes. It is not uncommon for the merchant guilds' heavily guarded slave trains to carry goods within imperial space ports and into the reaches of hive cities. In larger trading outposts it is the guilders that really run things. Anyone who tries to cheat or harm a guilder will soon meet with rough justice. Guilders are notoriously protective of their own kind, and will hunt down anyone who kills or robs from them. None-the-less, the guilders are not immune from attack and their cargoes are a favorite target for outlaws. Poorer guilders sometimes strike out alone, chasing rumors of ore strikes or finds of archeotech. For every lone explorer that makes his way back to his guild, likely as not mad-eyed with his clothes in tatters and babbling of untold riches, a hundred are never seen again.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: Fellowship (2)

Skill: Persuade (2), Cunning (2)

Benefits

Keywords: Imperium, Commercia Imperialis, <Trade Compact>, Middle Class

Influence Bonus: +2

Tradesman: Guilders are experts at haggling for prices and for securing the best deal for any equipment they purchase or sell. They gain +Rank to Insight and Cunning Tests.

Wargear: Imperial robes, auto-ledger, laspistol or autopistol or staff with in-built digi-weapon, respirator or rebreather, guild trappings, assortment of wares, charms and trinkets,

Chartist Captain

The combined merchant fleets comprise almost 90 percent of all stellar spacecraft in the Imperium. Each fleet is based in one of the five Segmentae Majoris, and its records and associated administrative staff operate from the Segmentum Fortress for that Segmentae. For example, the Solar fleet is based on Mars, whilst the fleet of the northern zone - Segmentum Obscura - is based on Cypra Mundi. Although these fleet bases are huge ports equipped with docks, shipyards, and repair facilities, their main function is to administrate the fleets operating within their area. Only a small proportion of ships ever travel to the Segmentum Fortress where they are theoretically based.

Each merchant ship serves its fleet under an arrangement called a Merchant Charter.

Not all charters are the same; some confer more power and responsibility to the ship's captain than others.

There are different types of Merchant Charter. All types take



the form of a feudal oath sworn to the fleet authorities on behalf of the Emperor. A captain may not register his vessel with the fleet authorities until this oath has been sworn and a record of it entered at the Segmentum Fortress for that zone and on the Segmentum Fortress on Mars.

A Fleet Charter is the least prestigious level of interstellar captaincy, and is also the least secure. A Fleet Captain may be deprived of his command and given a shore posting at any time, and his ship reassigned to someone else. A Fleet Captain is appointed to his position in exactly the same way as a free captain, but plies fixed routes like the Hereditary Captain.

A more desirable form of merchant charter is the Free Charter. So-called Free Captains are appointed to command individual vessels by fleet officials. They are usually established fleet officials themselves, having worked their way up the ranks to a position of responsibility. Free Captains may trade as they wish within the fleet Segmentae, except that they are usually

forbidden from trading along established routes. Instead, they roam the less densely populated and unexplored sectors, areas where regular services are either not needed or would be too costly to run.

Less common, but far more sought after, is the Hereditary Charter. A Hereditary Captain may nominate his successor, and that successor may swear the oath of allegiance and thereby becomes the new captain of the ship when its current captain dies or retires. As well as inheriting a ship, the captain inherits a route or routes, and is obliged to carry cargo and passengers only along this route. Some routes are more profitable than others and so are more highly regarded.

A Hereditary Free Charter is the most coveted and highly honored form of captaincy. It is also the most ancient. A captain may be raised to a Hereditary Free Captain as a reward, but Hereditary Captains are no longer simply created as once they were. The captain is free in that he may trade freely within the confines of the Segmentae where his fleet is based. Most of these old captaincies are members of more than one Segmentae fleet, and some are registered in all five of the Segmentae Majoris. Although the Hereditary Free Captain is theoretically an imperial servant, his obligations are relatively few. The ship may trade where and how it pleases within the confines of its charter.

The Imperium's myriad worlds are connected in vast intertwining networks of commerce, with many planets unable to sustain themselves without imports of food, technology, or manpower. It is this merchant navy which acts to move trade and tithe goods from one system to another, transporting untold quantities of essential freight across the stars. Free traders are normally part of commercial fleets and travel where their masters decree, but some small operators continue to act independently of the conglomerate, while others are hardy (or desperate enough) to strike out for border areas in search of greater profits on the very edge of the Imperium. While their passages are normally quiet, they know at any time they and their



crews might be called upon to lay down their lives in battle and no passage in the warp is ever safe.

Build Point Cost: 30

Prerequisites

Tier: 2

Species: Human

Attribute: Fellowship (2)

Skill: Leadership (2), Cunning (2)

Benefits

Keywords: Imperium, Commercia Imperialis, <Trade Compact>, Middle Class

Influence Bonus: +3

Merchant Charter: A Chartist Captain's vast and reliable network of trade allows them to get the best price available in a given sector. The first point of Wealth spent to gain additional Icons for an Influence test gains +2 additional Icons instead of the normal 1.

Wargear: Reinforced uniform or imperial robes, hot-shot lascannon, personal vox, seal of captaincy or commercia warrant, data-slate, master security key for ship, choice of imperial transport



Seneschal

"Ah, he loaded fifty tons of Neusalis wheat, you say? Very interesting. That is curious - for it is rumored the Neusalis trade route is interdicted by Ork Freebooters, and yet they say Lord-captain Halak is an honest man, don't they...?"

- Silas Quinyt

Master of ceremonies, master of coin and commerce, master of logistics, master of emissaries, master of whispers and spies: the Seneschal is the quietly spoken of individual in every commercia guild or trader house who is looked upon with trepidation by those who fear they have earned his suspicion. The mechanisms of trade and house affairs do not run themselves, and it is the seneschal whose



hands are upon the gears - ever adjusting, ever careful, and ever vigilant.

Very few are as competent as the seneschal when it comes to the minutia of commerce. The best Seneschal knows every detail of trade that transpires within his area of responsibility, often better than the scribes and factors employed to process the astronomical sums involved in the running of an imperial commercia house, and those that do not, rarely survive long in the post. Most exude a palpable aura of menacing competency, such that few underlings would dare cross them, and those they deal with - be they harbor master or tyrant - show them due respect. Their most valuable gift, however, is the unerring ability to gauge the subtlest degree of risk in any proposed mercantile venture, which they can then take steps to nullify appropriately.

Many seneschals maintain a tightly controlled network of contacts and spies where possible, so that within hours of arriving in a familiar port they have full knowledge of local trading conditions and can advise their master accordingly. Every detail that might affect business is of interest to a seneschal, from the

amount of dowry offered in a noble marriage to the going rate for a kilo of narco-blitz or to the rumored deaths and wars far removed from their current sphere. Furthermore, most seneschals favor a "hands on" approach to their work, never fully trusting knowledge they cannot confirm themselves. As a result, many are masters of disguise and duplicity, able to blend into the background in almost any situation. Donning the guise of the "grey man," the seneschal lurks in the periphery as the great and the good conduct their affairs, observing all that transpires whilst remaining unnoticed. With a cold-blooded sureness, he seeks to discern the truth behind rousing speeches and courteous manners, and lies cloaked in both piety and vice. Sage counsellor, profit-monger, and spy, the seneschal is all these things and more.

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Human

Attribute: Fellowship (2), Intellect (2)

Skill: Scholar (2), Cunning (2)

Benefits

Keywords: Imperium, Commercia Imperialis, <Trade Combine>, Middle Class

Influence Bonus: +2

Seeker of Lore: The seneschal gains a +Rank bonus to Scholar and Investigate tests when identifying the true nature or motive of a person, place or item. He also gains +½ to all acquisition tests.

Wargear: Two sets of imperial robes, chrono, cameleoline cloak or mesh armor, dataslate, autoquill, laspistol, vox-bead, multi-key.



Tech-Thrall

Merchant combines make wide use of slaves, buying and selling the Imperium's busy slave markets. Tech-thralls are the unfortunates that end up being sold to the merchant combines and are kept in their compounds or facilities to work in mines, as pack slaves or as pit fighters. Some are dangerous criminals who deserve nothing better, others have just been unlucky enough to have kin that couldn't raise a ransom when they got dragged off by some unfriendly gang or.

Merchant guilds usually 'modify' their new acquisitions for whatever tasks they have in mind for them: arms are lopped off and replaced with rock drills or buzz saws for those going to the mines, pack slaves get hooks and claws instead of hands and feet for better grip and pit fighters can end up like some nightmare manikin of steel and flesh. Plugs and connection points pockmark their flesh and they are pierced with steel rods and metal plates to strengthen their bodies. If a slave proves useful to their new masters then their implants are progressively upgraded so they become hardened and more efficient, eventually becoming inhuman caricatures of the citizens they once were. Outsiders often note that the more cybernetic parts a slave is grafted to the more their humanity seems to be leeched away. These slaves are implanted with ownership studs to show that they're the legal property of a merchant or commercial enterprise and set to work for the rest of their lives.

A few tech-thralls, the toughest and most determined ones, escape by stealth, accidents or by killing their guards. Escaped tech-thralls are wanted by the

law in theory and if they go strolling down an imperial agora they'll get caught. But neither the local enforcers nor arbites go out of their way looking for every slave that takes a hike and most tech-thralls wind up running with the gangs.

Build Point Cost: 30

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower 93

Skill: Weapon Skill (2) or Stealth (2), Tech (2)

Benefits

Keywords: Imperium, Commercia Imperialis, <Trade Combine>, Lower Class

Influence Bonus: -1

Escaped Property: Due to the necessity for survival, tech-thralls gains a +Rank bonus to Tech skill tests to repairing or maintaining equipment.

Wargear: Tattered rags, choice of any two cybernetic implants and any two augmetics, ownership stud or choice of memorable injury

Servo-Master

"Some men are born leaders, able to bend others to their will or lead them to extraordinary feats of superhuman skill and endurance; for others, there are always servitors."

- Sebastian Winterscale

At the frontier of Mankind's vast dominion, life is cheap but labor is valued at a premium. Without vast hive worlds to provide an endless source of manpower, the unquestioning labor of servitors is even more valuable in the frontiers or primitive worlds within the Imperium. Servitors are a common sight in the Imperium, from simple drones shuffling about the vessels of

voidships to labor units handling cargo to battle servitors guarding Machine Cult shrines and patrolling corridors of warships. Though ideal servants and laborers, the servitors' inability to think or react with anything but rudimentary intelligence make them of somewhat limited use to most.

A few clever - some would say foolish - individuals have found ways around these limitations, however, at least for those who can afford it and are willing to deal with the Adeptus Mechanicus or foul, heretical pacts with xenos. For a price, a cunning merchant can have a psycho-cerebral motivation device implanted at the base of his cerebellum, which provides a link to the simple minds of servitors who have been specially modified to incorporate the same device. By directly controlling the servitors'



actions, virtually anyone with enough mental acumen can turn these otherwise simple and clumsy drones into virtual extensions of themselves.

Though many a warrior would scoff at the idea of hiding behind servitors and letting flesh automations do their fighting for them, there are others within the Imperium for whom the idea has great merit. So long as commerce and trade continues, there will be a ready market for such devices.

Build Point Cost: 40

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower (4)

Skill: Leadership (2)

Benefits

Keywords: Imperium, Commercia Imperialis, <Trade Combine>, Middle Class

Influence Bonus: +3

Mastermind: Implanted with an advanced mind impulse connection or psycho-cerebral motivator at the base of his cerebellum, this character can control specifically fitted servitors as though they were extensions of his own body. When actively controlled, the servitors combine their Attribute with the Servo-Master's Skill points to form their dice pool, and can perform more complicated actions that might otherwise be beyond their normal mental capabilities (a battle servitor could open a door or a drone could pick up a delicate object without breaking it, for instance). The Servo-Master can control a number of servitors in this manner equal to his Rank. The range of his control equals $\frac{1}{2}$ Rank x 20 in

meters (so a character at Rank 4 could control his servitors up to 40 meters away). If the servitor goes beyond the maximum control range or the mental link is broken (such as by the presence of an Untouchable or the result of a Complication), the servitor reverts to its normal routines. Only servitors that have been fitted with similar implants attuned to the character can be thus controlled. While actively controlling one or more servitors, the character must concentrate intently and can only take simple actions each of his Turns. If the character stops concentrating or his concentration is broken, the servitors merely resume their normal routine and follow the last instructions given to them.

Wargear: Choice of drone servitor, imperial robes or mesh armor, commercia data-slate, chrono.

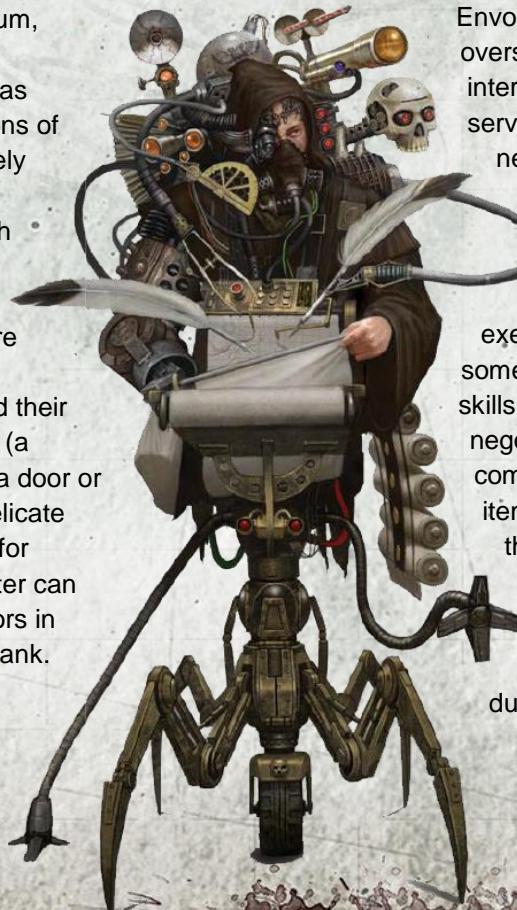
Executioner

"The three most important things that determine the success or failure of a colony are as follows: that it stands on the right spot, that it is securely founded, and that it is successfully executed."

- Meriwether Fontaine

Envoy, ambassadors, equerries, overseers, governors - all serve the interests of a trade combine as valued servants. To gain someone with the necessary specialist training often requires more than just promoting of a lackey, although many nepotistic trade combines often do just that. The executioner is an administrator, someone with strong organizational skills and experience with high-stakes negotiation, sponsored by the trade combine to help secure practically any item or services required to further their mercantile ambitions.

Executioners have little time for distractions, and devotes themselves completely to their duty, as an overseer and assessor on



behalf of their trade combine. In exchange for their professional oversight, diligence and enforcement of commercia policy, the trade combine provides the resources and manpower necessary to accomplish its goal, which ultimately are governed or administered by the executor as they see fit. While occasionally an executor is capable of driving profits upwards through superb leadership, encouragement and a hands-on approach, most prefer the more direct and consistent methodology of enforcing brutal punishments and reprimands for failing to meet quotas or deadlines – earning their title's more practical definition.

While executioners are little different from most bureaucrats in the Imperium, and despite often being posted to far-flung corners of barely explored wilderness space, the frontiers of the Imperium hold no wonder to them - only the knowledge that they will have another audit to oversee, books to balance, and profit factors to increase.

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower (3)

Skill: Leadership (4), Intimidate (2), Persuade or Deception (2)

Benefits

Keywords: Imperium, Commercia Imperialis, <Trade Combine>, Middle Class

Influence Bonus: +3

Administrative Expert:

As long as an Executioner is the lead in a Combined Action, any successful tests gain an additional +½ Rank in Icons to the result.

Wargear: Mercantile Bodyglove or imperial robes, bolt pistol, 2 data-slates, chrono.

Merchant Magnate

The merchant magnates of the Imperium wield power comparable to, or in excess of, many noble lords. In the case of some of the most established members, their own scions are all but indistinguishable from their counterparts in the nobility. A ruthless and cutthroat atmosphere exists amongst upper echelons of imperial commercia, for each magnate knows that his position is only secure so long as his interests remain profitable.

By a vast percentage, most merchant magnates rarely veer far from their established domains, which may have been established over generations, reluctant to endanger their holdings and wealth and elect to remain where profits may be slim at times, but free of danger as can be expected from within the Imperium. There are a rare few however who after a time reject this existence, choosing instead to embark on grand



quests through wilderness space to seek out new worlds ripe for colonization and exploitation, to boldly go where no merchant has gone before. While many of these intrepid adventurers are never heard from again, the annals of the Imperium's long history is replete with stories of merchant princes and their assembled hosts coming across worlds teeming with indescribable riches beyond compare, lush virgin prairie worlds suitable for agricultural harvest, or worlds inhabited by man lost to the Imperium for millennia, ripe for re indoctrination into the Imperial Creed

as a ready workforce of willing servants of the Emperor. Still others bring back tales of encounters with alien races and strange new technology, rare and precious artifacts presented to the Adeptus Mechanicus for bountiful reward.

Above these merchant princes are the infamous Rogue Trader dynasties that conquer worlds in the name of the Emperor and extend the borders of the Imperium - entire family lines whose exploits form the foundations of entire sectors. Arguably greater, the Navis Nobilite maintains extensive trade rights that spread the breadth of the known - and unknown - corners of the Imperium. The intrepid merchant magnate willing to explore virgin territories in search of riches and wealth beyond imagination aspire to rise higher than those lords of the Imperium – and in their endless thirst for more may inadvertently win the Imperium great conquests – or damn whole worlds to slow, decaying deaths in the aftermath of his pursuits.

Build Point Cost: 30

Prerequisites

Tier: 3

Species: Human

Attribute: Intellect (3), Fellowship (3)

Skill: Cunning (4), Deception (2)

Benefits

Keywords: Imperium, Commercia Imperialis, <Trade Combine>, Middle Class or Nobility

Influence Bonus: +4

Socially Resilient: Once per encounter, the magnate may make another character in the conversation re-roll one successful skill test which targeted him, with an increased DN equal to +Rank. This includes interact attacks using social skills.

Wargear: Mesh armor concealed beneath high-fashion clothes, personal encrypted micro-bead, seal of trade combine, bolt pistol, data-slate, symbol of authority, servo-skull or devoted attendant, jewelry

Ascending Imperial Civilians

An Imperial Civilian character ascending to a higher tier may, if the GM agrees, assume that the character has been elevated from the masses of laborers and tradesmen into the trade combine proper. The character is no longer a mere laborer and may become any Archetype with the Commercia Imperialis keyword. To do so, the character spends the difference in build points between the two archetypes. The character removes the archetype bonus from the outgoing archetype and applies the archetype bonus from the new archetype instead. Using this option, the character is not required to purchase an Ascension package, but the player may still purchase one if they wish.





Highborn

"Yes, I especially liked that vintage, so I enslaved the village to ensure a steady supply."

- Leisi IX

Highborn exist on nearly all Imperial worlds, from the towering spires of its hive cities to the stone forts and caves of its feral kingdoms. They are the privileged and powerful of their worlds, those fit for governance not by the will of the people but by the providence of their birthright. While their powers and purview might differ from world to world, their function remains the same: to lead their people and control the resources and political might of their planet. Most highborn grow up being groomed for this power, either taught to govern justly by fair and evenhanded peers or, more likely, instilled with a disregard for those below and ingratitude for the influence and position they have been given. Many are so ingrained into their opulent lifestyle that they have little or no notion of how the majority lives. Generations can be spent in supreme - if relative - comfort, be that a heated cavern shielded from perpetual blizzards or an orbiting pleasure satellite that rides auroral clouds. Here they are content to shield themselves in the trappings of wealth and privilege, while focusing on the real threat to their existence: other highborn.

The scale and size of the Imperium is reflected in the nobility of its worlds. Just as it has endured for millennia and covers the majority of the galaxy, so too are there noble families, sector lords, and planetary governors whose lineage stretches back thousands of years, and whose holdings comprise whole systems or wide regions of space. It is also reflected in its diversity, with each world's ruler as unique as the world itself. Some worlds are ruled through agencies such as the Adeptus Ministorum or Adeptus Mechanicus, where the rulers are more the result of power plays than hereditary bloodlines or the decree of the Adepts



Administratum. Some rulers flicker and fade, having barely made their presence known.

Others form dynasties lasting the entire history of a world. Often a family or lineage can draw great power to itself, slowly but surely acquiring planetary control and resources, seeding its progeny throughout positions of influence and authority until there is no place on a world untouched by its grasp. Being a highborn means more than being born into power and position; it means the lifelong obligations and struggles both to protect the interests of the family or clan,

and to try and better them. It is the nature of power that those that do not have it crave it, and those that have it crave more. Noble families thus conduct warfare with each other to garner and defend power, in battles often masked with subtlety, disguise, and innuendo, but no less deadly than open combat. At such levels, mere currency is worthless, and power is traded in favors and debts. In these struggles for power there are few rules, and should a family fall from favor they have little recourse for justice when targeted by blackmail, treachery, or murder, save to respond in kind.

Lineage of Renown

Noble houses are each built on different traditions and each has a unique foundation to their position and power. These origins have a huge impact on one born into a noble family. Each archetype of the Highborn has a **<Lineage>** keyword. This keyword represents the noble family that the character is from. The

player selects one of the lineages listed below (or works with the GM to create one of their own) and replace the **<Lineage>** keyword with the name of that selection.

Wealth: Those born into the nobility are also born in to wealth and enjoy the fruits of their family's fortunes. Highborn begin with double their starting Wealth.

Vendetta: Every noble house has its sworn enemies and rivals who would do it and its members harm. Characters with the **<Lineage>** keyword may spend a point of Glory to declare any NPC with the **<Imperium>** and **<Highborn>** keywords an Adversary. Defeating this adversary in combat, either physically or socially, grants the character a Wrath point.

Do You Know Who I Am?: All highborn gain +1bd to Intimidation based Interact Attacks. If he spends a point of Wrath, he can target a number of characters in line of sight and earshot (up to the highborn's Fellowship in meters).

Table: Lineage of Renown

Lineage	Description
Merchant Magnates	Your family controls vast trading operations throughout the sector and beyond. The accumulation of wealth and power through trade requires all scions of the house to have a quick head for business or find themselves marginalized.
Family Militant	Your house was built by the blood of your forebears who were the heroes of past wars. The family has strong ties with the military wings of the Imperium, and its traditions are bound to those of warrior honor and glory.
Commanders of Mankind	Your family is among the hereditary rulers of your world. Your house is among the finest, most powerful and trusted of all noble families, but with enemies to match.
Provender of the Imperium	Your house is built on vast holdings which produce the raw materials on which the Imperium depends, be it ore or grain, though you yourself are far removed from such dirty work.
House of the Iron Spires	You come from one of the high noble houses of a hive world. The fortunes of your house are built on the labor of the multitudes that toil far beneath your family's spire-top manses.
Blood of Greatness	One of your ancestors was a legendary figure in the Imperium. His or her deeds built your house in a single lifetime and it has endured on their labor and renown ever since.
Rogue's Fortune	Your family possesses an ancient Rogue Trader charter and their fortunes have been forged by boldness and daring in the darkness between distant stars. Although accepted by your noble peers, they might consider your clan eccentric or dangerous, and not without reason.
Shadowed Blood	Your family is not what they seem. Some past disgrace, disaster or dishonor haunts the name of your house, and your family possesses but a shadow of its past glories. Your mansions are all but dusty ruins and your name whispered fearfully by those you command.

Highborn Objectives

D3 Roll Result

- 1 Use wealth or influence to buy or intimidate your way out of a situation, even if the situation could have been handled by guile or violence instead.
- 2 Use your families lineage to impress (or frighten) an NPC, gaining something frivolous to you, but important to them
- 3 Declare your lineages greatness abruptly with a fact about it (that others clearly need to know), whether this pertains to the current situation or not.

Politico

"The nobles and highborn continue to churn their grand games upon the spires of this world, believing themselves true masters of the Human collective spirit. They have no idea how deep this web really goes, and all the luckier for it."

- Preacher Thea

For those who inhabit the highest echelons of Imperial society, playing politics comes as naturally as hymns in praise of the Emperor come to the lips of a pious priest. Indeed, such skills are not acquired by choice, but rather as a necessary means of survival in the treacherous courts of system lords and commercia trade dynasties. Few things are beyond the scope of those most adept at playing the intricate game of favors, obligations, threats and coercion. With the right connections a powerful politico can command entire battle fleets, feed or starve entire systems, and all but ensure the condemnation or salvation of any man he wishes. To face an adversary with such political power is a fearsome task indeed, for it guarantees more than just a single foe. Each and every soul who owes his trust to such an adversary is a potential threat.

Highborn and nobility themselves are often powerful political forces in the sectors they



attend court, and simply participating in Imperial politics is a sure way of earning the attentions of a rival. For every friend or ally a Politico makes, an adversary lies in the shadows of the aristocracy waiting for the chance to lay him low. These political nemeses use their influence where more straightforward men and women would employ a Boltgun. They pull the strands of their web of allies, debtors, and vassals to accomplish their aims without ever taking direct action. While some would argue that the political leanings of nobles and the highborn dilute the strength of a planet, others are quick to point out the largesse devoted to a planet's governance could otherwise be used for far darker ambitions. The constant vying of the nobility of various worlds to gain the sector's governor attention to gain status or wealth, or to cause the downfall of others they dislike, actually strengthens the Imperium by weeding out the

weak and incapable from ever reaching the top. Nepotism is a firmly entrenched practice across the Imperium, with the vast bulk of planetary and even sector law concerning rites of inheritance of titles and estates passing from parents to children. Without the planetary, sub sector and sector courts, these inheritors would come into full power of their demesne, unchallenged and worse, unprepared to serve the Imperium's interests. Protected by Imperial laws, incompetence and lax attitudes could weaken the strength of an entire sector. Thankfully, the political ambitions of the countless contenders across the Imperium ensure this is the exception, and not the rule, and that only the strongest hold power for long throughout the Imperium.

Build Point Cost: 20

Prerequisites

Tier: 1

Species: Human

Attribute: Fellowship (2)

Skill: Deception (2), Persuade (2)

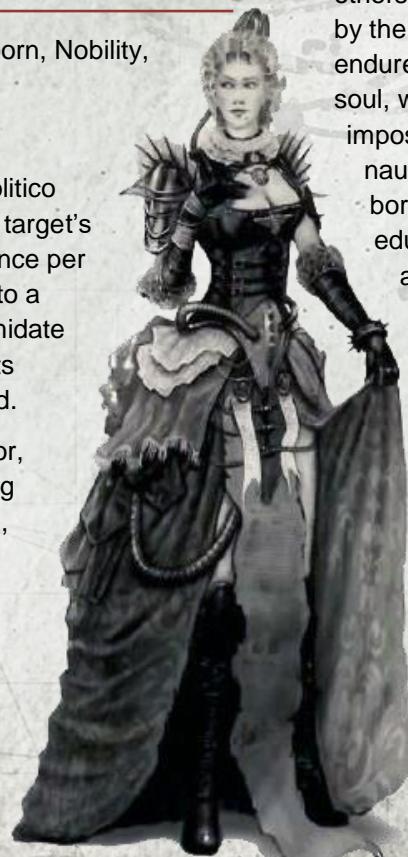
Benefits

Keywords: Imperium, Highborn, Nobility, <Lineage>

Influence Bonus: +2

Scandalous Socialite: A Politico can spend Glory to reduce a target's Resolve by 1. Additionally, once per encounter, they gain +Rank to a Persuade, Deception or Intimidate Interact Attack against targets with the <Imperium> keyword.

Wargear: Ornate mesh armor, stylish and expensive clothing and jewelry, dueling laspistol, devoted attendant or servoskull.



Noble Scion

"Some things can be taught, others acquired by simple exchange of coin. What is truly important, though, is carried in the blood."

- Viola Del Sheen

From almost their first breath, the scions born to the high nobility are schooled in the role they must play and how they must play it. Their fine education covers not only the ins and outs of history, commerce and power-politics, but an education in the fine-points of taste and etiquette: how to wear a mask of one's own choosing, how to give an intended slight, how to curry and mete favor, the defense of honor and how to comport oneself in all situations are all lessons deeply ingrained. In some great families, these arts have darker nuances yet; the correct use of poison, a well-executed betrayal and the employment of assassins, all being among them.

Scions were born into wealth and privilege, educated by tutors, and tempered by spiteful intrigues. They know how to move in the high circles of Imperial society and how to bend others to your will, and have never been touched by the harsh life the common citizens must endure. Some may be an honorable and faithful soul, well aware of the duties their station imposes, or a dissolute rakehell who cares naught for those unfortunate enough to be low born. Connected, socially skilled, and highly educated, those of noble blood are frequently as ruthless as they are charming and as dangerous as they are well mannered, making for skilled infiltrators and subtle plotters.

Build Point Cost: 30

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Deception (2), Persuade (2), Leadership (3)

Benefits

Keywords: Imperium, Highborn, Nobility, <Lineage>

Influence Bonus: +3

Etiquette: Noble born scions are schooled in how to comport themselves in all manner of formal situations. They gain +Rank to Persuade and Deception tests and +1/2 Rank to Leadership tests involving formal situations or orating to an audience.

Wargear: Ornate mesh armor or flak armor, stylish and expensive clothing and jewelry, dueling laspistol or bolt pistol, ornate sword or knife, house heraldry, devoted attendant or servo-skull, autocarriage

Noble Lord

Noble lords are the elite of Imperial worlds, the nobles, princes, and lords of cities, systems, and worlds who rule over boundless populations alongside other equally-privileged lords. To be born into such a setting is to have been given the best the planet has to offer, raised apart from the struggling ranks of Mankind, and destined to take on positions of great import and power. These luxuries might be the finest pelts and grox meat of a feudal world, or the most potent of narcotics and offworld delights on a mainstay hive world. To be a noble lord is also to enter into a world of deadly politics and ancient feuds, where children grow up with terrible enemies and sleep knowing there are those that would cut their throats for a taste of their hereditary position.

Noble lords often live their lives apart from the rest of their world, sometimes never leaving the high castles, spire cities, and sky palaces far above the swarming



masses. They are content in the knowledge that they are the instruments of Imperial dominance on their world and the voice of the Emperor to their people, and anything that would disrupt such a state is unthinkable anathema.

Those who wield the most immense power and influence even by the standards of the nobility are called Triarchs. While often viewed with hidden envy by lesser, jealous nobles, in truth these mighty individuals are second only to the planetary governor in power. Such positions are often tenuous and highly coveted, and only the utterly ruthless can survive for long.

Build Point Cost: 50

Prerequisites

Tier: 2

Species: Human

Attribute: None

Skill: Deception (3), Persuade (3), Leadership (5), Intimidate (3)

Benefits

Keywords: Imperium, Highborn, Nobility, <Lineage>

Influence Bonus: +4

Supremely Connected: Noble lords have extensive connections and you know that dropping the "right" names into a conversation can open more doors than a fistful of thrones, credits or script. A noble lord can spend wrath to gain +1/2 Rank Wealth. Additionally, they gain +Rank to Intimidation or Leadership tests involving formal situations or orating to an audience.

Wargear: Ornate flak armor or carapace armor or power armor, extremely fine clothes and understated jewelry, dueling laspistol, ward accesso, choice of a single augmetics or power sword, personal encrypted vox, devoted attendant or servo-skull, autocarriage or arvus lighter.



Spyre Hunter

These creatures are not devils or ghosts, as the Underhivers know all too well. They are the sons and daughters of the Noble Houses that rule the hives from the fastness of the Spire. These siblings of noble blood are cast down into purgatory to prove themselves tough and resourceful enough to take their place amid the ruling families. In a hive containing so many billions of souls, only the most dynamic and merciless individuals can expect to rule, or indeed to survive.

Spyrers are sent below the wall in teams. Once in the Underhive they can expect little help, no money and no resources: they have only the equipment they bring with them and their own native wits to help them survive. The only assistance they can expect to receive is the occasional appearance of the Noble House Matriarch or Patriarch that has sponsored the team, either or both of whom will occasionally venture into the Underhive to see at firsthand how their charges are doing, and maybe lend them a hand against especially dangerous opponents.

Of course, a Spyre's hunting rig is no ordinary set of armor. Spyrers use ritualized combinations of weapons and armor that favor different combat styles. Each rig is meticulously crafted off-world, a wondrous device of half-forgotten technologies worth its own weight in credits, script or throne gelt. The rig is self-sustaining and self-repairing, with integral weaponry and, most importantly of all, built-in power boosters which activate as the wearer gradually masters the suit's functions. These power boosters make each Spyre evolve in a subtly different way, creating a diverse and powerful group of individuals in each hunt.

A Spyre team can only cross back above the wall when it has achieved its stated objective, which might be to slay a half-dozen Underhive warriors or to survive in the wastes for a certain period of time or some similar vow. Their fighting



suits record all that occurs in the depths and verifies their kills, so no duplicity is possible; the Spyrs must succeed in their quest or die trying. In the underhive itself they are hated and

feared, but in the Spire they will be lionized on their return and the survivors of the team will take their place among the powerful ruling elite. In time they may become a Matriarch or Patriarch in their own right, and return to the underhive to feel the thrill of the chase once again. Many hunting teams find it impossible to wait that long, and will be drawn back to the Underhive by an adrenalin-fueled desire for blood and death that life in the iron Spire simply cannot fulfil.

Build Point Cost: 60

Prerequisites

Tier: 3

Species: Human

Attribute: Initiative (4), Agility (4), Intellect (4)

Skill: Cunning (2), Survival (2)

Benefits

Keywords: Imperium, Highborn, Nobility, <Lineage>, Spyre

Influence Bonus: +3

Great Killer: Spyre Hunters, and their armor, evolves with experience. They gain +Rank to speed or skill tests based on the association they choose with their Hunting Rig, as well as +½ Rank to Attribute tests based on the association they choose with their Hunting Rig as well.

Wargear: Hunting rig with choice of three power boosts.



Hired Guns

"Now be a nice gent and come here and bleed on this warrant for me, eh? Then I'll make it quick for ye, otherwise I'll get a bit put out, and well... I hate swabbing the floor and getting nice parchment dirty. Seems so... undignified like."

- Auric Kenge

Charming rogue or hardened killer, the hired gun is a man on the edge of society. Very much a law unto himself, he is a self-taught killer. The term Hired gun covers all sorts of vocations, such as bounty hunters, mutie killers, slavers, glory hunting gunslingers, outlaws, pirates and other flotsam and jetsam of human civilization.

Hired guns are rough and ready, no strangers to hardship and violence. They are focused, ruthless men, which is what can attract them to their employer's eye. A Hired gun will dress in hard-wearing, protective clothing, often concealing padded or plated body armor for added security. They favor weapons with solid ammunition such as revolvers, pistols, autopistols, autoguns and stubbers, as the roar and muzzle flare of such weapons is more impressive than the zzip of a lasgun! These weapons are lovingly maintained as much as possible, featuring many customized (some would claim bastardized) features such as extra sights, exotic materials for handgrips and specially made ammunition.

Although by inclination the Hired gun is a loner, he is certainly not above cutting a deal with others if he can benefit from it. They are selfish men, and it is through personal gain that they can be lured to serve. This may not always be purely monetary, as having one's activities sanctioned by an Inquisitor or Rogue Trader, no matter how unofficially, is normally good for business. Also, many Hired guns are unashamed show-offs, glorying in their bloody work, and any opportunity to prove how good at it they are they will take with both hands.

Although difficult to generalize, a Hired gun's equipment is mainly dictated by his trade. The

gunslinger will always take the traditional two pistols, with plenty of ammo for reloads. Slavers prefer heavy mauls, nets and whips, while bounty hunters often use powerful rifles for taking their foes down from afar. The mutie hunter is usually heavily armored, as he will often be employed to capture such beasts for freak shows and research facilities, and must therefore subdue them in close combat with a shock lance or suppression baton whilst being safe from slavering jaws and slashing claws.

Not all Hired guns are human; some Inquisitors and Rogue Traders are not above using aliens to do their dirty work. Sometimes these agents of the Imperium must use non-humans, for although the Imperium is vast, its power does not extend beyond the patrols of its warships, and many fugitives from justice will find refuge in the wilderness zones between Imperial worlds. Some of these areas are completely no-go for agents of the Imperium; pirate-infested backwaters where traitors, malcontents and aliens gather together in drinking holes and slave markets. It is in these places where the Hired gun is king, glad to carve a reputation for himself, used to the dirty, backstabbing ways of the underworld. Here rare goods can be traded, hunters gathered, slaves bought and sold, and there's always plenty of money to be made.

Any who employs a Hired gun gains himself a valuable aide. As long as the clients offer is better than his enemy's, his follower will remain loyal. Used to fighting and shows of excessive force, Hired guns make perfect bully boys, and their ability to mix with the seediest cultures and societies make them great for gathering information in places where even the most experienced Inquisitor will be immediately recognized for what he is.

The Hired gun, for all he might make claims of glory and honor, is a creature of the underworld and on the fringe of any society, making a trade doing what others need to have done but won't stoop to doing themselves, no matter how low-down and criminal it may be.

Cultivated Reputations

Hired guns operate on a combination of skill, the right connections, and reputations of their exploits, renown or infamy. Successful militants-for-hire have spent considerable time cultivating their lethality, fierce loyalty or legendary statuses – whether such boasts are accurate and true are another matter altogether.

Characters with the <Reputation> keyword must have the Hired Gun keyword as well. Characters with the <Reputation> keyword may select one of the following Reputations on *Table:*

Cultivated Reputation (or the player may work with the GM to determine another if they wish). Choosing a Reputation replaces the <Reputation> keyword with the name of the selection. Selecting a Reputation provides the character with a relationship against individuals possessing specific keywords, and they must select one (and only one) of the effects of their reputation below.

Mercenary Cant: Many mercenary companies operate in the Imperium, and each has an abbreviated, clipped battle language for orders and commands. Though there are some commonalities, each is essentially unique. A Hired Gun character may choose this cant as one of his initial languages, or purchase it for 1 BP at a later time.

Fearful Reputation

It takes both a grand reputation and a considerable degree of personal presence to be able to make your enemies flee before you; they must know without doubt that the enemy they face is someone to be feared...and such a feat was not easily accomplished.

You gain the Fear (1) trait once per session against a single non-player character or mob possessing the associated keyword with your chosen <Reputation>. If the victims of this ability pass their test (and survive the encounter), then they become immune to the reality behind the myth. However, if they fail, or sustain either a memorable or maiming injury in a combat with the Hired Gun, they will be subject to further fear tests in subsequent encounters, adding +1 to the



trait each time to a maximum of ½ Rank of the Hired Gun.

Bad Reputation

The Hired Gun is known by many and in many places, and it isn't for his friendliness. Gangers, bounty hunters and other militants-for-hire are likely to know of him for the dark deeds, tainted background or some other malefactor that hangs about his person. They will usually refuse to work with him, and will generally attempt to persuade their employers that he is not a good prospect. However, with such a reputation, it is easy to intimidate and bully others into compliance.

Choose one of the following abilities: The Hired Gun gains +2 bd to Intimidation Skill tests against other Hired Guns OR the character gains +2 bd to Intimidation Interact Attacks against targets with his keyword affiliation.

Legendary Reputation

A living legend mythicized and glorified – these Hired Guns are known across worlds, sub-sectors, or even potentially beyond their sector. Often the result of a major altercation or event in the annals of Imperial history, these hired guns have come to the fore front for surviving the impossible, capturing the most elusive evaders, or similarly outrageous feats considered previously impossible. Many have accomplished these feats out of sheer luck or some fluke of fate that placed them in the right place, at the right time. True legends, however, have weathered the worst through sheer determination and willpower alone.

Choose one of the following abilities: The Hired Gun gains +½ Rank to his Resolve value when in combat with his keyword affiliation OR gains +½ Rank to his Shock value when in combat with his keyword affiliation OR choose one piece of wargear of 4+Tier Value and an availability of Very Rare or less.

Noble Reputation

Honorable, disciplined, good of heart or a scion of pure blood, the hired gun's reputation is based upon standing out from his peers due to superior ethics, purity of lineage, or similar factors. These hired guns may have morals, strict personal ethics or beliefs that set himself higher than other militant-for-hires, attracting those who find these aspects in him admirable and praiseworthy. Some may even be set apart by their selective execution of their vocation – from the mutie-killer that refrains from his blade from women and children, to the slaver that only collects bounties on proven killers.

Choose one of the following abilities: The Hired gun gains +2 bd to Persuade and Cunning skill tests against those with his keyword affiliation OR gain +2 bd to Leadership tests when directing forces for or against his keyword affiliation.

Proven Reputation

For some, neither boasts or legendary status mean anything – only personal skill and results.

Whether they are fervent believers in their actions, driven by the imperial creed to hunt the xenos or mutants, or vetted warriors who remain detached professionals, these hardened mercenaries; they let their track records speak on their behalf, taking no joy in elaborations or exaggerations.

These Hired Guns choose one of the following abilities: Add +1 bd to attacks against an enemy with their keyword affiliation OR once per combat may generate a point of Wrath if they personally slay an enemy of that type.

Vainglorious Reputation

The hired gun has earned a name of being particular dashing, filled with bravado or self-evaluated prowess. These are the individuals most likely to embezzle their deeds, expressed through their own inflated sense of self-importance, and take criticisms against their claims to heart, forming grudges easily or quick to belligerence. For these hired guns, the tales of their accomplishment are more important than the deeds themselves.

Choose one of the following abilities: The Hired Gun gains +2 bd to Intimidate or Deception skill tests if related to the keyword affiliation OR once per combat may generate a point of Wrath if they personally slay any individual that has slandered their reputation or put into doubt their claims.

Hired Gun Objectives

D3 Roll Result

- 1 Cripple, injure, kill, send off, lock away, or otherwise prevent an ally from jeopardizing the current mission or keeping them safe from harm.
- 2 Recall a mission, assignment or job you performed in the past, and compare it to the current situation.
- 3 Negotiate for better supplies, armor or wargear based on your reputation, or decline payment, equipment or offerings altogether.



Table: Cultivated Reputation

Reputation	Description	Affiliation
Accursed Traitor	Whether known as a deserter, renegades marked by chaos, some disastrous stigma, or similar acts of betraying their humanity or loyalty to the Imperium, these hired guns are reviled, if not hunted down outright, by Imperial forces. While not all are truly traitors, all will inevitably draw upon the attention of the forces of chaos, eager to test their skill and add them into the folds of the lost and damned.	Chaos or Outcast
Glory Hunter	The hired gun is a thrill-seeker, seeking out the most dangerous adversaries or infamous for his deeds, whether exaggerated or true. These sorts of hired guns are the ones that find audience with the nobility easier, as their fame or exploits precede them, yet their aspiring aspirations often lead them to be cast down from on high or turned against by the masses that must deal with the collateral damage he leaves in his wake.	Nobility or Middle Class
Manhunter	To enslave another, fellow human is considered by many of the Imperial citizenry as the lowest act of depravity one can engage in. Despite the general sentiment, bounty hunters, manhunters and slavers find their trade highly profitable, and can find employ from numerous trade combines, merchant or noble houses, or even the Adeptus Terra itself.	Imperium
Mutie-Killer	The hired gun has cultivated a reputation for hunting down mutants and aberrations, ruthlessly culling their numbers in droves or having leaded a great purge. Mutants fear this man's name and legacy, and will collectively fear him as an urban legend for generations to come.	Mutant or Psyker
Outlaw	Operating beyond the strictures of both planetary law and the Lex Imperialis, this hired gun has earned himself the infamy of being a ruthless, underhanded and conniving rogue, unbound by rules or tradition. While there are many who see this as an advantage, those	Adeptus Arbites or Scum

	within the craft consider these sorts lacking discipline or honor (or both), and are held as scalpers and opportunists by their 'peers'.	
Pirate	Little more than a cutthroat or brigand, this hired gun has been involved in enough boarding actions or wolfpack raids at imperial Mandeville points that he has garnered a reputation for piracy, raiding, and preying upon the weak and vulnerable.	Imperial Navy or Commercia
Renowned Formation	The hired gun rolled with a hardened mercenary band, company, blood guild or similar formation renowned for their fighting prowess and highly feared or prized by the Astra Militarum or other military bodies that either fought alongside them, employed them or saw the results of their actions in the same warzone.	Astra Militarum or Military
Xenos-Hunter	Purge the xenos is both a mandate of practicality and religious significance in the Imperium, and those hired guns who make it their professional craft can expect uncontested support and high praises from his own kind in the pursuit of his prey. To those he hunts, however, he is a reviled and hated murderer, a nemesis that plagues the aliens' that infest the galaxy.	Xenos

Freelancer

"Actually, I could not care less if you lived or died. My employer, however, feels differently."

- Kurai Yume

Freelancer is a catch all term for the hired guns employed by another organization or wealthy patron. They are soldiers of fortune, a fighter who sells his services to the highest bidder.

These are the sorts who roam hives and warzones in search of a place where their unique set of talents are useful; whether for a lord hunting a group of bandits, or a local trade combine tired of the xenos infestation affecting their trade routes.

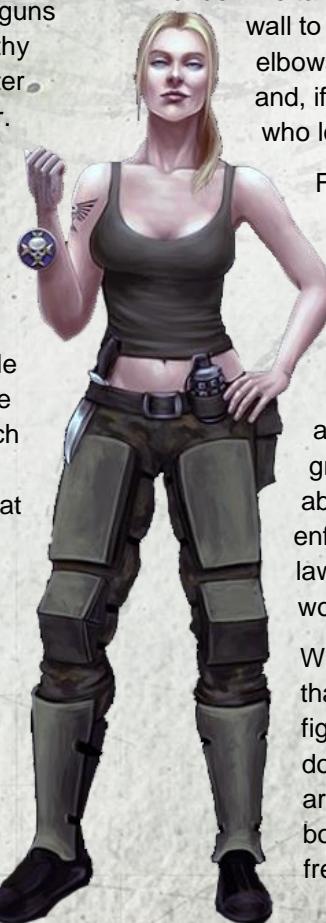
These hardened individuals are always able to find work without looking hard for it in the Imperium. The job itself rarely matters much to these individuals, and other less admirable and shunned upon offers arrive at their laps, giving each freelancer a choice and the problem of figuring a way to compromise between their own personal ethics and their job.

Well paid for their services they are experienced, competent men and women. Some are off worlders, others are former gang members, some are slaves who have proved themselves loyal over long

years of service. Those hired from the lower elements of the Imperium's society often follow flexible ideals; in the eyes of their employer, they are polite, efficient and deadly. What the employers don't see is the bloody scrum in an underhive tavern, where their employee takes a wall to their prey's head, employs knees, elbows and teeth more often than fists, and, if all else fails, simply shoots anyone who looks like they might protest.

Freelancers of moderate skill and expendable nature can be found across the Imperium. Some even form the bulk of planetary defense forces, and more the personal guards of nobles and merchants. They can also be found as part of the numerous mercenary groups or criminal gangs that abound, and even serving as enforcers to maintain what passes as law and order on colony or frontier worlds.

War never ends in the galaxy and that means there is always need for fighting men. While the Imperium does maintain a rather large standing army, its strength is occasionally bolstered with mercenary freelancers. Nobles and rich



Merchants also hire such fighters to protect their interests, many having what amounts to private armies. Freelancers range from wild youths with a taste for adventure to grizzled professional soldiers who've seen a dozen battles or more. These sell-blades and hired lasguns come from all over, though Frontier Worlds in particular produce a lot of hardened men and women for combat. All freelancers dream of untold riches; for most of them, the reality is an early death and an unmarked grave.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Ballistic Skill (1)

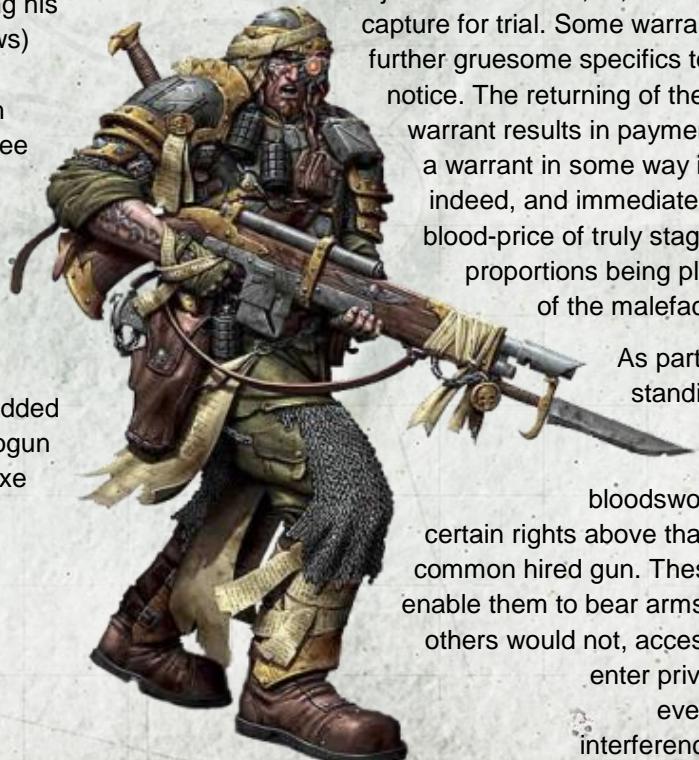
Benefits

Keywords: Imperium, Hired Gun, <Reputation>, Military

Influence Bonus: +1

(Dis)Honor Is Everything: The Freelancer character is not above getting his hands (and knees and elbows) dirty, and is an experienced brawler. He will also do such things as bite opponents, knee them in the groin, throw sand in their faces or attempt to gouge out their eyes. The Freelancer gains +Rank with Athletics based Interact Attacks.

Wargear: Mesh armor or padded body armor or flak coat, autogun or set of autopistols, knife, axe or dueling glaive or sword.



Bloodsworn

Members of chartered mercenary guilds, the bloodsworn as they are called, are professionals, the best it is said that money can buy at their craft, and drafted from the ranks of hardened ex-guardsmen, disgraced Arbites, outcast armsmen from the noble houses and all manner of killers and gunfighters come up from the underhives the hard way. This broad church operates only one rule - a warrant must be carried out scrupulously, but it doesn't matter what methods are used. The Bloodsworn owe little loyalty to each other either. Indeed several guild members might seek to execute the same lucrative warrant, and such often lethal "competition" is actively encouraged in the guilds as a means of weeding out those not up to the standards of a given guild's reputation - not that simple attrition doesn't take care of this anyway.

Most blood warrants are aptly named, issued in the form of a tough parchment scroll bearing the seal of the authorizing body and carrying within it a gene-lock circuit amulet designed to identify the victim by their blood when spilled over it. The execution of these warrants requires the subject's termination, or, more rarely, his capture for trial. Some warrants may add further gruesome specifics to the discharge notice. The returning of the bloodstained warrant results in payment. Falsifying such a warrant in some way is a dire matter indeed, and immediately results in a blood-price of truly staggering proportions being placed on the head of the malefactor by his guild.

As part of their legal standing and official authorization, a holder of a bloodsworn charter has certain rights above that of a mere common hired gun. These warrants enable them to bear arms in places where others would not, access to legal record, enter private dwellings, and even avoid interference (largely) from

local enforcers and armsmen in pursuit of their warrants. These powers have their limits, however, and any bloodsworn had better be wary of just who's property they trample on or in whose territory they operate unless they wish to find an abrupt and bloody end. Nor do their customary rights extend to the holdings or persons of the Adepta or a planet's rulers, not that many would be so foolish.

While most mercenary guilds are confined to a single hive or continent, the most notorious of their ilk are recognized across sub-sectors and, for the right price, there is nowhere these hardened killers and manhunters won't track down their prey regardless, a fact that has spreads infamy across their native sector and beyond. These chartered mercenaries are afforded a fearful respect throughout the Imperium, and quite aside from their quasi-legal role as bounty hunters, many also turn their hands to assassination, bodyguard and mercenary work if the chance arises, relying on their skills and reputation to set a high price for their services.

Build Points: 20

Prerequisites

Tier: 1

Species: Human

Attribute: Agility (2)

Skill: Ballistic Skill (2)

Benefits

Keywords: Imperium, Hired Gun, <Reputation>, Military

Influence Bonus: +1

Killer's Eye: A Bloodsworn character can find the weaknesses of his prey with only a few moments of observation. When making a Called Shot, instead of causing normal damage the Bloodsworn can choose



to inflict ½ Rank Mortal Wounds instead.

Wargear: Charm (bloodsworn charter), lasgun, handcannon or lascannon, two knives, axe or sword, frag grenade.

Bounty Hunter

"Who am I? I'm the man who's going to earn ten thousand crowns when I bring your head to Spicaa Maxim, sir. Stay where you are. Don't make me chase you."

Human life is a resource to be used and expended as required by those with power - this is a truism both within and without the Imperium, dogma for the powerful to live by. The deaths of many have been required for all manner of reasons, ranging from the necessary sacrifices of war or the dangers of grand industry, to examples made to deter others from thoughts of rebellion. But it is not merely a man's fate to die. Lives of labor and toil, or of penitent suffering, are valuable things for anybody in power.

While those who kill or dominate other men are not uncommon, there are those amongst this ubiquitous breed who have turned this calling into an art form, hunting other humans without remorse or doubt.

Amongst those who might lay claim to the moniker of bounty hunter, assassins are rightly feared, whatever the tools of their grim trade. Most dreaded of all are those who slay for the Emperor alone, the living embodiments of His wrath, but their dire attentions are reserved for only a select few of particular notoriety, whose lives and deaths influence the Imperium in some grand manner. Others still are renowned for their lethal grace,

their chosen aliases whispered by those with much to lose and those who would employ their services. In a single hive alone there are several hundred killers for hire, yet only a handful whose skills and reputations are worthy of abject dread.

Bounty hunters and others who take their prey alive are perhaps regarded with somewhat less terror, but the skills they possess are no less worthy of fearful respect, in spite of a less glorious reputation. Dozens, even hundreds, of bounty hunters buy passage to frontier worlds and across the Imperium in search of those who are wanted by governments and organizations both legitimate and illicit. To those who are so pursued, the snares and traps of these bounty hunters are no less terrifying than a sniper's bullet or murderer's blade.

Bounty hunters run a broad range of methods, tactics, and morals. Whereas a puritan might hire a legally sanctioned bounty hunter such as a bloodsworn guilder, a morally flexible employer's stance is not so constrained in their choices. Unlicensed bounty hunters are, in many ways, no different from the criminals, heretics, and mutants they hunt, and so are able to go to foul places and speak with the worst scum of the Imperium. A bounty hunter can track down and capture or kill a target of their employers' choosing - whether a fugitive or not.

Build Point Cost: 30

Prerequisites

Tier: 1

Species: Human

Attribute: Initiative (1)

Skill: Survival (1), Cunning (1)

Benefits

Keywords: Imperium, Hired Gun, <Reputation>, Military

Influence Bonus: +1

Take them Alive: The Bounty Hunter is well versed in laying his enemies low without killing

them, able to incapacitate his targets and limit the damage he inflicts to them. When making a Called Shot, instead of causing damage the Bounty Hunter can choose to inflict $1d3+1\frac{1}{2}$ Rank Shock instead.

Wargear: Boltgun or bolt pistol and chainsword, flak armor or carapace armor, manacles or penal collar, knife, bounty

Oathsworn Bodyguard

In the Imperium no one, no matter how famed or mighty, is beyond the reach of an assassin's hand, and the need for trustworthy personal protection is paramount. While dumb muscle and hired guns of dubious provenance are ten-a-throne, a skilled professional, or Oathsworn as they are known in the parlance of the Imperium, is another matter. Depending on their contract, those who offer their services as such bodyguards range in their role from simple escort duty, to laying their life down for their employer, to acting as their personal agents and 'dealing' with those who offended their masters. Reputable bodyguards can become quite wealthy and respected themselves, assuming they survive, and some establish familial contracts which last as long as their employer's lineage does. Others specialize in dangerous locales, using their familiarity with the local environs to offer protection in that area.

The exploitation of the frontiers and wild spaces has resulted in the amassing of many great fortunes and a great many vendettas and intrigues in turn.

Both are equally perilous in a realm where little law is recognized beyond raw power and the void of space swallows the dead without trace. In places where the



yoke of Imperial law is weak, the oathsworn are not always of human lineage – abhumans, subs, mutants or even xenos form the personal entourages of merchant princes or crime lords. In fact, many strange and esoteric breeds of xenos are highly sought after for their renowned loyalty. The goods or payment the xenos crave and demand for their services are, however, varied and often perilous. Some may require human flesh for sustenance, for example, requiring their employers to provide them fresh bodies on a regular basis. Others may require trinkets or worthless charms, or truly abstract payments such as the bottled tears of a fresh widow. Maintaining a coterie of such fiendish oathsworn runs any prospective employer the risk of coming under persecution by imperial authorities, yet the rewards for their services are many and tempting for those only concerned with results – for once their services are purchased, xenos oathsworn are immune to the pitfalls and flaws of human avarice and cultural vices, their own needs far detached from the worldly concerns of man.

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Any

Attribute: Initiative (2)

Skill: Insight (2), Weapon Skill (2)

Benefits

Keywords: Imperium, Hired Gun, <Reputation>, Military

Influence Bonus: +1

Bodyguard: The oathsworn has trained to protect his allies or superiors, prepared to even throw himself in the way of a bolt shell or whirring chain blade if necessary. After an enemy makes a successful attack against an ally, the Oathsworn bodyguard character may use his Move in order to interpose himself between the attacker and target. The attack is then resolved against the character instead of the original target. Against this attack, the

Oathsworn bodyguard adds +½ Rank to his Shock value when Soaking against this hit. 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's Move instead.

Wargear: Mesh armor or flak armor or carapace armor, power sword or dueling glaive or autogun, auspex or scanner.

Veteran Guardsman

The Astra Militarum forms the mainstay of the Emperor's fighting forces, and at any one time there are thousands of regiments fighting across untold millions of battlezones all across the galaxy. Drawn from almost every world in the Imperium, the Imperial Guard is an incredibly diverse military organization. Although all Imperial Guardsmen are well drilled in battlecraft, to survive for long a man must have a special gift to make him truly useful, and this is most commonly found amongst the most Veteran units in the Imperial Guard.

Such Veterans are born survivors, having lived on when hundreds, thousands or tens of thousands of others have died. Not only that, they possess an adaptability which is very useful to an Inquisitor or Rogue trader who will travel to many different worlds and face all manner of foes. Although their individual skills may vary widely, a commonly found trait in a Veteran is the ability to forage and scavenge anything needed to survive, including looting enemy corpses. This can give them a very outlandish and rag-tag appearance, as their original uniforms and battlegear have often been added to or replaced over many campaigns with pieces of armor, stolen weapons and improvised wargear.

Veterans tend to be superstitious to a large extent, and it is not uncommon for them to carry trophies and other good luck charms, ranging from heads, hands and ears of their defeated foes to looted objects which seem apparently ordinary but for the Veteran contain some special measure of good luck or the Emperor's

protection - trinkets such as necklaces of spent shell cases, holy icons, pieces of alien flora or fauna and other baubles which are attributed with powers to ensure the Veteran's continued survival.

Although a Veteran may possess a considerable array of looted weaponry, most still carry their trusty lasgun or lascannon. These weapons are built with durability and ease of maintenance in mind, and will often continue to work long after rarer and more complex weapons, such as bolters, plasma pistols and meltaguns have ceased to function.

Not all veterans are wholly sane, or even wholly men any more. Many suffer from severe battle psychosis to the extent that they hunger for battle, while others are haunted, paranoid individuals who believe that somewhere out there is the bullet or las bolt destined for them. The more dubious Imperial Commanders do not think twice about subjecting their Guardsmen to atrocities which would be considered barbaric by

many, such as forced addiction to certain combat drugs, or the implantation of adrenal and endocrinial glands that turn the Veteran into a frenzied killing machine. In the most horrendous instances, the Veteran may have undergone such traumas that they are completely unhinged and unsuitable for normal service - tales abound of platoons forced to eat their dead comrades or starve; of being isolated for years at a time under continuous shelling until they are half-blind and deaf; of seeing alien and Chaotic monstrosities so hideous that they defy sanity.

The rare few that survive long enough to muster out are highly prized and sought after by mercenary companies recruiting new blood, Rogue Traders, and even the Inquisition. Even those crippled in service can be recruited, using resources to fit them with bionics to replace shattered limbs and corrupted organs so that they may once again fight for the Emperor (if not for their new benefactors). Years of strict discipline and adherence to the chain of command makes Imperial Guard Veterans ideal tools and weapons. The horrors of war and years of following orders have long since erased any thoughts of mercy or compassion and expunged the slightest trace of guilt or conscience. Veterans know that as long as they follow orders, they themselves are innocent of any sin they may commit. Such men will follow orders to the letter, and there are many who have need of such ruthless and merciless servants on occasion; men who will fire on innocents if necessary, who will not baulk at killing the young, old and infirm if they are a threat. Alien domination, daemonic possession and heresy has no respect for those it affects, and a veteran guardsman is prepared to do whatever is necessary to overcome it.

Build Point Cost: 40

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower (2)

Skill: Survival (3), Ballistic Skill (2)



Benefits

Keywords: Imperium, Hired Gun, <Reputation>, • Military, Astra Militarum

Influence Bonus: +2

Survived against all Odds: Instead of the normal +½ Rank Regimental Affiliation bonus, a Veteran Guardsmen gains +Rank to his affiliated skill bonus. In addition, he gains +½ Rank to Survival tests.

Regimental Affiliation: Select a regiment to which the character once belonged to (see Regiments on page 114 of the Wrath & Glory core rule book).

Wargear: Flak armor or flak coat, adrenal glands or two smoke grenades, knife, lasgun or chainsword, laspistol, purity seals or medi-kit, charm (grisly trophies or gruesome ju-jus), mess kit, blanket, grooming kit.

Arch-Militant

“Man is a total weapon. The mind sees the target, the heart hates the foe, the will commands the muscles to aim and fire. Mankind united in war has greater purpose than man united in peace.”

- Tannen Mortaber

The 41st Millennium is an age of total war, an age of bloodshed and toil into which every human being, from the lowliest hive-serf to the highest scion of nobility, is born. No life is untouched by the incessant wars that plague the Imperium, and countless lives are shed each year to hold at bay the forces of the traitor, the heretic, and



the alien. From amongst the uncounted ranks of warriors step those for whom a life of bloodshed and war is not a death sentence, but rather a calling. Such men and women are sometimes called Arch-militants, for they have faced death over and over and have mastered every terror the savage galaxy has to offer.

Myriad are the roots of the Arch-militant. Many have served amongst the ranks of the Imperial Guard, and somehow survived against all the odds battles and campaigns that have claimed the lives of their entire regiments. Others have risen up from the native stock of hellish death worlds or are the survivors of catastrophes too terrible to contemplate. For every last stand and total defeat, it always appears that one of a

handful of warriors will somehow prevail.

These are the men and women whose broken but still breathing bodies are recovered from the rubble, who have dug themselves out from beneath a mound of corpses to fight again, those few who the war zone no matter how terrible fails to break but, instead, re-forges into killers without peer. Invariably,

they are reassigned to other units, where their invaluable skills, or simply their luck, it is hoped will serve their new compatriots. In time, such individuals may attain the notice of higher commands and become detached “special units” to undertake do or die missions against the deadliest of foes, while others may “go rogue” and disappear. Some even come to serve on the personal staff of such worthies as Lord Militants or Inquisitors, and occasionally, alongside influential Rogue Traders as their own personal agents of destruction.

The Arch-militant is an expert in every form of combat. It is no idle boast that there is no weapon they cannot kill with or strip and reassemble in the field. Each has an unerring ability to master even the most exotic of wargear with little or no practice, and fears death little and pain less. But it is not just expertise at arms that sees the Arch-militant succeed where others fail; they are marked with

an the inborn gift to sense danger, to anticipate an enemy's actions, and to overcome any foe they might face as if it was meant to be so. An Arch-militant worth the name can extricate himself and his companions from even the most seemingly hopeless of situations by a combination of cold professionalism, masterful skill at arms, and sheer bloody-mindedness and luck. Out beyond the fringes of Imperial space, men and women gifted with such abilities are priceless, and very few Rogue Traders would set foot upon an alien world without a heavily armed Arch-militant or two by their side if possible.

Build Point Cost: 40

Prerequisites

Tier: 3

Species: Human

Attribute: Initiative (4), Agility (4)

Skill: Weapon Skill (4), Ballistic Skill (4)

Benefits

Keywords: Imperium, Hired Gun, <Reputation>, Military

Influence Bonus: +3

Weapon Master: Choose one (and only one!) class of weapon. The Arch-militant gains a +Rank bd to hit, +½ Rank to damage, and +2 to random initiative (when using random initiative, see page 208 of the Wrath & Glory core rulebook) when using a weapon of his chosen class in combat.

Wargear: Hot-shot lasgun or hunting rifle or two bolt pistols, choice of any 1 melee weapon, micro-bead, void suit, carapace armor, bolt shell keepsake, medikit, manacles, data-slate full of wanted bounties or arms coffer or 3 doses of stimm.

Gunslinger

"They say he's fast, like chain lightning fast. I don't believe 'em, no one's that fast."

- Kail Strom

The gunslingers of the Imperium are the finest hired guns in the Imperium, the most infamous and the most lethal. In action, they are a blazing whirl of muzzle flashes, their hands so fast that their pistols seem mere extensions of their murderous will, and all around them people die. This is the craft of the Gunslinger, be they gang enforcers, famed arena champions or grim wanderers, a gunslinger is worth the price if killing is involved.

Among the ferocious mercenary companies and hired lasguns of the Imperium, one's choice of weapon, and skill with it, is a matter of craft honor, pride and renown and there are bewildering array of gunmen. Some consider a single shot kill the most sublime, honing their skills to become snipers the equal of any Guard veteran, while others prefer to be bedecked in weapons, spraying shells with wild abandon, knowing that they always have a backup piece should they hear that dreadful empty click. Others pay for crude grafts of slab muscle so they can heft the heaviest weapons crafted in a hive's fanes and forges. But above all in status and popular myth are the gunslingers, the duelists, the pistol fighters - they are the true embodiment of the hired gun in all its deadly glory.

While most Gunslingers find employ with the many gangs that plague the Imperium, not an inconsiderable number find more legal employment as "Regulators", hired muscle granted legal authority to enforce local laws or form militias. Some may take employ as high-priced bodyguards and others (often short-lived) as attractions seeking fame and fortune in mid-hive arenas, depending on their skills to keep them alive before the baying crowd. The hivers and gangs are not alone in their reverence of the gunslinger's art. Noble-born duelists, so called "gunrakes", prowl the upper hive reaches in search of slights against their honor so they may

exercise their skill on a living target. A few of the boldest gunrakes venture into the underhives to test the true extent of their skill. A few even survive. Though they all are dedicated to the deadly way of the pistol, gunslingers are as different as the finely crafted weapons they wield. Some crave the renown and respect granted to the most infamous of their kind. The precision-crafted pistols gifted by a famous artisan, the tremor and awe their name inspires, and the hush that descends on a room when they walk in are the finest things life can offer to them. Others are products of a freakish fusing of madness, flamboyance and skill, deadly strutting peacocks festooned with holstered weapons, as quick to flash a smile and make a mocking aside as they are to slaughter a room full of people. If, however, you ask a hive ganger what is the most dangerous breed of gunslinger, they are sure to tell you it is those who have seen too much, lived too long, killed too many, haunted, empty men and women with dead eyes, who say little, seem to drift aimless and alone, and can kill you before you even see them move. This cold breed of wanderers is the fear of even the deadliest ganger, and the most prized, if quixotic, of hired guns. They are the pale death, patient and inevitable waiting for all who follow the way of the gun.

Build Point Cost: 30

Prerequisites

Tier: 3

Species: Human

Attribute: Agility (4)

Skill: Ballistic Skill (5)

Benefits

Keywords: Imperium, Hired Gun, <Reputation>, Military

Influence Bonus: +3

Knave of Pistols: Gunslingers are notoriously proud of their skill with pistols and eschew all other ranged weapons. When armed with pistols, they may sacrifice both simple actions in a turn to make an additional ranged attack in a

multi-action or multi-attack without penalty. Additionally, they gain +½ Rank to suppressing fire combat actions.

Wargear: Hardened body glove or padded body armor or flak coat, any combination of two laspistols, bolt pistols, autopistols, or plasma pistols.





Hive Gangs

Deep below the towering hive complexes are the underhives. The dark, claustrophobic, underhives of places like Gunmetal City and Hive Primus are dangerous, and near lawless, places. These mazes of steel are home to hive gangs and mutants. It is to this world that many criminals flee, in the hopes of avoiding detection. Many secrets have fallen deep within the underhive, and many of these secrets can be dangerous if left unexposed to the light of the God-Emperor. Where the Enforcers or Arbitrators rarely venture, the gangs are the only law. Operating in loose groups, these gang members protect their territory and collect their own taxes from the local population. Sometimes they are respected protectors, other times they are tiny tyrants, lording over their fellow underhive citizens.

Some gangs (known as brat gang) are from the young nobility of hive spires, who descend to attack the lower-level gangs. Powerful lower level gangs are sometimes legitimized by the planetary government as the hive world's planetary defense forces, in order to keep down the most anarchic elements, and even to defend the planet if it is attacked. From there they may be recruited into the Imperial Guard.

Hive gangs often assume a name reflecting whatever they identify themselves with, such their territory, environment or fighting style. On the Tellus hive world for instance, gangs were recorded as having names such as the "Bad Rad Boys", the "Metal Maniacs", the "Screaming Scabs" and the "Zeta Death Phalangites".

Agents of the Inquisition will often conscript local gang members to aid in their investigation, and if the

scum proves useful, an Inquisitor may make this appointment permanent. A more common route into imperial service is for gang members to be drafted into any number of Imperial organizations, as they are Imperial citizens, after all. Sent with a tithe of recruits to the Imperial Guard, or even placed on one of the fabled Black Ships, the ganger must survive in extreme circumstances. This flexibility makes him a perfect recruit for the Inquisition, and some undoubtedly find their destiny in service to the Holy Ordos.

Gangs of the Imperium

Although subject to bewildering variety, many of the numerous hive gangs of the Imperium belong to one of several dominant affiliations. There is no formal structure binding these affiliations together, but they tend towards sharing various cultural idioms and attitudes. Within each affiliation there are numerous specific gangs, each with their own colorful title and peculiarity of dress. Some are too infamous or barbaric to ever be seen in the main levels of their hive, while most have at least a few splinter gangs able to restrain their violence long enough to deal with the rest of the hive.

Characters with the <Gang> keyword may select one of the following Gangs (or the player may work with the GM to determine another if they wish). Choosing a gang replaces the <Gang> keyword with the name of the selection.

Selecting a Gang also provides the character with a bonus associated with that gang:

Gang Affiliation: The ganger gains +2bd with that gang's bonus (either a Skill or Influence test). If a player creates their own gang 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 gang's focus.



Table: Gangs of the Imperium

Gang	Description	Gang Bonus
Anarcho-Gang	While other gangs are driven by the thrill of conquest, honor or prestige of their patron houses, or the pursuit of wealth and dominance, the anarcho-gangs are an altogether different beast. Lacking motivation or ambition, the defining trait of these gangs is purely violence, mayhem and anarchy, reveling in the fires, smoke, screams and klaxons that are left in the wake of their presence. Only the strongest anarcho-gangs survive long as their goals put them directly into the confrontation with agents of the Adeptus Terra, and only truly flourish where weak planetary governors hold reign.	Intimidate
Autoduelers	Throughout the iron spires of hive worlds there exists a burning need for speed in some gangs, obsessed with pushing a variety of vehicles to the limit and fueling their adrenaline addictions. Whether it is on the back of a black shadow ferro-beast, antigravitic drav-bikes, or supped up autocarriages, these reckless gangers always flirt with death or incarceration as they inevitably attract enforcers and arbites alike.	Pilot
Brat Gang	Amongst the vicious gangs of the Imperium, the brat gangs, or cloudboys, stand out not only for their deadliness but also for their cruelty. Their members are exclusively from the upper reaches; most are young toughs from noble families, those not in the line of ascension and constantly causing embarrassment to their houses. Some are banished to the lower levels; others leave on their own, eager to get away. Unlike almost everyone else in the hives, they have actually seen not only the sky, but looked down on the noxious clouds below them, just as they view almost everyone else in the hive.	Influence
Death Masks	The Death Masks are necro-cultists who worship death in all its many and varied forms. Each ganger crafts and wears a mask made from the skinned face of his first victim, though some replace this with a new	Resolve

	mask to mark an especially memorable death. Well-made masks with few marks or stitches needed are signs of high status, especially if the skin's original owner is recognizable. The rest of a Death Mask's grotesque clothing consists mostly of thick leather straps studded with bone and metal, as well as loincloths of shaved skin. They wear totems of carved bone, jaws, and appealing titbits such as fingers and ears. Skulls from cherished deaths or beloved relations are worn on belts or chains.	
Fleshcutters	As the name suggests, these gangers love knives and almost exclusively use only bladed weapons; knives, swords, or any other weapon with an edge is worthy. Refraining from guns, they delight in using throwing knives as their main ranged weapon. In combat Fleshcutters are aggressive and fast, their primary weapons agility and speed. They are silent stalkers, preferring to sneak up on or ambush their foes; once battle commences, though, they are loud and wild, screaming with each cut they make. Fleshcutters place great value on personal combat, but prefer inflicting severe wounds to killing, for it ensures their enemies always carry the memory of who bested them in combat. Many of their blades are heavily serrated with thick, triangular points for maximum maiming; some coat their blades with pain-inducing toxins or nerve-acids to ensure the cuts are especially memorable	Weapon Skill
House Gang	In many hives every manufacturing process, industry, service and transaction is the concern of one great house or another. Every house, and groups of related families within each house, have their own territory or concession, often carved out and defended by their own gangs of young house members. In this way, forests have been replaced by a jungle of metal and concrete, and society is ordered along tribal lines. For many ordinary running with a gang comes as part of the life cycle. Young members of the gang are expected to play their part in defending the gang territory and upholding the honor of their relative house. Youths in their early teens are initiated into the gang by various rites of passage. From then until their mid-twenties they fight for the gang in the same way that young warriors would fight for their tribe in a primitive feral war society. After several years with the gang, a gang member gains the respect and status of his family and other house members and gains the right to found his own family and take part in the house business.	Leadership
Inkers	Inkers view themselves as artists and skin as their palate. Insanely defensive over their inkwork, they would eagerly call someone out for simply bumping into them as it might damage newly-finished skinart. Many tattoos are done with luminescent inks that glow in the dark, or metallic inks that reflect light in glorious patterns, the better for all to admire. For these gangers, tattoos are more than decoration though: they are the history, a way to memorialize important events and personages so they are never forgotten. Inkers use tribal tattoos to mark special occasions, impressive feats and kills, loved ones who have died, and other personal events. Some of the older members literally are a walking history, showing hives-queues, major fights, and other events the gang will always remember.	Awareness
Narco-Gang	Of all the gangs to form within the Imperium, the narco-gang is perhaps the most mundane. While its members are often split between two types, those preferring to indulge in excess and stupor or those who are keen on profiting on the addictions of others, these gangs are comparatively tame by Imperial standards. Tame, but also responsible for some of the crudest, inhumane or notorious crimes the arbites have ever recorded. Whether tortures born from the mind of a spook-addled	Cunning

ganger, the unstoppable rampage of an obscura-dosed addict, or the outright terrifying results of a gang leader making an example and warning to his rivals in grisly displays, the narco-gang maintains one of the most populous

		Survival
Outlaw Gang	Even in the under hives there is a code of behavior which most gangers abide by. At least it is true to say that most like to be seen to abide by these local standards. What they do when no-one is watching is another matter entirely. Those who break what is colloquially known as the downhive code can find themselves outlawed by other gangs and powerful under hive powers. When this occurs, outlaws are not welcomed in settlements, traders won't deal with them openly, and other gangs can claim bounty for hunting them down. Outlaw gangs find it hard to get by because they can no longer enter settlements to trade. With a bounty on their heads they may be hunted down and slain. Their situation can even force them to rob settlers or underhive merchants just to stay alive. Although they may have loyal friends or relatives who continue to support them, it is not an easy or profitable life.	
Tech-Gang	Entranced with technology, these gangs worship the machine, with many having strong links to agencies of the Cult Mechanicus in the higher hive levels. Most members have poorly-made and poorly-installed bionics and other mechanical augmentations; not waiting for actual injury to require the artificial replacements, they perform surgery once their hive-made devices are deemed fit for implantation. Their bionics are crude but powerful, and to wear tech a ganger has himself constructed is a sign of honor. Those gangs with an exiled Tech-Priest or heretek leading it can feature truly imaginative bionics, items that would shock Mechanicum followers higher in the hive.	Tech
Venator Gang	In hive settlements and cross-tunnel gibbets, images of the faces of wanted fighters flutter in the stale breeze of the carbon scrubbers. A group of talented murders can make a healthy living collecting these bounties, and with the promise of shared rewards and extra firepower they sometimes gather together into bands of ruthless professional killers. Drawn from every Clan, House and outland race on a hive world, Venators come in all shapes and sizes - mixing heavily muscled brutes, nimble assassins, alongside disgraced watchmen or embittered cast-out nobles. The most infamous are drawn from the ancient and much-feared Executioner Families, entire bloodlines founded on meting out the justice of the planetary governor. Most are sanctioned by the Imperial houses themselves and carry a hunter's oath-token. Many are not however, the merchant guilds often paying for the hunters' captives and kill all the same. Venator bands are not limited to hivers, and some even come from off world.	Stealth
Watchmen	Justice in the underhive is a rough and ready affair, administered chiefly by merchant guilds under the supervision of each settlement's most powerful guilder. These rich and influential individuals keep the peace inside the towns and oversee any trading that goes on there. The guilds hire local fighters called Watchmen to man the gates and walk the streets during lights out. If bigger problems arise, such as outlaw gangs raiding the surrounding holes, the guilders pay local gang leaders to deal with them. This provides a lucrative income for the most successful gangs. Strangers, trouble-makers and quarrelsome citizens are targeted by the diligent Watchmen and dealt with by means of a swift crack on the head or a night in the pit. Belligerent or persistent types are hauled up before the next Guilder Court for trial and sentence.	Leadership

Hive Ganger Objectives

D3 Roll Result

- 1 Threaten, extort, or physically assault an NPC for violating the downhive code, explaining what they did wrong (even if it shouldn't apply to them)
- 2 Size up the competition as weak prey or a worth adversary, using local slang or jargon that makes no sense to your current companions.
- 3 Mark, tag, or deface imperial property, describing the significance the vandalizing method utilized by your gang.



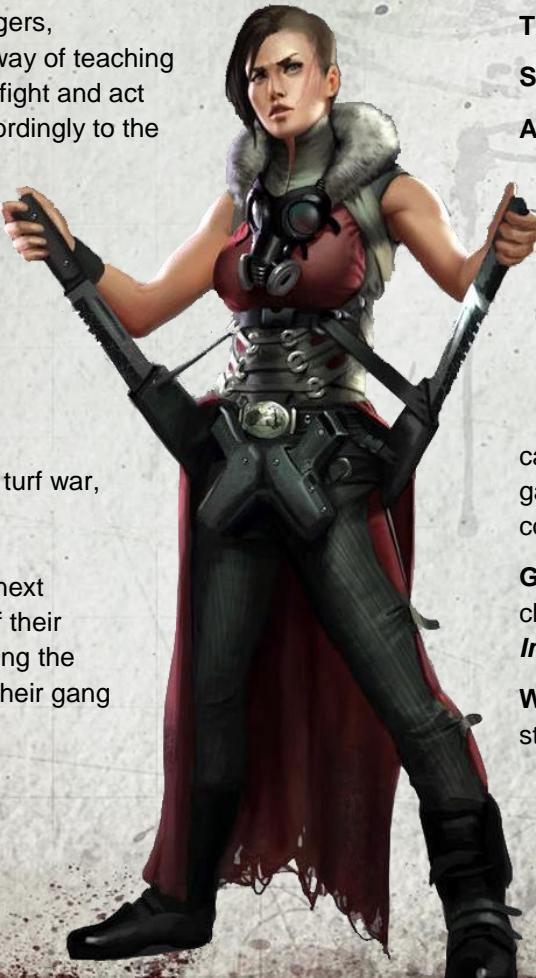
Juve

"Downhive code, for what it's worth, don't mean a thing if no one is left alive to snitch."

- Tweak

The underhive settlements and lower hive blocks are full of wannabe fighters, eager for a chance to join up with a gang and see some real action. Often, juves are the younger brothers, sisters, or cousins of the full-blooded gangers, included by way of teaching them how to fight and act properly accordingly to the downhive codes.

While inevitably poor shots and prone to running off in a panic in their first real encounter or turf war, those that survive long become the next generation of their gang – carrying the traditions of their gang



as their own views and experience influence the next generation.

Despite their age, inexperience, and downhive naivety, juves are also the most reckless and impulsively act on the slightest provocation to prove themselves. They are often the cruellest (though painfully unimaginative) of their kind, as they have not yet learned restraint or the art of measured retaliation, cornering and torturing their victims with the same capricious attitude of a house feline toying with its prey.

Wanting to prove themselves to their gang mentors, the juves will go to extraordinary means to enact their orders or fulfill the (often dangerously suicidal) demands of their gang. Such demands escalate in severity from the moment of their induction and as the prospect ages until they earn their place as a full ganger. This vetting process ensures only the keenest, meanest or outright psychotic survive, with the failures short and brief lives only providing some form of entertainment to the gang.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Gang Skill (1)

Benefits

Keywords: Imperium, Scum, <Gang>, Outcast

Influence Bonus: -1

Eager to kill: Once per combat, a Juve can add +Rank to a single Action. They also gain a +1/2 Rank bonus to Resolve tests in combat.

Gang Affiliation: Select a gang to which the character is a part of (see **Table: Gangs of the Imperium**)

Wargear: Hive leathers or outlandish attire, stubber, knife or brass knuckles, 3 doses of

narcotics or graphic memento, lho-sticks, gang trappings.

Ganger

"Meet is set. Twelve levels down, just above the tox drains along the Killian wall and near the border with the Ironmongers. Bring extra stubber shells."

- Etregan "Ganner" Haiyn



In the Underhive, where the enforcers refrain from patrolling, there is no law other than the barrel of a gun. Here the gangers rule, countless bands of deadly fighters who have carved out a territory in the depths for their own. Through brute force, vicious cleverness, and a ruthless willingness to do whatever is needed to survive, they have become a powerful force in the hive, with dark legends that have

spread even beyond their home system. They are generally skilled urban fighters, and Imperial Guard impressment sweeps often target them when "recruiting" for new Astra Militarum regiments. Should they ever truly unite behind a single goal or leader, the gangs could overrun their hive in a day, their planet in a week.

Gangers are violent, territorial fighters that can be found throughout the Imperium and form the bulk of every gang. They are dependable and experienced - often part of the powerful rival families or clans of the hives. They run with a pack of equally violent gangers to survive the squalid underhive. They have seen turf war, betrayal and outstanding loyalty - often in the same gunfight. Each is likely to prize his pride, territory and gang mates above all.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Gang Skill (3), Cunning (2)

Benefits

Keywords: Imperium, Scum, <Gang>, Outcast

Influence Bonus: +1

Hab-wise: Gangers are accustomed to the deadly environs of the underhives. They gain +Rank to Cunning and Insight tests when interacting with underworld or similar characters.

Gang Affiliation: Select a gang to which the character is a part of (see *Table: Gangs of the Imperium*)

Wargear: Hive leathers or outlandish attire, stubber, autogun or combat shotgun, knife or brass knuckles, flask of amasec or 3 doses of narcotics, lho-sticks, charm (graphic memento, gang trappings





Heavy

"Yeah, crime pays. Why else do you think I do it?"

- "Verbal" Boze

Dumb muscle always has a market for hire, and many thugs, cut-throats and brawlers augment their own prowess with crude vat-grown muscle implants, dangerous chemical treatments and brain-damaging combat drugs. Heavies are a fearsome sight, and often their mere presence ensures compliance to the gang's wishes. Many are grotesquely formed, and the hyper-muscled appearance and strength of some might even be due to minor mutations.

Each heavy is armed with special weaponry or technical equipment. They are bigger and burlier than ordinary gangers on account of the weight of the gear they carry! Heavies also tend to be part-time technomats - good at fixing or making things. This is necessary because their weapons are more complex than those of other gangers and must be kept in a good state of repair.

Build Point Cost: 20

Prerequisites

Tier: 1

Species: Human

Attribute: Strength (3), Toughness (3)

Skill: Gang Skill (1)

Benefits

Keywords: Imperium, Scum, <Gang>, Outcast

Influence Bonus: +1

Pure muscle: Heavies are capable of shouldering many weapons other gangers find difficult to wield properly. They gain +Rank when determining their Strength for the Heavy weapon trait. Additionally, they gain +1/2 Rank damage to their melee attacks.

Gang Affiliation: Select a gang to which the character is a part of (see **Table: Gangs of the Imperium**)



Wargear: Hive leathers or flak armor, heavy stubber or chainaxe, knife, lho-sticks, charm (graphic memento) or dog, gang trappings.



Gang Leader

"The speed of the leader is the speed of the gang."

- Regulator Ash

Every gang needs a leader - the biggest, toughest and brightest of the bunch. He keeps the gang in line and decides where to fight, when to recruit new fighters, and how to spend the gang's hard-earned stash.

While they rule the lower reaches, those gangs seeking greater power seek the patronage of one of the great houses of their hive, and over the centuries a reciprocal arrangement often is forged between factions that would appear to have little reason to peaceably co-exist. Gang and House become linked, and turf or trade wars fought between gangs become proxy contests between the great houses; a defeated gang leader might never know, for example, that

his skirmish's failure has cost his patron house such prestige that its fortunes might not recover for generations.

Gang leaders are usually experienced fighters who know the local badzones and understand the dangers of the Underhive. Sometimes a ruthless desperado from the upper hive will set up his own gang, but only the greenest juve or the most impoverished ganger would follow him. All gangs recruit new fighters now and again. The most successful gang leaders are highly respected and competition for membership is keen. Even the most experienced and skillful gangers may have to find new companions if their leader is slain or captured, and such fighters can always command a high price for their services.

The aim of every gang leader, and eventually every ganger, is to get rich and move uphive. Some return to the hive city, where their new wealth enables them to live in luxury for years. Most dream of freedom in the Spire, away from the filth of the hive city and the repression of noble family patriarchs. Only the richest get to the Spire, but in the Spire money buys power of a kind unimaginable to the hivers of hive city.

Build Point Cost: 30

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower (4), Strength (3)

Skill: Gang Skill (4)

Benefits

Keywords: Imperium, Scum, <Gang>, Outcast

Influence Bonus: +2

Bigger and badder: The gang leaders are often the biggest (next to the heavies) and the baddest member of his crew. The gang leader gains +Rank bonus to his Gang Skill. During a combat, he also gains +1/2 Rank bonus to his Resolve tests

Gang Affiliation: Select a gang to which the character is a part of (see *Table: Gangs of the Imperium*)

Wargear: Outlandish garb or attire, flak armor or carapace armor, chainsword, bolt pistol or plasma pistol, charm (grisly trophies) or dog, stimm-injector, lho sticks, gang trappings.





Imperial Civilians

"To be a man in such times is to be one amongst untold billions. It is to live the cruelest and most bloody regime imaginable. This is the tale of these 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 this 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...."

- Anonymous

The Imperium of Man is vast and diverse, held tenuously together by a thin commonality that stretches across all the known worlds that fly the Aquila. For the vast majority of the human species, the Imperium is all they know. Their education, their religion, their daily life all revolve

around Imperial society and its teachings. They take for granted that the Emperor is their god and that he is a demanding and vengeful god who will punish transgressors. But he is also their shield and protection against the myriad of horrors that plague the galaxy.

The Imperium itself is under siege across its borders, and on all sides, by the barbaric and ravenous xenos species that infest the galaxy, all who seek to claim human lives or dominate their worlds beneath alien banners. For an Imperial subject, evil and sin are not abstract threats - they are real, tangible threats. The existence of these very real monsters gives them strength in their commitment and faith.

The Imperium is the thin line between trillions of people and certain doom. But the Imperium is also an incredibly repressive regime. The only true 'right' a citizen of the Imperium has is the right to serve the Emperor. Everything else exists in states of various flux, depending on influence and servitude to those more powerful, and the protection of patronage. An Imperial



citizen might by summarily executed to be made an example to others. They may be imprisoned or tortured for crimes committed by members of their families, even distant ancestors. Or they may be above the law thanks to powerful connections. All citizens will live - and die - under the tireless and relentless churning of the Imperium of Man, their roles in life entirely inconsequential to the annals of Imperial history.

Characters with the <Trade> keyword may select one of the following Trades (or the player may work with the GM to determine another if

they wish). Choosing a trade replaces the <Trade> keyword with the name of the selection.

Selecting a Trade also provides the character with a bonus associated with that trade:

Trade Affiliation: The character gains +½ Rank bonus dice with that Skill tests relating to a trade's field of familiarity. If a player creates their own trade or uses one that does not appear on this list or in future Wrath & Glory sourcebooks, they must work with the Game Master to define them.

Table: Trades of the Imperium

Trade	Description
Agri	Able to grow, care for, and harvest crops and animals.
Apothecary	Able to blend and prepare herbal remedies.
Archaeologist	Able to locate, examine, and analyze ancient ruins and artefacts.
Armorer	Able to design, upgrade, and forge weaponry, from personal arms to starship batteries.
Astrographer	Able to create two- and three-dimensional representations of stellar locations and Warp routes.
Chymist	Able to create poisons, drugs, and a wide variety of other compounds.
Cook	Able to cook meals and determine if scavenged food is edible.
Copyist	Able to swiftly copy text, illuminate manuscripts and forge written material.
Cryptographer	Able to create or decode complicated ciphers, codes, and other puzzles.
Explorator	Able to explore the unknown stellar regions.
Linguist	Able to learn or decipher new languages, both spoken and written, and even create new ones in some cases.
Mason	Able to assess and construct stone buildings.
Merchant	Able to find, bargain and sell trade goods.
Miner	Able to extract minerals, maintain mines and identify common hazards.
Morticator	Able to prepare, preserve, and often render down corpse remains into ingredients for a variety of preparations.
Performancer	Able to perform for audiences in a variety of entertaining art forms, often using dance, song, and poetry.
Prospector	Able to find and identify valuable minerals and deposits of ore.
Remembrancer	Able to recount events in a variety of ways, from dry recitations or texts to epic operas or statuary.
Scrimshawer	Able to inscribe patterns, text, and art onto a variety of materials.
Sculptor	Able to create inspiring works of art in stone, metal, and other materials, often as part of Imperial edifices.
Shipwright	Able to design, upgrade, and create void-capable vessels.
Smith	Able to forge metals into shape.
Soothersayer	Able to 'foretell' the future by a number of interpretative arts, though its effectiveness is suspect.
Tanner	Able to prepare and tan hides.
Technomat	Able to maintain and repair technological devices, but through rote memorization rather than true understanding or comprehension.
Valet	Able to refine the appearance, give droll asides and tend to the needs of superiors in a gentlemanly fashion.
Voidfarer	Able to perform day-to-day operations, logistics, and defense of starships.

Imperial Citizens Objectives

D3 Roll Result

- 1 Describe how duty and sacrifice to the God-Emperor (or the Adeptus Terra) brings success.
- 2 Succeed at convincing another to obey you by invoking the authority of a higher power, individual, or organization.
- 3 Recall an imperial proverb, custom or tradition correctly (or incorrectly), and compare it to the current situation.

Enforcer

"Imperial Citizen, you can no longer be classified as loyal. You are ordered to stand down for judgement."

-Enforcer Vasquez

The Adeptus Arbites is not, typically, concerned with everyday crimes, such as murder or theft. These are the purview of the colloquially named Enforcers (known locally by as many names as there are planets in the Imperium). While the effort put into maintaining this justice varies greatly between one planet and another, the individual planetary governors are charged with keeping the peace. The justice (or lack thereof) on a planet falls to the Enforcers of that planet's law, who may find themselves working under the Arbitrators during an investigation, or indeed being trained by them.

Every world and system will have its own laws, inherited through tradition or imposed by autocratic ruling families and severe planetary governors. Each world's rulers will maintain their own policing force, recruited locally, and often outnumbering the Arbitrators a thousand, though they are each called by their own title on each world they serve. These native enforcers often mimic the Arbites in appearance, but their local ties and often less rigorous standards mean that they are far more susceptible to corruption. The objectives of local Enforcers and Imperial Arbitrators often overlap, and the two work in



conjunction when it is mutually beneficial. However, there are also occasions when they come into direct conflict.

The role of everyday control and policing usually falls to local security forces, working under the orders of the Imperial Commander and his staff. Their exact function and powers will vary from world to world depending upon the nature of the Governor. Worlds ruled by an authoritarian or paranoid regime will have many military police – secret service enforcers - watchmen and patrols, while more liberal commanders may only have a private bodyguard and a standing force to repel out-and-out insurrection and rebellion.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: Willpower (2)

Skill: Intimidate (1)

Benefits

Keywords: Imperium, Military, <Trade>, Government

• **Influence Bonus:** +1

Granted Authority: Enforcers are used to being given authority and comfortable evoking it. They may add +Rank to intimidate or persuade tests when invoking a higher authority for whom they work for.

Trade Affiliation: Select a trade to which the character is familiar with (see *Table: Trades of the Imperium*)

Wargear: Mesh armor or flak coat, riot shield and shock maul, manacles, cognomen, chrono, pack of lho-sticks or flask of amasec



Menial

The Imperium is ultimately built on the blood and toil of trillions of unskilled workers. They mine the ore, they harvest the crops, they build the machines and they process the data that keeps 41st millennium life moving. They wear simple, functional uniforms and robes marking them as bondsmen in the service of various organizations and noble houses. They have little money and little opportunity to spend it. The Imperium has no patience for labor unions or



safety regulations and has never heard of weekends. Most menials are fortunate to have a few hours after their shift and the occasional feast day for leisure.

Menials' lives center on the compound they work for, whether it's a mine, a farm, a factory, or a data core. They're born in the compound clinic, play in its alleyways, study in its scholas (for a few years at least), meet at its festivals, work for decades and are eventually incinerated in its furnace. For some the idea of leaving the compound is frightening and intimidating idea.

Ambitious menials might seek a career in the defense forces, hope to be promoted to a foreman or supervisor, or even show the intelligence to become a skilled worker. They live in fear of being cast out or even worse being reduced to a servitor or slave. They have no lineage worth speaking of and favor large families. Most children follow the parents into the factory, signing work contracts at the age of fifteen, committing themselves to work for housing and medical care for the next five decades of their life. In theory they can leave once their contracts are over, if anyone is interesting in hiring a sixty five year old unskilled worker.

For these lower-caste workers the law is an abstract concept, all that matters is the will of their superiors and the customs of their compound. Most crimes, even murder are dealt with within the compound; nothing short of a full-fledged rebellion would attract the attention of outside authorities. But as dire and dark as their lives sound it could be worse

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: None

Benefits

Keywords: Imperium, Lower Class, <Trade>

Influence Bonus: -1

Blessed Ignorance: Anytime the character would gain Corruption, he reduces it by +Rank, to a minimum of 0.

Trade Affiliation: Select a trade to which the character is familiar with (see *Table: Trades of the Imperium*)

Wargear: Drive nailer or heavy wrench, knife, uniform or manufactorum coverall, cognomen, chem lamp, goggles, penthrift dreadfuls or pass tokens, choice of one augmetic.



Colonist

"I'm sure this fancy windup chrono does indeed mean you're wealthy - somewhere else. On this world, you'll be needing to use that pretty laspistol of yours instead if you're wanting to impress anyone."

—Tildi Galloph

Humanity has spread across the stars like a plague in uncounted numbers. Many are born into toil and die knowing little else, while others slaved to the Imperium's labyrinthine bureaucracy spend years copying words from decaying parchment to fresh, never understanding a single word they write. Life beyond the Imperium's borders is if anything more uncertain and dangerous, with hardscrabble colonists eking out lives on the edge of starvation, threatened at all sides from strange creature, rampaging xenos, and the laughter of thirsting gods.

Living on a frontier world or colony settlement is often an exercise in daily survival: an existence not as extreme as that on a death world, but still fraught with peril. Those who do survive learn to rely on themselves, but can still go on to act as part of a wider society in the Imperium.



Given the scarcity of any clearly worthwhile resources, even raw manpower, most of these planets are tithed at a relatively low grade. Raising new Imperial Guard regiments might only happen once a generation. For many, the only regular contact with the Imperium might be visitations from the Adeptus Astra Telepathica and its League of Black Ships. Where proper Imperial oversight or societal watchfulness is lax, uncultured psykers can exist or breed with impunity for years before discovery, giving them time to increase in power and danger. This also is true for those twisted in body as well as mind, with physical mutants both subtle and gross untamed, especially in wilderness areas.

Combatting these deviations, missionaries of the Ecclesiarchy often lock to these worlds to bring the faith and ire of the Emperor to those who have strayed. Many become martyrs to their holy causes, and their offspring may perhaps be called to the Schola Progenium and become excellent Arbitrators on other worlds across the Imperium. Others natives, though, retain their sense of self-reliance and refrain from becoming part of any organization, living for themselves according to their own code as countless other frontier worlders do each day.

Colony settlements can often barely be classified as "civilized." The populace is rough and determined in equal measure, and many settlements on these worlds are ramshackle, resembling primitive, run-down, dry, dusty spots where life is harsh and unforgiving and justice comes from the barrel of a gun (or at the end of a rope). Here, the population must learn to survive on its own. There are no Adeptus Arbites Precinct-fortresses to maintain law, no PDF to protect the citizens from invasion, and no Fleet waiting in orbit to take them to safety. The people are tough and hard-working, used to living without the amenities that are taken for granted on other worlds. They are also insular and prefer to handle matters on their own, with little

time for outsider interference. The environments of these worlds can vary greatly –from near Death worlds to virtual paradises - but most tend to fall somewhere in between. The settlements on these worlds also vary, but are usually small and fairly primitive. Those who travel to such places must be prepared to face any environment, from toxic slime jungles to bone-scouring winds.

Though poorly educated, those who are raised upon a colonial frontier world have learned that survival is paramount. As a result they are surly, coarse, rough, and durable folk who often refuse to back down from a confrontation - even when faced with overwhelming odds (and especially if they feel they are right). They have little patience for small talk and even less for those who are dishonest and disreputable. They make excellent scouts and foragers. It's also not unheard of for these people to conduct trade and associate with xenos races - even mutants - as most settlements lack an Imperial Cult representative to cow them into believing that these creatures are evil and should be shunned or destroyed.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Survival (1), Cunning (1)

Benefits

Keywords: Imperium, Lower Class, <Trade>, Government

Influence Bonus: +1

Rely on None but

Yourself: A Colonist character gains a +Rank to Influence tests when acquiring modifications for personal weapons.



Trade Affiliation: Select a trade to which the character is familiar with (see *Table: Trades of the Imperium*)

Wargear: Imperial robes or street clothing, surveyor, backpack, autopistol and chainsword or autogun, charm (aquila pendant),

Planetary Defender

"You are soldiers of the Imperium, protectors of His realm! Whatever rains down from the sky, you will stand your ground! To arms men, we go now to defend our world!"

- Lieutenant Hendriks Kolar

Planetary defense forces essentially are the local military of an Imperial world, having no standardization and can take any form. Some, such as the planetary defenders of hive worlds, may be no more than legitimized gangs supported and armed by the local government to keep down the more anarchic elements. In response to any internal or external threat, it is the responsibility of the planetary defense forces to engage the enemy until Imperial reinforcements such as the Astra Militarum or Adeptus Astartes can be mustered by the nearby Sector Command. Thus, although rarely respected due to their relative lack of experience, planetary defenders are widely considered crucial to the Departmento Munitorum as the first line of defense for Imperial worlds against any form of invasion or rebellion.

Another important part of the planetary defense force is their role as the primary source of recruits for the Astra Militarum. Whenever required, the best soldiers in a planetary defense force are transferred into the regiments of the Imperial Guard, receiving further training as they are shipped to their destined locations elsewhere in the galaxy along with supplies, vehicles, and other logistical necessities. Few of

these men and women ever return to their homeworld.

The loyalty of planetary defenders is not always true, however. Many planetary defense force regiments will betray their planetary governor if the opportunity - and the right incentive - arises. Although the planetary defenders automatically defaults all command to any Imperial forces that arrive in the event of an emergency, there are many possible reasons they or elements of their forces may join in rebellion against Imperial authority; Chaos or alien infiltration of the planet can cause divided loyalties as planetary regiments turn traitor or are psychically enslaved by their alien dominators while the sheer ambition of corrupt Planetary Governors and other organizations in control of the planet can mean the planetary defenders under their control turns against the off-world Imperial forces. This is a cause of mistrust for planetary defenders by the Imperium in general, and further reason for Imperial commanders to prefer to rely on non-local defenses. On the other hand, it is a testament to several notable planetary defense forces that died to a man defending a world long enough for Imperial forces to arrive. While renown planetary defense forces are rare, their existence is exemplary to the Imperium's many planets proving the potential each Imperial world possesses.

Whether that potential is ever realized is simply a matter of the conviction of the planetary commander, beginning and ending with his foresight and ambitions.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Ballistic Skill (1) or Weapon Skill (1)

Benefits

Keywords: Imperium, Military, <Trade>, Government

Influence Bonus: +1

The Best of the Left: Planetary Defenders are the best militants a world can offer (after those taken by the Astra Militarum) and are trained to hold the line to protect their world. Once per battle, they add +Rank to a Resolve, Fear, Leadership or Pinning test.

Trade Affiliation: Select a trade to which the character is familiar with (see *Table: Trades of the Imperium*)

Wargear: Flak armor or uniform or street clothes, autogun, magnoculars, mercenary license or explosive collar.

Education

The Imperium appreciates the importance of a solid education. Even laborers need to read instruction manuals and perform basic math. Farmers need some awareness of agriculture, soldiers must be able to read their uplifting primers and so on. Most Imperial subjects can expect at least a basic rudimentary education from their parent's work unit, a local shrine or even a widow who supports herself giving lessons.

Imperial technology is generally crude and easy to use and does not require much in the way of training to operate or maintain it. People who need some advanced knowledge (such as technomat electricians and repairmen or linguists) can have it implanted or burned into their brains. These implants tend to decay over time leading to insanity or death but are regarded as more efficient than years of training and study.

A traditional education is reserved for the wealthy, the very fortunate or the very talented. The largest school system in the Imperium is the vast network of the Schola Progenium – orphanages that raise the children of fallen Adepts Terra. From this pool of children who have no family or ties other than the Imperium itself come Commissars, Priests, Adepts and even Inquisitors. The Adeptus Mechanicus, noble houses and trading clans also operate their own institutes to find the most talented and committed students.

Characters with the <Lore> keyword may select one of the following Lores from **Table: Lores of the Imperium** (or the player may work with the GM to determine another Lore if they wish). Choosing a Lore replaces the <Lore> keyword with the name of the selection. Selecting a Lore also provides the character with a bonus associated with certain uses.

Common Lore

All Common Lore represent the common knowledge an individual might know about the general information, procedures, divisions, traditions, famed individuals, and superstitions of a particular world, group, organization, or race. Such information is deeper than mere knowledge of the subject's existence, and more reflects a degree of familiarity that indicates a measure of dedicated interest in the area. The character can spend a point of Glory to reduce the time of research by half when using the Investigate Skill on his focused lore.

Scholastic Lore

All Scholastic Lore represent information that a character would need to learn in a formal setting

or institution of learning, whether from a knowledgeable mentor, an organization, or even the careful study of rare tomes. Unlike Common Lore, this information is not readily available to the average inhabitant of a planet, but differs from Forbidden Lore in that it is not proscribed from study. The character gains +2 bonus dice for any Investigate tests while researching information due to familiarity with the subject matter.

Forbidden Lore

All Forbidden Lore represent information proscribed or hidden from the average Imperial citizen. In many cases, it is a heinous crime to even possess such data and can quickly draw Inquisitorial attention (even if the possessor himself is working for an Inquisitor). The character gains +2 Corruption whenever researching forbidden lore, but gains +2 bonus dice for any Investigate tests to unearth dark secrets and blasphemous truths on his focused lore.



Table: Lores of the Imperium

Lore	Description
Adeptus Terra	Knowledge of one of the various arms of the Adeptus Terra. Choose one of the Adeptus (such as the Arbites, Astartes, Administratum, etc.) and write it down on the character sheet. This knowledge includes details of their rank structure, common procedures, basic tenets and culture.
Archeotech	Knowledge of the great, lost tech devices of times past, and clues to their mysterious functions and purposes.
Astra Militarum	Knowledge about the various ranking systems, logistics, structure, and basic tactical and strategic practices of the Imperial Guard, as well as particularly famed regiments.
Astromancy	Knowledge of stars, singularities, and the worlds around them, as well as theoretical understanding of how to use maganscopes, astrolithic charts, and the like.
Beasts	Knowledge of the genus and families of animals and familiarity with the characteristics and appearances of the many semi-sentient creatures to be found across the Imperium.
Bureaucracy	Knowledge and familiarity with the rules and regulations involved with Imperial governments, particularly the Adeptus Administratum, and their many and varied departments, bureaus, and polices.
Chymistry	Knowledge of chemicals, their alchemical applications in a number of uses, and their prevalence or scarcity throughout the Imperium.
Criminal Cartels and Smugglers	Knowledge regarding organized groups that flout the Emperor's Law in the Imperium, such as those engaging in the Cold Trae of proscribed xenos artifacts.
Cryptology	An understanding of codes, ciphers, cryptographs, secret languages, and numerical keys. This may be used to either create or decipher encryptions.
Daemonology	Terrible knowledge about some of the most infamous Warp entities and their twisted physical manifestations.
Heraldry	A grasp of the principles and devices of heraldry, as well as a knowledge of the most common seals and heraldic devices used by the Imperium's noble houses and families.
Heresy	Knowledge concerning acts and practices deemed anathema by the Imperium, plus the most contemptible heretics of history – and their infamous and deplorable actions.
Imperial Navy	Knowledge about the ranks, customs, uniforms and particular traditions of the Imperial Navy, as well as famous admirals and ships.
Imperial Warrants	Information concerning the establishment, legal scope, and use of the warrants granted to Rogue Traders, as well as the best-known and dynastic warrants of the Imperium.
Imperium Inquisition	Knowledge of the segmenta, sectors and best-known worlds of the Imperium. Knowledge of the secret history and nature of the Inquisition's authority, which can forever ruin the mind of the scholars who willingly expose themselves to such information.
Judgement	Knowledge of the proper sentences for the multitude of crimes and heresies punishable by Imperial law.
Legend	Going beyond archaic knowledge, this encompasses momentous portions of mythic history, such as the Dark Age of Technology, the Age of Strife, the Great Crusade, and the Horus Heresy, retold in the form of epic, apocryphal fables.
Merchant Fleet	Knowledge of the merchant vessels across the sector, which complete centuries-long circuits through series of neighboring worlds as the primary means of Imperial commerce, as well as famous chartist captains and rogue traders.
Mutants	Knowledge of stable and unstable mutations within humanity, their cancerous influence and mutagenic development over time, and some of the studies and tomes on the topic.
Navigators	Knowledge regarding these valued mutants who are essential for warp travel and

	<p>the Imperium's survival, including the various Navis Nobilitate Houses operating within the local sector; their lineages, and methodologies.</p>
Numerology	An understanding of the mysterious link between numbers and the physical universe, from low kharmic theory to the infamous Kappellax Correlation.
Occult	An understanding of obscure and hermetic (though not clearly heretical) rituals, theories, and superstitions, as well as the better-known mystical uses of occult items.
Officio Assassinorum	Knowledge on the highly secretive agency that exists to eliminate powerful, often singular threats to the Imperium, such as renegade planetary governors or apostate preachers. Academics who dare study the organization may become familiar with their techniques and wargear.
Philosophy	Knowledge concerning the theories of thought, belief, existence, and other intangibles. As it also includes logic and debate, it may be used for crafting arguments or creating philosophical tracts.
Pirates	Knowledge of the scourges of the Warp lanes throughout the Imperium, their tactics, infamous vessels, and notorious captains.
Planetary Defense Forces	Knowledge concerning a planet's standing force dedicated to defending itself as well as assisting any nearby Imperial systems. This includes composition, tactics, and equipment, which might vary substantially based on the culture and technological make-up of the world.
Psykers	Knowledge in identifying psykers, the effects of their unnatural powers, their dangers, and the general extent of their capabilities.
Rogue Traders	Knowledge concerning the many Rogue Trader dynasties operating within the sector and beyond in search of profit and power.
Schola Progenium	A strong familiarity with the Schola Progenium, which trains and indoctrinates the many Imperial orphans and prepares them for lives of faithful service as elite troopers in the Militarum Tempestus, Commissars in the Officio Prefectus, or adepts in one of the Imperium's many other divisions.
Sector	Knowledge concerning the basic layout and history of a single sector. Choose one sector and write it down on the character sheet. This knowledge includes its primary worlds, plus many of its remote, secondary worlds. This knowledge also focuses on the various dramatis personae and its convoluted histories.
Tactica Imperialis	The codified military doctrines of the Imperial Guard and Imperial Navy, as well as other systems of troop deployment and battle techniques used by the Imperium. This knowledge may be used to devise a battle plan or deduce the likely flow of war fought by Imperial forces.
The Horus Heresy and the Long War	The origins and history of the 10,000 year long struggle between the forces of the Ruinous Powers and the Imperium of Man
Underworld	Knowledge with basic criminal elements and groups, such as pickpockets, debt-carnivores, and the like.
War	Knowledge of great battles, notable commanders, heroes, and famous strategems employed by those who fight in the endless battles for and against the Imperium.
Warp	Knowledge and understanding of the energy of the Immaterium, its interaction and interrelation with realspace, and how its tides and eddies affect travel between the stars.
Xenology	Knowledge of the minor and major alien species known to the Imperium, the threat they pose to Mankind, and their general appearance. Choose one Xenos species and write it down the character sheet.



Scholar

"They thought the data-caches lost or destroyed, but I hold proof that neither is true."

- Pellucidan Toom

Few Imperial subjects get or need an education once they've learned basic literacy, job skills and enough of the Imperial creed to be strong in their faith. If they need advanced skills, those can be implanted or burned into their brains. But those lucky and talented enough to go on to traditional universities have a chance to learn history, literature, science and even secrets most of the Imperium will never know.

Knowledge is power, and a scholar is a repository of much of the Imperium's knowledge, having spent his life sifting through reams of data and tracing the patterns that link the great organizations and sectors of the Imperium together. While the priest concerns himself with the teachings of the Imperial Creed, and the psyker looks into the beyond for answers, the scholar knows that truth already exists; one just needs to know where to look for it. There are few with minds as keen as that of the scholar, able to process such huge amounts of

information and weed out the gems of fact from the torrents of lies.
A scholar knows not just how to read and



comprehend endless streams of information, but where they came from and where they lead. The result of these talents is sometimes the ability to use logic to unlock enigmas that seemingly have no answers, making leaps of reason to come to new conclusions, whether it is deciphering an alien tongue, or determining an opposing organization's next move.

Information is everywhere, writ across the many worlds of the Imperium in the movements and structures of its societies and the staggering data stores of the Adeptus Administratum. Scholars can draw upon this information, whether they are members of the Administratum or another of the Imperium's great organizations. Scholars on hive and forge worlds are constantly linked to the ebb and flow of figures that cross their world, gigatonnes of parchment, or even purely aetherical information streams that exist without physical form. Drawn into the web of data, they exist only to learn and reach deeper and deeper into the lore of the Imperium.

Those with other origins often have different functions, becoming chroniclers and lore keepers of their own world's history and secrets. A voidborn scholar might have absorbed all there is to know about the class of vessel or type of station on which his clan lives, and much about the movement of the stars themselves. A feral world scholar might be a storyteller or bard to his people, collecting centuries of tales and legends, as well as a wealth of lore about its plants, wildlife, and weather patterns. A shrine world scholar likely served as an academic of the Imperial Creed, and knows extensively about the saint his world is famed for, to the point where his specific knowledge on the subject outstrips even that of the local Ministorum hierarchy. In all these forms, a scholar is the most learned of his people, well-known if not necessarily well respected for his obsessive gifts for analyzing and extracting the endless data that defines the Imperium.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: Intellect (2)

Skill: Scholar (2)

Benefits

Keywords: Imperium, Academic, <Lore>, <Trade>

Influence Bonus: +2

Quest for Knowledge: Scholars can spend a point of Glory to add +Rank successes to Scholar tests.

Trade Affiliation: Select a trade to which the character is familiar with (see *Table: Trades of the Imperium*)

Wargear: Imperial robes or uniform, stubber or knife, illuminated tome or coded-dataslate, 3 scrolls of ancient text, chrono or hourglass



Artisan

"There is something deeply satisfying in shaping something with your hands. Proper artificing is like a song made solid. It is an act of creation."

- Fane Mychel Wrothfuss

Artisans are the tradesmen and freeholders who have built businesses and homes. These specialized craftsmen create all manner things, run the small workshops and farms found in the cracks between the holdings of the nobility, the guilds and the wealthy. Artisans may not be wealthy, but they aspire to rise. Performers also fall under the Artisan's banner, from storytellers and singers to jugglers and mummers. Some artisans establish shops or permanent stages in hive cities and settlements, especially near the keeps of powerful lords. Others are paid by noblemen to entertain with jests and song. Mummers travel across the

Imperium bringing their shows, handiwork, and often a bit of thievery wherever they stop. Blacksmiths, carpenters, and other utilitarian craftsmen are also considered Artisans. Even though the work they do is more vital than that of an artist or mummer, these lay craftsmen often have less contact with noble lords than do their more frivolous counterparts. Still, blacksmiths are very important during times of war, and may be called upon to produce mass quantities of simple weapons to equip the armies of their lords or to supply planetary defense forces. Armorers are considered a cut above the common smiths, and highly prized by lords. Finally, diplomats, stewards, and merchants can also be considered Artisans. They may have been raised to a position of prominence from the common citizenry, or be from a cadet branch of a noble house, long fallen low in the world. Whatever their position, Artisans are often the bridge between noble and common blood.

Artisans live by the skills they have learned throughout their lives, whether it be the art of crafting a suit of power armour, learning to run a household, or amusing the ladies at court with jests, dancing, and foolery. Their combat ability is limited, but the best know how to defend themselves with words rather than steel. They can talk their way out of many disagreements, calling upon noble defenders in more dire situations. Over the course of a long career, an

Artisan ideally becomes an established master of his craft, and may even attract a noble patron for whom the Artisan can work the rest of his or her days, but their first priority is making sure their children and grandchildren have every opportunity they can buy, even selling their second and third children into bondage with powerful houses to give them a new chance.

Craftsmen rarely go looking for danger, although sometimes it finds them. Most are content to stay at home with their forges or lathes, making as good



a living as can be had from their trade. Singers, storytellers, and mummers, however, are often found roaming the Imperium's hive cities and space ports in search of adventure. These vagabonds seek inspiration for their tales and will brave a certain amount of lethality in order to find it.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: Intellect (2)

Skill: Cunning (2) or Survival (2), Insight (1)

Benefits

Keywords: Imperium, Middle Class, <Lore>, <Trade>

Influence Bonus: +2

Master of Crafts: Artisans can spend a point of Glory to add +Rank successes to a Skill test related to his selected trade.

Trade Affiliation: Select a trade to which the character is familiar with (see *Table: Trades of the Imperium*)

Wargear: Uniform or outlandish garb, las pistol, knife, work tools or deck of cards or musical instrument, contract or advertisement or sigil of patronage, auto-quill or dataslate, 3 reams of paper or gewgaws.

Chirurgeon

"You did well to stay alive long enough to reach me. I'll ensure you stay that way."

- Medicae Yu Attrin

The science of the body and the mind are shrouded in mystery within the Imperium, secrets privy to a specialized few. The Chirurgeon gains free reign to practice his arts and finds no shortage of subjects, be they for healing or for harm. Principal among the gifts of the Chirurgeon is the ability to mend broken flesh, shattered bones, and twisted minds, either



replacing them with augmentations or grafts, or by means of complex surgery, before returning a patient to service. Whereas a battlefield trooper or gang skin-stitcher might know the basics of lasburning to cauterize a wound or binding a bleeding limb, the Chirurgeon transcends these through devotion and skills to preserve and cure. In his hands, flesh can be made better than before. What the Chirurgeon does is often not just medicine but art, manipulating the flesh into new and superior configurations.

Chirurgeons do not just heal the injured or interrogate prisoners; they may also be intellectuals and researchers plunging into the depths of Imperial secrets, or keeping the ancient lore of the Adeptus Mechanicus. Those that operate outside the boundaries of the Machine Cult must tread with care, the Mechanicum having little patience for those that dabble in the mysteries of science. This usually

means they must conduct their research in secret, hidden from the eyes of the Imperium, safeguarded by their service to an Inquisitor. Many rogue Chirurgeons have found a place within a warband when they were persecuted by the Mechanicum for their crimes, an Inquisitor finding a useful place for their talents. Others are hunted, leaving a trail of monstrous failures and stacks of hidden bodies in their wake, finding a refuge for their madness in service of a higher purpose.

Even without the use of advanced technologies, a Chirurgeon can find a place in society. Many feral world shamans, witch doctors, and spirit-healers represent gifted minds. While their methods might seem antiquated and their means backward, these primitive Chirurgeons can still do wondrous things with the flesh of man, their stone blades and foul brews just as potent as many Mechanicum medicae technologies. Many of these kinds of Chirurgeons also find a home within the Imperial Guard as the medical officers for regiments raised on their worlds, given basic battlefield training and then thrust into the fires of war to tend to those maimed in combat. For heroes seeking to remain alive in their service to the Emperor, a Chirurgeon is a valued and essential member of the group no matter his origin.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: Intellect (2)

Skill: Medicae (3)

Benefits

Keywords: Imperium, Academic, <Lore>, <Trade>

Influence Bonus: +1

Dedicated Healer: A chirurgeon can add +Rank to Medicae skill tests to treat or injure another.

Trade Affiliation: Select a trade to which the character is familiar with (see *Table: Trades of the Imperium*)

Wargear: Uniform or mesh armor, medi-kit or satchel of supplies, laspistol, knife, 3 rolls of gauze, chrono.





Bonded Emissary

"You've made a wise choice today Lord Helvan, the word of an Angstrom is unbreakable as the stone of Juno, once given it is an oath that will outlast the stars themselves. I shall gladly pass your acceptance of our offer to my Liege."

- Emissary-Primus Jorma Peyton

Travel is a hazardous business, and foolish is the man or woman who steps unwary of the dangers away from the safety of their own, let alone seeks to travel the cold and merciless darkness between the stars. Such travel in some ways is an even more dangerous business for the powerful and wealthy of the Imperium's elites, because, although insulated by their power and their followers from commonplace hardships, they often have many enemies and much to lose. The Imperium of man is a grim and deadly place; the great and the powerful must always fear the assassin's hand, as well as the intrigues, plots and machinations of their rivals. It is unsurprising that many choose to remain at the center of their domains and, when matters of import arise that do not require their personal presence; they send others out in their stead. The bonded emissary is just such a person.

Emissaries are, by their nature, powerful individuals, no mere messenger, trade factor or errand-runner. An Emissary speaks with their master's voice and carries with them their master's authority (to a point). Such a trusted and delicate position requires much from the individual involved, as they must be above



all, clever, socially adept and strong-willed. They must also have a mastery of the facts at hand and be aware of the subtle interplay of politics, while being wary always for the maneuvering and plotting of their master's rivals.

Some Emissaries focus on the skills of the diplomat and the negotiator, while others act mainly as agents to evaluate and acquire objects, opportunities and even people who their masters might wish to recruit. Successful Emissaries soon become recognized and valued, and win favor and power in their own right. Those that fail their employers abjectly or cause them to lose face seldom get a second chance.

Build Point Cost: 30

Prerequisites

Tier: 2

Species: Human

Attribute: Intellect (3), Willpower (4)

Skill: Persuade (4), Leadership (3), Deception (2)

Benefits

Keywords: Imperium, Government or Middle Class, <Lore>, <Trade>

Influence Bonus: +2

Master Ambassador: Bonded Emissaries add +Rank to Social Skills used in an Opposed Skill test.

Trade Affiliation: Select a trade to which the character is familiar with (see *Table: Trades of the Imperium*)

Wargear: Mesh armor or flak coat, dynasty or guild trappings, ornate robes, dueling las pistol, ceremonial sword or staff, servo-skull or devoted attendant.

Imperial Governor

"If a man can be judged by the quality and number of his foes, then I am indeed a great man."

- Imperial Commander Throm Percevus

The political leader of a world of the Imperium of Man is known as an imperial governor or sometimes as a planetary governor, and is considered an imperial Commander in military matters. Regardless of his or her specific title, an imperial governor is an individual with the (often hereditary) authority to rule a world or even an entire star system in the name of the Emperor of Mankind. The imperial governor of a particularly important world may also serve as a sub-sector, sector or even segmentum governor in some cases. Naturally, since the vast and dispersed nature of Imperial space would make a totally centralized system of interstellar government unfeasible, the imperial governor is given discretionary political control over the administration (including governance, defense and economic development) of the planet in question.

In theory, an imperial governor is duty-bound to the Adeptus Terra. In practice, though, he is an independent autonomous ruler who can govern his planet as he sees fit with only minimal interference from the other organs of the Imperium.

As long as the planet's Imperial taxes are paid, its mutant and psyker populations are kept under control, the requisite tithes of psykers and Astra Militarum regiments are

delivered to the Imperium and the planet is governed competently, the Governor is free to run the planet however he chooses.

Imperial planetary governors are expected to defend the planet in the name of the Imperium, maintaining the necessary planetary defense forces and orbital defenses. Due to the fickle nature of the Warp, astropathic communication with the Adeptus Terra is often delayed and sometimes prevented entirely. Often this means that governors must make decisions on the defense of their world without advice and help from Terra, meaning that for the world to prosper, every Governor must be adept at military matters as well as the development of the planet's trade and commercial infrastructure.

Build Point Cost: 40

Prerequisites

Tier: 4

Species: Human

Attribute: Intellect (3), Willpower (5)

Skill: Leadership (5), Cunning (3), Insight (4)

Benefits

Keywords: Imperium, Military, Lore, Trade

Influence Bonus: +4

For Glory and the Governor! At the beginning of his turn, an Imperial Governor may spend a point of Glory to grant all of his allies participating in the combat a +Rank bonus to their next Combat Action.

Trade Affiliation: Select a trade to which the character is familiar with (see *Table: Trades of the Imperium*)

Wargear: Flak armor or carapace armor or power armor, ornate robes or coat, dueling las pistol or plasma pistol, ceremonial sword or staff, servo-skull or devoted attendant.





Imperial Cultist

"It is a fool who tells a man how to run his own house; especially when he is only a guest and there under the sufferance of much wiser men."

- Cardinal Gregory Hestor

The teachings of the Ecclesiarchy are not a loving creed, as they were inceptioned to praise the Emperor above all other things and to give Mankind the faith and willpower to continue the endless fight against rebels, aliens and the forces of darkness despite horrendous hardship and torturous agony. There are countless factions of belief within the Ecclesiarchy, each preaching a slightly different message. Some are more common than others and in the dark times of the 41st Millennium the most apocalyptic, militant faiths have many supporters. These doctrines are highly xenophobic and violent, its members sworn to expunge all sin with fire and blade. For some cults their focus of hatred is very limited: mutants, witches or aliens. For others, such as the Redemptionists, they see sin in every creature, which must be purged through bloodshed; it really is a dogma of kill or be killed in the most extreme cases.

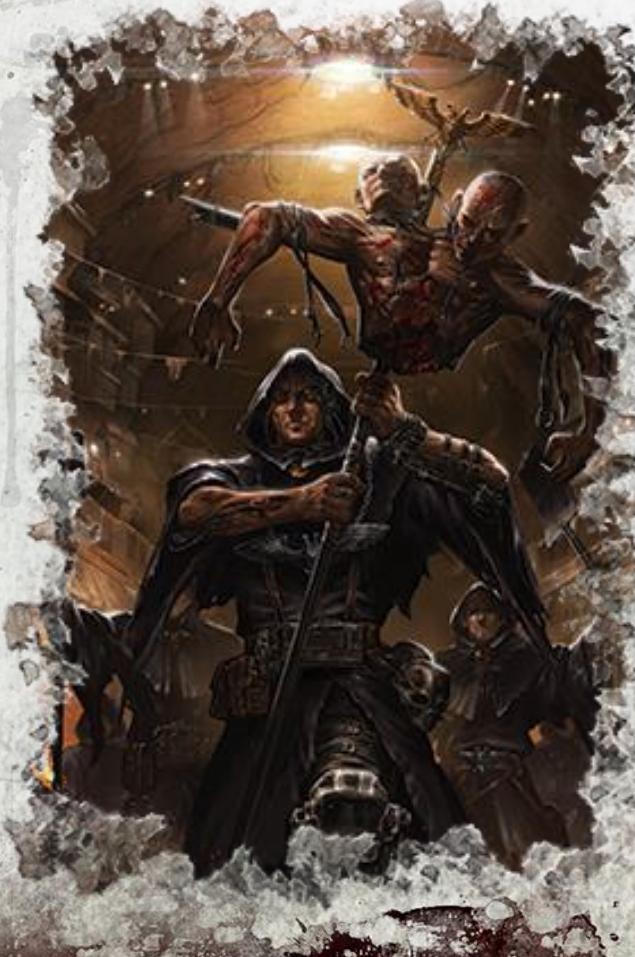
There are untold hundreds of thousands of cults, sects and secretive religions across the Imperium. Although ostensibly pro-Imperial, such militant factions can often pose more of a threat than the heretics they seek to destroy. Their mob mentality and ability to rouse a populace into a frenzied witch hunt, blinded by its all-consuming need for the guilty and blasphemous to be cleansed, can cause serious problems to any planetary government, upsetting the precarious balance of power which allows a world to continue to exist in a galaxy that contains a thousand and one threats. Such organizations can also be callously and cynically manipulated by individuals for their own agendas, and often act as a front for even more nefarious activities.

Creeds such as the Redemptionists can be highly organized, literally acting as a separate church under the auspices of the galaxy-

spanning Ministorum. Preachers and Cardinals loyal to the militant cause can supply arms and armor; although officially the Ecclesiarchy is banned by Imperial mandate from having any men under arms, these militias are often given weapons and accoutrements of faith by the Ecclesiarchy.

An Inquisitor, particularly one who is young or overzealous, can put such reactionary cults to good use, and on occasion it serves their purpose well to stir these hordes into a frenzy, either to achieve their aims or to provide confusion and anarchy as a cover for their own activities.

Behind his mask and robe, a Fanatic is still a man, with a man's weaknesses - petty jealousies, ambitions and opinions. Whilst the fervor of faith is upon him, the Fanatic will fight hard and strong, believing Justice, Right and the Emperor are on his side. However, once isolated from the mob, only the most strong-willed Fanatics can be of use, and it is these who will most commonly find their way into the warrior band of an Inquisitor, spurred on by his strong leadership.



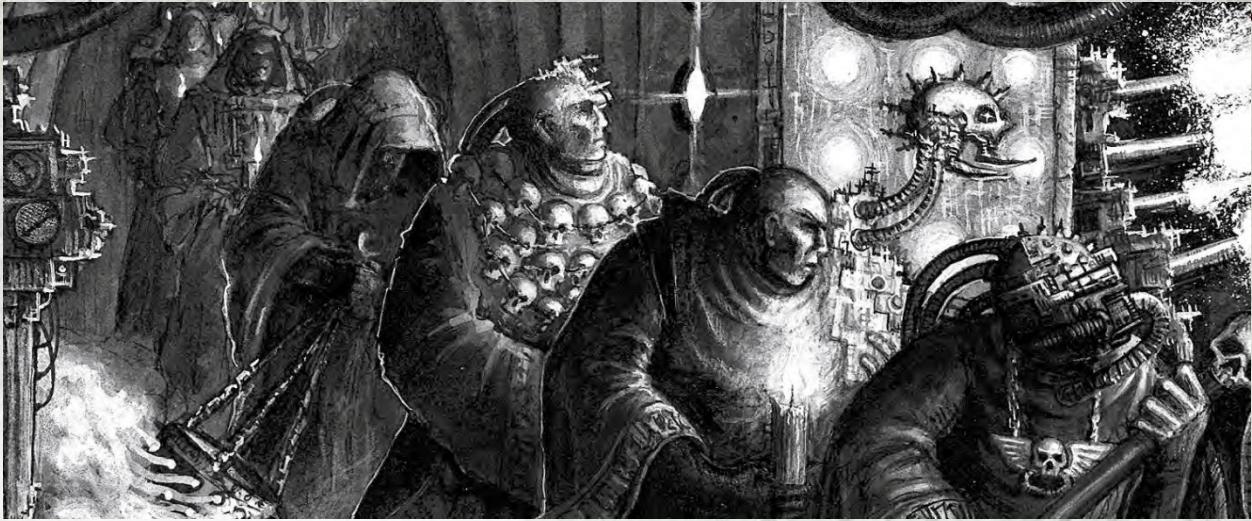


Table: Cults of the Imperium

Cult	Description
Cellular Cult	Perhaps the most efficient structure for a cult carrying out activities that risk regular exposure and persecution is the “cellular structure.” This kind of cult’s structure breaks down its membership into a series of small sub-groups, the cult’s cells. Cells, which range from a handful of individuals up to perhaps hundreds of members, are each devoted to carrying out a particular specialization or a certain task or goal. Other than the select few, or an individual, who control the cell, none of the cell’s other members has any direct contact with the wider cult or even other cultists outside of his immediate circle and cell.
Charismatic Cult	Charismatic cults are the simplest in structure, as their organization is based around the authority of a single figure - the cult’s leader. Personal authority is usually the norm in these cults and is maintained by the leader’s force of character, natural charisma, oratory skills, or simple personal power. Cults led by a single powerful figure such as a witch or magus are often of this type, although any place where malcontent or religious schism breeds can throw up a charismatic leader. This individual will exploit the weakness of others for his own personal power or gratification, or the fulfilment of his own apocalyptic vision.
Death Cult	Death and blood underpin human existence. It is a common truism that only through continued blood-sacrifice in the face of a hostile universe will mankind prevail, a sacrifice likened in the Imperial Creed to the bodily sacrifice of the Emperor himself. So it is in these beliefs that death cults flourish within the Imperium, a dark shadow of the more readily recognized sects of the Imperial faith, making them some of the most dangerous heretical cults that the Inquisition can encounter.
Exultation Cult	Exultation cults actively promote a relatively benign version of the Imperial cult. These cults believe, naively enough, that the Emperor wants all of His subjects to be happy. They hold that it is their duty to seek to be as content as possible with their lives, ever striving towards being at perfect harmony with their place in the Imperium. They refer to their philosophy as the state of being “True”, embracing the notion that the “Truer” they are, the more likely that the Emperor will smile on them and that good luck will surely follow.
Forbidden Worship	The Emperor of Mankind is the only god acknowledged in the Imperial Creed. All others are seen as primitive deviancy at best, and Daemons or echoes of the Warp at worst. On some planets, proscribed rites still thrive, and ancient powers or xenos races are worshipped in the Emperor’s place.

Freethinker's Enclave	The Imperium is too vast and ponderous to truly possess a unified culture, but local planets usually have their own traditions and rigid thought. Where groups grow dissatisfied with their hidebound way of life, a cult devoted to questioning and seeking truth can arise. It is neither seemly nor safe for the common citizens of the Imperium to be concerned with such matters, and these freethinkers can cause mass panics by pulling down the comforting veil of ignorance that protects their fellows.
Haemovoric Cult	To become spiritually strong, one must be physically strong. To be physically strong, one must be at the top of the food chain: the ultimate predator. Haemovoric cults seek to improve themselves, to gain their rightful positions of power, by consuming those they perceive as powerful. They are cannibals, glorifying in their internecine gluttony, preaching that their unwholesome acts condense humanity's magnificence into a few individuals. Many Haemovoric cultist have sharpened teeth or metal jaws, most carry marrow-spoons and brain forks, whilst the highest-ranking may even have limb-grinders and flesh strippers fitted directly to their digestive system. Occasionally, a haemovoric cultist may be fitted with additional tanks of bile and stomach acid so that he may consume all the faster (pre-digestion by others is not allowed)
Inhuman Ideals	It is acknowledged by the Ecclesiarchy and the Priests of Mars alike that humans are the pinnacle of life in the galaxy. In form, mind, and spirit, they are beyond the deviant xenos and twisted mutant. However, there are those who reject this truth, pursuing some perceived alternative to the natural perfection of humanity. There exist cults revering mutation, unhallowed cyber-augmentation, or even xenos assimilation as a form of apotheosis.
Mystery Cult	Mystery cults are centered, as their name implies, on secrets. These secrets may concern a hidden network of power, a cache of forbidden lore, access to ancient prophecies, or other esoteric truths and important information. These secrets are held by a select group, forming an inner circle or oligarchy (often with several sub-tiers of rank), and are the foundation of their power and authority. The cult's members must submit to this group's leadership and direction if they are also to gain access to the hidden secrets, and perhaps one day wield the cult's power for themselves. Many mystical cults, religious sects, and those focused on occult lore follow this pattern, as do a surprising number of institutions who hide their inner workings with elaborate ritual and labyrinthine secrecy. Within the Imperium, arguably the largest single mystery cult is the Adeptus Mechanicus. The Priesthood of Mars hides their secrets well, even from their own numbers.
Necrophagic Cult	Necrophagic cults are the most blatantly heretical and terrible of all death cults, with sects often springing up on worlds ravaged by incessant warfare or planet-wide famine, pandemic disease, or other terrible disasters. In desperation and often goaded by outside influence, the people's faith and devotion take on an increasingly malign turn, with human sacrifice, cannibalism, and necrotic rituals becoming widespread. In such cases the members of these cults rapidly become irretrievably insane and physically corrupt, and are often the playthings of warp entities, while the vile leaders of such cults walk a tightrope between burgeoning malefic power and utter madness. Necrophagic cults are never tolerated by the Imperial authorities and are hounded to destruction wherever uncovered.
Normalcy Cult	Be unremarkable. Be average. Don't stand out in a crowd. These cults spring forth from paranoid fears that sweep through the galaxy, and especially during the Age of Apostasy and Vandire's Frateris Templars purging whole worlds for perceived heresies. Their philosophy of normalcy has unfortunately becomes perverted over time to the point that they tend to aspire to become everyone and no one. Ritual brainwashing combines with surgical techniques to remove any evidence of individuality or personality. Physical characteristics are interchangeable, and it is not uncommon for members of these cults to have their own skins, eyes, and other features removed, to be constantly replaced by those of their victims. Thus the cultist's face often appears stitched on, stretched or floppy.

Pleasure Cult	The pursuit of pleasure, whether through partaking of exotic stimulants, the mingling of flesh, or gorging on epicurean delicacies, is a common focus for many cults. Although simple hedonism may seem to be a minor threat at first glance, those willing to place personal indulgence above the Imperium can be surprisingly dangerous if they see their delights threatened.
Progressivist Plot	The golden age of Mankind has come and gone. The wisdom of the past can be found with care and caution, but some are reckless enough to believe in seeking new answers instead. Cults of progress may lack reverence for old knowledge, or they may believe themselves up to the task of recreating it from first principles. In their pursuit of new and arcane secrets, they echo the hubris of the Dark Age of Technology, and may bring down ruin to match.
Redemptionist	To live is to sin, and to be a sinner is to be cleansed. Only the fiery wrath of the Emperor, as pronounced and executed by his mortal followers, can save Humanity from destroying itself in a morass of carnal wantonness and tolerant servitude to those who have been corrupted. The Redemptionists will bring fire and they will bring death, and those who oppose them are sinner's themselves, for they shield the dark and unholy from the righteous works of the Redemptionists. Repent and join, or be cursed and die.
Reliquist Cult	Reliquist cults believe they own a relic that the Emperor, a Primarch or similarly saintly figure once possessed in life. Not content with this, they seek out other relics, first of the Emperor, then of the Primarchs, then Saints, searching further and further abroad for any and all holy artifacts they can find. Networks of traders who believe in these faiths scour the worlds of the Imperium for anything to add to the immense collections these cults have gathered. These reliquary chapels can contain over a half a million relics in the most extreme cases, many of dubious provenance, yet still these cults' quest goes on.
Resurrectionist Cult	Resurrectionist cults are some of the oldest and perhaps most heretical cults, springing from a common foundation with the Holy Inquisition itself. They believe that certain rites and rituals can return the Emperor's soul to His body, imbuing it with true life again. They even claim that it is possible through the use of utterly forbidden archeotech to free the Emperor from the Golden Throne to walk among his people, "dead-but-alive-everlasting" to quote the darkly renowned Credo Mortifex. Such cults are hated by both the Ministorum and the Adeptus Mechanicus and must throw up a murderous veil of secrecy and superstition in order to survive. Such an occurrence, should it ever happen, would be Mankind's downfall, as a schism of believers and disbelievers would tear the Imperium apart..
Revenant Cult	One of the great themes and focuses of the Imperial Creed is the Emperor's bodily sacrifice, the great martyrdom by which he has preserved humanity and attained immortality. The sects and factions of the clergy that center their dogma on this aspect of sacrifice and ongoing life-in-death are known to the wider Ministorum as cults of the Emperor Revenant. Although such beliefs are accepted as cannon by the Ecclesiarchy, its extremist proponents have been sources of schism, deviancy, and heretical practice, counting among their ranks numerous death cults, suicidal zealots, and darkly mystical interpretations of the Imperial Creed.
Revivicator Cult	Rarely encountered but insidious in nature, revivicator cults ultimately seek to conquer the secrets of life and death itself. Some revivicator cults preach a doctrine of the Emperor's triumph over death and the conquest of human weakness, while others entreat darker masters, pursue utterly forbidden sciences, or hide baleful xenos or warp-spawned influences at their hearts. Often they espouse the goal of attaining physical immortality for the faithful and will go to unspeakable lengths to obtain their ends. Some even practice ritual revivification to indoctrinate their members.
Sanguinary Cult	Perhaps the most commonplace and famed sub-division of the death cults, sanguinary cults focus on the act of bloodshed itself - the manifold art of killing and the moment of extinction. Often honing the skills of the assassin beyond the ken of normal men, such cults are tolerated or at least willfully ignored by the Imperial authorities despite their heretical and even vampiric tendencies. This tolerance is

	<p>because they are known to be implacable in their hatred of mankind's enemies, supplying the Ministorum and the Inquisition with invaluable adepts of murder and fanatical killers loyal to the cause. Some have even more shadowy connections to the mysterious Officio Assassinorum, the secret organization that provides unparalleled adepts of murder for the High Lords of Terra.</p>
Secessionist Conspiracy	<p>The Imperium provides protection in exchange massive for tithes and harsh laws. Occasionally, some grow weary of this bargain, deciding that they would be better off beyond Imperial rule. Whether they seek to openly throw off the yoke of the Emperor or to withhold resources for their own use, they endanger not only the lives of those who depend upon them, but their own worlds should they succeed in pulling free of the Imperial aegis.</p>
Sorcerous Cabal	<p>The most immutable law of the Imperium states that all psykers must submit to the Adeptus Astra Telepathica and the Black Ships, to be judged and used for the benefit of Mankind. Those who flout the ban, whether natural wyrds or sorcerers dabbling in forbidden lore, are among the greatest threats a world can harbor. When they gather in numbers, for mutual protection or to seek power, they are truly a menace to be feared.</p>
Suicide Cults	<p>Suicide cults are based on the belief that only through the ultimate sacrifice can Humanity be accepted by the Emperor. They believe this so strongly that even unbelieving Imperial citizens can be borne up to Him in the great conflagration they will create. Unfortunately, these cults often become victims of their own success, its founders having killed themselves within a few years after forming, typically leaving no one left to carry forward their teachings. Most simply become another notation in the history books of their home world.</p>
Terror Cult	<p>Fear is the key. Terror brings understanding. Terror cults believe that Mankind should be scared, terrified of what waits for it in the galaxy and beyond. They decry the ignorance perpetuated by the Inquisition and other Imperial authorities, seeking a lack of knowledge as a weakness, forewarned is fore-armed after all. These cults work by spreading discord and panic, believing that any kind of terror is beneficial, that Mankind should be paranoid, afraid and phobic. Sabotage, mass poisoning, terrorism, kidnapping, nailing dead cats to the front of shrines, mass hysteria and warmongering are all the tools of the terror cult. The darkness holds the horror, and there are great gulfs of darkness between the stars.</p>



Imperial Cults

Each archetype of Imperial Cultist has a **<Imperial Cult>** keyword. This keyword represents the variant beliefs of the character. The player selects one of the Imperial Cults listed above (or works with the GM to create one of their own) and replace the **<Imperial Cult>** keyword with the name of that selection.

Fractures of Faith: The Imperial Creed is divided at best, sharing little in commonality and orthodoxy beyond the veneration of the God-Emperor of the Imperium. Even within the auspices of the Adeptus Ministorum itself, segregations and denominations are virtually without number, as the differences of faith continue to grow over the long millennia. As such, cultist can only truly fathom the methodologies and structures of similar cults to their own. Characters with the **<Imperial Cult>**

keyword gain +½ Rank bonus to Skill tests relating to identifying aspects of, assimilating into or otherwise interacting with cults of similar origin to their own.

Heretical Doctrine: The Imperial creed is a faith divided by a thousand different interpretations and traditions sacred across thousands of planets. While sects of the Imperial creed may differ in particulars of ritual and the method in which their faith is expressed, all these traditions are bound together by their faith in the divinity of the God Emperor of mankind. On occasion, however, the beliefs of a sect slip beyond the bounds of the Ecclesiarchy's tolerance, and the sect becomes condemned as heretical. As a result of how insidious a cult's origin, or a corruption of a once-loyal cult of the Emperor can be, characters with the **<Imperial Cult>** keyword can choose to begin play with the

<Mark of Chaos> keyword. This keyword can only be gained in this way during character creation, as it represents a fundamental, pervasive corruption of the cult's inner doctrines, making the character an (unwitting) pawn of chaos.

Imperil Cultist Objectives

D3 Roll Result

- 1 Describe the benefits (or lack thereof!) of gaining the attention of the God-Emperor
- 2 Proclaim an aspect of the Imperium in a zealous manner, either to condone or condemn it.
- 3 Bear witness to an act that you consider a sign of the God-Emperor's (dis)favor.



Charlatan

"We wretched souls here on the frontier of the Imperium are all but lost as we face unspeakable horrors, unfathomable temptations, and threats to our very humanity. It is only by the merciful vigilance of Saint Drusus that we are brought safely through the storm."

- 'Sister' Styliane

In the Imperium, there are those who would use the faith of their fellow man to earn their way. These individuals do not do so in return for the spiritual health of their charges, as true members of the Ecclesiarchy do, but rather they are frauds, cheats, and swindlers. These charlatans make their living selling false relics of the Ecclesiarchy as talismans against the darkness, cures for mortal illness, and charms to ward off misfortune. The people of the



Imperium are generally devout and those who are willing to abuse this devotion for their own ends can make a good deal of profit. Indeed, the common man is far more devout than he is discerning or learned and millennia of constant missionaries' sermons has made the populace prone to believe those who claim some level of Ecclesiarchal authority.

The Imperium is subject to all manner of threats and is fraught with terror. The threat of xenos attack, the depredations of Chaos, and the very environment itself can all prey on the minds and souls of the weak-willed. It is from these horrors that the charlatan offers succor. With only a brief exchange of words, a charlatan can gather what it is that his mark fears most and provide to him, for a modest fee of course, the object sure to ward off that particular evil. These relics are never the genuine article, as might be expected, but it is the art of the charlatan to convince his victim otherwise.

One decides to become a charlatan the moment he decides that his own profit is worth abusing the common folk of their faith, and not before. Perhaps the charlatan-to-be never had much use for faith in the first place or perhaps he was a former man of the cloth embittered by long years of calamity and misfortune. Regardless, at the moment they become a charlatan, the individual has stepped out of the light of the Emperor and must forever guard his actions against the paranoid eye of the Ecclesiarchy, for fear of their righteous persecution. They work beyond the sight of the Ecclesiarchy and their actions are counter to that illustrious organization, turning them into bitter cynics seeking to bilk the faithful, honest citizens of the Imperium for their own ends.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: Fellowship (3)

Skill: Deception (1), Awareness (1)

Benefits

Keywords: Imperium, <Imperial Cult>, Middle Class

Influence Bonus: +1

Cold Reading: Utilizing a combination of fast-talking and body language interpretation, the Charlatan can quickly assess attentive crowds and potential customers. They gain +Rank to Awareness and Deception tests when attempting to swindle, mislead or purposefully take advantage of another's naivety.

Wargear: Ostentatious robes, aquila necklace, laspistol, 3 trinkets or curios, several false relics, grimoire with hallowed out center

Frateris Militia

"My militia of faithful, you may not be clad in the blessed flak armor of the Imperial Guard. You may not bring the Emperor's wrath through the barrel of the righteous Lasgun. What you lack in the Imperium's most blessed weapons of war you replace with fervor and faith. No army forged can stand before the might of the Emperor's judgement wrought by our hands."

- Abbot Von Schteil

Since the dark days of Sebastian Thor's great reformation, the Ministorum has been prevented, by the dictates of the Decree Passive, from maintaining forces that consist of "men at arms." Although this statute put an end to the vast standing armies of the ancient Ecclesiarchy the archaic wording of the decree has been subjected to many abuses over the centuries, and only a fool would assume that the Ecclesiarchy lacks military power. In times of great need (wars of faith or

crusades), the Ecclesiarchy arms its male servants, both from the clergy and the mass of lay followers. A great mass of clerks, Deacons, Pardoners and other minor functionaries swarm from the great temples and cathedrals, armed with whatever weapons they can lay their hands upon. To some, they are nothing but a disorganized rabble, a greater threat to themselves than to any opposing force, but on many occasions the Frateris have been known to perform tremendous acts of courage and valor in the name of the Emperor.

Members of the Frateris Militia are not professional soldiers, and receive no training in their role. However, their faith is strong, and they often go on to perform great and terrible deeds in the name of the Master of Mankind.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: None

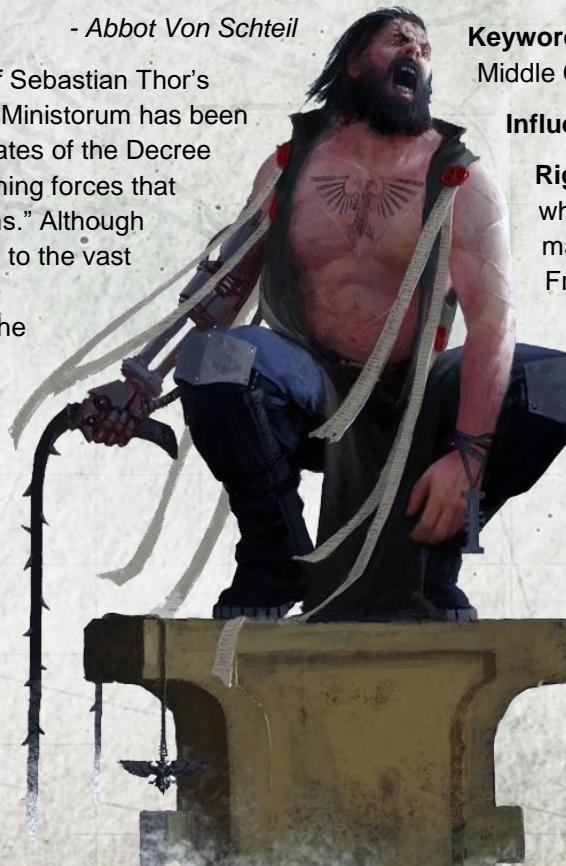
Benefits

Keywords: Imperium, <Imperial Cult>, Middle Class

Influence Bonus: 0

Righteous Fury: Frateris Militia, while not necessarily skilled militants, make up for it with their zealous faith. Frateris Militia may spend Glory to add +Rank to their damage value.

Wargear: Lasgun or hunting rifle, knife, aquila necklace, a charm, knife, backpack.





Convert

"Raise high the Drusian standard! Chant loudly the warrior's prayer! Know well the Abenican prophesies! Take up the Saint's crusade and do the God-Emperor's work in the Expanse! To do less is to be damned."

- Lord-Captain Domingus Quall

The Imperial Creed is a rabidly evangelical one, which loudly professes its divine mission to spread across the universe, annihilating all other faiths. Yet the Imperium, for all its might, does not dominate every corner of the Galaxy. There are many independent worlds and human-controlled empires where older faiths yet prevail. Some are relics of pre-Imperial religions, perhaps even from old Terra, while others are local inventions or the works of subtle and devious xenos who use humanity's drive to spirituality against it.

Such heathen worlds are targeted by the righteous missionaries of the Missionarus Galaxia, experienced Imperial servants who voyage alone to study the local heretical faiths in order to either implant coded long-term prophesies into the local myth cycle, or, where possible, to overthrow the preeminent religion through sermons or outright



violence. Such is the faith, fervor and charisma of these men and women that they are often able to sway even the most dedicated followers of the rival religion to their cause. Many a dread Priest-King of a heathen world has been rudely

awoken by the charge of a vast army of converts headed by a grizzled veteran of the Missionarus Galaxia.

Those who join the Imperial fold (save those who have dabbled in the work of the Ruinous Powers) are embraced by the Ecclesiarchy, even though their religious instruction is often fragmentary and distorted. The clerics ask why should the Ministorum reject the devotions, however misguided, of any convert willing to lay his life down for the Emperor?

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: None

Benefits

Keywords: Imperium, <Imperial Cult>, Middle Class, <Any>

Influence Bonus: +1

Fanatical Evangelist: Converts, they say, are the most vocal and fervent of their faith. Once per combat, they may make an interaction attack that affects a number of targets equal to his Rank.

Wargear: Ritual robes or flak armor, stubber, sacrificial blade, lasgun or choice of single augmetic

Fanatic

"Why do you stay your hand? Where one mutant exists, I know there must be others!"

- Last words before the Burning of Hive Jaspo

The Imperium thrives on belief. Belief drives the Adeptus Ministorum in its efforts to unite Mankind in worship of the Emperor. For most citizens, belief might be as simple as the forlorn idea that tomorrow might be a better day, or that they can expect a tomorrow at all. For a Fanatic, though, belief is all. It consumes his life, and the

depth of his conviction creates the purity of utter certainty in his actions and utter obsessiveness towards his goals. He might easily hate anyone not agreeing with him as much as he hates the target of his beliefs, and burn friend as well as foe in his quest. Death holds no fear, and any setbacks only make him redouble his efforts. Convinced in the righteousness of his beliefs, no matter what they are, he strides fearlessly against his foes as an unstoppable force, and woe unto anyone or anything that dares bar his way.

While every fanatic is nigh-absolute in his conviction, for some the exact target of that conviction could shift. This can come about due to a change in location, where he might encounter an unfamiliar heretical cult or foul xenos race and thus make this his new focus. Alternatively, he might strive to abolish plasma weaponry after suffering vent-burns in combat or upon learning that such weapons devastated a beloved settlement. A fanatic might be aware of his dogmatic nature, and through sheer force of will redirect his monomaniacal dedication towards a new purpose or foe. So long as he has a proper focus, this type of fanatic can develop and become even more useful for the warband.

Within a warband, a fanatic can be a powerful asset. Where others might falter when set against overwhelming cultists or terrifying Daemons, he cannot be stayed and can inspire others with his convictions. When heroes face hopelessly complex data retrievals or insidiously attractive temptations, a fanatic rebukes doubt and exhorts his compatriots to do the same. He always scoffs at any signs of laxity, and considers anything less than absolute conviction to be weakness - and no fanatic can abide weakness. This can lead to rabid pursuits in mistaken directions or futile attacks, however. In some cases, the other members of the warband might have to rein in or redirect a fanatic when his actions are not furthering their aims. This can be a difficult task, for a fanatic often opposes these efforts with increased certainty that his beliefs are correct, and redoubles his actions despite any evidence others might see.



Flame weapons are a weapon of choice for militant fanatics, as the Emperor is often symbolized as the cleansing fire in these religions. Other than these, spiked maces, whirling chain-axes and chain swords and other weapons which rend and tear flesh in a scourging manner are also extremely popular.

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower (4)

Skill: None

Benefits

Keywords: Imperium, <Imperial Cult>, Middle Class

Influence Bonus: +2

Death to All Who Oppose Me!: In addition to the normal uses of Wrath, a Fanatic may spend one point to gain +Rank bd to his attacks against a current foe for the duration of an encounter.

Wargear: Ritual robes, cult trappings, chainaxe or chainsword, hand flamer, grisly trophies.

Cultist

"Until you've added your own voice to three million others, every one chanting the death-song of Saint Drusus, you'll never understand what faith can be. Never..."

- Frater Kuluminius

Cults exist across the length and breadth of the Imperium. The usage of the term "cult" within the wider Imperium is a general one used to encompass the bewildering variety of possible religious sects, secret societies, creeds, political parties, associations, guilds, and conspiracies that are commonplace in the Imperium's many cultures.

Outside what might be termed the two great cults of the Imperium - the Ministorum Creed and the Cult Mechanicus - many other cults exist. The most common take the form of sects of the Imperial faith who devote themselves to a particular aspect of doctrine or the veneration of a particular saint or miraculous event. Second to these are warrior societies of various forms, which are especially prevalent on feral or feudal worlds. Beyond these, most worlds often boast scores of other local cults whose exact nature often baffles outside scrutiny, tied to some idiosyncrasy of culture, planet, clan, or historical event. It is only when a group becomes considered heretical and is judged to espouse an ideology that is contrary to the Imperium's law or broad strictures of the Ministorum Creed that a cult merits the Holy Ordos' attentions.

Membership into these cults ranges from less than a dozen individuals to many thousands. Most operate on a hereditary basis, whereby members are born into the cult and may never



leave it, under pain of death. Other cults operate a system whereby new members are normally recruited in incremental steps so that the true nature of the cult is not divulged until the very last. There is another type, however, whose methods are the very stuff of nightmares. Such cults forcibly recruit their members. They do this through a wide range of methods, but the most common is simply to kidnap the individual and spirit him away to some secret lair, then to 'convert' the poor unfortunate with ritualized psycho-conditioning techniques. Needless to say, many of the cults that practice such methods are proscribed across the entire Imperium and subject to ruthless purging whenever discovered. Yet, many of the 'legitimate' cults utilize such methods as well, this fact being conveniently overlooked by the

authorities should they have need of the services of their members.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Persuade (1)

Benefits

Keywords: Imperium, <Imperial Cult>, Middle Class

Influence Bonus: +2

Exultation of Faith: Cultists gain +Rank to Persuade tests, including Interaction attacks, against targets with the Imperium keyword.

Wargear: Lasgun or autogun, knife, symbol of authority, cult trappings, ritual robes.

Crusader of Faith

"Why do you stay your hand? Where one mutant exists, I know there must be others!"

- Last words before the Burning of Hive Jasp

The cult crusader protects his allies from the unholy enemy, both with his martial abilities and the strength of his faith. He can serve an important role in any cult, bearing the brunt of the enemy's assault in order to protect allies, but is invaluable when facing the profane and unholy; whatever the cult has deemed that to be. The cult's crusader is a paragon of righteous battle. Standing strong against the enemy, he absorbs blows and

gives back in equal measure against his cult's most hated foes.

A cult crusader excels in single combat, taking the fight to the foe to neutralize the threat or buy time for his allies to complete their mission. Although heroic single combat is where he shines, he can also hold the line against the gibbering tide of horrid foes. A cult's crusader's strong resilience and determination allows him to survive outnumbered where others would fall. However, even if it means sacrificing himself, a he stands firm so that the side of righteousness wins the day. Often, an inspirational death can turn the tide of a battle as surely as any cleaving strike or accurate shot, and the cult's crusader knows the true importance is the final defeat of his unholy nemeses, for to lose against such foes is more than mere defeat - it can spell the doom of entire world's worth of souls.

Although many cult crusaders have ties to the Adeptus Ministorum, they can come from any background. Many are drawn from the ranks of the numerous Frateris Militias across the Imperium or Adepta Sororitas Orders, all of which ensure they have a properly fervent hatred for their enemies. Others can come from noble families - especially those with proud traditions of honorable martial combat - or Imperial Guard regiments already inured to unending war and the foes that Mankind faces.. What truly defines a cult's crusader is his dedication to battling the unholy.

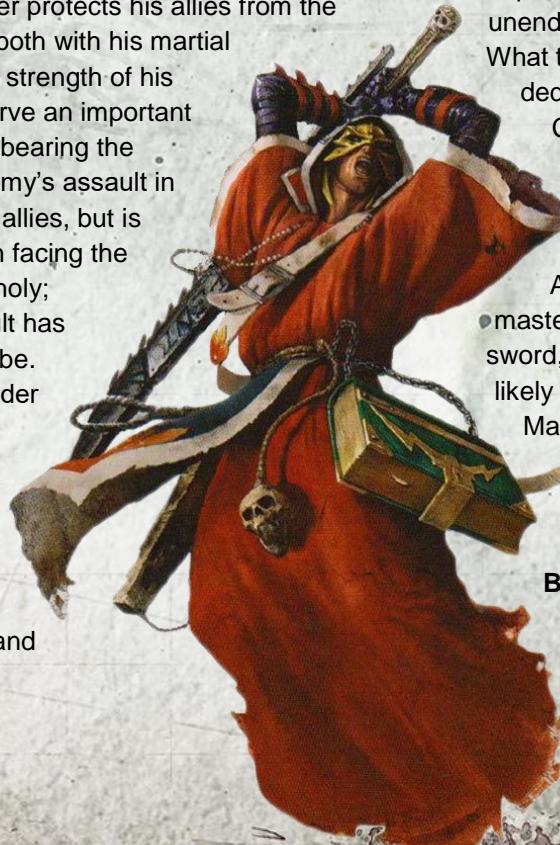
Consequently, many can trace their oath to a single defining event, or have always known their calling to be battling the enemies of the Emperor.

Almost without exception, the crusader is a master of melee combat, favoring a sanctified sword, axe, or mace to purge the unholy. He is likely to eschew ranged weapons altogether.

Many view it as the ultimate show of faith and courage to take the fight to their cult's most hated nemesis in personal combat.

Build Point Cost: 30

Prerequisites



Tier: 2

Species: Human

Attribute: Initiative (3)

Skill: Weapon Skill (4)

Benefits

Keywords: Imperium, <Imperial Cult>, Middle Class

Influence Bonus: +1

Smite the Unholy: Choose one type of enemy (such as a xenos species, daemons, mutants, a rival cult, etc.) at character creation. This is the cult crusader's most hated enemy. Whenever he inflicts a hit with a melee attack against his cult's nemesis, he inflicts +Rank additional damage and counts his weapon's penetration as being +½ Rank higher.

Wargear: Ritual robes, cult trappings, eviscerator or chainsword, knife, expression of faith (memorable injury), sanctified charm



Penitent

"Let the heretic strike and scar me. He can do nothing as terrible as what I truly deserve."

- Tarrantine Erasmus

Most heretics end their deluded lives burnt on righteous pyres, devoured by Daemons, or torn apart by loyal citizens, but for a small portion there are fates perhaps worse. A Penitent must continue living, both knowing his damnable transgressions against his fellow humans and denying himself cleansing death until he redeems his soul. Even this mental suffering is not enough - for many, similar punishment of the flesh is also necessary. He might obsessively lacerate his own skin with a small whip he carries in one hand, or he - humble even in his

suffering - might employ such devices as an inner waistcoat of tiny barbed chainmail or gloves lined with burning chems. The penitent fully believes in his woeful state, and his sins dominate his thoughts. He might share them with others, but most keep such transgressions private. He knows he has erred in the eyes of the Emperor, and that is enough in his fervent desire for utter purity. The penitent knows of his terrible sins, be they real or imagined, and devotes himself to using pain, denial, and other mortifications of the mind and body in his quest for redemption.

The Adeptus Ministorum holds penance as an important part of faith, and penitents can be found throughout the ranks of the Ecclesiarchy. Some are used to hunt down other sinners, knowing that only through purifying flames can the unrighteous find the Emperor's blessing, and praying for the day they are allowed to also burn. Many a penitent seeks his own personal acts of redemption. He might have been a criminal or heretic who was never caught, and realized his sins in a flash of light, as if the Emperor turned His Gaze upon his face. He might have witnessed the horrors of his actions,



such as seeing a Daemon possessing a sacrifice or watching a hab burn due to shoddy work. He may have been the proud officer who saw all of his loyal men and women perish in the futile attack he ordered, or a cowardly Enforcer who led and allowed bloodthirsty cultists to overrun his comrades. He might be a hidden mutant, knowing his very flesh is a sin no matter the actual degree of his genetic corruption. In these cases, the Penitent could undertake his own solitary path of suffering to gain no one's forgiveness but the Emperor's. He might abandon his life to become an outcast or remain in his current vocation, with no one but himself to determine what, if anything, constitutes absolution.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: Willpower (4)

Skill: None

Benefits

Keywords: Imperium, <Imperial Cult>, Middle Class

Influence Bonus: -1

Cleansing Pain:

Whenever a Penitent character suffers 1 or more points of Wounds or Shock damage, he gains a +Rank bonus to the first test or action he makes before the end of his next turn.

Wargear: Ritual robes, marks of penance, stubber, knife, choice of laspistol or autopistol, choice of 2 mutations or mental traumas.



Redemptionist

"There are none above redemption at the end of a Chainsword. Should I fall, it is because it is my sublime reward to have been chosen for absolution by the God-Emperor."

- Redeemer Cosler

The Imperial Creed is not a forgiving doctrine of faith. Those who observe it in the strictest possible way know that redemption is only found in death. Many seek their own redemption on the battlefield for the sins they have committed against the God-Emperor. The Redemptionist seeks to bring redemption to others. Many Redemptionists find one sin particularly offensive and seek any opportunity to bring final salvation to Xenos, Heretics or those who traffic with Daemons.

Redemptionists will often congregate in cults whose focus of hatred is similar. A few Cardinals see these cults as breeding grounds for assassins of the faith. They will provide the cults with resources as well as targets. Confessors or other clergy will often accompany them to document and bear witness to the faithful cleansing. Those Redemptionists who prove themselves competent or especially devoted are often recruited into the service of a Cardinal or into an Acolyte Cell.

Large groups of Redemptionists are known to pose a serious threat to stable populations. The task at hand is never truly done in their eyes, if all of the Xenos are purged then all those who aided them must be purged. All those who failed to fight the Xenos must then be purged, then all those who might fail in the future and so on until everyone is persecuted for the failure to prevent such heretical acts.

Planetary governments must often act quickly before the frenzied need to put the blasphemous to the

pyre spreads. Clever leaders will find new targets or crusades for the Redemptionist cults. More drastic means may also be utilized including condemning the cult as heretics themselves.

Inquisitors, especially those who are very zealous, put such reactionary men to productive purposes in Acolyte cells that lack either focus, faith or simply a large chainsword capable of tearing an Ork or Heretic in half. The Redemptionist is, however, only a man and is susceptible to many of the same depravities, confusions and wounds as any other man. Determination and Faith do not make one invincible and many die willingly for their cause.

Build Point Cost: 40

Prerequisites

Tier: 2

Species: Human

Attribute: Agility (2), Initiative (4)

Skill: Ballistic Skill (2), Weapon Skill (2)

Benefits

Keywords: Imperium, <Imperial Cult>, Middle Class

Influence Bonus: +2

Transcendent Hatred: The

Redemptionist's hate for his enemies is so profound that it has transcended single groups and is projected onto any who stand against him. The character may declare any enemy a hated foe and gain a +2 bd bonus to all Weapon Skill or Ballistic Skill tests made to attack him. As a Full Action, the character may make a Persuade (DN 4) Test to extend the effects of his hatred a number of allies equal to his Rank around him.

Redemptionist Cult: All Redemptionists are part of a Redemptionist Cult (see **Table: Cults of the Imperium**).

Wargear: Shield robes, Redemptionist cult trappings, eviscerator or chainsword and hand flamer or flamer.



Death Cult Assassin

"The Blood of Martyrs is the Seed of the Imperium..."

- *The Emperor of Mankind*

The Imperium is founded upon death and bloodshed, and maintained only by the further sacrifices of Humanity. In the Imperium, as in any society, there are those for whom death is a way of life, and death cults of many types can be found on human worlds across the Imperium. Some are undoubtedly Chaos-influenced, unwitting pawns of men who would bargain with Khorne the Blood God. Others revel in holy slaughter, dedicating their victim's souls to Him, offering up blood sacrifices to the Emperor so that He might answer their prayers. Then there are the Death Cults that specialize in ritual murder and assassination. The art of the blade is paramount to many Death Cultists; different

types of incisions, lacerations and punctures, the weapon they are inflicted with, and the body location on which they are made, all have special significance to dedicating the soul to the Emperor.

Death Cultists are quite frequently cannibals and haemavores (blood drinkers). They feel purified by eating the corpses of those they've slain, stealing their enemy's prowess and soul for themselves. Often blood is siphoned off from the dead as offerings to the Emperor, and Death Cultists will make pilgrimages to a great Cathedral of the Ecclesiarchy to present their gifts to the Emperor.

Many of the ritual weapons used and lovingly maintained by Death Cultists are highly specialized. They use all manner of blades such as



knife-rings, punch-daggers, dirks, poinards, stilettos and whip-scythes to incise and lacerate. Even more fanciful and symbolic armaments include cross-shaped throwing blades, rending claws shaped like eagle talons and knives carved from the sharpened bones of the faithful or heretical. Death Cultists do not always shun ranged combat totally, and some swords and blades may incorporate mechanisms that fire flechette darts that tear flesh and smash bone, or sedative coated needles that render their victims paralyzed so they may be sacrificed later.

As one might expect, Death Cultists are expert, cold-blooded killers. They can stalk their prey for hours, even days, before picking their moment. In an explosion of power and speed they leap cat-like from the shadows, blades flashing, beheading, severing limbs and disemboweling with savage grace.

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Human

Attribute: Agility (4)

Skill: Ballistic Skill (2) or Weapon Skill (2)

Benefits

Keywords: Imperium, <Imperial Cult>, Middle Class

Influence Bonus: 0

Glancing Blow: Death Cult Assassins depend upon their movement to avoid harm. Unless they are immobilized 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, lascannon, 3 doses of stimm.

Cult Magus

"Any grace that was mine is gone. I am a priest of a church of bones and all my flock are grinning skulls and ashes. I am no longer a man: I am a thing made of bleak knowledge, squandered purity and regret."

- Confessor Adsø

A magus is a faithful priest or scholar of a cult who has been drawn into the service of a radical creed and has sacrificed himself to the learning of dark knowledge and the forbidden arts of sorcery. The knowledge and use of sorcery are blasphemous acts that eat away at those who acquire and wield such dark arts. Nevertheless, the power of sorcery and daemon lore is a potent weapon against the manifold threats faced by the Imperium, and so it may be wielded by those who know that they are damning themselves but are willing to sacrifice their souls in the defense of humanity. Or so they believe.



A cult magus studies and acquires proscribed knowledge concerning the nature of the warp, the power and nature of daemons, and the manipulation of warp by the arts of ritual and sorcery. These are the wizened masters of warp craft who can summon daemons, open portals into the ether, see things far off and days remote, and create artefacts of occult and unclean power. Such dedication is motivated by an obsession with knowing what should not be known, or by the desire to wield unnatural power that is beyond that open to most humans. The power of a cult's magus has potential that is only bound by the weakness of the human mind when confronted with truths greater than it can cope with.

Forbidden knowledge is bought with unspeakable acts, obsessive pursuit of foul tomes, occult artefacts, incunabula, and long study. Given the fragmentary and often contradictory nature of the Dismal Texts, the practice of warp craft requires long experimentation and a considerable intellect. The effects of such study and practice are corrosive to body and soul. Most cult magus go mad and are slowly eaten by the cancerous nature of the things they know. Many succumb to daemonic influence and possession or become monstrous things ruled by their malignancy and dwindle into darkness and a life lived in nightmares. Some simply vanish and are lost to an eternity of suffering at the hands of the

forces they sought to understand and control.

Some cults believe only the pure and just who sacrifice themselves to damnation in the service of their Imperial Creed may do so; all others are vile heretics who deserve only fire and death. The goal

of some cults is to master and dominate the powers of the Warp and of Chaos and bind them into mankind's service, a deadly pursuit that requires women and men of unfailing will and vision to accomplish. The strength of character required to stand with one foot in heaven and the other in hell is a rare thing indeed, for the higher echelons of many cults venerating the Ruinous Powers are peopled with men and woman who have sold their souls in return for occult power, having lost the strength of will to resist the temptations of chaos, becoming nothing more than slaves to damnation.

Build Point Cost: 30

Prerequisites

Tier: 2

Species: Human

Attribute: Intellect (2)

Skill: Scholar (2), Psychic Mastery (2)

Benefits

Keywords: Imperium, <Imperial Cult>, Academic

Influence Bonus: 0

Corruption: +3

Malefic Scholar: A cult magus 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. The cult magus does not require the <Psyker> keyword to purchase Psychic Mastery or additional powers. However, when he assembles a dice pool for a Psychic test, he combines their Psychic Mastery skill with Intellect instead of Willpower, as his source of powers are sorcerous arcana and occult ritual.

Wargear: Ritual robes, laspistol, psychic charm or focus, grimoire of blasphemous knowledge2 scrolls of occult origin





Demagogue

"You have been forsaken! You have been enslaved by lies, beaten by injustice, and bled by greed, but you have not bowed your heads or bent your knees. If it takes a thousand years and a river of blood, then so be it, but we will be free!"

- Unidentified heretic

Demagogues are rabble rousers and agitators who can sway great crowds with their words. These fiery orators may be cult leaders, idealists, madmen, fanatics, or subtle manipulators and agent provocateurs. All, however, have the skill to draw crowds together with words, bind them with rhetoric, and loose them on a target like a pack of dogs. Worlds have burned because of the actions of such men and women. Some wish for nothing more than to see the world around them torn down and set aflame, to stoke the fires of anger and dissent to the point of an all-consuming inferno. Some demagogues are created by the injustices done to them or those around them, injustices that push the demagogue past the confines of society and into open insurrection against all in

authority. Many Demagogues within the Imperium are touched with such conviction and faith that they use their skills to build crusades of the credulous and desperate. Of these renegade preachers, many profess faith in the God-Emperor of Mankind in some form, but a few are spurred by the touch of Chaos and the lure of false gods.

To the Imperium, demagogues are, for the most part, a menace whose activities must be controlled - and if necessary curtailed - with force. This can be more easily said than done, for many demagogues are adept at slipping through the Imperium unseen and unaccounted for. It is common for recidivist demagogues to appear long enough to create a brushfire rebellion or riot, only to melt away when the authorities move against them and replicates the destruction they have unleashed somewhere else. These elusive agitators are the most dangerous and hunted variety of demagogue, and many are counted amongst the most notorious of recidivists and heretics.

Build Point Cost: 50

Prerequisites

Tier: 3

Species: Human

Attribute: Fellowship (5)

Skill: Persuade (5)

Benefits

Keywords: Imperium, <Imperial Cultist>, Academic

Influence Bonus: +6

Master Orator: A demagogue's words are capable of making individuals and crowds turn to violent anger or righteous exultation, shifting the mood of the masses to execute his will. Once per encounter, as a Full Action interact attack, a demagogue can affect a number of individuals or mobs equal to $\frac{1}{2}$ Rank, increasing or decreasing their next skill test DN by his Rank.

Wargear: Ritual robes, flak armor, shock staff, symbol of authority, cult trappings





Imperial Navy

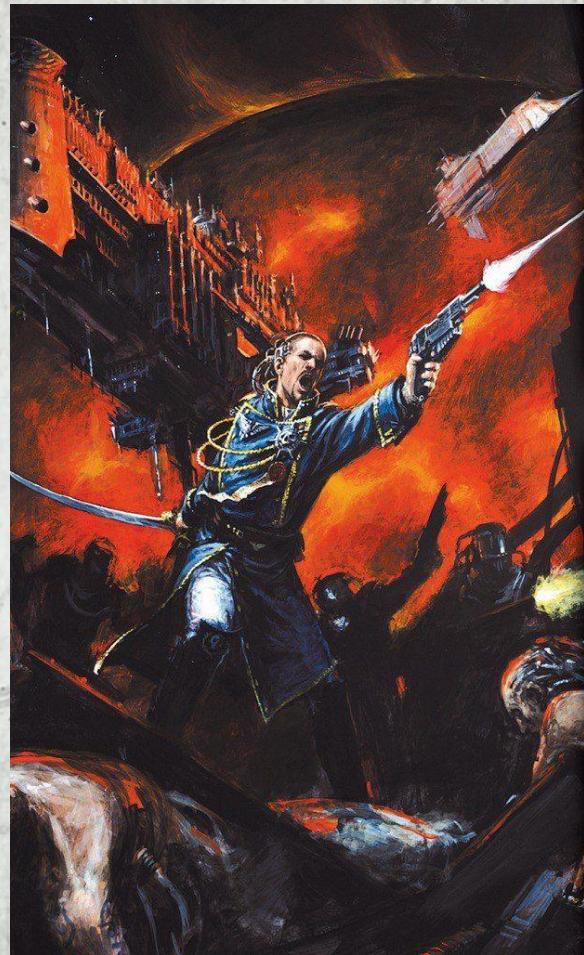
"If the Adepts Astartes are the Emperor's wrath, and the Imperial Guard His hammer, then His Holy Navy is His mighty shield."

- Cardinal Gregory Hestor

The Imperium is made of untold of worlds across a vast galaxy, each separated by more space than it would seem possible to defend; in truth, it is impossible. It is the job of the Imperial Navy to fly in the face of this impossibility and carry the Emperor's Truth, and His troops, to where they are needed most. For all living aboard the vessels of the Navy, life is a never ending series of wars, broken up only by the horrors of travelling through the Warp to the next battlezone. Though brutal, it is a life of duty, filled with a sense of purpose that comparatively few humans in the galaxy ever have the privilege to know.

Without the Imperial Navy, the Emperor's domain would be impossible to maintain. It would surely have been reduced to nothing but a handful of systems, capable of little more than holding its own against rampaging xenos. With the Navy, Mankind sails across a sea of stars as one of the most far-reaching, diverse, and powerful races in the galaxy, its vessels acting as a tangible extension of the Emperor's Might.

The ships of the Imperial Navy have a wide range of functions, from transporting supplies, munitions, and the armies of the Astra Militarum to acting as purely offensive warships capable of engaging and destroying entire enemy fleets. Mighty as their weapons and engines might be, the living heart of each vessel is its crew. The many officers, ratings, and laborers who fill these gargantuan vessels guide them to their destinations, keep them in good repair, deploy their thunderous armaments, and lead them to victory after victory in the name of the Emperor. As humans are a more easily acquired and replaceable resource than blessed technology, Imperial ships featured little or no automation. Even the smallest Naval vessels thus require crews numbering in the thousands, all needed to



man the colossal weapons, engines, and other systems that keep their ships combat ready.

Such ships truly are living cities, massive hives surrounded not only by enemy ships but the remorseless enemy of space itself. From ragged clans who live amidst the gigantic weapon batteries they hereditarily clean and load to proud officers commanding from gleaming bridges, those of the Imperial Navy are battle-ready, displaying hardened resolve forged on the anvil of conflict.

Even the lowliest crewman aboard a ship in the Imperial Navy is likely to be exposed to experiences that no planet-bound citizen would ever have. Daily life revolves around preparing for and fighting wars, and in many cases, that means combating alien threats to human worlds. In the blackness of space, gunners and interceptor pilots engage with enemy starships.

In the skies of a million planets, Thunderbolt fighters and Vulture gunships dogfight with alien aircraft or strafe ground formations. In landing bays, underdeck taprooms, and ornate officer's lounges, stories are told of the wretches fought in the Emperor's Name, and of the villainous ménaces from inhuman aliens to unclean rebels.

The relentless losses in combat force naval ships to continually seek out new crew. For this reason, each planetfall includes skimming from the elite of planetary defenses as well as mass impressments to fill the ranks below decks. Those who survive combat, both warriors and those skilled in healing the injured, might dedicate themselves to hunting down and destroying the foul wretches who have dared stand against their Emperor. This could include single-minded pursuits - no matter official orders - against an entire alien species or a specific enemy commander, until honor and blood are satisfied.

Naval personnel are also more inured to the horrors of space travel, such as dealing with unexpected hull breaches, leaking plasma vents, or even daemonic manifestations whilst in the Sea of Souls. This can include rough familiarity with technological operations, enough to maintain a crippled system until proper tech-rites and anointments can be provided. Depending on their duties, they might also be skilled in operating vehicles from cargo loaders to elite aerospace fighters, or in navigating routes across systems or across planetary surfaces.

Imperial Naval crews live within military structures, and though these vary from sector to sector and even ship to ship, all demand discipline and duty. Those in command are skilled at ordering and inspiring those under them, as well as supporting those above. For some, exhorting their fellows to greater efforts in the name of the Emperor is an even larger part of their lives than merely cleaning dockyards or loading supplies.

Most members of the Imperial Navy are foremost combat veterans, though, having faced bloodthirsty pirates in frantic boarding raids, long range bombardments, or more personal aerial

combat. Many have seen and fought aliens, something few - if any - Imperial citizens could imagine happening. Some have studied the tactics and manners of these foes, and can provide valuable insights into localized threats or even weaknesses of specific xenos species. Better still, they have lived through combat, and stand ready to defend humanity again - perhaps in more shadowy wars few can ever know take place.

Almost every warship has a voracious appetite for unskilled hard labor, known despairingly as human fuel, and this appetite is fed by a steady diet of indentured workers. Often these are unfortunates who are press-ganged from a world's slums or taken en masse from penal colonies - some of the Imperium's teeming hordes of humanity, only valued for their ability to work. The Navy sees these unfortunates as much a resource as fuel for the drives and food for the crew, and they are given duties such as hauling guns into position, turning flywheels, and carrying supplies, heavy equipment, and macrocannon shells. Most ships must replenish their crews of indentured workers every so often, as a steady stream die to malnutrition, accidents, and disciplinary actions.

Many indentured workers may be "upgraded" with crude augmetics and even mental inhibitors to make them more compliant to orders (and likely ensuring they'll serve as indentured workers for the remainder of their lives). For those who avoid that fate, their best hope is to become a rating, learning some task that makes them valued in the ship hierarchy.

Battlefleets of the Imperium

A Battlefleet comprises the vessels responsible for protecting a sector of the Imperium. A battlefleet is commanded by a Lord Admiral and is the largest operational naval organization, usually consisting of between 50 and 75 ships of varying size. Depending on the importance or enemy threat level of a sector this number may be more or less.

Each archetype of the Imperial Navy has a <Battlefleet> keyword. This keyword represents



Table: Battlefleets of the Imperium

Battlefleet	Description
Agripinaa	Battlefleet Agripinaa is the Imperial Navy's Battlefleet of the Agripinaa Sector. Located close to the Eye of Terror, it has defended the Sector from the Black Crusades of Abaddon the Despoiler. The Battlefleet saw action reinforcing Battlefleet Gothic during the Gothic War but suffered heavy losses against Chaos forces during the Thirteenth Black Crusade.
Armageddon	Battlefleet Armageddon is the Imperial Navy's Battlefleet for the Armageddon Sector. It has been instrumental in the various wars for the Hive World of Armageddon. During the Third War for Armageddon, Battlefleet Armageddon under Admiral Parol found itself outnumbered by more than six to one by the Ork fleet of Warboss Ghazghkull Mag Uruk Thraka. Facing these odds, Battlefleet Armageddon was overwhelmed and suffered heavy losses.
Bakka	Battlefleet Bakka is an Imperial Navy Battlefleet based out of Bakka, the Segmentum Fortress for Segmentum Tempestus. The largest naval base closest to Macragge, it played a key role in defending Ultramar during the Battle for Macragge.
Cadia	As the protector of the Cadian Gate, the most efficient means of travel to or from the Eye of Terror, Battlefleet Cadia has had to endure the thirteen Black Crusades of Abaddon the Despoiler. It aided the Battlefleet Gothic in the Gothic War and suffered extremely heavy losses most recently in the Thirteenth Black Crusade. As of 999.M41 its commander is Lord Admiral Quarren.
Calixis	Battlefleet Calixis officially came into being in 384.M39, a result of the Calyx Expanse being conquered during the Angevin Crusade. A half-dozen ships left over from the Crusade stayed behind and consolidated Imperial holdings in the area. That same year, the Battlefleet saw its first action against the Yu'vath, a powerful and dangerous Xenos race. Though they took heavy losses, with the help of the Iron Hands Space Marine Chapter, the Battlefleet emerged victorious over the aliens and traitor allies.
Corona	Battlefleet Corona is the Imperial Navy's Battlefleet for the Corona Sector, stationed at the orbital docks above Belis Corona. Battlefleet Corona, along with those of Agripinaa, Cadia and Scarus, are known as the Bastion Fleets for their role in guarding the Eye of Terror. For this reason, Battlefleet Corona is among the best equipped and largest battlefleets of the entire Imperium.
Gothic	Responsible for overseeing the safety of the Imperial Fleets activities throughout the Gothic Sector, Battlefleet Gothic has always had to deal with a myriad of threats such as

	Ork Freebooterz, Eldar Corsairs, and human pirates.[1e] However due to its close proximity to the Eye of Terror its greatest threat has always come from the Forces of Chaos, particularly the Black Crusades of Abaddon the Despoiler.
Koronus	Patrolling the Koronus Passage, Battlefleet Koronus provides a bulwark for the Calixis Sector against the horrors that lurk within the depth of the Halo Stars. The Battlefleet itself consists of a dozen Cruisers and several Battlecruisers, supported by a number of Light Cruisers and several squadrons of Frigates and Destroyers. Due to the nature of its duties and the vast area of space it must cover, the Battlefleet also includes several carrier vessels.
Scarus	Battlefleet Scarus is the Imperial Navy's Battlefleet for the Scarus Sector. Battlefleet Scarus, along with those of Agripinaa, Cadia and Corona, are known as the Bastion Fleets for their role in guarding the Eye of Terror. For this reason, Battlefleet Scarus is among the best equipped and largest battlefleets of the entire Imperium.
Solar	Battlefleet Solar is the Imperial Navy's Battlefleet for the Sector Solar and thus Terra, capital of the Imperium and birthplace of humanity. Battlefleet Solar is known as the mightiest fleet in the Imperium.

one of the Battlefleets a character has served with, whose proud traditions and tactica have molded his perceptions and expectations. The player selects one of the Battlefleets listed below (or works with the GM to create one of their own) and replace the <Battlefleet> keyword with the name of that selection.

Close Quarters Discipline: The business of the Navy is war, both in the cold void of space between vessels, and in murderous close-quarter boarding actions aboard them, battles for which you have been trained from childhood. An Imperial Navy character scores one additional icon on successful Ballistic Skill tests he makes against targets at half range, and with whom he is engaged in melee.

Battlefleet War Cant: Battlefleet war cant is the collective codes, slang and idiom unique to a given battlefleet. An Imperial Navy character may choose this cant as one of his initial languages, or purchase it for 1 BP at a later time.

Imperial Navy Objectives

D3 Roll Result

- 1 Express confidence (or the opposite!) in the virtue of orbital supremacy and naval firepower.
- 2 Explain how the Imperial Navy strict adherence to tradition and discipline is appropriate to the current situation.

- 3 Express concern of a current dilemma, and how a single Imperial Navy warship could rectify the situation.

Rating

"All hands, brace for impact. Armsmen to decks three and four to repel boarders. Passengers will please remain in their quarters for the duration of this unscheduled event. That is all."

- Avery Tokkle

Ratings take care of the functions that need muscle instead of training - hauling shells and missiles, re-routing cables, clearing debris and conducting basic maintenance (i.e., scrubbing the decks). They are the basic voidsmen aboard a ship. Men in this class typically have a myriad of sub-classifications (ratings) that specify their role further, e.g. gun-layer third class, fuse-changer second class and so on. Ratings make up the bulk of the crew and will be the ones doing most of the fighting in boarding actions.

Contrary to popular belief, many Navy ratings are volunteers - the pay is good and the conditions are better than those on many Imperial worlds. The Navy can make generous promises when it knows barely half the ratings will survive a cruise and collect their gelt at the end. If there aren't enough volunteers to fulfil a captain's requirements he always has the right to send press gangs to tithe more crew directly from any planet along his way. This can mean

anything from emptying penal colonies to pressganging collections of citizens out of hab-blocks. In practice this is often achieved with the collusion of the planetary governor, but an Imperial Navy captain does not need permission to take crew from any world. The necessary practice of press-ganging remains a potential flashpoint for rebellion on many worlds and Navy ratings have an unsavory reputation as little more than convicts because of it.

As stated previously, there are multitudes of different types of ratings, but they can often be divided into two broad classifications, armsmen and voidsmen.

Armsmen are crewmembers trusted to carry weapons at all times onboard the ship and maintain the contents of the weapons lockers. They keep discipline among the lower ranks and protect the crew as needed - usually by wading in with truncheons or shooting first and asking questions later. Unlike most ratings, armsmen get to move around different decks of the ship in the course of their duties and their loyalties are carefully scrutinized. Many ratings spurn the chance to become an armsman simply because they don't want to become part of the systematic brutality of ship discipline.

Voidsmen (also referred to by the more archaic "shipmen" on some Imperial Navy vessels) are those ship's crew with some training and skill, the ratings most likely to be entrusted with tasks such as conduit-maintenance, bulwark repairs, cog polishing, or other jobs that might require some skill and autonomy. Hive-worlders are favored as voidsmen due to their familiarity with

technology and the fact that they are inured to the worst of the noise and claustrophobic conditions found on ships. However, a captain sometimes has to take what he can get so a crew can become an eclectic mix of feral barbarians, agri-world farmers and cynical hive-worlders by the end of a long cruise. The lowest ranking voidsmen are given the most mundane drudgery. However, those who are smart, lucky, and dutiful may advance in rank after many years of service. On many ships, these individuals are called able voidsmen, the title officially acknowledging their skill and experience. Some captains require examinations be passed to achieve able voidman rating while others simply bestow it as a marker for time served onboard. Occasionally, a voidsman with both brains and ambition may become a leading voidsman. Officially, leading voidsmen are simply those placed in charge of work gangs but unofficially many officers use it as a proving ground for those under consideration to be warrant officers. Needless to say, only a very rare few reach this point.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Pilot (1), Tech (1)

Benefits

Keywords: Imperium, Imperial Navy, <Battlefleet>, Middle Class

Influence Bonus: 0

Voidsman: Ratings are accustomed to the break backing labor required to perform the bulk of operations on a voidship. They gain +Rank to System Actions aboard a voidship.

Wargear: Combat shotgun or flak coat or void-suit, rebreather, micro-bead, charm (rank insignia), choice of augmetic.



Voidsman-At-Arms

That bulkhead can't hold for much longer.

- *Whatever comes down that corridor, I want you to meet it with a wall of las-fire. Ready...aim..."*

-Gurnek, Voidmaster of the 3rd Deck Voidsman-At-Arms Squad of the Vengeance

The Warships of the Imperium's vast navy are as varied as the shipmasters that command them, but inside their stout hulls, they all have one thing in common - an armed military force ready and willing to respond to any threat.

Known formally as Voidsman-At-Arms, these naval personnel range from common ratings to gun-commodes in charge of vast broadsides and master officers who command entire armies of warriors.

Voidsman-At-Arms are trained extensively in the use of the lasgun - the ubiquitous anti-personnel weapon that also serves as the common armament of the Imperium's largest military force, the Astra Militarum. The naval soldiers are regularly drilled, both to keep themselves sharp during long voyages and also to ensure the indentured toiler-class of workers that service the many needs of the starships are kept in line. Voidsmen form the last line of protection should their ship be breached, but they are not merely defensive in nature. Voidsmen are trained to conduct counter-boarding exercises and act as escorts to officers or specialists should they decide to make planet-fall.

When a Voidsman-At-Arms is assigned to their host ship, there is no going back. From that day on they are part of that vessel, and that vessel is a part of them. They partake of the ship's vital fluids in a solemn ceremony, drinking incense-laced oil so that the craft's essence flows through their bloodstream, just as they move through the arterial corridors and passageways of their new home. Upon induction they swear a simple but significant oath - to slay, without hesitation, any force that threatens their ship, its crew or any Imperial dignitaries

the craft might carry. This oath is held sacrosanct even when the Voidsman is on planetary leave or assigned to an expedition.

It is not uncommon for the service of Voidsman-at-Arms to be requisitioned by vital Imperial agents, such as Inquisitors or Rogue Traders. Their new duties might entail leaving their assigned ship for months or even years at a time, but their oath will still hold true - they must defend their officers and fellows with steely determination, no matter the cost.

In many ways the Voidsman's life is a simple one, shorn of moral ambiguity and the doubt that haunts the higher ranks of the Imperium. Their imperative is clear; the ship - along with its crew, cargo, and passengers - must be protected against all manner of enemies, be they traitor forces, xenos pirates or abominable daemons.

Voidsmen are typically led by experienced troopers promoted from within their ranks. These individuals are known as Voidmasters, and are sometimes referred to in more archaic terms, such as petty or warrant officers. It is the Voidmaster that barks out commands and ensures discipline is maintained, whether the squad is in battle or simply running through another grueling training regimen. In place of a lasgun, these officers carry an artificer shotgun - a weapon that can be devastating in close quarters. Voidmasters are noted for their practicality and gruff personas, characterized by their stern dispositions and unwavering adherence to Imperial Navy codes. They uphold many of the traditions and rituals that have been in place since before the days of the Horus Heresy. Whether on weapon-cleaning duty, deck polishing, or volley-fire practice - woe to the trooper that fails to live up to a Voidmaster's exacting expectations.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human



Attribute: None

Skill: Pilot (1), Tech (1)

Benefits

Keywords: Imperium, Imperial Navy, <Battlefleet>, Military

Influence Bonus: +1

Boarding Expert: Well-versed in tense, claustrophobic battle conditions and endlessly drilled in combined combat actions such as breaching and clearing, a Voidsmen-at-arms receives +Rank to the Opposed Initiative test to interrupt another character when holding an action in combat.

Wargear: Lasgun and laspistol or rotatory cannon or artificer shotgun, concussion grenade, uniform (imperial navy), flak armor or void-suit, rebreather, vox-link, charm (rank insignia)

Midshipman

Commissioned officers are the highest ranks of Navy officers and usually can only be created by the Battlefleet administratum. In each sector, a certain number of officers are generated by the "commissions" issued to planetary governors and Schola Progenium worlds each year to fulfil. Each commission is for a single child of 'good character' to attend the nearest naval port, there to become a midshipman in the Holy Imperial Navy. Once they arrive, they may serve aboard the port for years waiting for a ship, or leave mere days after they set foot on the station.

Commissions issued to planetary governors are commonly sold to noble families or bestowed in a politically expedient fashion to reward a trusted noble or remove a troublesome sibling. A career in the Imperial Navy is

viewed as a glorious, honorable and very probably fatal enterprise by noble houses, a sacrifice that enhances the family's prestige immeasurably.

The Schola Progenium, on the other hand, sends their best charges to serve, especially those with naval heritage. The rivalry between the arrogant offspring of nobility and the earnest young orphans of the Scholas is legendary. A good portion of midshipmen join the Imperial Navy through a more informal system of patronage. It is not uncommon for a Naval captain to take on a noble's son or daughter as a midshipman at their family's request. This may be a favor to an old friend, or a means to repay an ancestral debt. However, even in this case, most noble children find the Navy a harsh and uncompromising environment, where most must excel on their merits, or likely perish.

Midshipmen are the lowest ranking "officers" in the Navy, and are actually better described as students with an officer's rank. Technically afforded an officer's respect, they are nevertheless in demanding training to become true officers, and many of their duties are "hands on" opportunities to learn. Midshipmen are so called because they traditionally have quarters somewhere in the ship's midsection, far from the command bridge. Not quite trusted with true responsibility, they remain under constant scrutiny as they complete their training. Should they prove successful, the sector battlefleet adheres to the tradition of requiring them to pass difficult examinations to become lieutenants, though some have been known to receive "void promotions" for particularly impressive actions.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: None

Benefits



Keywords: Imperium, Imperial Navy, <Battlefleet>, Military

• **Influence Bonus:** +1

Naval Lineage: The Naval bloodlines are used to bellowing orders and having them carried out, regardless of their actual status in life. They gain +Rank to Intimidate skill tests when issuing orders or commands aboard a star vessel.

Wargear: Hand cannon or chainsword, flak coat, rebreather, micro-bead, charm (rank insignia), clothing (Imperial Navy uniform)

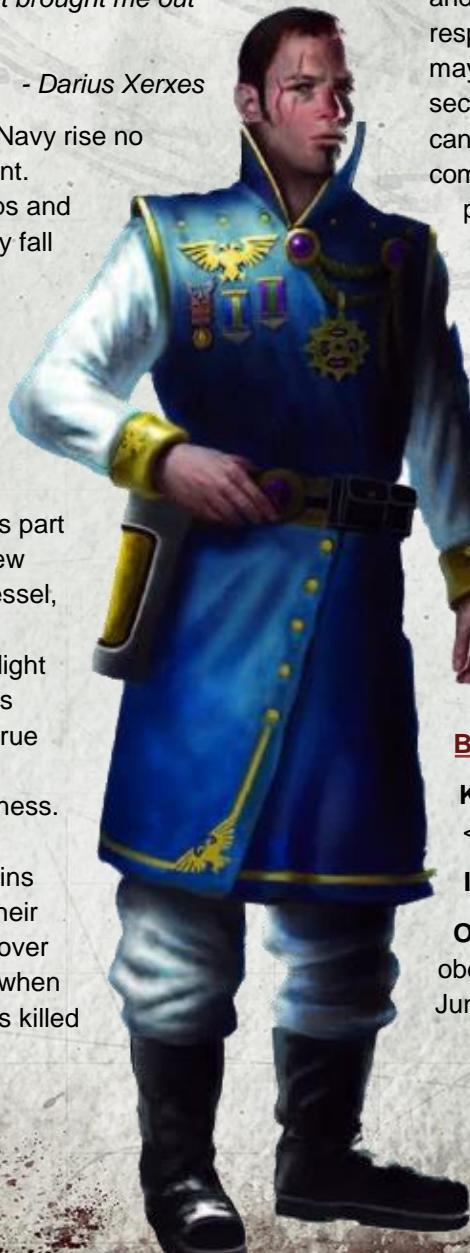
Junior Commissioned Officer

"Looking out into the cosmos and seeing the primordial powers of creation stirs something in all of us. That is what brought me out here."

- Darius Xerxes

Many officers in the Navy rise no higher than Lieutenant.

System-defense ships and monitors occasionally fall under the direct command of a lieutenant. It is more common for them to be found acting as second-in-command aboard escort-class ships, as part of the vast bridge crew found on a capital vessel, or in an attack craft squadron acting as flight leader. A lieutenant is regarded as having true potential and the opportunity for greatness. Some of the most renowned lord-captains first began to forge their reputation by taking over the helm of the ship when their commander was killed



or injured.

There are actually several different ranks of lieutenants, ranging from lowly sub-lieutenants or ensigns just promoted from midshipman to the flag-lieutenant (or lord-lieutenant) who serves as the executive officer aboard a ship of the line. In a sector's battlefleet, the lowest ranking lieutenants are often referred to as ensigns, and given minor responsibilities such as commanding small craft, boarding parties, or press gangs. They are often paired with a senior warrant officer to provide valuable guidance, and in the eyes of their superiors and the crew they're treated with respect for their rank, and caution due to their lack of skill and experience.

If they succeed, a lieutenant can expect to advance through the ranks as a third, second, and finally first lieutenant, steadily gaining more responsibilities as he does so. Eventually, he may rise to the rank of flag or lord lieutenant, the second in command aboard a capital ship. If he can prove himself to be a resourceful and competent officer, he may eventually be promoted to commander, and given the chance to take command of his own vessel. However, many lieutenants never make that leap, and spend their days serving as valued junior officers on a voidship's bridge.

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Human

Attribute: Intellect (2), Willpower (2)

Skill: Leadership (2), Pilot (2)

Benefits

Keywords: Imperium, Imperial Navy, <Battlefleet>, Military

• **Influence Bonus:** +2

Officer on Deck: On a warship, orders are obeyed swiftly and to the letter or people die. Junior Commissioned Officers gain +Rank to

Persuade or Intimidate skill tests while issuing orders or commands aboard a star vessel.

Wargear: Dueling laspistol or hand cannon, chainsword or shock whip, flak coat, rebreather, choice of Imperial frigate or light cruiser or cruiser, micro-bead, charm (rank insignia), clothing (Imperial Navy uniform)

Warrant Officer

"First salvo clearing the atmospheric barrier now. The xenos scum will be dealt with -perhaps even more completely than we had hoped."

- Master of Ordnance Quinlan Falkirk

Warrant officers (also known in some quarters as "petty officers") act as the equivalent of sergeants and corporals in a planet-bound army - they disseminate orders from higher authority, ensure that those orders are carried out and maintain discipline with regular floggings. They are called warrant officers because they are created through the issue of a written warrant from either fleet administration or the captain of the ship. Warrant officers occupy positions of trust on the ship and a captain with even the most mutinous of crews can keep the ship running as long as he can rely on his warrant officers. It's common practice to promote



warrant officers from among the ratings already on board a ship, but large numbers of warrants are also issued to civilized worlds as part of their Imperial tithe of experienced personnel, often with a promise of reward to entice skilled individuals.

There are two broad types of warrant officers. The chief petty officers are the ship's most senior warrant officers, often given positions of authority and trusted with tasks vital to keep the ship running. Sometimes they've served on a ship longer than the captain or any of the commissioned officers. A wise captain pays careful heed to his chief petty officers. Below the chiefs are the regular petty officers, who are responsible for day to day ship operations and directly leading the masses of ratings and indentured workers that make up the majority of the ship's crew.

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Human

Attribute: Intellect (2), Willpower (2)

Skill: Leadership (3), Pilot (2)

Benefits

Keywords: Imperium, Imperial Navy, <Battlefleet>, Military

Influence Bonus: +2

Officer on Deck: Warrant Officers of the Imperial Navy are adept at ensuring the crew carries out orders efficiently and to the letter. Warrant Officers gain +Rank to Combined Skill tests when he is the Lead aboard a star vessel or coordinating the efforts between mobs.

Wargear: Combat shotgun or hand cannon, chainsword or shock whip, flak coat or void suit, rebreather, micro-bead, charm (rank insignia), clothing (Imperial Navy uniform)



Senior Commissioned Officer

"You've made quite a few mistakes in this engagement, Captain. However, your first was assuming that the Emperor's wrath would be stayed by a mere boundary."

- Admiral Nathaniel Horne

The Imperial Navy is an institution with millennia of dusty tradition behind it and regulations so lengthy that they fill moon-sized scriptoria and data-vaults to bursting. Attempts to modernize the fleet and update its protocols have always been doomed by the sheer size and inertia of an organization spread across 100,000 light years of space and potentially centuries of time. On top of this, each Segmentae Majoris Battlefleet is so riven with its own traditions and precedents that it is hard to be definitive about even something so fundamental as rank below the very highest echelons.

In all cases, the constant risks attendant to fighting ships mean that the Navy chain of command has to be robust enough to survive shocking casualties in battle and still keep functioning. A great deal of ink has been spilled codifying responsibilities and duties such that each will know their place, although in practice these become guidelines at best, useless bureaucratic nonsense at worst.

Incessant training still drums the same message into every shipman's head-keep doing your duty even when the world turns to flame and death and the frozen void yawns just inches away.



The men and women of the Imperial Navy's senior officer class are a breed apart even from other void born. A cornerstone of the Imperium's war machine, they descend from a long and noble line of naval families and warship clans that trace their history of service back millennia into the Imperium's distant past. Many have links to the ruling classes of worlds that administer the battlefleet's ships, where their house and their families are emboldened with grandeur taken from the spoils of war. They are a proud and martially-minded people with a strong sense of personal honor. They respect duty, loyalty and strength of character and despise weakness, inconstancy and deceit. Many are notably much more powerfully built than the void born of trade or chartist vessels, and thanks to their reputation as mankind's shield, they are far better respected, though often seem to lack the void born's legendary good fortune.

Build Points: 40

Prerequisites

Tier: 3

Species: Human

Attribute: Intellect (3), Willpower (3)

Skill: Leadership (5), Pilot (2)

Benefits

Keywords: Imperium, Imperial Navy, <Battlefleet>, Military

Influence Bonus: +3

Admiralty: Senior Commissioned Officers are form the Admiralty of the Imperial Navy, and are accustomed to great burdens and responsibilities. They gain +Rank icons to Combined Actions when they are in the lead and are coordinating multiple voidships, and gain +½ Rank bonus to Resolve tests.

Wargear: Dueling lascipistol, chainsword or power sword or shock whip, flak coat or void suit, choice of Imperial cruiser or grand cruiser or battleship, rebreather, micro-bead, charm (rank insignia), clothing (Imperial Navy uniform)



Magistratum

"The law required that we take action! The crimes of House Torald could not go unpunished. Of course we had justification to intervene. The Lex Calixis, vol 65c is clear on the matter. Chapter 2076, subsection 776, paragraph 876, widely recognized as the 'Warptime disjunction clause' clearly excuses the apparent lack of evidence and probable cause for action against the accused House. Should this court find the aforementioned action against House Torald unlawful and thereby strip all findings from the accumulated evidence, this court would be setting a dangerous precedent, which could have disastrous repercussions for Arbites actions throughout the whole of the Calixis Sector. I trust this Honorable Court, in its infinite justice and wisdom will make the right decision. Your Lordships."

- Gevlan Hesk

To enforce every mandate within the Lex Imperialis is a nearly impossible task; even the truncated Dictates Imperialis is a daunting endeavor. These codices of law are so enormous and erudite that few individuals can claim to know all of their secrets or loopholes. Even the Judges of the Arbites must regularly confer with archive-savants and librarium cogitation engines in order to make their rulings. Working for the Enforcers or powerful Nobles during the all-too-rare trials, the legal experts, known to the people of the Imperium as the magistratum, make up a group of rare legal minds. These steadfast scholars spend decades poring over their sector's local Dictates Imperialis, learning its every nuance and

interpretation. Magistrates of each sub-sector are tasked with mastering not only the greater Lex Imperialis, but also their own planet's specific laws as well. As such, the Magistrates stationed on any given sector's central world may aid Nobles and Governors across the Sector. They are the undisputed experts of Sector law.

Simply knowing the Lex Imperialis is not all that the Magistratum are tasked with by their lords. Every world in the Imperium is governed by its own set of laws. As long as the Imperial tithe flows, and they do not fall into heresy, these worlds are left to their own devices. These local traditions and practices may have been enshrined into planetary law for hundreds of years. Nobles (and Inquisitors) often need this information, so that they may interact with the world in an official capacity without raising eyebrows or resorting to more aggressive tactics. Many a law-wright or magistrate, calmly at study within massive libraries have found themselves rounded up to accompany a cell of Acolytes, a Rogue Trader, or a Noble to some far off world that they have only studied in dusty tomes.

Sectorial Dictates

Each archetype of the Magistratum has a <Lex> keyword. This keyword represents the body of imperial laws that the character is familiar with, originating from one of the great sectorial jurisdictions of the Imperium. The player selects one of the bodies of the dictates imperialis listed below (or works with the GM to create one of their own) and replace the <Lex> keyword with the name of that selection.



Table: Sectorial Dictates

Lex	Description
Lex Armageddon	The Lex Armageddon is one of the least complex variants of the Dictates Imperialis, due to its industrial nature and proximity to Holy Terra. Fiercely pragmatic and punishing planetary governors across the sector, diligent since the First War of Armageddon, have seen marshal law applied across civilian sectors, resulting in a sharp decline of cases requiring (or deserving) of legal representation.
Lex Askellios	The lex askellios is a complex weave that entangles the primary lex of the Grand Worlds of the Grand Processional, which are disparately distinct from those of the lesser Tributary worlds whose sporadic warp routes make codifying the sectors next to impossible. Even without the vagaries of the warp and elongated periods of time severing contact from distant sectorial worlds, the entirety of the sector's legal body is still recovering from the long distant Vaxi atrocities, the debates and legal challenges only nearing completion centuries later.
Dictates Bakka	Bakka is the headquarters of the Imperial Navy of the Tempestus Segmentum, its orbital naval platforms home to untold numbers of imperial voidships. The lex imperialis of the Bakka sector are considered marred by the Arbites, for it has drifted over the centuries to incorporate many maritime bylaws and cases involving the Imperial Navy, more so than other sector since the days of the Plague of Unbelief claimed Bakka in the 36 th Millennium and its subsequent arbitration upon its return to compliance.
Lex Calixis	The Lex Calixis is more complicated than typical sectorial dictates imperialis, as the remote location of the distant sector requires the Adeptus Arbites and the sectorial government to arbitrate more independently from other judicial precincts, if at all. Senior Calixian arbitrators regard Von Darnus' writings as something of an authority, particularly his 'Promise of the Pax Imperialis', a volume so large that a printed copy requires two cargo-hauler servitors to move.
Maw Laws	Following the 12 th Black Crusade, the Adeptus Arbites became more involved with local laws and arbitrations, severely limiting what little recourse and rights the imperial citizenry

	possessed. In the wake of the untold numbers of seditious uprisings and unearthing of chaos cultists, the 'Maw Laws' as they were known as saw a near unilateral collapse of local magistratus – save for the very few that attended planetary governors.
• Scarus Edicts	The Dictates Scarus are more pronounced and orthodox than most sectors on the far fringes of the Obscuras Segmentum, owing to its status as a bastion sector for Imperial forces surrounding the Eye of Terror. Harsh and uncompromising, the Scarus edicts are narrower and less vulnerable to loopholes, owing no small part due to the Inquisition's oversight.
Lex Ultima	The Lex Ultima is considered by and far the fairest of the collected works of the Dictates Imperialis, owing no small part to the influence of the Ultramarines on civic matters of governance within the Ultramar sector. There are many within the collegiates and universitariates whom consider the sectorial dictates to be the defining body of works that the rest of the Imperium should exemplify – a sentiment strongly opposed by the greater bulk of the Adeptus Arbites.

Magistratum Objectives

D3 Roll Result

- 1 Compare the current situation to a legal case that holds precedence to support (or condone) the actions of another.
- 2 Using guile, wealth, influence or wits, convince another of an interpretation of the Lex Imperialis that is favorable to your position (or damning to another's).
- 3 Invoke the authority of the Lex Imperialis and convince another to obey, stand down, or otherwise resolve a confrontation without violence.

Offense-Barker

"Amateurs, all of you... Listen to me, Ward. In this courtroom, evidence is everything - and without it, you have nothing. The guilty will always claim their innocence, and it is up to you to prove it. Yet what evidence do you have? Nothing! All evidence points to the man you defend as the guilty party, and I demand that this trial finally realize that fact!"

- High Prosecutor Lucindia Skye

Holding various titles and ranks such as accuser, chastener, prosecutor or similar, these official representatives act on behalf of their planetary laws and enforce persecutions against the declared guilty who have been granted a temporary reprieve from sentencing in the all-too-rare trial. Most magistratum begin their careers as an offense-barker, as the implicit guilt



of those who are allowed to testify on the stand are given the opportunity most often as courtesy to the nobility at best, or a vivid display and demonstration to be publicized and ensure the masses are aware of the consequences of wayward or deviant behaviors. As such, their own roles in planetary courts is to bark accusations at the guilty defendant, strengthening the points to be made by the sentencing-lord and most importantly – to be the champions of the court in honor duels, trials by combat, or similar judgments under fire.

As such, Magistratum who begin their careers as Offense-Barker are typically bellicose and temperamental in personality, quick to ire and faster to bellow out an opposing belief with quips, declarations, and if need be – a drawn hand cannon.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Intimidation (3)

Benefits

Keywords: Imperium, Magistratum, <Lex>, Government

Influence Bonus: +1

Ordained Chastiser: Offense-Barker characters gain +Rank to Intimidation skill tests against targets with the <Imperium> keyword.

Wargear: Ornate coat, dueling pistol or hand cannon, ceremonial sword, judicial trappings, dictates Imperialis or book of law, auto-quill or auto-ledger, scales of guilt.

Law-Wright

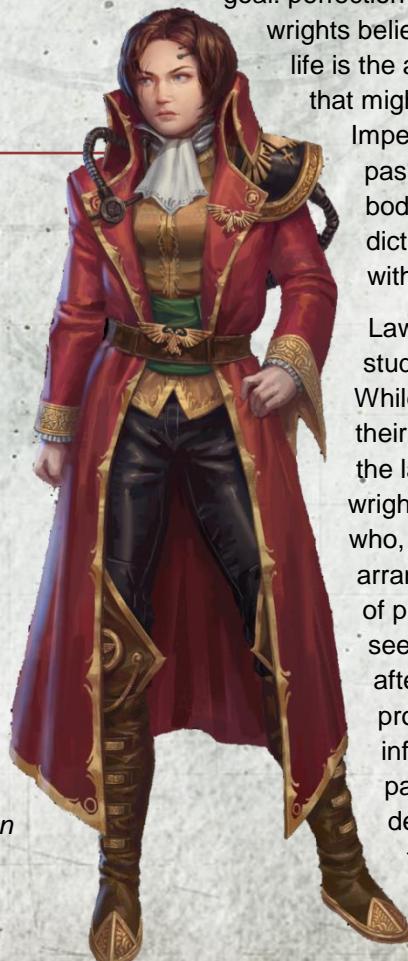
"There is no limit to the law. Any limit that exists was set there by man. When

a person goes beyond that limit, then the law, too, crosses into new territory! For what reason were laws invented? The answer to that is what I must now show!"

Law-Wrights are studious legal-savants that focus on particular aspects of planetary and imperial law. They are gatherers and keepers of legal secrets. Each is often obsessed by the written word, with cryptic and often esoteric loopholes and contradictions the rigid strictures of judicial law serving as their devoted mistress. Holding to the adage that knowledge is power, these magistratum often forsake material wealth or personal glory for the opportunity to learn unusual information or obscure knowledge that can be used to set precedence or determine the legal dictates for the future – a feat that would codify their names eternally within the bounds of planetary or imperial law. To this endeavor, the humble law-wright works tirelessly in the endless quest to understand the legal bodies of codes, regulations and laws that hold authority over his world, bring him ever closer to his unattainable goal: perfection through edification. Many law-

wrights believe the only worthwhile goal in life is the acquisition of intellectual might that might one day influence the Lex Imperialis. After all, wealth is spent, passions fade, and the power of the body is limited by age, while the dictates Imperialis to grow greater with time is infinite.

Law-wrights' lives are spent in study, research, and fieldwork. While the first two lend themselves to their reputation as bookish recluses, the latter oftentimes forces a law-wright to seek out the aid of others who, through a mutually beneficial arrangement, might provide a degree of protection to the scholar while he seeks whatever knowledge he is after. For his part, the law-wright provides a wealth of judicial information and legal authority to a party. Some law-wrights actively deride those of their kind who fear to leave the safety of the judicial



halls or librarium, pointing out that only old cases and legal precedence can be discovered in historical archives and transcripts - new fields of persecution must be sought out in the world. These more active law-wrights might join up with an adeptus arbites or enforcer raid for the benefit of the experience, content with whatever knowledge might be picked up along the way.

The majority of firms, agencies and offices dedicated to the accumulation of legal understanding are staffed by dozens of law-wrights, each focusing on a particular and focused branch of their planetary dictates, and the portions of the Lex Imperialis that interact with them. Unlike fully ranked magistrates, these academics are not tasked with the burden of representation, and are only called to counsel as subject matter experts, or as sycophantic accusers. Their true purpose is to serve the needs of their offices representatives, the magistrates, and in this manner they excel – arming their lords with knowledge in the same manner as a weapon-serf bears arms and ammunition for his Astartes lord in the midst of combat. In fact, many apprentice law-wrights must serve in that very function – for the magistrates are often called to arms in the midst of trials to placate a call to duel or trials by combat.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: Intellect (2)

Skill: Scholar (2), Awareness (1)

Benefits

Keywords: Imperium, Magistratum, <Lex>, Government

Influence Bonus: +1

Legal-Savant: The Law-Wright gains +Rank to Scholar and Investigate Skill tests



relating to planetary law or the greater, galaxy spanning lex imperialis.

Wargear: Imperial robes or ornate coat, judicial trappings, dueling laspistol or ceremonial sword, dictates Imperialis or book of law, auto-quill or auto-ledger.

Magistrate

"There will always be those who have nobody on their side... I became a magistrate so that those who needed help most could have someone to look out for them."

- *Magistrate Fenix Ward*

It is the purview of the Magistrates to assert the legal rightness of the actions of their lords.

Whether it is to give legal resistance for Arbites action before they are taken or, post hoc, to legitimize hostile movements long under way, it is up to the Magistrates to make sure that their masters are always within the edicts of the Lex Imperialis.

To this end it is the duty of the Magistrates to know the ways in which the Lex Imperialis is lacking - to know the loopholes within the law which might be stretched to allow necessary, but otherwise illegitimate, action. This has earned them such titles as law-brokers, assizers, justiciars or dictates-lords. Regardless, their directive is particularly useful for Inquisitors whose investigations have brought them into conflict with the Adeptus Arbites. Though Inquisitors are officially above Imperial law, most Judges and Precinct Marshals bristle at the self-righteous actions of Inquisitors who skirt it. A Magistrate capable of interpreting Imperial legal texts in such a way as to avoid conflict with local Precincts is a valuable asset, one most

Inquisitors would be glad to have among their cadre of Acolytes.

Unfortunately, there are those who view such treatment of the law as the gravest of sins. These zealots of Imperial law see those who would use the letter of the Lex Imperialis for their own ends as little more than clever criminals who deserve nothing but the most severe punishment; that they be made an example for those who would pervert the spirit of the law. Combined with the occasional distrust felt for overly scholarly members of the Arbites, Magistrates are not a popular lot in the Imperium. Nevertheless, the expertise of the Magistrates is necessary for many, and they are therefore mostly tolerated by their peers. Due to this tolerant distrust and disdain, it is not uncommon for those wishing to join the ranks of the Magistrates to undergo their education privately tutored by other Magistrates.

A great many Magistrates are master orators as well, not only versed in the law, but capable of swaying stalwart Judges and uncompromising Arbitrators with their legal rhetoric. This is yet another skill for which they are valued and distrusted. With a keen mind and a powerful force of personality, a Magistrate can be either a righteous agent of the Imperium or a canny scofflaw, flaunting the edicts they so rigorously claim to love. For this reason they must work hard to earn the trust of their peers, a task which can take decades, if not centuries. Despite this distrust, Magistrates are present throughout the halls of power, and by their actions Imperial criminals are brought swiftly and securely to justice, for few within the Imperium, can boast so comprehensive a knowledge of Imperial law as a Magistrate. This is ultimately the only test which a Magistrate must undergo to prove their allegiance, and it is by this measure that their loyalty will be decided, not popular opinion.

The true test of a Magistrates conviction is his ability to withstand the many dangers to his self during an Imperial persecution, for each may at various points in his career be called upon to defend his charge or himself from imminent harm. Many so-called decretum-duelist are quick

to win their cases from the barrel of a gun, rather than the guile of words, while others shirk at the possibility of death or dismemberment and refuse to fight others battle. All, however, are aware when defending clients in league with the Adeptus Arbites holds a great risk – as the judges of the Imperium hold the right to execute those who defend a heretic or recidivist, even if they have only done so by the behest of the Imperium itself!

Build Point Cost: 10

Prerequisites

Tier: 2

Species: Human

Attribute: Intellect (2), Fellowship (2)

Skill: Insight (2), Persuade (3)

Benefits

Keywords: Imperium, Magistratum, Government, <Lex>, Middle Class

Influence Bonus: +2

Legelese: Magistrates automatically reduce the time by half for any Scholar tests relating to Imperial law. They gain +Rank to Intimidate or Deception tests against targets with the <Imperium> keyword.

Wargear: Imperial robes or ornate coat, judicial trappings, dueling laspistol or bolt pistol, ceremonial sword, dictates Imperialis or book of law, auto-quill.

Sentencing Lord

"Order, order! Magistrate Ward, if you continue these accusations without providing any evidence, then I will hold you in contempt and declare your client guilty!"

- Judiciary Octavian von Godot

Sentencing Lords embody the law and civilization of their world, from the most corrupt depths of a city slum to its wildest frontier lands. They arbitrate disputes, deal with criminals, and establish law where there is none. In pleasant

times they are diplomats, in dangerous ones they are judge, jury and occasionally executioner. Their feet leave trails destined to become great roads, and their decrees carry the force of law. Being a sentencing lord is a serious duty and is not taken lightly - they tend to wear down over time, weathered not from travel and sunlight but from the heavy burden of carrying civilization forward into the future. Each is sworn to uphold their world's religious or secular code.

A sentencing lord serves a religious or legal code and has absolute authority granted by the higher authority of the Imperial Governor or a planetary government to enforce it. This means that if the sentencing lord catches criminals, they may judge them guilty (given sufficient proof) and order their execution, or do it themselves if need be. Because the sentencing lord must act within the law, there is rarely any friction between them and established authorities other than disputes about jurisdiction and challenges

from other forms of authority, typically from the Adeptus Arbites. A religiously endorsed sentencing lord, for example, might come into conflict with secular governors who take exception to the execution of their subjects. A sentencing lord may deputize others to aid them in their tasks, although it is they who are responsible for their actions in their name.

On many Imperial worlds, only those of highborn and proven pedigree may hold the various titles that encompass the sentencing lord – for they may be called upon to make a ruling on any, and the highborn loath to be held in contempt by their inferiors. For this reason, a planets population often associates the sentencing lord with executioners of planetary and imperial law, as well as the embodiment of the aristocracies wrath and harsh dictates which earns them little favor from the masses.

Build Point Cost: 30

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower (2), Intellect (2)

Skill: Insight (3), Awareness (3)

Benefits

Keywords: Imperium, Magistratum, Government, <Lex>, Nobility

Influence Bonus: +2

Planetary Authority: The Sentencing Lord gains +Rank to Persuade and Intimidate Skill tests regarding matters of the law and their own authority. Even against individuals who don't acknowledge their code of laws, the sentencing lord's fervor still grants these bonuses.

Wargear: Court robes or imperial robes and throne of judgement, judicial trappings, choice of augmetic, power gavel, auto-quill, auto-ledger servo-skull.



Mutant Outcasts

For millennia, Mankind has been suffering increasing instability in its gene-pool. Thousands of years of exposure to radiation, carcinogens and the warp threaten to destroy the biological foundation of Mankind itself. During the shrouded times of the Age of Strife, this mutation was left to run unchecked and even hastened by internecine wars that employed all manner of horrifying atomic, chemical and biological weapons that further seared the genetic base of Humanity. Not only that, Mankind is slowly and tortuously evolving into a psychic race and mental powers are not the only manifestation of this painful evolution.

For all but the most privileged of Imperial citizens, there is little hope for anything but lives of misery and death. The difficulties presented by the insurmountable constraints of station and birthplace, and the punishing cruelties of disease, xenos raiders, and endless war are enough to sap the will of most men, but there are wretches who have been pushed deeper into the well of hopelessness. Afflicted by abhorrent deformities of the flesh, mutants are denied even the comparative paradise of drudgery as forge workers or faceless soldiers. Marked by inhuman deformity, they are shunned by those around them at best, branded as living vessels of corruption and destroyed at worst.

The position of Mutants within the Imperium varies from world to world. Mutation is almost universally regarded as a sign of spiritual deviation and a punishment from the Emperor for the sins of the parents. On the least technically advanced worlds, where feudal rulers and barbarian hordes hold sway, superstition rules over any sense of common humanity and deformed babies are slain at birth. On the more advanced worlds, Mutants may be tolerated, but nowhere are they granted the few rights and privileges enjoyed by untainted folk. They are segregated and shunned, often formed into groups of slaves and forced labor, outlawed from inhabiting the same areas as normal citizens. Other persecutions may be heaped upon them, such as involuntary sterilization, for



Mutants are at far higher risk of giving birth to mutated children. However, not all mutations turn a man or woman into a sloughing-skinned, frothing beast, and many Mutants can pass a cursory examination. Where Mutants are tolerated, it is possible for such a hidden Mutant to rise to a position of authority, either socially or militarily. In fact, many of the Imperial Commanders and noble houses of the Imperium are rumored to harbor Mutants within their ranks, and certainly it is the case that very powerful Mutants may retain their position even if their taint is discovered or widely rumored.

Mutants are always viewed with disgust and suspicion, they are quite frequently made scapegoats for civil unrest, crimes and other anti-social behavior. It is not surprising then that the Mutants' dissatisfaction can erupt into insurrection and rebellion. Such revolts are almost invariably bloody as the repressed Mutants violently throw off their chains and lash out at their erstwhile masters. Whole worlds, even star systems, have fallen to Mutant rebellions, but usually the Imperial response is swift and brutal, and such Mutant empires are short-lived.

As year on year the number of Mutants increases, they become an ever larger, and more downtrodden part of the Imperial populace. They form their own sizeable communities, have their own religions and customs, and have

created their own societies within the labor camps and slave pens. Puritanical Inquisitors see such gatherings as potential dangers, treating all Mutants as heretics and malcontents simply by virtue of their birth. Many, some would say wiser, Inquisitors see Mutants as another resource at their disposal. As an underclass, they are all but invisible to most Imperial citizens' the slave in the kitchens, the worker in the fields, the laboratory assistant who is ever ready to help. Their eyes and ears see and hear everything, and a Mutant populace, if won over to a cause, can provide a mass of manpower if nothing else.

As an almost universal underclass, Mutants scavenge what they can, frequently dressed in little more than rags tied with twine and rope. They are misshapen creatures, twisted parodies of men and women, often showing hideous scars of their abnormal growth, as well as evidence of self-mutilation and punishment from their overseers. They crawl with vermin, finding solace in the other gutterfilth of rats, bats, beetles and flies, who they often share their living quarters with.

They are normally forbidden armaments, and those they possess are crude shotguns or blunderbusses, heavy duty revolvers, chains, whips and clubs which can be easily made and concealed. Many crave for a humanity which they will never possess, and cling onto whatever fragments of normal life they can, turning children's toys into talismans, and everyday tools and utensils into ju-jus and amulets.

Mutations

One of the most pervasive signs of corruption in the Imperium is the manifestation of mutations. These subtle, or not-so-subtle, changes in the flesh can result from exposure to toxic pollutants, alien biospheres, genetic engineering, radiation and other hazards, while others might result from exposure to the warp, Daemonic possession and other perils of the universe. The level of tolerance for mutants varies planet to planet. Subtle or cosmetic changes are accepted, and such beings are regarded as abhumans or subs, who in some worlds form an oppressed and exploited underclass. Truly horrific mutants are purged on



sight wherever they are found.

Individuals, creatures and so on, acquire mutations in a variety of ways, but the most common cause is through physical corruption. Warped environments, chemicals, illegal drugs and so on, can all result in mutation and there are few safeguards to prevent a mutation once it takes root.

Strength through Adversity: The character's mutant status means that most people shun him, and he has little chance of being easily accepted by most within the Imperium. He is, however, physically tougher than the general imperial populace, as the weak never survive in the desolate underhives or ash-wastes of the Imperium. Mutant outcast characters lowers their maximum Fellowship attribute cap by 3, but also raises their Toughness attribute cap by 3.

Mutant Outcast

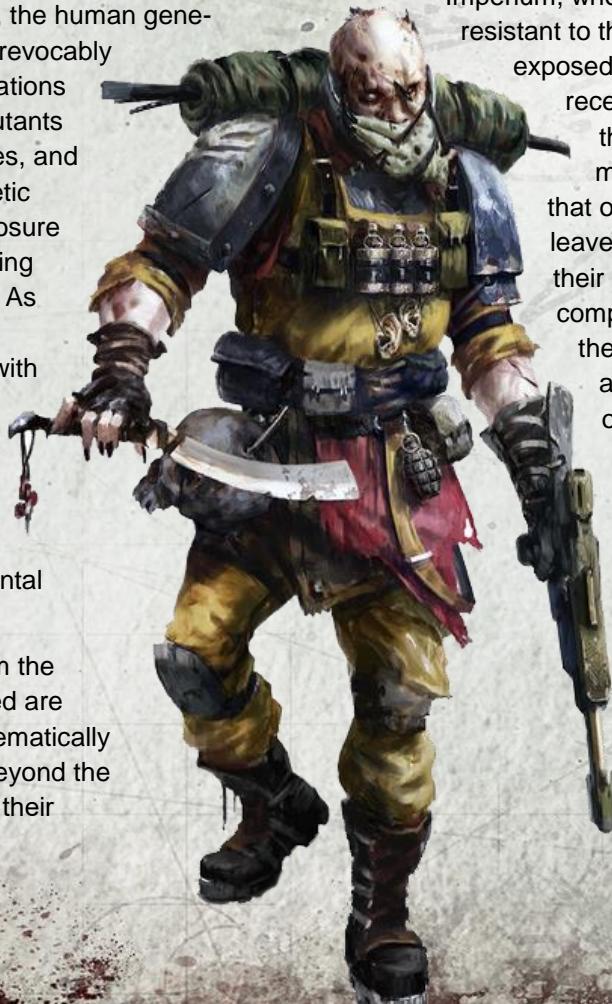
Mutation is a fact of human existence in the 41st Millennium. On many worlds, particularly those who have been cut off from contact for centuries and even millennia, the human gene-pool has become irrevocably damaged by generations of exposure to pollutants and alien biospheres, and worst of all, to genetic tampering and exposure to the reality distorting effects of the warp. As a result, increasing numbers are born with obvious and often grievous mutations, most often in the form of gross physical deformities and mental deviancies.

Within the Imperium the most terribly afflicted are ruthlessly and systematically purged, however beyond the Imperium's border, their

treatment can vary widely, from exploitation to dominance among those worlds lost to the taint of Chaos. On some worlds steeped in commonplace superstition and fear, or where fanatical interpretations of the Imperial creed and local hatreds have taken hold, the merest hint of physical deviancy is likely to end in a pyre. On other largely industrial worlds where mutation is sometimes viewed as a baleful but unavoidable fact among the lower classes, whole mutant populations are allowed to form as a harshly repressed and utterly disposable workforce, and only the most excessive cases of mutation are culled.

There are numerous forms of mutant, but the most common exhibits some base physical degeneracy or deviation from the excepted norms of the human form. Also known as an abhuman, sub or twist, these degenerates are often found as slaves and outcasts on the fringes of human settlements, and in abominable profusion on those worlds touched by the warp.

Mutant outcasts are those only recently cast out into the harsh ash wastes or underhives of the Imperium, whose genetic make-up is not yet resistant to the countless toxins they are exposed to on a daily basis in the decrepit recesses of imperial industry. Some of these mutants will survive, as their mutation gives them advantages that others do not have, and often leaves them far stronger physically than their weak shanty dwelling companions. Nevertheless, the life of the mutant is a lonely one, for even amongst the stunted and disfigured of the underhive or wastelands 'true' mutants are still feared and shunned. That is, of course, not to say they do not make use of the mutants when they choose; by searching the worst parts of a shanty town, underhive settlement or similar ramshackle hab-holes a mutant scummer can be unearthed whose willing to fight for the cost of a few



throne gelt or guild credits.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: None

Benefits

Keywords: Imperium, Mutant, Outcast, Scum

Influence Bonus: 0

Accustomed to Hardship: The Mutant

Scummer begins with one minor mutation from **Table 7-8: Minor Mutations**, and gains +Rank on Survival skill tests when evading authorities or foraging supplies in desolate locales.

Wargear: Autogun and flak armor or shotgun and autopistol, club, knife, respirator, Rags, tatters and scraps of scavenged detritus.

Hive Twist

“As I am so once were all. As I am so will all be again.”

- Ancient Terran dedication

Hive twists are the result of a hive population's exposure to radiation, pollutants, carcinogens, and diseases that are circulated through a hive's food, air and water supplies. Mutation is common in the largest hives, and relatively minor mutations are tolerated by the main population in most hives within the Imperium, though the more refined circles of hive nobility are not so forgiving. A degree of mutation within a hive population is tolerated in the most part out of necessity. A hive exists on the toil of its population, and the labor of a mutant is as good as that of any other. Indeed, in many hives where slight mutation not tolerated, the industry and wealth of the hive could not be sustained. This tolerance is, of course, not universal or without bounds; mutation, after all, is commonly



regarded as a sign of sin and corruption. In many hives gross mutation is not only shunned but rooted out and purged by law. Many hive mutants flee down into the deeper parts of a hive where they can exist out of the reach of persecution.

As one descends through a hive, the levels of pollution and toxicity increase until one reaches the deep places of a hive where no true law reigns. Variously called the underhive, low hive, or waste zones, here the rates of mutation are high and it is common to find established populations of mutants. It is only in these broken margins of the hive that mutants can exist without being indentured to labor, persecuted, or killed by the rest of the hive population. These clans and tribes may have existed for as long as the hive has stood and their mutation may have stabilized, resulting in consistent mutation such as has produced the scalies of Necromunda or the twist brutes of the Tranch Soot Warrens. Deeper still are the most polluted areas of hives, sometimes referred to as the hive sump, hive bottom, or deep dark. These ancient areas are so toxic that only the most disturbing creatures and fearful mutants exist here: strange pale things with orb-like eyes and soft flesh. Few of these deep-hive mutants are ever seen by any, and those who do rarely live to tell of what dwells in the deepest places of a hive.

While most hive mutants are doomed to dwell forever in the polluted dark, a few succeed in

leaving to make a life amongst the stars. Almost all of these bold 'hive twists' exist on the shadowy margins of the Imperium. Some become affiliated with criminal organizations, or are bound to a heretical cult. A few ply their trade as hired killers or muscle. A rare few hive mutants may come to the notice of an Inquisitor who values the hardness of soul and determination that a mutant needs to survive in a galaxy that loathes him.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: None

Benefits

Keywords: Imperium, Mutant, Outcast

Influence Bonus: -1

Twist: The character's body has been mutated and his genes twisted by the polluted water and air of the underhive. He chooses two minor mutations from *Table 7-8: Minor Mutations*, or one minor mutation and one severe mutation from *Table 7-9: Severe Mutations* (see core rulebook).

Wargear: Tattered clothing, club or knife, combi-tool

Twist Hulk

Mutants of the most heinous varieties, scaly many-limbed monstrosities, will naturally gravitate towards the deeper parts of the hive and the Hive Bottom. They are outcasts even from the badzones. Twist hulks are a catch-all term for the largest and most brutally powerful mutants among a sub or abhuman labor caste. Often bulking near an ogryn's build, their ferocity is usually such that often even their fellow mutants will keep them chained and bound between their labors, or shun them and drive them into the wastes if they prove too

dangerous. Many are subject to the most abominable mutations with natures closer to that of feral beasts than men. Throughout the Imperium, twist hulks (also known as brutes and rippers), are used as the shock forces of the mutant and chaos cults alike. Gathered from the depths and slaved to a dark master's will, they are unleashed where their incredible strength and fury will leave scores of troops as nothing more than bloody pulp. Twist hulks, the largest of the mutant kin, are found in every dark and polluted hole of the Imperium. They are often driven to frenzy and madness by their masters and unleashed to wreak destruction in the initial phase of any mutant revolt or uprising.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: Strength (4)

Skill: Weapon Skill (2)

Benefits

Keywords: Imperium, Mutant, Outcast

Influence Bonus: -1

Sledgehammer Fists: Twist Hulks begin with the Brute, Misshapen and Grotesque minor



mutations. Additionally, the Twist Hulk's fists are weapons all on their own. The character's unarmed attacks add +Rank to base damage, and have an AP value equal to his $\frac{1}{2}$ Rank (the number being negative, thus a Rank 3 character would have an AP of -2)

Wargear: Filthy leathers or rag-robies, crude metal plates, chains or scraps of colorful clothing

Wyrd

"We are your future both bright and dark."

- Thaylon Sol

Not all mutants are physically grotesque. Some appear normal, but actually have psychic powers of one kind or another. These mutants are more readily accepted into underhives and frontier settlements than conspicuous deviants. Some are even welcomed and protected because their abilities are useful, such as psychic healers and precognostics.

Wyrds are individuals who possess a small spark of psychic ability. These individuals may not even consider themselves psykers but simply gifted, blessed or lucky - but their powers are very real. From the thief who can steal in plain sight and never be remembered, the arbiter who gets a strange feeling that makes him duck a second before the bullet hits the wall above them, to the ganger burnt for being able to heal wounds with a touch, the power of a wyrd can be seen as a vital edge or a mark of damnation. A wyrd's power remains small and stable, and though he will never ascend to the power of even the lesser true psykers, he is nonetheless tempting to the predators that lurk in the warp and hunger for reality

and flesh. Many wyrds pass through their whole lives without their power being discovered, but those who are discovered face the same fate as more powerful true psykers: the dark holds of the Black Ships and a life of pain and suffering. A rare few wyrds may come to the notice of an Inquisitor or Rogue Trader who has use for a skilled individual with a unique edge.

While they are generally unaware of their true talents or have very limited control of their powers, they burn brightly in the Warp and tend to attract many a hungry Daemon.

Build Point Cost: 20

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Psychic Master (1)

Benefits

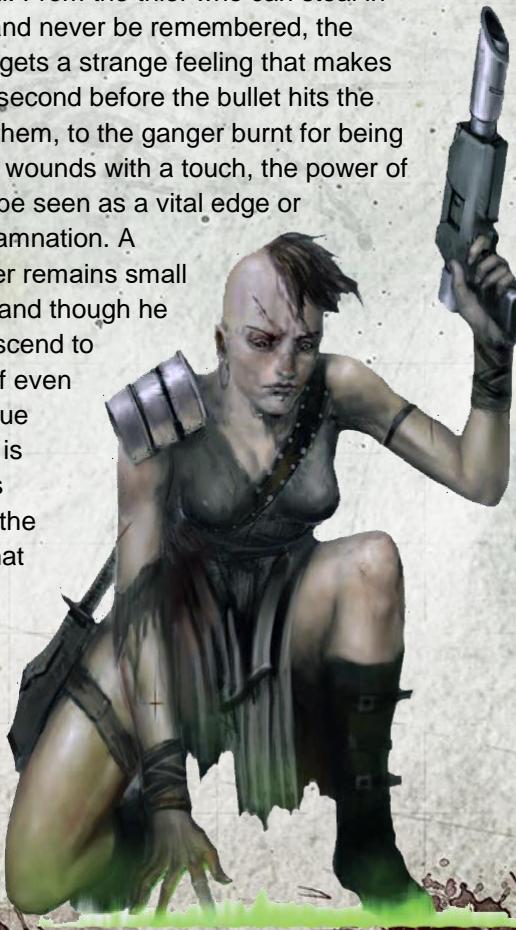
Keywords: Imperium, Psyker, Outcast

Influence Bonus: 0

Corruption: +1

Wyrdling: A Wyrd has a single minor psychic power that is chosen at the point of character creation, and gain an additional minor psychic power at each Rank beyond Rank 1. These additional minor powers do not count toward the maximum power limit. They may purchase additional Minor Psychic Powers and Universal Psychic powers, subject to Tier restrictions. A Wyrd may never use powers at the Bound level.

Wargear: Rag-robies or street clothes, laspistol, knife, pouch of lottery winnings or cred-chips





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 recognize 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, Mutant, Outcast, <Any>



Influence Bonus: -1

Mutant: The Scavvy may select one mutation (see Scavvy Mutations). 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.

Ghilliam

"Lieutenant Weems, inform the cogboys the power is still out in section 52. Still no sign of the repair team. Sir, can we confirm this was their last location? Lads, watch your footing, grav plating seems low. Opening shaft 52-Beta now... hey, what's that?"

- Recorded Vox Transmission

Whether outcast, victim or fugitive, to join the Ghilliam (as the void born call them) is to leave humanity forever, descending to depths from which there is no return. Haunting the dark spaces and abandoned holds of great vessels,

these debased, insane mutants and carrion eaters subsist on whatever meat they can find and aren't too picky as to how they get it. Treated as dangerous and clever vermin, they are exterminated mercilessly where possible.

Creating Ghilliam

Ghilliam are voidfaring scavvies, and can be created by using the Scavvy Archetype and increasing the BP cost by +10. In addition to the normal benefits of the Archetype, Ghilliam receive the benefits below.

Voidfaring Mutant: Ghilliam receive +Rank to relevant tests resisting the effects of cold or toxins, and +½ Rank to tech tests aboard voidships.

Wargear: Lumenmould lantern, half-eaten haunch of flesh, soiled trinket or memento (home world keepsake, family pict locket, etc.).

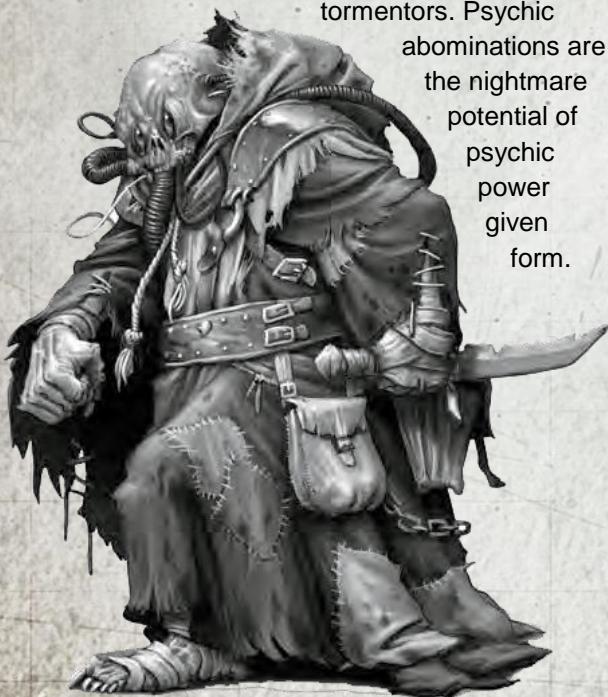




Psychic Abomination

Mutants are almost invariably seen as affronts to the Emperor's vision for Mankind, though their origins can be from many sources. The Ruinous Powers often twist and bend the forms of mortal to "bless" them with unnatural flesh. Some mutants are twisted in body and mind through exposure to Warp-stained items or even from reading forbidden texts. Others might be the product of poisoned environs or random accidents of birth instead. In the 41st Millennium, though, any rational explanations fall to the insanities that permeate these dark ages, and a loyal citizen is unwilling or unable to draw a distinction between these factors. The Imperium believes that mutation cannot be anything but a manifestation that an individual's soul is also proportionately tainted - and in most cases, this is correct. Fear and distrust are the norm in most human worlds, and mutants are rarely given a chance to make an accounting of themselves. Because of this, the role of most mutants in the Imperium is that of a scapegoat for ill-fortune or an object for violent and cathartic release at the hands of others.

Many mutants succumb to their suffering; some turn to dread endeavors, even seeking the favor of dark powers for revenge against their tormentors. Psychic abominations are the nightmare potential of psychic power given form.



Unsanctioned, often mutated, their psychic powers are raw and terrifying and wielded with insane malice. During a mutant revolt, rabble rousers unleash psychic abominations to destroy entire formations of troops deployed to suppress the mutated masses, burning flesh and making men turn their weapons on one another. Regardless of the consequences, every mutant revolution ultimately draws these walking apocalypses into its ranks and use them as weapons in the opening stages of a rebellion.

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower (3)

Skill: Psychic Mastery (2)

Benefits

Keywords: Imperium, Mutant, Psyker, Outcast

Influence Bonus: 0

Corruption: +3

Mutant Psyker: Psychic Abomination characters begin with two minor mutations or one severe mutation. Additionally, the Psychic Abomination begins 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: Rag-robies or tattered clothing, knife

Hullghast

Deep in the forgotten reaches of voidship holds, scattered in countless Space Hulks drifting through space, and hidden away even in such innocuous vessels as bulk refinery and pilgrim ships lurk two breeds of highly dangerous mutants - the Ghilliam and, their more dangerous brethren, the Hullghasts. These mutants have become inured to the worst of the polluted and irradiated voidship decks and are able to thrive there, albeit with a loss of any

remaining humanity. Some Hullghast corpses have been recovered (usually from lifeless derelict vessels), and there is a clear indication that Hullghasts share an origin with the far more common Ghilliam and are a more mutated version of that wretched creature. Hullghast bodies are twisted in the extreme, with hairless leathery skin and vicious talon-like claws. Their oversized mouths are filled with layers of huge teeth, ready to rend flesh from bone. Pustules of flesh erupt in tusks and horns, covering their bodies with natural weaponry. While the more humanoid Ghilliam look like sickly and crazed men, Hullghasts appear more akin to daemons or the stuff of nightmares.

Also, unlike the wretched Ghilliam who exist primarily as furtive scavengers, Hullghasts are more aggressive and dangerous. Where the Ghilliam generally form groups to overwhelm their prey, lone Hullghasts openly attack any crewmen who dare venture too deep below decks. Often times, they also prey on Ghilliam who drift too far from their squalid hovels, though the cleaner meat of unmutated humans seems preferred.

For those travelling through the void, these horrific mutants present a danger within that matches the dangers without, as terrifying as the warp entities held back only by the ship's Gellar Field. Just as travelers' souls would be devoured should the field collapse and fail, so their bodies would be ripped apart as food if these terrors of the Black Holds are unleashed.

Build Point Cost: 30

Prerequisites

Tier: 3

Species: Human

Attribute: Initiative (4)

Skill: Weapon Skill (3), Survival (3)

Benefits

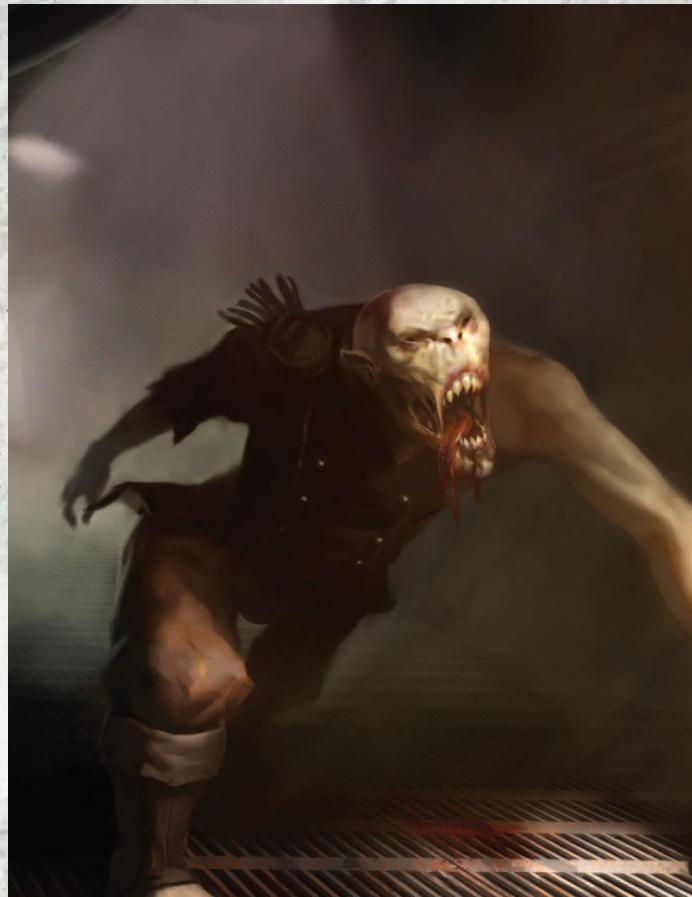
Keywords: Imperium, Mutant, Outcast

Influence Bonus: -2

Corruption: +3

Survival of the Fittest: Hullghast characters begin with the Misshapen, Bestial Hide and the Horns, Spines, Fangs or Claws mutations. Additionally, the Hullghast mutation allows the creature to survive in the most hostile surroundings known to man. They are immune to most environmental hazards such as poisons, mild doses of radiation, pollutants, intense gravity fluctuations, airborne toxins, and almost anything else that could be encountered in the Black Holds. What has not killed them has indeed made them stronger. Hullghasts automatically succeed on Toughness tests against toxins, radiation, diseases or similar afflictions.

Wargear: Rag-robies or tattered clothing, club or sharpened bone.





Navis Nobilitate Houses

The most powerful of the Navigator houses have their Family House on Terra, in a vast district known as the Navigator's Quarter, a byzantine labyrinth of ornate buildings, decorated beyond any measure of taste. Every palace is huge and decorated with mighty murals and elaborately painted ceilings, the Navigator Lords competing with each other to create the most beautiful palaces, adorned with the greatest works of art in the galaxy. They have libraries containing millions of books, data crystals and scrolls, and own collections of sacred relics to match anything possessed by the Ecclesiarchy. They own menageries of rare beasts, and wine cellars replete with the products of a million worlds and live in obscene luxury and splendor.

An estate surrounds each palace, containing sculpted gardens and ornamental pleasure lakes filled with scented water. Beneath the palaces is a far darker world; the Vaults. These vast labyrinths stretch downwards towards the planetary core and are the sometime home to the strange mutated ancients of the Houses.

The most powerful Houses vie for the position of Paternova, the overall ruler of the Navigator House's, whose powerful influence extends even to the High Lords of Terra. It is every Navigator House's ambition to one day reach the position of Paternova, and take control of the great Navigator Palace on Terra. Lesser Navigator families owe fealty to larger houses, which in turn have their own alliances. These alliances form trading cartels, which compete for lucrative contracts with other trading cartels. The Merchant Fleets of the Imperium must constantly deal with these powerful cartels for the services of the Navigators. It is a strained relationship at best, and while open conflict is rare, it is not unknown.

More covert methods are often employed. An assassin's bullet to remove a troublesome Novator or his envoys, to be replaced by a more amenable family member, is an oft-used recourse. So high are the financial rewards and influence to be gained that assassination



attempts are a common transaction between rival Navigator Houses. Open warfare, in a controlled fashion known as a trade war, is not unknown between the feuding houses, since all control vast wealth, large professional mercenary forces are paid huge amounts to serve the Navigator Houses. Some of these mercenary contracts date back thousands of years. The Navigators, paranoid of their rivals, are afraid to be seen as militarily weak, and thus they pay well for loyal service, and failing this, they trade in slaves or penitents and train their own soldiery within their huge private estates. Slave trading is a lucrative business and so long as taxes and tithes are paid, the Administratum turns a blind eye.

Tradewar is a limited and strictly regimented form of warfare, formally declared between rival trading factions, which is permitted by the Administratum under the Navigator Conventions. The aim of the Convention is to reduce the overall damage to shipping and mercantile interests, as well as prevent rival factions from simply destroying one another. The rules of a Tradewar prescribe formal declarations of intent and restrict permissible targets. The Great



Navigator Houses see Tradewar more as an extension of the customary means of competition between competing commercial interests, than as open warfare. During a Tradewar, forces directly under the control of the warring factions are allowed to raid each other's' shipping, attack important mercantile operations or destroy equipment owned by the opposition. Employees and declared members of rival houses become fair game for assassination attempts or direct attack, but violence cannot extend beyond the direct opposition, so subsidiaries and lesser Houses allied to the warring factions are theoretically immune to the effects of a Tradewar, though they are often dragged into direct conflict. In practice, Tradewars rarely last very long as they are expensive in money and manpower, and the profits to be gained by wresting control of

commercial contracts of a specific market or shipping routes does not often justify the expenditure. They also tend to produce bitter enmities between the rivals, as the fighting is invariably of a tawdry nature, leaving many scores to be settled at a later date.

The Boons of Lineage

In the Imperium, there are thousands Navigator Houses, each with a history that can be traced back hundreds if not thousands of years, but still the number of Navigators is a literal drop in the ocean compared to the numberless masses of humanity. All these houses are not the same however, either in strength or makeup, and over the millennia many have diverged from the first great families that are said to have exhibited the Navigator gene. Some have dwindled and died off over the years, some few turned outlaw, whilst many others have prospered in these divergent ways of life creating branches and offshoots of the Great Houses across the Imperium. Whilst it would be impossible to catalogue and critique each of the Navigator families, many can be grouped into broad categories, representing their unique strain of the gene as well as their area of influence and way of life.

Characters with the <Navis House> keyword must have the Navis Nobilite keyword as well. Characters with the <Navis House> keyword may select one of the Navis Houses listed below (or the player may work with the GM to determine another House if they wish). Choosing a Navis House replaces the <Navis House> keyword with the name of the selection.

Nobilite Encoding: A number of archaic, dead tongues or dialects, now only known to the ancient Nobilite families that keep the old languages alive. A Navis Nobilite House character may choose this language as one of his initial languages, or purchase it for 1 BP at a later time.

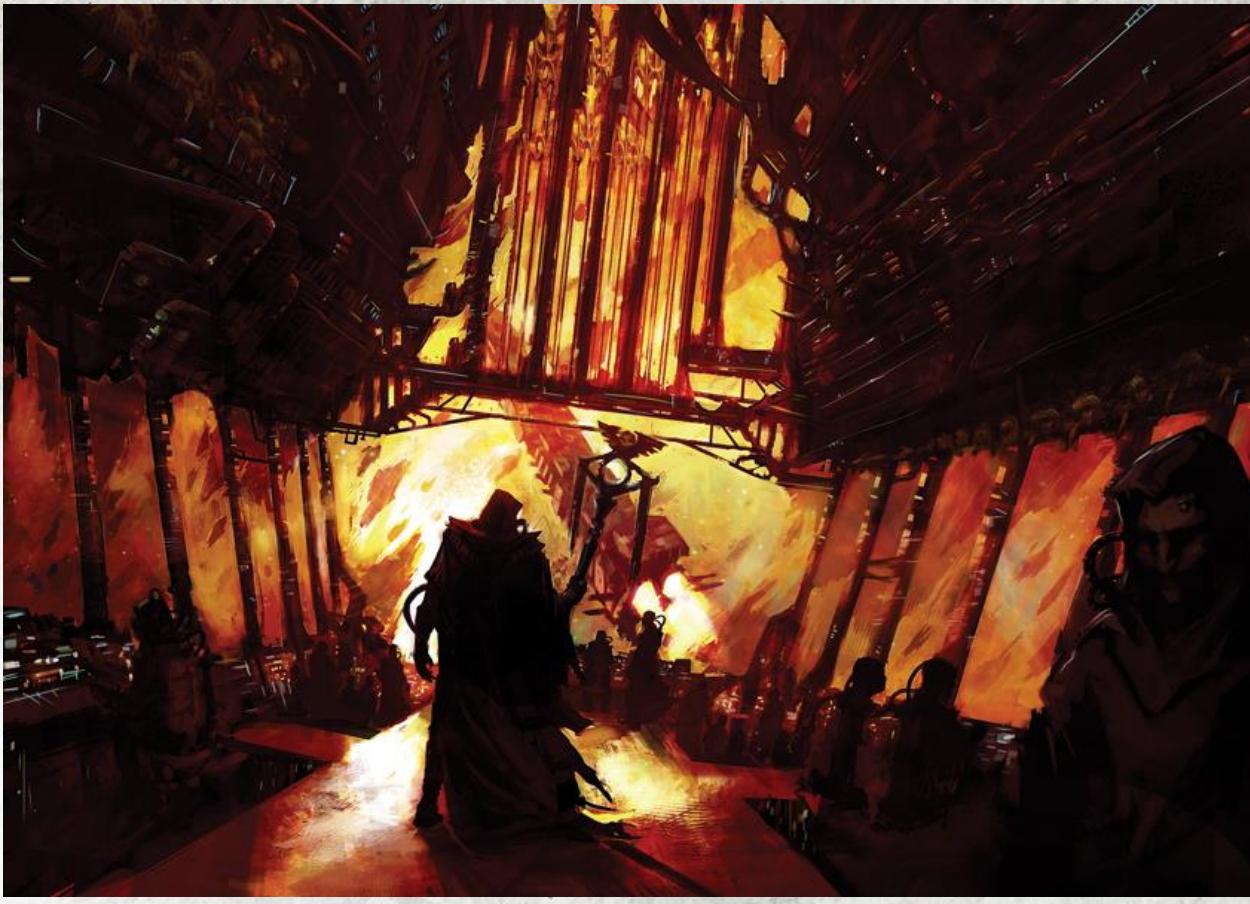


Table: Navigator Houses

House	Description
Magisterial House	Greatest in size and power are the Magisterial Houses. The roots of the original Navigator families, these Houses maintain mighty palaces on Terra and their influence reaches to the very edges of the light of the Astronomican. The Magisterial Houses maintain traditions and practices that have served them for millennia. They are masters of the traditional Navigator crafts and have more control over the malign mutations that afflict those with the gene. To be part of a Magisterial House is to know without question the purity of your blood and the ancient power and nobility of your family.
Nomadic House	Some of the Great Houses have forsaken ties of sector and system, relinquishing their terrestrial holdings. Instead, over the centuries, these Navigator Houses have taken wholly to the stars to become wanderers and gypsies, their lines preserved on vast fleets of ships constantly on the move. To be part of a Nomadic House is to be born between the stars and spurn the life of a dirt dweller. It is also this long term exposure to both the void and the Immaterium that hones the skills of Navigators from Nomadic Houses, giving them an understanding of space and warp second to none.
Renegade House	Some of the Great Houses have completely forsaken the traditions and ancient practices of the Navigator families in their quest for power, or may have been turned on by the rest of the Navis Nobilite, harrowed, and driven into exile. Dabbling heavily in the genes of their children in order to improve their lot, their tampering often leads to hideous mutations and unconscionable monsters in their lineage, which in turn leads to rejection by the Paternova and a hunt to extinction by the Inquisition. In some cases, however, it has birthed new strains of the gene and given rise to families with unique abilities and potent powers. To be a part of a Renegade House is to have cast aside the sacred Navigator traditions as small minded and restrictive and instead embraced the glory and limitless potential of your

Shrouded House

ancestry - or so the houses believe, to comfort themselves.

Shrouded houses have suffered great losses or shame within the more established dominions of the Imperium. They have opted to move their powerbase completely to the edge of known space, where they cling to the barest strands of their former status and power. Though they may be rich in skill, knowledge or lore, something in the past of Shrouded Houses has blighted them and reduced them to a state so far from their once exalted position that they are sometimes cruelly called 'beggar houses' by their more successful counterparts. To be part of a Shrouded House is to be part of a fallen line that is slowly rising again to stand defiant against those that once cast them down - or at least, so you are told by your elders. Their loss in standing has often forced such houses to flee to the margins of the Imperium and to develop a cunning and opportunistic mindset alongside a skill that is often lacked by more comfortably indolent houses.

Navigator Powers

Unlike psychic powers, Navigators do not need to summon the energies of the warp or use arcane psychic foci to activate their powers. Rather, their powers are a result of their innate connection to the warp and the legacy of their genes. Because of these factors, a Navigator character does not make a Psychic Mastery skill test to try and gather warp energy as a Psyker would. Instead, whenever he chooses to use one of his powers, he must pass a Willpower characteristic test for it to be successful. These powers operate similarly to Psychic Powers, but cannot can only be manifested as Bound powers. Additionally, when a Navigator chooses to improve an existing power rather than gain a new one, he lowers the DN of the power by -1.

Note that Navigators never need to roll for Perils of the Warp, and cannot risk triggering these effects with the use of their powers. Likewise, any items, creatures, or psychic effects that would either cause or increase the chance of a Psyker triggering Perils of the Warp will not affect them when they use their abilities.

A Cloud in the Warp

Point Cost: 8

DN: 6

Activation: Sustained

Range: Self

Multi-target: No

Keywords: Navigator, Psychic

Effect: By understanding and perceiving the currents of the warp, the Navigator can hide his presence from those that would use the



Immaterium to detect him. Whilst it does not in any way mask his presence in the real universe, it can ably hide him from detection by Psykers and confuse creatures whose essence and existence are linked to the warp, such as Daemons and other warp entities. As the Navigator grows in power, he will become harder to detect, as well as being able to mask others if they stand nearby. If successful, the

Navigator becomes shrouded in an immaterial cloak, forcing those that use any kind of psychic sight, detection or divination to increase a powers DN by +2 to see him with such powers. This power also has the same effect on the (passive) awareness of all Daemons and warp entities. This power will last as long as the Navigator maintains it, however whilst he does so, he cannot use any other powers (though he may take other actions normally).

Potency: [2] Increase the DN by +1

Foreshadowing

Point Cost: 10

DN: 5

Activation: Action

Range: Self

Multi-target: No

Keywords: Navigator, Psychic

Effect: By using his warp eye to filter small secrets from the near future, the Navigator can choose to make slight adjustments to his actions to avoid harm and manipulate the course of events. Only if the Navigator tries to dig too deep into the near future for secrets does this power become unpredictable and he may become victim of the warp's lies. If successful, the Navigator can make a Narrative Declaration as if he spent a point of Wrath. However, the Navigator (or his allies) only has the next Round to make use of the declaration, lest it vanishes as a lie of the warp.

Potency: [2] Increase the time of the declaration lasting by +1 Round.

Gaze into the Warp

Point Cost: 10

DN: Target's Resolve

Activation: Sustained

Range: 30m

Multi-target: Yes

Keywords: Navigator, Psychic

Effect: This power allows a Navigator to see a creature's or object's reflection in the warp and learn things hidden from the real universe. This power is most useful in unmasking both psykers

and daemons, but has other applications, such as reading residual psychic taint on objects and tracking powerful psychic entities. With a successful attempt, the Navigator can determine if a creature or object holds the taint of the warp. This will tell the Navigator if the person or object has the psychic presence or is tainted (roughly speaking if they have the Psyker, Chaos, Daemon or similar keywords). Psykers who have made dark pacts with the warp and daemons are more resistant to this power, however. Against these creatures, the DN of the power increases by +2.

Potency: [1] Increase range by +5m

Held in my Gaze

Point Cost: 8

DN: Target's Resolve

Activation: Sustained

Range: 5m

Multi-target: No

Keywords: Navigator, Psychic

Effect: The unflinching eye of a Navigator locks a creature in place with a gaze that pierces flesh and bone to see the immaterial essence of all things. Most commonly employed against psykers, this ability can be used to render them effectively powerless and prevent them from calling upon their abilities. It is also undeniably effective against creatures with a strong connection to the warp, such as daemons, for which it can have spectacular and devastating consequences. The Navigator chooses a target which he has line of sight to and within range. If he is successful, then the target is locked and cannot make a Move. A locked target must beat the Navigator in an opposed Willpower test each time it wishes to use a psychic power or invoke the Ruin abilities. Daemons affected by this power suffer 1 Mortal Wound.

Potency: [2] Increase range by +5m

[3] +1 Mortal Wounds.



Inertia

Point Cost: 10
DN: Target's Resolve
Activation: Sustained
Range: 30m
Multi-target: Yes
Keywords: Navigator, Psychic

Effect: The Navigator alters the tides of the Warp, making it difficult for enemy psykers to draw their power from the Immaterium. This power does not require line of sight, but can only be used against characters with the <Psyker> keyword. If they are affected, then the psyker suffers a +1 DN penalty when manifesting their powers.

Potency: [1] Increase range by +5m
[3] Increase DN penalty by +1

The Lidless Stare

Point Cost: -
DN: Target's Resolve
Activation: Sustained
Range: 30m
Multi-target: Yes
Keywords: Navigator, Psychic

Effect: If a Navigator opens his warp eye fully, anyone gazing into its depths will witness the power and mind breaking unreality of the warp. In an instant, they witness the chaos boiling beneath the skin of existence and for many, it is the last thing they ever see. The navigator chooses a number of targets within range. If the power is successful, the targets suffer a single Mortal Wound and counts as having failed a Terror test against the Navigator

Potency: [3] Increase the DN penalty of Terror of a single target by +1.

[3] One target suffers an additional Mortal Wound.

Temporal Distortion

Point Cost: 6
DN: 4
Activation: Instant
Range: Self
Multi-target: No
Keywords: Navigator, Psychic

Effect: The Navigator can manipulate the tides of the Immaterium to affect time in the temporal universe. The Navigator may only use this power on himself, and if successful, he may make an additional Move. Regardless if this power is successfully manifested or not, the Navigator suffers 2 points of Shock.

Potency: [1] Increase the Speed of the additional Move by +1
[2] Reduce shock gained by -1.
[3] Instead of a Move, the Navigator may make an additional Action.

Nobilite Emissary

"A good Navigator can steer her ship to dance through the insanity of the Immaterium, rolling off the Sea of Souls without sinking beneath the waves of madness. I guarantee you've never meet a bad Navigator, and if you do, that poor soul is likely to be among the last you meet."

- Emissary of House Mercator

For men and women who wield power as great as that of a Navis Nobilite family, secrets can be far greater weapons than macrocannon batteries or virus bombs. A properly leaked confidence can undermine an Imperial Governor's authority, devastate a Battlefleet, or indeed topple an entire system. Whether these sorts of secrets are used against a Navigator or on his own behalf is a matter of great concern for the lords of most Navis houses. Despite this concern, even aboard their own ships, there are those who make their way by playing



the great game of secrets, sabotage, manipulation and blackmail. By necessity a great many groups employ experts in these matters. As immense political forces in their own right, Rogue Trader dynasties, the houses of the Navis Nobilite, the Imperial nobility and many others play this game as well as any other, save perhaps the dread Inquisition.

The Navis Nobilite utilize the skills of their operatives to many purposes. Their knowledge of surveillance and ciphers helps maintain a watchful eye on the teeming multitudes aboard a Rogue Trader or Imperial Navy ship, ensuring that no mutiny or heresy festers within its mighty hull. Their familiarity with various methods of inquiry and interrogation makes them ideal agents for collecting information from those who would thwart the designs of the house Novators. Truly, their training is an essential foundation to any efforts of counterespionage employed by a savvy Novator.

Nobilite Emissaries are regularly trained in reliable techniques to endure the ministrations of torturers and interrogators and can be counted on to keep one's secrets as surely as they gather those of their master's enemies.

Navigator houses of noteworthy power and majesty may utilize a single operative as a spy-master, commanding the actions and services of many lesser agents throughout their ship, fleet, or system-spanning holdings. These masters of intrigue act as great spiders, sitting at the center of intricate webs of informants, undercover agents, and turncoats, all acting towards a single purpose. Spy-masters of this sort are dangerous individuals, always planning ten moves ahead in their subtle game.

The greatest threats to the secrets of a Navigator often lay aboard his own ship, and may even number among his closest advisers. Millennia of infighting and intrigue amongst themselves have made many of the Navigator

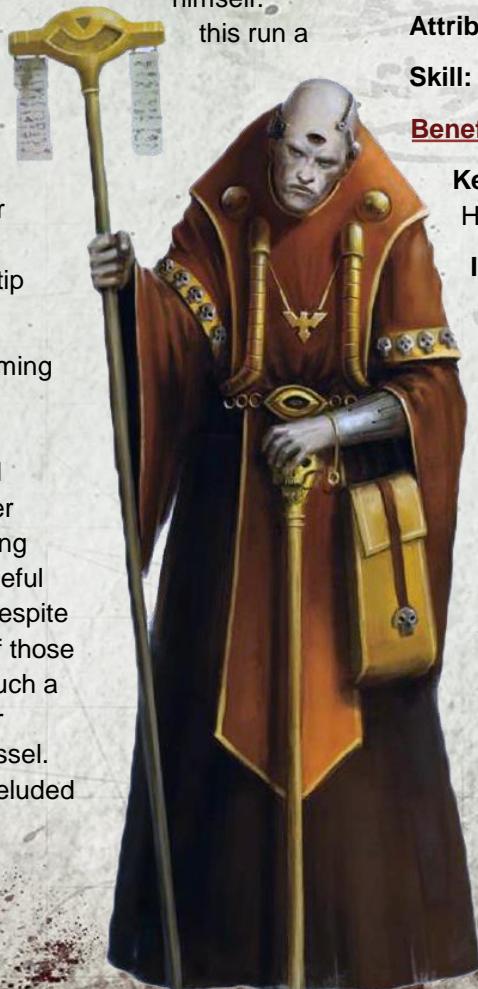
houses both paranoid and arrogant in the extreme. Though the whole of the Imperium of Man is reliant on their gifts for survival, their mistrust of their fellow man is legendary and they guard their secrets jealously. As such, they rely heavily on espionage and subterfuge in their regular dealings. It is for this reason that Houses of the Navis Nobilitate often train some operatives they employ to keep a close eye on their employers, ferreting out their weaknesses and their sins as possible leverage for future contracts.

Indeed, even a Navigator's own house may employ an agent in the retinue of an established Primaris, to ensure that he acts according to the will of the Novators rather than his own whims. These operatives are often the most insidious, as they pose as a trusted comrade or conspirator, all the while worming their way into the trust of the Navigator in order to gain access to those things he keeps closest. These double-agents may even be called upon to incite sedition amongst the crew in order to destabilize a Navigator who is acting against the will of his family, or if need be, to cut the throat of the wayward navigator

Operatives such as razor's edge, balancing the duties they owe to their Lord Navigator with those they owe to their familial house, ever watchful that they not tip their hand.

Even among the swarming billions of the Imperial populace, there are relatively few men and women with the sinister cunning or the scheming disposition to make useful Nobilite Emissaries. Despite this, there is no lack of those who would aspire to such a position as spy-master aboard an Imperial vessel. The names of these deluded

himself.
this run a



individuals are recorded in few texts and remembered in no chronicles. Those who do possess the skills necessary to deal in secrets and deception are rarely eager to live such a life and are either chosen for such a profession by a powerful spy-master or were predestined to hold the position before they were even born. As even the awesome technology of the Adeptus Mechanicus cannot guard one against death forever, reliable operatives and spy-masters seek out those who possess the art and cunning to fill their position and personally train these new recruits to take their place upon their own death. It is the houses of the Navis Nobilitate that most often raise their operatives from birth. These individuals are likely to spend their entire lives in the service of their house, giving their childhoods over to education in methods of interrogation, subterfuge, ciphers and surveillance.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human or Navigator

Attribute: Fellowship (2)

Skill: Deception (1), Persuade (1), Intimidate (1)

Benefits

Keywords: Imperium, Navis Nobilitate, <Navis House>, Nobility

Influence Bonus: +1

House Operative: A Nobilite Emissary gains +Rank to opposed skill tests to resist the effects of seduction and interrogation. In addition, the Nobilite Emissary character may utilize an interrogator's questions and techniques to garner detailed information about the nature, aims, and motivations of the interrogator himself and those he works for. If the Nobilite Emissary is subjected to interrogation, and wins an opposed test, he may immediately make an Awareness Test (DN 4). On a success and for every shifted icon, he can learn one detail about

his captors (what he can and cannot learn is ultimately up to the GM but it should be something valuable).

Wargear: Laspistol, staff, nobilite robes or imperial robes, charm (silk headscarf) or micro-bead, gene-coded slate monitron.



Navis Scion

"A pleasure to meet you, sir. Allow me to introduce myself. I am your charioteer, your gatekeeper to the stars. These trade conferences are such a bore, don't you think? We have all week to discuss the trade routes of the sector. Would you care to join me in a glass of amasec? Wonderful! A toast - to our endeavors."

- Navigator Gadevillious Obrex

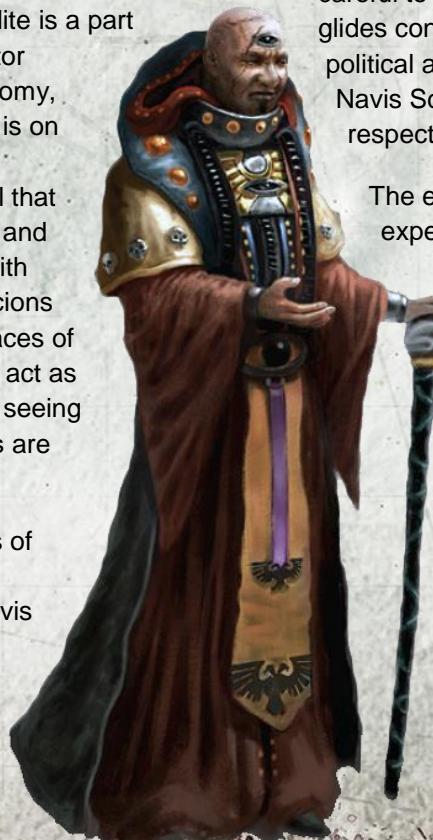
Navigators are a fortunate few born into privilege, their politically affluent clans wellsprings of intrigue as grim and convoluted as their mutating bodies. While some Navigator Houses empower agents to act as intermediaries between themselves and Imperial society, others look within, selecting from among their number cunning Navigators who can wield the political influence of the House to greatest effect. Though the Navis Nobilitate is a part of the Imperium, each Navigator House possesses great autonomy, and their influence and power is on par with the Imperium's great Adepts. Thus, it is only natural that many Houses have diplomats and representatives for dealings with the larger Imperium. These Scions of the Navis Nobilitate are the faces of the great Houses, groomed to act as diplomats and power brokers, seeing to it that their family's interests are protected.

Equally at home in the estates of the Navigator Houses or the courts of the Imperial elite, Navis Scions are masters of

conversation and courtly protocol. Often selected from amongst their fellows based on their relative lack of disfiguring mutations as much as their social skills, these Navigators attract a great deal of attention on their many public outings. Fated to be the center of attention in virtually any courtly setting, Scions revel in the gawking of onlookers, using their instant fame to woo potential allies and mock known foes. It is rare to see a Navigator in public, and rarer still to see one surrounded by an admiring (or simply curious) crowd. Whether regaling an audience with tales of travel beyond the reaches of the Imperium or wounding a boor's pride with a witty remark, Navis Scions are exceptionally socially adroit.

However, a Scion bears a responsibility far greater than providing dazzling conversation. He is still expected to be an adroit Navigator for ships travelling the immaterium, and serves as a vital link between his House and its allies. He is expected to act as an agent and representative, seeking out new clients for his House and seeing to it that existing allies have the House's best interests at heart. The intimidating presence of a full blooded Navigator can quickly sway the outcome of a trade negotiation. Likewise, the enemies of the Nobilitate must be careful to hold their tongues when a Navis Scion glides confidently into court. Wielding the political and economic power of his House, a Navis Scion is something to be feared and respected.

The extensive education and political experience of Navis Scions make them valuable companions. In the course of their duties, many Scions become advisors to Rogue Traders, Admirals, and other high-ranking officials who respect their expertise and pedigree. Many a noble has turned to a Scion for advice in matters of politics, trade, and even personal matters. Though the rumor that a Navigator's third eye can glimpse the future is only partly true, that does not stop most Scions from



acting as psychic advisors, knowing full well that the right prophesy muttered in the right ear is capable of fulfilling itself.

One cannot simply choose to serve his House as a Scion. Scions must be groomed from an early age, entering courtly life before the mutations that are their heritage manifest. As a result, the highly public lives and exotic inhuman beauty of most Scions lead many to believe the stories of monstrously deformed Navigators to be no more than fables the Houses use to intimidate rivals. A Navigator cannot escape the betrayal of his own body, and as a consequence, most Scions have short public careers. However, the alliances brokered and social doorways opened in this time can serve a Navigator throughout his prolonged existence, and may even be refined and enhanced through clever maneuvering later in life. Still, many Scions become so enamored with the dance of courtly intrigue that they cannot bear to leave it behind when the time comes. More than a few Scions have resorted to extensive reconstructive surgery and invasive bionic augmentation to maintain the almost-human features that once made them presentable and celebrated in Imperial high society.

One becomes a Navis Scion while still in infancy, when the elders of a Navigator House select a newly-born child, one free of prenatal mutation, and prepare for it a life of higher education and social tutoring. Navis Scions are still trained to harness their natural abilities to perceive the Warp and direct the course of mighty voidships, but are also tutored in history, literature, and the realities of Imperial politics. Though their skill in the art of navigation may suffer, Scions emerge from their studies with sharp minds and sharper tongues, ready to represent their House in all things.

Build Point Cost: 20

Prerequisites

Tier: 1

Species: Navigator

Attribute: Fellowship (3)

Skill: Leadership (2), Persuade (2), Deception (2)

Benefits

Keywords: Imperium, Navis Nobilitate, <Navis House>, Nobility

Influence Bonus: +1

Groomed from Birth: Navis Scions begin play without an initial mutation. Additionally, they gain a +½ Rank bonus to Persuade skill tests.

Wargear: Staff, mesh armor, nobilitate robes, charm (silk headscarf), flask of amasec

Navigator Primaris

"To gaze into the warp is to look into the abyss. To understand insanity itself is to become insane. Worst of all is the knowledge that while you are gazing upon it, the warp is looking back at you and laughing."

- Kartr Hollis

Without the Navigator gene and those who bear it, there simply would not be an Imperium of Man. At best, Humanity's control of the stars would be limited to those planets that could entirely support themselves and a few scattered petty empires. Contact with other worlds would be scant to non-existent, for travel between all but the very closest of star systems would be too ponderous, and too dangerous, to be practicable. Without a Navigator, a vessel is limited to warp jumps of only a few light years at a time, and exact calibration must be undertaken by massive banks of cogitators as even the smallest of errors will have fatal consequences for the vessel and every soul aboard. Without a Navigator, to cross even the smallest of interstellar gulfs without the most detailed and ancient charts is considered a desperate or foolhardy act by most void-farers and suicidal by those who truly understand what horrors lurk beyond the material universe.

The Navigator is the scion of one of the great Navigator clans. These bloodlines are said by some to be older than the Imperium itself and by

others to be a direct creation of the God-Emperor when he walked in mortal form. Over the millennia, they have garnered great power and influence thanks to the Imperium's reliance on them, but at the same time are caged by convention and tradition. A Navigator wants for nothing, yet in reality is often a slave of his station. Thanks to his Warp Eye, he is able to pierce the veil between the Materium and the Immaterium, between reality and the nightmarish realms beyond. Able to perceive the warp's shifting contours and impossible currents, he can guide a vessel by dint of his skill and the immeasurable aid of the light of the Astronomican, the Emperor-forged and soul-burning beacon that shines across the galaxy from ancient Terra. The life of a Navigator is one of duty and service to his clan, yet many would have it no other way, for they are never truly more alive than when ensconced in their navigation sanctum, gazing into the insane, swirling depths of the Immaterium, pitting their will and their wits against the ravening storm of energy and thought that lurks behind all things others call real.

Each Navigator perceives the warp in an entirely subjective manner as a reflection of his own unique nature, for even such as they may not stare into the abyss and face its true form without suffering the utter destruction of mind and soul. Some perceive the dimension in terms of a journey through a storm-wracked forest, knowing that to stray from the path is to surrender to the horrors that lurk within. For others, the warp appears as a raging sea, or a desert engulfed in a sandstorm, or a shifting city of night, or a million other potential forms. As Navigators gain in experience and power, the abstraction fades, and they are capable of observing the true warp through a polarized state - their third eye filtering the horror.

But even for those so designed on a genetic level to endure the warp's horrors, there is still a price to pay. Navigators who have served the longest may become wracked with bodily failure, incipient madness, and possible mutation, and ultimately they become virtual prisoners reliant

on the life-sustaining machinery of their sanctums. Conversely, those newly come into their calling often revel in their rank and wealth, affecting rakish mannerisms and caring little for the petty concerns or trivial realities of life in the Imperium, each knowing that such a life is for them a thing that must one day pass. Those that embrace this wild, almost nihilistic attitude are often attracted to service aboard a Rogue Trader vessel, striking out into the darkness almost as if fleeing the inevitable fate they must one day face. Others owe their dangerous service thanks to some hidden crime or misdemeanor among their own kind or through connection to an infamous and some might say tainted bloodline.

Navigator Primaris, also sometimes known as the Warp Guide, are wholly responsible for steering a vessel through the treacherous tides of the Empyrean, both the safer routes within Imperial borders, and the terrible, dark voids beyond. The navigator's burden is heavy indeed; he and he alone stands as a bulwark between thousands of faithful Imperial souls and the unbridled damnations of the warp. A single mistake and terrible daemons of the Empyrean spaces will

consume the vessel
aboard it, and
that horrid
death will



be but a prelude to the eternal torment that follows. Regardless of whatever idiosyncrasies a Navigator might bear, he is essential to the operation of an Imperial vessel and given great leeway by his Lord-Captain, for should a vessel lose its Navigator beyond the fringes, any such vessel, and all who serve aboard her, is surely lost.

Build Point Cost: 30

Prerequisites

Tier: 2

Species: Navigator

Attribute: Willpower (4)

Skill: Pilot (4), Persuade (2)

Benefits

Keywords: Imperium, Navis Nobilite, <Navis House>, Nobility

Influence Bonus: +2

Warp Guide: The Navigator Primaris gains +Rank bonus dice to Pilot skill tests when steering a voidship through the Warp. Additionally, he gains +½ Rank to Conviction tests.

Wargear: Dueling lascannon or hand cannon, staff, mesh armor, emperor's tarot deck, nobilité robes, charm (silk headscarf), charm (navis occulta), micro-bead.

Novator

The Navis Nobilite consists of several Houses or Great Families, consisting of a large group of related Navigators who reside in a literal house. This house is generally a large fortress-mansion presided over by the Great Family's leader, or Novator. There the Novator lives with his immediate family and

retainers, who is a patriarch or matriarch that rules over his family, the figurative - and often biological – father or mother of the family. It is the role of the Novator to hold the family together and manage their fortunes, fostering contacts and contracts to the House and jealously guarding those already in its possession. The strict controls they impose along with the Navigator codes prevents devastating warfare from erupting between the Navigator Houses. Above the many Novators sits the Paternova and through them they manage the Navigator Houses of the Imperium.

Novators of all houses be it from the grand and illustrious magisterial houses, or the forlorn and forsaken renegade houses, preside as the masters and guiding hand that leads their families into prosperity or damnation. Most have served a tenure of service to the Imperium and survived, not only wholly intact but strengthened by their trials – whether it was in service to the impressive warships of the Imperial Navy, the archaic and strange vessels of the Mechanicus' explorator fleets, the ostentatious rogue trader fleets, the warmongering ships of the Adeptus Astartes or even the dread black ships of the Adeptus Astra Telepathica or Inquisition. Each has brought home valuable connections, knowledge , and hard-won experience back with them, making them not only talented and skilled warp guides, but adept at commanding respect and loyalty.

With his days in active-service behind them, Novators focus on the minutiae of running their households, sending off their young scions to act on behalf of their family as he once did. It is his responsibility now to cultivate and foster new contracts, strengthen old alliances and oaths, or penalize or cut off services to those that have offended their house or failed to meet obligations



made. It is this role that Novators are made or broken, as the pressures of his station are more difficult, perilous and insidious than the warp voyages he once steered. If a Novator falters or falls, the cost is not merely a ship with a paltry crew of thousands, but a Nobilitate house whose unbroken heritage traces far back in antiquity before even the founding of the Imperium, to the very roots of mankind's archaic past. Such a loss is not merely unacceptable – it is unthinkable, incomprehensible, and absolutely unacceptable.

Build Point Cost: 40

Prerequisites

Tier: 3

Species: Navigator

Attribute: Willpower (6)

Skill: Pilot (5), Leadership (4), Persuade (3), Deception (3), Intimidate (3), Insight (3)

Benefits

Keywords: Imperium, Navis Nobilitate, <Navis House>, Nobility

Influence Bonus: +3

Exalted Lineage: As the head of a family of the most ancient and powerful houses of the Imperium, the Novator is able to utilize his prestige among the nobility of the Imperium. The Novator may call upon his lineage in social situations and gains +Rank bonus to any Interaction Skill tests when dealing with characters with both the <Nobility> and <Imperium> keywords

Wargear: Digi-weapon or infernal pistol, staff, mesh armor, emperor's tarot deck, charm (silk headscarf), nobilitate robes, devoted attendant or mono-tasked servo-skull, choice of augmetic

Heir-Apparent

The most powerful Navigators in each of the Great Families are called Heirs Apparent, which signify that they may one day contend for the position of Paternova, the ruler of all the Navis Nobilitate. The Paternova may come from any of the Great Families and from any social level within them. The Heirs Apparent are usually the oldest Navigators; although not all develop in this way and some Navigators live out their entire lives without undergoing major physical changes.

The Heirs Apparent are frequently bitter rivals who will sometimes go as far as to try to eliminate each other if they get the chance. This sometimes leads to protracted personal vendettas or bitter feuds between two Navigator Houses. The Adeptus Terra is fairly tolerant of minor skirmishing of this kind, though open hostilities between Houses are discouraged as much as possible, with the exception of Tradewars.

The Paternova is the leader of all the Navigators and the most powerful of his kind. The Paternova may live for up to a thousand years, and when he dies, all the existing Heirs Apparent begin to change. They grow larger and stronger, and their mutations become even more pronounced, becoming able to survive in hard vacuum as well as underwater or in poisonous environments. Most importantly, they start to fight. They are drawn into combat with each other, building up to a pitch of aggression that eventually overrides all other considerations. As Heirs Apparent are killed, those who survive change even more until only one remains alive. It is this vastly changed and extremely powerful individual who becomes the new Paternova.



The Paternova lives in the Palace of the Navigators, which lies on Terra in the center of the Navigator's Quarter. Following his ascension, the Paternova never leaves the palace; the existing staff, soldiery and other retainers of the palace replaced by those drawn from the Paternova's own House. The chief amongst his servants is the Paternoval Envoy, who becomes one of the High Lords of Terra and sits on the Senatorum Imperialis. The role of the Paternova is an obscure part of Navigator biology, although no-one doubts its importance. He is sometimes described as the guiding father whose powers transcend the Warp itself. During the interlude between the reign of one Paternova and another, all Navigators other than the Heirs Apparent, suffer a considerable reduction in their powers. Their ability to navigate the Warp is impaired, Warp journeys take longer, ships are unexpectedly lost, and younger Navigators may lose their abilities completely.

Build Point Cost: 50

Prerequisites

Tier: 4

Species: Navigator

Attribute: Willpower (7)

Skill: Pilot (4), Intimidate (4), Persuade (5), Leadership (4)

Benefits

Keywords: Imperium, Navis Nobilite, <Navis House>, Nobility

Influence Bonus: +4

The Call of the Paternova: As Heir-Apparents are inexorably drawn to each, their power waxes in preparation of contending to become the next Paternova. Heir-Apparents gains a chosen Navigator Mutation with each Rank and also gain +Rank when utilizing his Lidless Stare power.

Wargear: Hotshot lascannon, staff, mesh armor or carapace armor, emperor's tarot deck, nobilite robes, charm (silk headscarf), micro-bead

Ascending Navigators

A Navigator from a Navis Nobilite house ascending to a higher tier may, if the GM agrees, assume that the character has progressed into the next stage of his political and social career, furthering the aims of his family and house as he takes on more duties, responsibilities and burdens. A character with both the Navigator species and Navis Nobilite House archetype may do so by spending the difference in build points between his former archetype and the next highest tier archetype. The character removes the archetype bonus from the outgoing archetype and applies the archetype bonus from the new archetype instead. Using this option, the character is not required to purchase an Ascension package, but the player may still purchase one if they wish.





Questoris Familia

I will uphold the honor of my house, our brotherhood gives me strength. I will show no mercy to my foes, none shall withstand my fury. I will defend the sanctity of Sacred Mountain, no enemy shall tread Alaric Prime unpunished. I will never forsake my oath, only in death does duty end.'

- House Degallio's Oath of Becoming

There are thousands of Knight Houses across the Galaxy. The Knight Worlds operate under a strict feudal system and are typically sworn to either the Adeptus Terra or Adeptus Mechanicus. They are the descendants of the early pioneers who settled their respective worlds were found in the knightly houses of the Imperial Knights. Known formally as the Questoris Familia, these dynasties of Imperial nobility evolved from the need to protect the early human settlers of the Knight Worlds from indigenous species discovered on their alien planets. When the original settlers arrived on distant worlds they cannibalized their sublight colony spacecraft, using the parts for the raw materials of survival. The Imperial Knights now dwell in massive strongholds, foreboding martial structures, the heart of which contains technologies taken from these ancient colonization vessels. The formal role of protector and castellan developed over time into the structure of Noble houses that was old when the Imperium was in its infancy. The curious fact that the knightly houses are often uncannily alike despite their far-flung nature is explained, at least in part, by the union of Noble pilot and his suit of Knight armor, known as the Ritual of Becoming. Connecting at a neural level with the War Spirit of a suit of Knight armor has a profound effect on the consciousness of the pilot. The joining of human mind and War Spirit has helped to create cultures which appear uncannily similar across the galaxy, despite evolving on worlds that are far apart, and have never shared formal communication.

Knight Houses sworn to the Adeptus Terra are led by a High King. Directly beneath him are a number of Barons, which each rule a fief of territory. While all Barons owe allegiance to their king are not equal and some have different ranks. The baronial rank of Kingsward protects his liege on the field and at court. A pair of crossed swords signify rank of Kingsward. Others may serve as the King's herald or the gatekeeper of his fortress. Each baron in turn controls a number of knightly vassals, which operate alone or in formations known as lances.

Knight Houses sworn to the Adeptus Mechanicus often accompany the Collegia Titanica into battle or are garrisoned to defend key Forge Worlds. Their organizational structure is similar to those Houses sworn to the Adeptus Terra. Each is led by a Princeps and below him are Barons which can hold a variety of titles. Below the Barons are vassals. Unlike with Houses sworn to the Adeptus Terra, Mechanicum-sworn Houses may be stationed with a Titan Legion permanently.

Knightly Houses

Each archetype of the Questoris Familia has a **<Household>** keyword. This keyword represents the noble questoris family that the character is born into, either as a scion or oathsworn to serve. The player selects one of the knightly houses listed below (or works with the GM to create one of their own) and replace the **<Household>** keyword with the name of that selection. Questoris Familia may also choose to replace the **<Household>** keyword with the **<Legio>** keyword instead, representing wholly adapting the hierarchy and mindset of the Titan Legion they are oathsworn to serve.

Rite of Becoming: To become a Knight Pilot, one must undergo the grueling Ritual of Becoming. Characters with the **<Knight Pilot>** keyword allows them to perform a number of Combat Actions while piloting an Imperial Knight war suit equal to $2 + \frac{1}{2}$ Rank, allowing the single pilot to unleash all the weapons at his disposal while expertly maneuvering his knight suit.



Table: Knightly Houses

House	Description
Adamant	House Adamant is a Knight House of the Imperium and is among the best known of the Houses, which serve the Adeptus Mechanicus.
Cadmus	For thousands of years, the Knights of House Cadmus have gathered every midsummer's eve to prepare for an annual hunt to keep the mutant numbers of their forested world of Raisa in check.
Griffith	The Knights of House Griffith are a fierce and proud warrior caste who value courage and skill at arms above all else. Duels of honor are commonplace amongst Griffith's hot-headed Knights.
Krast	Ever since the Horus Heresy, the Knights of House Krast have vowed that whenever the threat of Chaos rears its malformed head, they will be there to sever it at the neck.
Raven	Of all the knightly houses in the Imperium, House Raven is the largest by far. Indeed, Raven's Knights number in the hundreds, with dozens of households ready to answer the summons of the Adeptus Mechanicus should they be called to war.
Terryn	Hailing from the tranquil world of Voltoris, the Knights of House Terryn have earned countless battle honors over the ages. Their house's storied history is replete with tales of valour, strength and glory in battles fought from one side of the galaxy to the other.
Tyranis	The first of the knightly houses to be established was that of House Taranis. This truly ancient house predates any other by many hundreds of standard years, for it was first founded on Mars during the Age of Terra.
Varlock	House Varlock is a Knight House of the Imperium, that hails from the world Cyprus Ultima. They have served with the Blood Ravens chapter of the Adeptus Astartes, having owed and repaid a great debt to their chapter master, Angelos Gabriel, who saw fit to aid the house in their darkest hour.

Questoris Objectives

D3 Roll Result

- 1 Make a formalized challenge to another, demanding a sporting duel, contest or a trial by combat to satiate one's honor.
- 2 Boast about the skill in which you dispatched an enemy, honored a superior or repaired a machine, and compare it in a superior light than the methods used by another.
- 3 Recognize an aspect of an imperial (or other) society, and compare it condemningly (or favorably) against the chivalric order of the knightly houses.



Bondsman

The piloting of the Armiger-class knight war engines to those who possess the mark of Bondsman, and while this is certainly no mark of dishonor, it is far from glorious, for these pilots are trained in the use of the Helm Mechanicum. This device, unlike the traditional Throne Mechanicum, is significantly less prestigious than a standard Imperial Knight. This is compounded by the fact that, while Armigers can operate independently, it is traditional for their Helms Mechanicum to be neutrally slaved to the command impulses of a larger Knight, rendering them subordinate. To accept such mental serfdom is detestable to the questoris families, to say the least.

It is for these reasons that the piloting of Armigers falls to those from the lower social strata of the Noble houses. Some give this duty to distant relatives and minor offshoots of more established bloodlines, or the surviving Knights of a house that has fallen upon hard times. Others elevate the finest common-born warriors from amongst their household guard or planetary militia forces, raising their families' standing from mere peasantry to valued and respected meritocracy. Still other Noble houses maintain specialist sub-orders of favored retainers who are fated from birth to be Armiger pilots. Such is the case with House Griffith's Order of the Hound, who are inculcated with notions of faithful service and honorable



submission to a Noble's will. These warriors are expert Armiger pilots who favor the close-quarters aggression of the Warglaive, and who stride into battle alongside their masters filled with dogged determination to do their betters proud.

Build Point Cost: 30

Prerequisites

Tier: 1

Species: Human

Attribute: Agility (2)

Skill: Pilot (2), Ballistic Skill (2), Weapon Skill (2)

Benefits

Keywords: Imperium, <Household>, Nobility or Middle Class. Knight Pilot

Influence Bonus: +1

Mark of Bondsman: A Bondsman is tenured to the mental serfdom of his helm mechanicum and working in tandem with his superiors. He gains +Rank to any assisting skill test in a Combined

Action, and grants +½ Rank bd (on a successful test) to the lead.

Knightly House: Select a Knightly House to which the character is a part of (see *Table: Knightly Houses*)

Wargear: Ornate clothes (noble attire), half-armored bodyglove, knightly trappings or house iconography, dueling laspistol, choice of armiger or sepis imperial knight or flak armor, helm mechanicum, mind impulse unit

Servitor

Servitors are a common sight on any Knight World, where their tireless efforts aid in everything from basic factory work with the Sacristans to combat operations. On Knight Worlds, those who transgress against either the will of the Cult Mechanicus or their Questoris masters are not permanently transformed into mindless drones, but instead sentenced to the harshest of labor: the role of augmented Servitor.

Servitors might be taken for the more mundane servitors on other worlds, for much of their difference is not readily apparent. Their minds are not destroyed, only inhibited from independent thought through a series of cranial implants. Each is linked to central command devices that the sacristans keep under careful control, so that vast groups of what was once shambling flesh can operate in perfect harmony. Mem-chips are also implanted, granting them skills that would take many seasons to learn. Their bodies are braced with vat-grown tissue, so they can work with little rest. The sentence is not without consequence, for their bodies are altered through other, more obvious, mechanical intrusions to make them better workers. Arms are replaced with automated grain-tillers, legs with churning pistons to crush raw ores for smelting, eyes with thermal scanners for watching livestock; these and more are common Servitor augmentations. Now freed from contrary thought, they work for the betterment of their lord and the Omnisiah they all serve.



After their sentence is over, their personalities are restored to active awareness. Their lives,

however, are permanently disfigured, and few can pay to have their augmentations properly removed. Most are forced to continue laboring in exchange for implants they cannot excise, or live out the rest of their lives disfigured and crippled, a visible reminder to all not to displease the Machine Cult, the Knightly Houses or the Sacristan orders.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: None

Benefits

Keywords: Imperium, <Household>, Lower Class

Influence Bonus: +1

Maimed or Indebted: Serfitors are accustomed to the brutality inflicted upon their bodies. They gain +½ Rank to Soak tests.

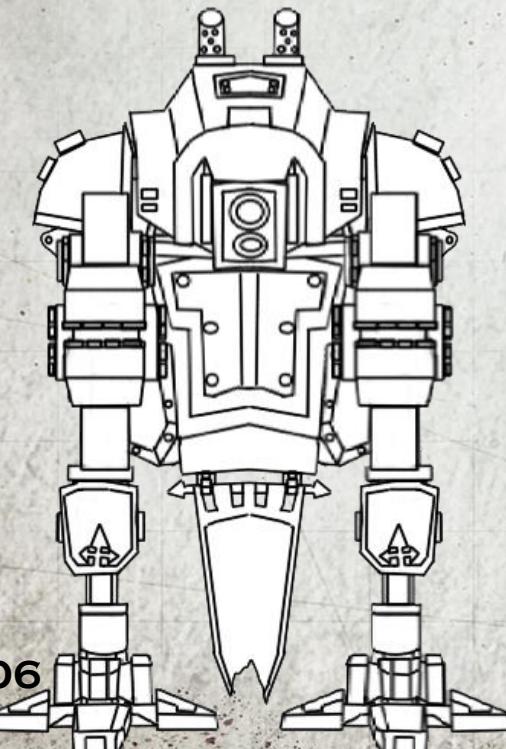
Knightly House: Select a Knightly House to which the character is a part of (see *Table: Knightly Houses*)

Wargear: Choice of three augmetics or maiming injuries, tattered rags or torn uniform.

Drover

A sub-class of the Questoris familia also exists called the drovers who looked after the animal herds, as the nobility will not soil their hands with such work. The drovers use walkers similar to those of their masters, but they are, by law, not armed with any weapons, despite the fact that they faced very serious threats in the form of predators or xenos raids. This forces the drovers to rely on the Knights for protection, and creates a dependency comfortable for the nobles, as it makes revolt virtually impossible.

Despite the restrictions on their order, drovers are capable and competent pilots, a skill required to ensure the herdsmen are able to rein in their cattle when panicked, and when attacked, maintain their herds composition until



their questoris lords have demolished any predatory beasts or xenos raiding party.

The unarmed suits used by the herdsmen are not controlled in the same manner of the true knight suits. They have a simple mind impulse link like that used within a Dreadnoughts sarcophagus. This makes them slow, lumbering machines when compared to the sleek thoroughbreds used by the nobles. The sentinel walker used by the Astra Militarum is in fact a copy of the tried and tested drover suit adapted for combat with the addition of basic armament.

Build Point Cost: 20

Prerequisites

Tier: 1

Species: Human

Attribute: Agility (2)

Skill: Pilot (4)

Benefits

Keywords: Imperium, <Household>, Middle Class

Influence Bonus: +1

Superb operators: Drovers are capable pilots, and gain +Rank to Pilot tests with their drover herding suits, or similar small walkers such as sentinel walkers when linked via a mind impulse connection.

Knightly House: Select a Knightly House to which the character is a part of (see *Table: Knightly Houses*)

Wargear: Uniform (herdsman attire), house iconography, drover herding suit or mesh armor.



Bannerman

In addition to the Knight war machines, every Questoris House has multiple men-at-arms and bannermen in its employ, resembling in organization and nature as planetary defense forces, although possessing a much smaller amount of heavy equipment. These planetary defenders are strikingly different in mentality and physical appearance than their counterparts on other imperial worlds, for they combine and marry technology with their feudalistic wargear and tactics.

The formations and organization of bannermen varies from knight world to knight world, and even amongst houses of the same world, yet they share some distinct similarities. These oathsworn retainers are always drawn from the houses themselves, or from aspiring minor houses, and never from the masses that form the peasantry or lower classes. These are men of tried and tested blood lines. While their wealth and status may be lesser by some fair magnitude to the knight pilots, they are undoubtedly of fair or noble lineage, and might one day even aspire to join the gentry as a bondsman.

In battle, it is customary for contingents of bannermen oathsworn to their questoris lords to accompany Imperial knights, flushing out enemies in hiding and defending their knightly lord from flanking attacks much in the same vein as the legions Secutarii operate in Titan legions. Unlike other allied forces, the bannermen are accustomed to the shifting strides of an Imperial knight, and are quite adept at sudden, often violent, changes in maneuvering patterns – reacting instinctively to get out of the way of a charging knight when hearing the crashing din of their lords suit over the thunderous din of battle.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Weapon Skill (3), Ballistic Skill (2)

Benefits

Keywords: Imperium, <Household>, Middle Class or Nobility

Influence Bonus: +1

In the shadow of giants: Bannermen are accustomed to the thunderous steps of Imperial Knights and waging war at their heel. They gain a +Rank bonus on Fear tests originating from enemies that are larger in size than themselves.

Knightly House: Select a Knightly House to which the character is a part of (see *Table: Knightly Houses*)

Wargear: Feudal Tech-Plate, lasgun or great pole, knife, 3 frag grenades or 1 krak grenade, respirator, trappings (house iconography), bedroll, canteen





Sacristan

"The Omnissiah gifts us with his wrath made manifest, that we may turn it upon his foes with fulsome vengeance."

-*Sacristan Nymax Dark Mechanicus*

Sacristans are Artificers that are inducted from Knight Worlds. Whenever a cargo ship arrives from a forge world to collect food and resources, it will also take a small party of apprentices from the Knight world. These apprentices are drawn from all levels of society and could be the third son of a Noble, or the offspring of a lowly farmer. Over the course of their decade-long apprenticeship on the forge world, they are trained in the skills needed to maintain suits of Knight armor and then returned to their planet of origin as a fully trained Sacristan. Unbeknownst to the Imperial Knights, however, the trainees are also indoctrinated into the Cult Mechanicus, providing a network of agents who can further the interests of the Tech-Priests.

The local artificers that maintained the Knight armor during the Age of Strife had already established themselves as a vitally important part of each knightly house, and the training they have received from the Adeptus Mechanicus has only served to increase their status. From their first foundation, the Sacristans quickly styled themselves as a priesthood for the half-forgotten mysteries of the technology that they knew, and as their power grew, the relationship between them and the knightly houses shifted and changed. Where in the past, the technicians were seen as mere subjects or vassals, the Sacristans soon began to speak with one voice, and by threatening to remove their services from

any house that would not heed their advice, they soon became almost as influential in knightly society as the Nobles themselves.

In general, this has benefited the knightly houses, for the Sacristans act as something of a counterpoint to the natural arrogance and warlike tendencies of the Knights, and have often been able to arbitrate between different houses to ensure they do not wipe one another out in bitter feuds. However, this political might is also an important tool for the Adeptus Mechanicus, which the Tech-Priests use to try and bend the Knight worlds to their will. More often than not, however, the Knights' ingrained sense of honor and duty often drives them to follow a course of action that the Adeptus Mechanicus would far rather they ignore.

Build Point Cost: 50

Prerequisites

Tier: 2

Species: Human

Attribute: Intellect (3)

Skill: Tech (3), Scholar (1)

Benefits

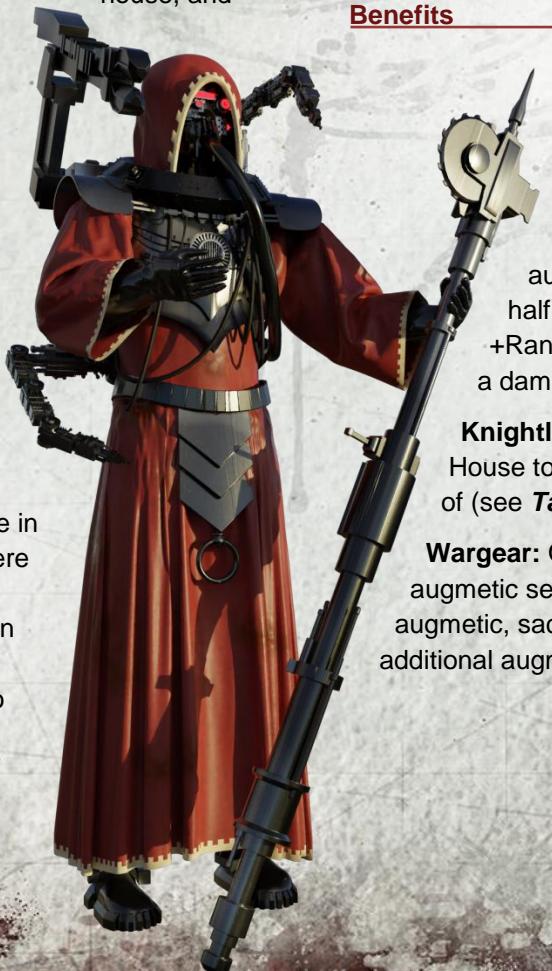
Keywords: Imperium, Adeptus Mechanicus, <Household>, Cult Mechanicus

Influence Bonus: +1

Rite of Repair: Sacristans automatically reduce the time by half for any Tech test. They receive +Rank on Tech tests to fix or repair a damaged machine.

Knightly House: Select a Knightly House to which the character is a part of (see *Table: Knightly Houses*)

Wargear: Omnisian Axe, laspistol, augmetic servo-arm, choice of a single augmetic, sacristan forge tender or an additional augmetic.





Knight Scion

The Imperial Knights are characterized by their independence. They are bound to the Imperium, and to the Adeptus Mechanicus by oaths of fealty, but they are not subjects in any true sense of the word. Their culture and society predates the Imperium by thousands of Terran years, way back before the Dark Age of Technology, and it is informed far more by the bonds between a Noble pilot and his Knight suit than any outside influence. Theirs is a culture of relentless, formalized ritual. It is a society that exists around a stultifying observance to apparently pointless ceremony and endless courtly mundanity. Against this tableau of formalized ritual are the Knight pilots. They are a breed of warriors who find their only joy in battle, and they yearn constantly to escape the oppressive dullness of courtly life and ride their Knight suits to war. The thrill of battle and the risk of death is an infinitely preferable experience for them to the monotony of life within their fortresses. These are warriors born to their calling and raised for nothing other than war. They spend every moment they can preparing, training and planning for battle — the alternative is simply too dull for them to even contemplate.

In addition to the threat presented by hostile Houses, Knights had to conduct frequent battles against their worlds' indigenous predators. Hunting these beasts honed their martial skills into a deadly art. The Knights themselves would



retire when they reached old age, passing their Battle Armour down to their heir, and in its stead donning the armor of a Knight Warden. They would then take the task of protecting the household and lending its members their advice. Knights formed family units to fight with the Titan Legions or alongside the Imperial Guard. Knights of a given house would be led by a noble holding the rank of a Lord, or the corresponding title of a Seneschal if he happened to be a Warden.

Some Knights do not owe allegiance to any House, and instead wander the galaxy as Freeblade Knights.

Build Point Cost: 40

Prerequisites

Tier: 2

Species: Human

Attribute: Agility (3), Initiative (3)

Skill: Pilot (5), Ballistic Skill (3), Weapon Skill (3)

Benefits

Keywords: Imperium, <Household>, Nobility, Knight Pilot

Influence Bonus: +2

Scion of death and destruction: In addition to the normal benefits, up to a number of times per combat equal to his Rank, a Knight Scion can spend a Reload to Salvo that allows him to attack a specific enemy with the same weapon twice. To resolve this, make a single attack and double the weapon's damage value and ED, then double the target's Resilience.

Knightly House: Select a Knightly House to which the character is a part of (see *Table: Knightly Houses*)

Wargear: Regal clothing, half-armored bodyglove, knightly trappings, dueling lasc pistol, sword and decorative sheath, heraldric servo-

skull, questoris or cerastus Imperial Knight or flak armor, throne mechanicum

Freeblade

"Though we stand tall within our Knights, we are not above the laws of men. Let every tyrant tremble in my sight should he think himself immune. As long as I draw breath the guilty will be punished, be they xenos invader, cursed traitor or highborn criminal."

- Freeblade Dyros

Becoming a Freeblade is always a monumental choice for a Noble, as it forces them to give up everything they have ever known. The bonds of blood forged by birth into a knightly house are no small thing, even more so once a Noble undertakes the Becoming and communes with the spirits of his ancestors that dwell within the Throne Mechanicum. It usually takes a great event or personal tragedy for a Noble to choose the path of the Freeblade, deciding that he cannot fulfill his destiny as long as he serves under the lord of the household. These Freeblade Knights are tragic heroes, driven to leave their Houses to pursue a cause of their own, continuing to fight for Mankind, but call no man master. The reasons for a Noble to become a Freeblade are as varied as the Nobles themselves, and could spring from a burning need for vengeance or a lifetime of penance. Many of these reasons are tied to some kind of failure -- real or perceived -- by the Noble, something that he might take far more seriously than a common man. Should a lance-brother fall in battle through the negligence or misdeed of a Noble, it can be enough for him to feel he must devote his days to absolving himself for his lapse. Thus, the same sense of duty and obligation instilled in a Noble by the effects of the Throne Mechanicum can be transformed into an uncompromising drive to complete a personal



quest, one that transcends the constraints of House and homeworld.

Not all Freeblades choose the life of the lone warrior because they feel they must hunt down a deserving villain or keep the memory of the fallen alive. Some are drawn to don the mantle of a Freeblade simply to answer the call of adventure and the glory of battle on far-off worlds. These Nobles develop a

taste for war that goes beyond many of their kin, until it overshadows their sense of obligation to their House. For them, casting off the constraining rituals and ceremony of being part of a knightly household means they can devote their lives completely to battle, wandering from one warzone to the next and seldom leaving their Knight suit. Other Freeblade Knights have made a personal oath or pact to carry out a certain task that requires they travel across the galaxy in order to fulfil it.

Build Point Cost: 50

Prerequisites

Tier: 3

Species: Human

Attribute: Agility (3), Initiative (3)

Skill: Pilot (5), Ballistic Skill (3), Weapon Skill (3)

Benefits

Keywords: Imperium, Nobility, Knight Pilot

Influence Bonus: +2

Lord of War: Up to $\frac{1}{2}$ Rank times per combat, a Freeblade can make a number of attacks with a single multi-attack without penalty, equal to his Rank. For example, at Rank 3 he could target three enemies without suffering the +2 to DN per additional attack.

Wargear: Ornate clothes (noble attire), half-armored bodyglove, knightly trappings, dueling laspistol, sword and decorative sheath, heraldric servo-skull, choice of Imperial Knight or flak armor, throne mechanicum, mind impulse unit



Knight Baron



"I have fought across a score of worlds in the Emperor's name. I have slaughtered traitors, xenos and heretics for the honor of my house. I have known glorious victory... and painful defeat. Yet I shall never tire, never cease and never relent, for ours is a duty that will never end."

-Lady Karina Griffith

A Knight Baron is a superior pilot and leader to their house. They are the tried and tested members of their families, and after decades of warfare and extensive training in both combat and politics, they have risen of authority to lead the next generation, sharing their hard-earned wisdom and preserving the legacy of their house. Some will be called into service for the High King, their insight and counsel renown by this point in their careers, yet a greater portion will take part in the political governance of their own house, retiring for a time from the field – although none truly are able to ignore the call to war, and yearn for chances to don their knight suits once more.

The Questoris Baron is a superior warrior with razor-sharp combat and Knight-handling skills. A baron usually leads a Knight squadron into battle. As a sign of their command and societal status, every baron uses a Knight custom-built to their exact specifications. This Knight pattern's armor plating is thick and resilient, and heavily decorated with House symbols and fluttering pennants in the colors of the baron's estates. In battle, he leads the assaults of his kinsmen, crashing through enemy lines like a bolt of lightning with his followers hacking into the foe around him with redoubled pride and fervor.

Build Point Cost: 60

Prerequisites

Tier: 4

Species: Human

Attribute: Agility (3), Initiative (3), Leadership (4)

Skill: Pilot (6), Ballistic Skill (3), Weapon Skill (3)

Benefits

Keywords: Imperium, <Household>, Nobility, Knight Pilot

Influence Bonus: +3

Brook no Insult: In combat, a Knight Baron can select a number of enemies equal to her Rank and declare them insufferable and insulting, making them Adversaries if they are not already. If the character personally kills, disables, or otherwise removes them as a threat, she gains a point of Wrath. In addition, she gains + ½ Rank to attacks aimed at those individuals.

Knightly House: Select a Knightly House to which the character is a part of (see **Table: Knightly Houses**)

Wargear: Ornate clothes (noble attire), half-armored bodyglove, knightly trappings, dueling lascannon, power sword and decorative sheath, heraldic servo-skull, baron Imperial Knight or carapace armor, throne mechanicum, mind impulse unit.





Rogue Trader Fleets

'A thief is only a thief by virtue of having restrained his larceny to a lesser plateau. Steal more and he would be hailed a Lord-captain, granted a Warrant, and sent out to the Halo Stars.'

- Captain Alembid

Armed with their prized Warrant of Trade, Rogue Traders command starships throughout the Imperium and - most importantly - outside its borders into Wilderness Space. Those serving aboard these fleets have lives unimaginable for even those who also travel the void. Where others might crave the comforting drudgery of forging munitions or assembling ration packs, these men and women journey to distant and unexplored worlds with no protection or law other than what they bring with them. Some might desire only to spread the Emperor's Light into these dark reaches, or are obsessed over the violent extermination of alien races wherever they may be found, but for most, exploiting the riches from newly discovered planets and ancient civilizations dominates all else. Many die unknown and unmourned in these efforts, but through them Mankind expands even further across an ever-hostile galaxy.

Rogue Traders are sanctioned operatives of the Imperium, granted rights to explore, conduct trade with humans and aliens alike, and claim new systems in the Emperor's Name. Their fleets may contain only a few vessels, or several, depending on the successes and the power of their dynasty. No matter how many or few ships, these fleets always need crew.

Rogue Traders, and thus their fleets, are unique and often idiosyncratic, and this can be reflected in those who serve under them. As such, they can often perform a variety of functions for Imperial agencies. Many feature impressive armaments and might operate in conjunction with Imperial Navy ships in defending against xenos invasions or pacifying rebellious worlds. Some fleets explore alongside the Adeptus Mechanicus to discover archeotech and quest



for fabled STC patterns. Others are constellations of floating cathedrals, with the crews more concerned with spreading salvation and converting the souls of those lost humans found under newly discovered stars than mere profit. These fleets often travel with devout contingents from the Missionarius Galaxia, and can even lend their fury in Wars of Faith against heretics and heathens. At any time, and for the proper payment, the ships can even act as transport for personages of importance, from mere system lords to Inquisitors – especially when discretion is necessary. Like the power their master wields due to his Warrant, there are few limits as to the roles a Rogue Trader's crew can take on.

While most on board perform the harsh labor necessary to keep the plasma drives fed and the hull plating sealed, like on any other Imperial vessel, many members of the crew on a Rogue Trader's ship are more flexible in their duties. As

these ships often operate outside of Imperial rule and support, those aboard must encompass a wide range of specialties, from combat expertise to engine repair, from stellar navigation to negotiation with alien races, from command to proselytism. Each new world represents new challenges and opportunities, and so the men and women of Rogue Trader fleets must be prepared for everything from friendly natives to torpedo salvos. Such flexibility, both mental and physical, is a necessity given the nature of their missions. It also makes them ideal for service in a greater cause than simply increasing their master's wealth.

Many Rogue Trader houses possess numerous holdings across the Imperium; several have glorious manses within hive cities, pleasure worlds or exotic locales most can only dream of. Wielding their Warrant of Trade, they prowl within and without the Imperium's borders in search of new Warp routes to explore, systems to plunder, and civilizations to exploit in the name of profit and conquest. Outside of Imperial space, a Rogue Trader's word is law, and he may establish colonies, wage war, and exterminate civilizations as he deems fit. In order to accomplish his mission, each possesses void ships to rival those of the mighty Imperial Fleets. Indeed, many Rogue Trader vessels are modified warships.

While a newly-minted Rogue Trader might possess only a single ship, established dynasties command veritable armadas. Most Warrants are millennia old, passed down through the generations of a Rogue Trader Dynasty. Though only the bearer of the Warrant can truly be called a Rogue Trader, every daughter, son, and cousin in a Dynasty wields star spanning wealth and power.

Rogue Trader Cant: Each trader, vessel, or fleet develops its own code to help coordinate negotiations and keep secrets from other merchants or the authorities. These prearranged series of code phrases and inflections are intelligible only to those in the same vessel or

fleet. Each trader eventually develops his own system of clandestine communication. A Rogue Trader Fleet character may choose this cant as one of his initial languages, or purchase it for 1 BP at a later time.

Warrant of Trade

By dint of the fact that the vast majority of space travel is tightly controlled by the Segmentum Fortress, the Imperium is able to impose a great degree of control over the movement of its subjects. The Imperium being spread out across such a vast region of the galaxy, it lacks discrete borders and is defined more by the warp routes that connect individual sectors. On the fringes of Wilderness Space, the populations of isolated or neglected worlds do interact with alien cultures, trading with them or taking up common cause against a mutual foe. For the most part, however, humanity is fearful and untrusting of the alien and non-Imperial cultures, taught from birth that Mankind is possessed of a manifest destiny to rule the stars, and that contact with outsiders brings at best moral pollution, and at worst world-razing devastation. Contact with proscribed cultures is therefore forbidden, by ancient decree, to be undertaken only at the very highest levels as sanctioned by the High Lords of Terra and their duly appointed servants.

Despite the general prohibition against dealings beyond the Imperium, the High Lords of Terra long ago recognized the value of expanding the borders of Humanity's domains. The Warrant of Trade issued to all Rogue Traders grants not only the permission to go beyond the Imperium's borders, but to deal with who or whatever might be out there with the full authority of the Senatorum Imperialis, the High Lords. The Warrant also elevates the recipient to the highest of ranks to which a servant may rise, granting him equivalent status with such men and women as Imperial Commanders, Inquisitors and Space Marine Chapter Masters. They are granted the power to deal with such peers of the Imperium as equals, and the Warrant allowing them to call upon what aid they can negotiate.

While the Warrant of Trade confers upon its bearer tremendous privileges, it is when the Rogue Trader passes beyond the borders of the Imperium that the true power of the Warrant becomes manifest. Within the Imperium, Rogue Traders move within the established power structures of the Imperium. Outside of the Imperium, Rogue Traders define those structures themselves. Indeed, it has been said that the Rogue Trader speaks with the authority of the Emperor Himself beyond the Fringes.

Furthermore, the Warrant of Trade grants enormous rights to the recipient, allowing him to claim by conquest whatever worlds and privileges he may obtain in whatever manner he wishes to do so. Many Rogue Traders use the Warrant to conquer or colonize newly discovered planets, taking up the role of Imperial Commander and thus pushing outwards the Imperium's borders. Others use the Warrant to gain exclusive trade rights with newly discovered cultures, earning for themselves unimaginable riches and establishing the foundation of powerful noble lines.

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 Fleet 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.

There are many ways in which a Rogue Trader Dynasty might have come to be granted its Warrant of Trade, and in many cases the circumstances of that granting will affect the character of a dynasty and how he and all his

servants are viewed by other institutions of the Imperium. Select a Warrant origin on the table below.

Leverage: Once per encounter, a character with the **<Dynasty>** keyword may add his Influence when forming his die pool for a single Social test. If used in narrative time, the effects of this last for one hour.

Profit Factor: A Rogue Trader's wealth and power are vast indeed, stretching across the stars themselves. To represent this mighty wealth and influence, Profit Factor does not, however, represent any one thing, but rather is a combination of all the aspects of wealth and power at the dynasties' command. This means that Profit Factor is all at once the amount of coins in their coffers, their standing in Imperial society, and their complex web of loans, favors, and debts.

When making acquisitions, characters with the **<Dynasty>** and Rogue Trader keywords do not permanently lose any Wealth when they are spent obtaining goods or services unless a Complication is rolled on the Wrath die. These return to normal at the onset of the next game session. When a complication occurs, the character (or more appropriately his dynasty) suffers a loss of half his total Wealth due to a reason selected on *Table: Narrative*

Misfortunes, instead of just those used in a transaction. When this occurs, the character may accept the permanent loss in fortunes, or may attend to the misfortune that has caused the complication within a reasonable time period requiring one or more scenes to resolve. How and what period of time is required is dependent on the GM and the player, largely influenced by the setting circumstances. For example, a Rogue Trader in the middle of negotiations at an orbital station in the deep void might not be granted an opportunity to deal with his line being slanderously spoken of in the nearest sector until his current task at hand is completed. Lastly, as a dynasties wealth is not tied specifically to an individual's finances, the loss of wealth and assets impacts all that share the same **<Dynasty>** keyword.



Table: Warrants of Trade Origin

Origin	Description
Administratum Trade Mandate	A Trade Mandate is an example of one of countless numbers of administrative instruments employed by the Adeptus Terra. It is an instrument of strategy, by which the division's policies for the managing of the unmanageable are drawn up. By way of a myriad of utterly incomprehensible cogitations, vast armies of scribes and factors plot the needs and the means of the Imperium's worlds, and attempt to allocate resources in such a way as to allow future generations to continue their work. Such a process has no meaning or function, and has long since become an end itself, the worlds of the Imperium merely carrying on as before regardless. The Trade Mandate is a product of this system. In such a case, the cogitations have determined that at such and such a date, in such and such a region, the efforts and services of a Rogue Trader House will be required in order to steer the region's fortunes or to expand its borders in response to a particular threat. The date at which the Mandate is to be granted might be many centuries in the future, and so entire armies of scribes will spend their whole lives selecting the eventual recipient of the Mandate, even to the extent of determining that an Imperial Servant not yet even born is to receive it.
Blackmail	There are some Warrants of Trade which have been obtained not by service or any other such means, but by the recipient demanding its granting as a form of blackmail. Although rare, such a situation might come about in which a Lord Militant has come to power over such vast armies that he can in effect hold entire regions of the Imperium ransom, and in some cases the granting of a Warrant of Trade is the price

such an individual will demand for turning his conquests over to the Adeptus Terra. There have also been instances of far subtler manipulation, in which the would-be recipient has come to hold power over an individual of great influence within the upper echelons of the Adeptus Terra, such that the victim is willing to sponsor the granting of the Warrant of Trade in order to avoid his secret becoming known to his peers. Such might be the case when a lord of the Administratum hides some form of mutation for example, or when the offspring of a sector governor has secretly come into psychic powers. It is said that every lord harbors a secret shame, and every man has his price. None can say for sure how many Warrants of Trade have been sponsored in order to keep such secrets covered, or what horrors lurk at the very apex of the Imperium's government as a result.

Exile	Those who strive to reach the very pinnacles of the Imperium's towering power structures quite frequently stumble before gaining the ultimate power they crave. Planetary governors might seek to rule an entire sub-sector for example, only to find their rivals aligning against them even as they reach for the prize. A general might seek to rule over the regions he has conquered in the name of the Imperium, unwilling to accept that any other has the right to do so. Such men and women as these are too dangerous to be allowed to gain the power they seek, but also too visible and well connected to quietly remove. Though an assassin's blade could end the problem, the killing might spark an uprising far more damaging than leaving the target in power. The solution is often to grant the troublesome Imperial servant a Warrant of Trade, giving him license to seek all the power he desires, but to do so far away from the Imperium.
Intrigue	While it is possible for a Warrant of Trade to change hands through overt aggression, a change in title is actually more likely to occur through underhanded methods. Assassination of varying sorts is not uncommon, and neither is fraud, but the most common of such methods is outright bribery. This might occur when a Rogue Trader has overstepped the limits of his authority, and a rival garners sufficient evidence of the transgression that the Imperium would be forced to censure him were such evidence to be presented to a high enough authority. Such crimes are most likely to include trafficking with alien empires forbidden even to Rogue Traders, or dealing in goods tainted by the Ruinous Powers. The issue might not even be something considered a crime, but rather evidence of political machinations against more powerful individuals and institutions. Perhaps worst of all, a powerful Rogue Trader might be accused of seeking to establish his own private empire beyond the imperium's borders, secede from the Rule of the Emperor. Many Rogue Traders have tried to do so, most eventually being brought to justice by the Imperium's forces.
Ministorum Bequest	The Ecclesiarchy does not hold the power to grant a Warrant of Trade, for that privilege ultimately lies with the Adeptus Terra and the High Lords, but, in common with many of the Imperium's highest institutions, it does have great influence in the matter. Many of the crusades launched by the Imperium against recidivist systems or vile aliens are thanks to the fiery oratory of the Ecclesiarchy's Confessors and Redemptory Priests. Such individuals preach war and redemption across dozens of worlds, igniting the zealous passions of the Imperium's subjects until vast rallies are held where millions of would-be martyrs call for the preacher's demands to be granted and war to be taken to the enemy. Though the preachers utilize simplistic, even crude methods to gain the support of the masses, they are highly adept at the far subtler ways of ensuring their voice is heard. Even while the confessor preaches hate and bloodshed to the masses, his agents move amongst the Imperium's institutions, making promises of great favor and wealth to those who aid them, and making veiled threats to those who seek to obstruct them. One such promise the adepts might issue is the granting of a Warrant of Trade, the confessor's allies ensuring that certain individuals with the power to grant such a reward are spoken to, in return for certain favors being performed.
Prize of War	Many Warrants of Trade have been granted over the millennia as prizes of war. In

such cases, a powerful and successful lord militant might be promised the charter as inducement to undertake a crusade otherwise considered impossible. Such a crusade might take decades to conclude and cost the lives of millions of the Imperium's servants, but by its conclusion the lord militant will have earned his Warrant and will be free to pursue his ambitions out amongst the stars. Occasionally, the prize is not won, but taken. A powerful servant of the Imperium might have maneuvered himself into such a position as to demand the Warrant of Trade as reward for service, and he may be too powerful to refuse. Or perhaps an existing Warrant has been prized from an established Dynasty, a new line taking control of an ancient Rogue Trader House as the culmination of years of plotting and scheming.

Reward

The most coveted of Rogue Trader Warrants are those that have been granted in genuine recognition of great deeds performed in service to the Imperium. Often, such a reward is not consciously sought and as such may come as a surprise to the recipient. A Warrant of Trade granted in this manner will be gifted to the recipient in a lavish ceremony, attended by the great and the good of the Imperium's highest offices. Many great men and women will attend, often in the hope that some of the glory and prestige will rub off on themselves. The recipient is likely to have gathered about them many powerful allies who others wish to be associated with – some might even have forged connections with Space Marine Chapters, sector lords, Admirals or Inquisitors. The deeds for which a Warrant of Trade will be rewarded are many and varied, and there are no set definitions or conditions set. Military service is a common route by which such Warrants are gifted, but so too is mercantile or political success.

Table: Narrative Misfortunes

Misfortune	Description
Coincidental Accident	An accident fells many skilled hirelings, leaving too few possessing a rare talent in a vital position. Is it really an accident, however?
Commercial Crisis	The sub-sector trade market enters one of its doleful periods of crisis, loss, and hand-wringing. Merchant houses suffer and cut short their endeavors.
Crew Corruption	A corruption takes hold in one of the Rogue Trader's interests: cultists of the Dark Gods, a wayward Imperial Cult, or an unruly Crew Brotherhood act to sow toil and make trouble.
Financial Setback	A setback in the tending of coffers: ledgers are errant and Thrones are lost. Is this a careless accident or hidden embezzlement?
Flaring Rivalry	A rival's hatred for the Rogue Trader becomes well known, and many lesser figures prefer not to become involved with either side whilst such an enmity exists. Now, the rival has begun to strike openly against the Rogue Trader's interests.
Grand Assemblage	A Grand Assemblage of the Omnisiah's Grace is called by an Archmagos, and all Tech-Adepts pledged to the Rogue Trader are much withdrawn, the Machine Cult distant from what its Magi perceive as trivial responsibilities towards compacts and Imperial brethren.
Highborn Slander	An influential noble or powerful Imperial hierarch chooses to denigrate the Rogue Trader, and all the sycophants follow that lead. This disrespect will spread from the top down into the broader Imperial class if not stopped.
Imperial Dissent	Local leaders of a great Imperial organization suddenly display far less respect for Rogue Traders. This change of opinion will spread from the top down and out into the broader Imperial class if not stopped.
Inquisitorial Explication	The Rogue Trader receives an unexplained and unexpected visitation from highly ranked members of the Inquisition, an event guaranteed to harm his prospects when word gets out.
Mechanicus Demands	An ambitious Magos demands a new compact of tech-ritual and prayer, one much more favorable to Machine Cult coffers.
Mercantile Dictate	A new dictate of mercantile law has come to the Rogue trader that effects his holdings within the sector, and the upheaval that attends it is dire indeed. Many important guilders are ruined or driven to other lines of commerce, and many compacts are now worthless.

Munitorum Accusations	Department Munitorum officers have come into evidence that the Rogue Trader has siphoned materiel from their vaults, and are pressing upon him with the full force of Imperial law. The evidence is all false, of course, but what motivation is behind this outrage?
Ork Piracy Piracy	The vile Ork emerges to loot and destroy the Rogue Trader's interests in the local sector. Local void pirates and wolf pack raiders, thought broken and scattered, strike at the Rogue Trader's interests, assaulting vessels and raiding resource worlds.
Plague Dread	A dire plague is abroad, and the merest threat of it is enough for quarantines and panic. Even places unaffected by the plague are disrupted by the havoc it wreaks many worlds away.
Rebellious Estate	Adeptus Arbites find, or are provided with, evidence of rebellion fomented amongst the Rogue Trader's hirelings. A lord perceived to hold an unruly estate will suffer in the eyes of his peers.
Rumored Death	The Rogue Trader is rumored to have died. Administratum adepts now move slowly and inexorably towards the legal annulment of his Warrant of Trade.
Tariff Collectors	Administratum tithe clerks flock for an assessment, empowered by their superiors to bleed the Rogue Trader a little more in the name of the God-Emperor.
Zealous Pilgrims	Zealots amongst the Rogue Trader's interests are stirring up the workers to make pilgrimage to imperial shrine worlds. Toil is slackening, and servants are slipping away or rising up to petition the Rogue Trader to grant them leave to be pilgrims.

Rogue Trader Fleet 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.

visits to family holdings or colony worlds across the galaxy. Other clans might originate from those rescued from pirate attacks or from planets overrun by ravenous xenos creatures, where the survivors might require generations of service to repay the debt owed their saviors

The personnel in these fleets often follow in the mold of their master. Should their leader be obsessed with conquest, they might further their martial abilities and study the tactics used in both stellar and planetary war. Those aboard

Household Trooper

"This fleet has travelled all over this galaxy, and I've seen things I can't describe - alien things that lead to nightmares and death. But you know what else they lead to? Riches, mate, riches."

- Perrin Fisk

Service in a Rogue Trader fleet often is a hereditary one, with families serving their master's dynasty for endless generations. Some might even be part of the dynasty, perhaps being groomed for a captaincy one day or relegated to lesser duties as lessons in showing proper respect. This hereditary crew could be born aboard their ships, or taken aboard during



ships devoted to exploration and seeking out the treasures of uncharted space could delve into forgotten datavaults of crumbling Warp route parchments or become experts in tracking the paths of xenos raiders. Similarly, crew working alongside fiery preachers might discover within themselves an eagerness to spread the Word of the Emperor wherever they go. The deadly nature of politics within Rogue Trader dynasties can lead some to darker but still necessary skills in assassination and secretive death.

Many, though, take on their master's zeal for riches, glory, and independence where both trading and deal-making is foremost in every situation. Even the lowliest of deckhands can share this spirit when their fleet sails under the command of a suitably driven Rogue Trader. Familiar with making their own way and following their own lead rather than merely obeying outside dictates and laws, they can easily attract an Inquisitor's attention. All also have experiences with the unusual and alien, that are exceptionally valuable as well. Though they are perhaps less inclined to perfectly obey their new master's orders, they can achieve much that a more tractable citizen could not.

Build Point Cost: 30

Prerequisites

Tier: 1

Species: Human

Attribute: Fellowship (2)

Skill: Weapon Skill (1), Ballistic Skill (1)

Benefits

Keywords: Imperium, <Dynasty>, Rogue Trader Fleet, Military

Influence Bonus: +1

Inured to the Xenos:

The Household trooper gains +½ Rank to Fear, terror or pinning tests caused by

aliens and +Rank to Interaction skill tests with alien characters.

Wargear: Naval flak armor or mesh cloak or carapace armor, laspistol or compact autopistol, 3 frag grenades, knife, personal vox, house uniform (bearing the colors of their dynasty), respirator, photovisor or auspex, chrono.

Rejuvenat Adept

Rejuvenat Adepts are members of an Imperial organization modelled after the Orders Hospitaller, but are not only focused on healing, but also on longevity. They hold the power of a sham immortality, and their talents are greatly sought after by those with the resources to pay for them. With complex programs of rejuvenat treatments, steroid elixirs and anti-thanators, these bio-scientists can extend the lifespans of the wealthiest patrons for centuries past their natural limit. Without these specialist personnel, even the High Lords of Terra would feel the cold claw of death clutching at their throats before their generation-spanning agendas could come close to completion.

Rejuvenat Adepts can be found throughout many Imperial agencies, but they are of especial use to Rogue Traders. All voyagers of the stars routinely make journeys that take several decades or longer to complete, even when

translating into the warp. Such odysseys are grueling for the mind as well as the body - the extreme form of cabin fever known as Empyrean Fugue is a very real danger for those effectively trapped in the Immaterium for any length of time. Trusted with the well-being of their charges, the Rejuvenat Adepts are also masters of neural realignment, their normalizer helms allowing them to exude waves of calm that can render even the most hideous waking nightmare a swiftly fading memory.

On the battlefield, Rejuvenat Adepts are incredibly proficient at effecting emergency surgeries.



Within the blink of an eye they can heal serious wounds and administer pain-numbing agents. Even warriors felled due to punctured organs, torn muscles or broken bones can be not only stabilized, but ameliorated - even those who have been seemingly mortally wounded can once more take up arms and rejoin the battle.

the members of the Orders Hospitaller take vows of non-violence, dedicating themselves to healing alone. Such is not the case with Rejuvenat Adepts. The galaxy is full of war, and these specialized medics are under no illusions that battle and bloodshed will not be required of them at some point; when called upon to engage an enemy, an Adept's laspistol and scalpel claw allow them to more than hold their own, ending lives as willingly as they would extend them.

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Human

Attribute: Intellect (4)

Skill: Medicae (2), Scholar (2)

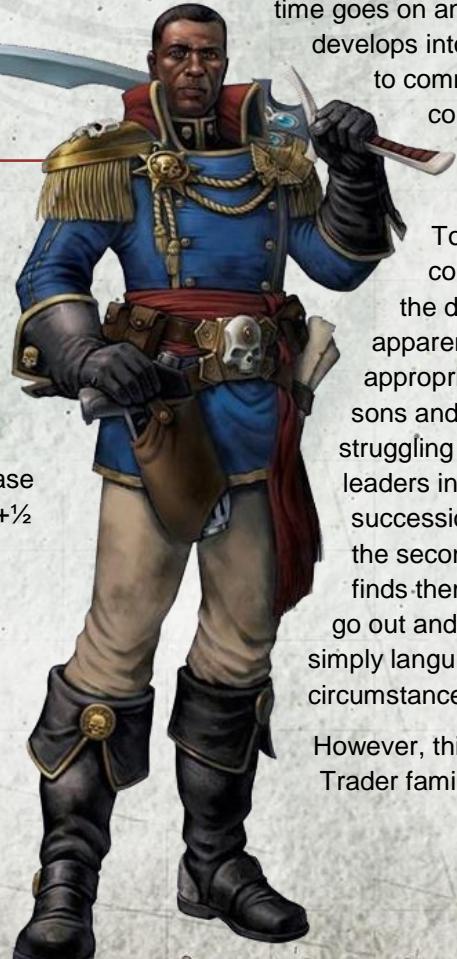
Benefits

Keywords: Imperium, Rogue Trader Fleet, <Dynasty>, Middle Class

Influence Bonus: +1

Rejuvenation Serums: When using a Medicae test to heal Shock or Wounds on characters with the Imperium keyword, increase the amount of restored Shock by +½ Rank or restored Wounds by 1.

Wargear: Laspistol, scalpel claw, mesh armor, medikit.



Child of Dynasty

"The nobility of the Imperium wields extreme power and wealth; not only those of the Noble Houses, but also those of other organizations such as the Rogue Traders. As the heir-apparent to a Rogue Trader family dynasty you have been given every advantage so that one day you might ascend the throne of leadership. You consider yourself to be clever and witty, but also sly, and you are very cautious as one fatal mistake can lead to a sibling or relative assuming the family fortunes - your legacy nothing more than your own rotting corpse."

Within the Imperium of Man there are those who sit at the pinnacle of power - the nobility and the ruling elite. As the Imperium is structured as a feudal society, it stands to reason that within it exist many types of noble houses, including planetary rulers, military lords, and the Rogue Traders. Over time, once the Warrant of Trade has been given, a Rogue Trader may find that his empire is growing. The dynasty now has fleets of ships, planetary fiefdoms, and thousands of house soldiers to call upon. As time goes on and the family continues to grow, it develops into a Rogue Trader Dynasty - able to command scores of craft and countless troops. This legacy spans the Imperium and beyond.

To ensure that this legacy continues, the lords and ladies of the dynasty designate an heir-apparent in whatever fashion is deemed appropriate by their customs. These sons and daughters may find themselves struggling for the favor of their dynastic leaders in an effort to be worthy of succession. Oftentimes in noble families, the second, third, and even fourth child finds themselves with little option but to go out and make a name for themselves, or simply languish in obscurity, hoping that circumstances arise to change their fate.

However, this is not the case in Rogue Trader families, where all are expected to

work and

prove themselves. It is oftentimes that these noble scions end up plotting and scheming for ways to maneuver into a position where the family leader has little choice but to name them heir.

The children of the Rogue Trader clans are instructed in all manner of subjects mundane and esoteric. They are assigned the best tutors and mentors the clan can afford, and by the time the child enters adolescence, they are capable enough to be sent out into the wider galaxy (typically with bodyguard entourage in tow). They have been afforded every advantage, as the future of their dynasty rests upon their shoulders.

Not every heir-apparent turns out to be the best choice for the family, however. Some are lazy, shiftless souls who do nothing more than squander the family fortunes and pass their days in decadence and perversion. In such cases, the leaders of these dynasties often select more than one heir to the throne; it's a gamble they make to ensure that at least one of them survives to continue the dynasty. Rogue Trader heirs are often assigned one of the family's void ships under the command of one of their most capable captains or a family scion that has more days behind him than ahead. They are then given a stipend and sent to learn about the unforgiving galaxy. If along the way they make gains for the family, so much the better. Some return upon their majority to assume the title they have been ordained for; others are never seen or heard from again.

Oftentimes, a rival family member covets the throne at the expense of all else. These miserable sods plot and scheme the downfall of their siblings and relatives. They may arrange an accident to befall other heirs so that they alone remain to assume the family's leadership. Thus, many heirs (especially from the larger dynasties) are taught to be wary and look out for such plots. Many surround themselves with capable allies and protectors, but in the end survival often comes down to their own wits and

instincts. Many learn not only the intricacies of political longevity, but martial arts and other forms of combat as well. This is by far the best means to ensure they live long enough to return home and assume the privileges and rank that they have been groomed all their lives for.

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 Fleet, <Dynasty>, Rogue Trader, Nobility

Influence Bonus: +2

Dynastic Warrant: Child of Dynasty characters 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 armor, or light power armor. Choice of one ranged weapon and one melee weapon up to Value Tier+4 (Rare), choice of imperial transport or frigate.

Companions

"Lo, I see that which is beyond. I see the faces of pale moons and the fire of lost stars. I see the void un-walked and the waiting dark. I see the void that is my home and to which I return with hope and fear."

Often, Rogue Traders come from a dynasty of great leaders and visionary commanders, with a renowned (or darkly infamous) lineage stretching back millennia. Other times, they are from younger, more dynamic families, often coming from the ranks of the Adeptus Terra, the Imperial Navy, or the Imperial Guard. Whatever

their origins, all Rogue Traders are first and foremost masters of their own fates, and upon their shoulders can rest the success or failure not only of their endeavors and their bloodlines, but of countless future generations and, often, the fortunes of entire worlds.

Despite the fact that the weight of such responsibility is his to bear alone, a Rogue Trader invariably surrounds himself with a coterie of allies and retainers. In addition to their armsmen and lackeys, Rogue Traders are often accompanied by trusted companions. These individuals are colleagues and friends who fight steadfastly by the Rogue Trader's side. No Rogue Trader can undertake his mission alone, for no man or woman can be master of every single aspect of trade, exploration, exploitation, and war. As a result, all of the most successful Rogue Traders have the ingrained ability to recognize the value of others and their motivations and, as a leader, are able to utilize every weapon and ability in their human arsenal to their full potential.

Creating Companions

The companions that accompany a Rogue

Trader are many and varied, coming from all walks of life and creeds, many not even human at all. Unlike other Archetypes, this archetype can be taken as is by human characters as a Tier 2 archetype, or be added to any pre-existent Archetypes for an additional +20 Build Point Cost, and raising the Archetype Tier by +1. The second option is not limited by species, as Rogue Traders recruit based on talent, service, and personal acceptances.

Build Point Cost: +20 / 30

Prerequisites

Tier: +1 / 2

Species: Any

Attribute: None

Skill: None

Benefits

Keywords: Imperium, Rogue Trader Fleet, <Dynasty>, Middle Class

Influence Bonus: +1

Loyal to the End: As long as their master lives, most companions will never leave his or her side. As long as the companion's master is alive and either visible or in voice communication



(such as over a vox or by psychic means) then they add +Rank to all tests to resist fear and terror, compulsions or the effects of Fellowship skills that would make them work against or in some way betray their master. Should their master be slain, they will either collapse in grief, or fight to the death, gaining +Rank to attack an enemy that has felled their master.

Wargear: Flak coat or xenos mesh armor or carapace armor, bolt pistol or compact lascannon, choice of 1 melee weapon of up Value Tier+3 (Rare), regal clothing (dynasty uniform or xenos attire or personal dress of their master), micro-bread, filtration plugs, photo-contact.

- Lord-captain Laomyr

To limit the moral pollution caused by contact with alien and non-Imperial cultures in millennia past, the Adeptus Terra outlawed trade and dealings beyond the Imperium. Only those individuals with Warrants of Trade or similar documents are allowed to explore planets not yet under Imperial control, encounter alien civilizations and regressed human societies, and claim barren worlds rich in minerals or other resources. Such men are the Rogue Traders. Operating beyond Imperial control, they are a law unto themselves. Some are highly pious individuals, bringing the Emperor's light beyond his rule; others are nothing more than glorified pirates and scoundrels. Not all who claim to be Rogue Traders actually are, while many Warrants of Trade are centuries old handed down through family generations, exchanged in gambling dens, stolen from their rightful owners or have otherwise fallen into the hands of those who might abuse the power they bestow.

Rogue Traders exude confidence, they are highly charismatic, often charming and roguish, skilled diplomats (some would say confidence tricksters) and hardened killers when the situation demands. Rogue Traders will often gather an entourage of hangers on and companions much like an Inquisitor does, and this may contain alien warriors, mutants and other undesirables, which many Inquisitors would take to marking the Rogue Trader out as a heretic. Many Rogue Traders have highly unstable personalities - some destroy worlds on a whim, or experiment with alien species out of macabre curiosity.

Rogue Traders often dress extravagantly and flamboyantly and each one has their own style and manner. They carry the best weapons and equipment they can acquire, including all manner of alien weapons and gadgets. Jokaero digital weapons are popular, miniature lasers and needlers that are worn as rings but contain the same power as a pistol. They might be carrying C'tan phase weapons that can bypass

Rogue Trader

"The Warrant of Trade and a starship to enforce it - these are the critical tools for a Rogue Trader. Without the former, he is merely a renegade. Without the latter, he is a forsaken drifter doomed to an anonymous death."



armor, Ha'Kaidan neuro-stars, or one of a million other pieces of strange and bizarre wargear.

It is not uncommon for a Rogue Trader to have once been a high ranking member of the Adeptus Terra, perhaps ousted from power and falling back to trading to regain his position and authority. Such Rogue Traders often wear the finery of Imperial aristocracy mixed with garments from worlds beyond the Emperor's rule, often sporting a weapon from military service such as a Naval cutlass or Officer's sabre. They might also carry ornate dueling pistols in lacquered holsters, or ancient looking hunting rifles slung rakishly across the shoulder.

Rogue Traders usually return to Imperial space every few years, to unload their exotic wares and resupply, recruit and rest until their next foray into the darkness. During these periods they may have encounters with members of the Inquisition. Any Inquisitor who hears news of a Rogue Trader in his locality will more than likely seek him out to find out what he has discovered. Rogue Traders wield incredible power and it is easy for them to forget that once back within the Imperium they do not have free rein to act as they wish, and this will also draw attention from the Inquisition. Many Rogue Traders dispute the right of the Inquisition to persecute them, as they see it: As men who have wandered amongst alien stars and conversed with all manner of cultures, Rogue Traders are susceptible to all kinds of heresies, from wayward philosophies to infection by alien creatures or possession by warp entities that live in the darkness between stars. All these factors can lead to violent confrontation, particularly if the Rogue

Trader has knowledge or an artefact that an Inquisitor is keen to get his hands on.

Occasionally the Inquisition may approach a Rogue Trader to work for them, either leading his own men or as a companion to an Inquisitor. Whether this works comes down to the Rogue Trader and Inquisitor involved. Rogue Traders can be highly irreverent at times, and Inquisitors with a hardline view often take offense to jibes at the Imperium and its organizations.

Build Point Cost: 50

Prerequisites

Tier: 3

Species: Human

Attribute: Fellowship (3)

Skill: Cunning (2), Insight (3), Persuasion (3), Awareness (2)

Benefits

Keywords: Imperium, Rogue Trader Fleet, <Dynasty>, Nobility

Influence Bonus: +3

Exceptional Leader: As a free action once per round, the Rogue Trader may grant an ally that he can see and who can hear him +Rank to any one test

Wargear: Laspistol or hand cannon or plasma pistol, micro-bead, void suit, regal clothing, xeno-pelt cloak, mesh armor or carapace armor or power armor, choice of one ranged weapon and one melee weapon up to Value Tier+5 (Rare), choice of imperial cruiser.

Legendary Trader

"I have walked upon a hundred foreign worlds beneath the light of a hundred strange stars. I have slain monsters the likes of which your foulest nightmares and darkest imaginings could not produce. I have made fortunes that could purchase this world from beneath your feet a dozen times. I am a visionary, a paragon of humanity, a slayer of



worlds and forger of destinies. I am a legend, and you are merely a man. Who, then, are you to deny me?"

- Sarvus Trask

For an ambitious few, it is not enough to be wealthy. It is not sufficient to be powerful, respected and renowned; such individuals must be legendary, their names and reputations greater even than themselves, more enduring than anything of human artifice save the Imperium itself. Their names must inspire awe and dread and reverence in equal measure, the mere mention of them conjuring thoughts of Gods amongst men whose power is matched only by their ambition.

Such a lust for glory would be seen as madness in many, a fool's dream as unattainable as an audience with the Emperor Himself. But for those with the means and the will to make it happen (or die trying!) it is the culmination of a lifetime's efforts and travails. Few who aim to become so notorious a figure ever survive to see their legend realized, their lives extinguished and their reputations condemned to trivia at best and ignominy at worst. It is a risk felt to be worth the rewards, for no man can become legendary without overcoming such challenges, and none who cannot endure such trials is fit for such lofty status in any case.

Of course, for those who have attained such legendary status, a challenge remains - to maintain it, and perhaps even to expand it further. Some voyage to new sectors and new expanses to bear witness to new horizons and new trials and to forge new chapters of their myth. Others are content to establish monuments to their triumphs, or voyage forth in search of those things even other men of power and ambition shy away from, if they have not done so already. Others still are never seen or heard from again, their legends confirmed by the mystery of their disappearance, enduring because of the distant possibility that they may return.

Whatever the path to glory, whatever the reasons behind it, and whatever the atrocities

committed or halted by those who aspire to it, one thing remains true: as long as fame and fortune wait beyond the reaches of civilization, there will be men and women whose ambition is virtually unmatched, individuals for whom a lifetime of greatness is woefully inadequate. Immortality alone, whether figurative or literal, is the only prize worth pursuing

Build Point Cost: 60

Prerequisites

Tier: 4

Species: Human

Attribute: Fellowship (4)

Skill: Cunning (3), Insight (4), Persuasion (4), Awareness (3), Leadership (4)

Benefits

Keywords: Imperium, Rogue Trader Fleet, <Dynasty>, Nobility

Influence Bonus: +4

Legendary: Your name is known on hundreds, even thousands of worlds and maybe even beyond. Your reputation is larger-than-life, preceding you by light years for good or ill. Many will bow down before you as you approach, tales of your exploits giving them reason to revere you, but as many will reach for their blades and watch you warily or shy away in dread at the mention of your name. A Legendary Trader gains +Rank to Social and Interaction skill tests when invoking his dynasty, his personal name or otherwise draws upon his legendary status.

Wargear: Laspistol or hand cannon or plasma pistol, micro-bead, void suit, regal clothing (flamboyant and expensive), rare trinkets and jewelry, xeno-pelt cloak, mesh armor or carapace armor or power armor or refractor field, choice of one ranged weapon and one melee weapon up to Value Tier+6 (Very Rare), choice of Imperial cruiser or grand cruiser



Schola Progenium

"Few things are impossible with the proper application of diligence and skill. Expect great works of ability and perseverance."

—Schola Progenium Master Karna Arista

Dating itself back to the very foundation of the Imperium, the Schola Progenium is one of the Imperium's most subtly influential organizations and the very bedrock of its elite. The exact moment of its foundation is impossible to determine, but even while the Emperor still walked amongst mortals, charitable institutions existed to select and train promising youths for service in the Imperial Army and the other burgeoning structures of government.

In the Imperium of the forty-first millennium, these many institutions have long been subsumed into a single network, maintained by the Ecclesiarchy and offering the very highest standard of Imperial education and almost guaranteed access to positions in organizations as varied as the Ministorum, the Commissariat,

the Adeptus Arbites, the Adepta Sororitas or, of course, the Inquisition.

Individual scholae can vary hugely in size from a few dozen progenii and a couple of masters, up to mighty citadels, teeming with countless students and whole companies of drill abbots. Regardless of size, each schola is a functioning monastery, with a Master Abbot or Principal at the head of a team of dedicated monk-teachers who will tend to specialize in one or more areas of education. Exactly which disciplines are taught will depend upon the capabilities of the teachers, which can tend to be rather eccentric, especially in the smaller scholae.

The youngest progenii may be any age, from infancy upwards, and many scholae double as orphanages and nurseries for the children of Imperial servants. Indeed, to be the orphan of imperial servants is widely considered automatic justification for a place in the nearest schola. However, most scholae are also open to the children of wealthy local families in return for appropriate donations - although these are often



accompanied by elaborate “orphaning” rituals in which the parent family formally cuts all legal ties with their offspring.

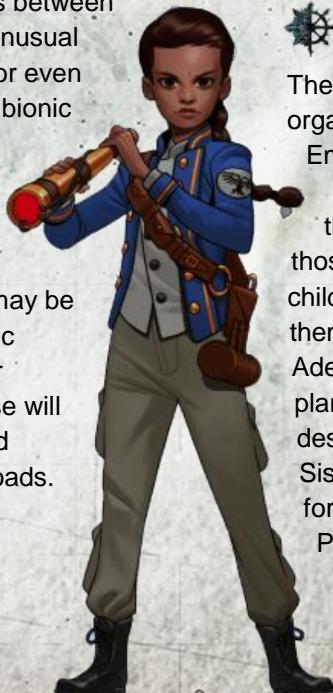
The lives of progenii are hard and disciplined from the moment of their arrival. A strict hierarchy applies within the student body and a system of privileges and punishments prepares the young progenii for their harsh and demanding futures. Nevertheless most alumni look back nostalgically on their education as the most rewarding and peaceful time of their lives. Senior students are expected to be self-directing, focusing on studies in areas that will be relevant for their apportioned future career. So a senior student destined for the Adeptus Arbites may spend up to two years studying the Lex Imperialis, even if no expert teacher is available. At the conclusion of their studies, they are then expected to join whichever organization they are deemed to suit best.

The Schola itself is overseen by a Commandant, who is one of the lesser members of the Senatorum Imperialis.

School of Hard Knocks

Life in the Schola is tough and not everyone survives the experience. One of the first lessons a progenius or progenia will learn is how to make an improvised knife. The second lesson will be how to skillfully conceal it about his or her person. As a result of encounters between knife-wielding progenii, it is not unusual to see progenii with facial scars or even the occasional bionic eye. Other bionic limbs are very unusual, though.

Students under instruction will only rarely have unsupervised access to ranged weapons or equipment, but senior students may be permitted to carry a pistol or basic weapon in order to increase their familiarity with the weapon. These will always be common weapons and they are unlikely to have any reloads.



Truants may acquire any combination of common weapons and, depending on how long they have been on the run and how successful they have been as outlaws, they may even have a rare weapon or two. As survivors who know how to plan effectively, they will invariably have multiple reloads for any weapon carried. All progenii are trained in effective use of arms, hand-to-hand fighting and unarmed combat.

Ordained for service: Senior students gain a keyword and a +1 bd to a related skill, attribute or similar test depending upon what future career they have been selected for. These are:

Table: Ordainment

Service and Keyword	Bonus
Adeptus Administratum	Intellect
Adeptus Arbites	Intimidate
Adeptus Ministorum	Conviction
Adeptus Sororitas	Willpower
Astra Militarum	Survival
Imperial Navy	Pilot
Officio Medicae	Medicae
Officio Prefectus	Leadership
Ordo Tempestus	Resolve

Tested for Purity: No progenius or progenia will ever have psychic powers, and cannot gain the <Psyker> keyword or take the Psychic Revelations ascension package at character creation.

Progena

The Ecclesiarchy is a galaxy-spanning organization based upon the worship of the Emperor. One of its many divisions is the Schola Progenium, which is responsible for the upbringing and training of orphans of those who have served the Imperium. These children are known as Progena, and most of them will end up within the Ministorum or the Adeptus Terra. Some may even find office in a planetary government, while most girls are destined for one of the Orders of the Sisterhood. Many military leaders and special forces are brought up by the Schola Progenium, including Navy officers and the

elite Storm Troopers of the Ordo Tempestus and iron willed Commissars of the Officio Praefectus. It is the task of the Drill Abbot to give specialized combat training to these children. Many are Imperial Guard veterans who have been ordained as Abbots, though a few are products of the Schola Progenium themselves.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Weapon Skill (1), Ballistic Skill (1)

Benefits

Keywords: Imperium, Schola Progenium, Academic

Influence Bonus: 0

Ordainment: Select an ordainment to which the character has been earmarked to join upon graduation from his schola (see *Table: Ordainment*)

Blessed Ignorance: The Progena gains +Rank to Scholar or Investigate skill tests relating to the Imperium's structure, history, and linguistics, as well as their chosen Ordainment (see above)

Wargear: Knife, schola uniform or schola-cadet uniform, data-slate or voluminous tome, bionic reconstruction or memorable injury and lascannon (or autopistol) or auto quill and monocular or bolt pistol

Truant

Despite the best efforts of the drill abbots, however, not all progenii are content with their lot or prepared to accept a future dictated to them by their monk-teachers. Escape from a schola is rarely an easy task. Even when barred windows are breached or high walls scaled, the scholae are often based in isolated or dangerous locations - deep in ice-clad

mountains, surrounded by parched desert or even in the lifeless rock of a mighty asteroid.



Unsuccessful escapers will be punished harshly before being subject to an intense process of re-education that ensures that only rarely will a subsequent attempt follow. Some rare and exceptional individuals do, however, disappear from the confines of the schola. No doubt, most die in their attempts and their bodies are simply never found, but others make it and these rare few often find their ways into criminal fraternities, mercenary bands and Rogue Trader entourages, where they can hide from the Ecclesiarchy's agents and use their skills to find wealth and adventure.

The Inquisition takes a deep abiding interest in Truants as they are either highly capable, motivated survivors, suitable for recruitment; or else they are dangerous heretics and potential traitors who must be eliminated before they can spread their hate and lies.

Build Point Cost: 5

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Weapon Skill (1), Ballistic Skill (1), Stealth (1)

Benefits

Keywords: Imperium, Schola Progenium, Recidivist, <Any>

Influence Bonus: 0

Motivated Survivor: The Truant gains +Rank to Stealth or Deception skill tests.

Wargear: Lascannon or autopistol, knife, schola uniform or schola-cadet uniform, data-slate or voluminous tome, choice of up to two Rare or one very rare item or wargear, with a value of up to 5 or less.



Explicator-Progenii

Officially, the Ecclesiarchy has the first pick of the talented students, which partly explains why so many progeniae end up in the Adepta Sororitas. However, an understanding has long existed that the Inquisition may take whichever students catch their eye. Oddly, when Inquisitors visit scholae, the very best students are often inexplicably absent on field trips or laid up in the infirmary. Nevertheless, the vast majority of Inquisitors begin their careers in the Schola Progenium. Those that are ear-marked by the drill abbots for possible service as Explicators tend to be those of a questioning, argumentative nature, whose insatiable curiosity and incisive intellect may make them unsuitable for disciplines that demand absolute certainty, such as the Ministorum or the Commissariat. In addition, some Progenii are recruited directly by Inquisitors who visit a schola in search of a new acolyte. Often an Inquisitor will visit the same schola from which he was himself recruited and some scholae have been known to display engraved boards showing a direct descent from Inquisitor to Acolyte to Inquisitor through seven or more generations of alumni. As a result, it is common for scholae to enjoy a degree of favor and protection from elements within the Inquisition.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: Intellect (3)

Skill: Investigate (2)

Benefits

Keywords: Imperium, Schola Progenium, Academic

Influence Bonus: 0

Ordainment: The Explicator-Progenii gains the <Ordo> keyword, and the appropriate benefits from it, instead of a normal ordainment.

Inquisitive Nature: The Explicator-Progenii gains +Rank to Investigate and Persuade skill tests when questioning a status quo, the reasoning behind a thing or the purpose of a function of the Imperium.

Wargear: Knife, schola uniform or schola-cadet uniform, data-slate or voluminous tome, bionic reconstruction or memorable injury and laspistol (or autopistol) or auto quill and monocular or bolt pistol



Drill-Abbot

"One is always more anxious about the one talent they do not possess instead of the countless others they do."

- Drill Abbot Marek Tenzin

Drill Abbots are famed for their stubbornness and tenacity, coupled with a rock solid faith in the Emperor. These are the main qualities they instill in their pupils, along with the ideals of humility and sacrifice. Of course, these mental strengths are backed up by considerable combat skills, especially in hand-to-hand fighting. Drill Abbots are ferocious warriors, stirred by the endeavors of Saints from the past, their hands guided as if by the Emperor Himself.

Drill Abbots are a very special type of preacher, being excused from the normal duties of delivering sermons and ministering to the faithful. In appearance, though, they wear all of the normal priestly accoutrements, including robes, symbols of faith and purity seals, and devotional scripts.



It is not uncommon for Drill Abbots to wield heavy, brutal close combat weapons such as power hammers to pulp the heads of the heathens they fight. Some wield Staffs of Belief, which are carved from trees grown in the Garden of Saints on Terra; or the vicious Axe of Retribution that has a sharded, double-headed blade that rips through flesh and inflicts horrifying injuries.

To back up these close combat weapons, a Drill Abbot will normally have at least one gun, usually a heavy duty service pistol picked up whilst in the military. This can be complemented by numerous short swords, knives or mauls, or possibly an electro-baton which delivers a numbing shock and is usually employed to discipline wayward Progena. As veterans of real combat, many Drill Abbots sport prosthetic limbs and artificial organs, usually proudly displayed as trophies of honor rather than concealed beneath synskin or clothing.

In battle, the Drill Abbot lays about himself with his hammer or staff, bellowing hymnals and curses, fired with holy ire and sacred rage. They are staunch fighters, used to the hardships of military service and the stern living conditions experienced in the Schola Progenium abbeys. They are courageous and highly disciplined - a combination of both training and their fervent faith.

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower (3)

Skill: Weapon Skill (2) or Ballistic Skill (2), Intimidate (2), Leadership (2)

Benefits

Keywords: Imperium, Schola Progenium, Adeptus Ministorum, Military or Academic

Influence Bonus: +2

Drill-Master: The Drill-Abbot gains +Rank to Intimidate or Leadership skill tests when instructing, disciplining or admonishing those with the <Imperium> keyword.

Wargear: Staff of Belief or axe of retribution, shield robes, charms (symbols of faith and purity seals), lascannon or hand cannon or electro-baton, 1 bionic reconstruction.

Ascending Progenii

A Progenii character ascending to a higher tier may, if the GM agrees, assume that the character has earned the distinction of graduation from their Schola Progenium and assignment to one of the many prestigious branches of the Imperium. The character is no longer a mere ward of the state and may become any Archetype with the Adeptus Arbites, Adeptus Sororitas, Imperial Navy, Inquisition, Militarum Tempestus, and Officio Prefectus keywords. To do so, the character spends the difference in build points between the two archetypes. The character removes the archetype bonus from the outgoing archetype and applies the archetype bonus from the new archetype instead. Using this option, the character is not required to purchase an Ascension package, but the player may still purchase one if they wish.



Scum

"Better crippled in body than corrupt in mind."

- Imperial Proverb

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 civilization, 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 & 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.

Scavenger

A Scavenger is part opportunist, part thief, and always on the lookout for the next chance to get something he needs. He operates throughout hive cities or frontier settlements, finding what others cast off and acquiring it. This could be as easy as rummaging through the refuse, or as difficult as fishing through molten slag with enormous poles. Groups of scavengers will occasionally make expeditions into

the



dangerous depths of hive sumps, braving collapsing caverns and vicious mutants in search of fabled lost treasures. Most searches will be relatively less dangerous, such as bribing a low level functionary for a moment's access to the reclamation compressors. More rarely, a band of scavengers will slip their way to the habs or the hive spires to rob the more wealthy. To the denizens of the underhive, even the lowliest of the Imperium's servants is wealthy beyond understanding. It is not uncommon for an Adeptus Ministorum Hab-complex to experience a raid, minor items disappearing in the middle of the night. A minor inconvenience most of the time, but if an item of enough importance goes missing, it is often blamed on the scavengers, and the local enforcers will press-gang a small group into service to find the missing item.

Most became an adult amidst the yearning and poverty of the least of the God-Emperor's flock, one soul amongst countless underhivers, renegades, bonepickers, and a thousand other outcast castes that exist on the fringes of the Imperium, scavenging what they can to survive. All that they own was claimed from the wastes of those far above them in the Imperial hierarchy or gleaned from the wreckage and ashes of past war and catastrophe - at least, everything that wasn't taken from the bodies of his peers and rivals, of course. His was a hard life lived upon a knife-edge: the dark abyss of starvation on one side and death or worse on the other. A childhood where each day of survival was a triumph has hardened and honed the scavenger, but left its scars on his soul.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Cunning (1)

Benefits

Keywords: Imperium, Scum, <Any>, Outcast

Influence Bonus: +1

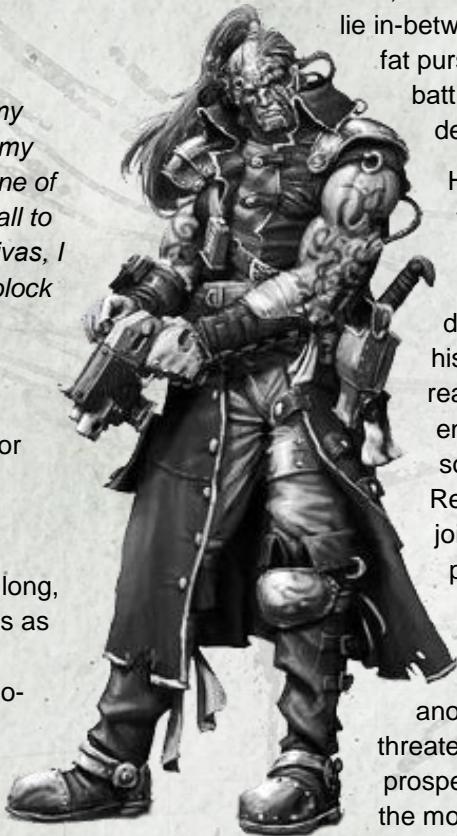
Scrounger: Scroungers make use of every available resource, and have a knack for finding spares. They receive +Rank to Cunning tests, and may make a single retroactive Influence test with a bonus of +Rank once per session, representing an item that they had prepared in advance.

Wargear: Choice of lascannon or autopistol, hand cannon or stub gun, knife or sword, bedroll, canteen, clothing.

Stubjack

"They took everything, even my mother's deathring. Attacked my Grav-Sedan bold as blood! One of the Stubjacks even had the gall to wink and call me 'Lady'! Percivas, I demand you have the entire block eradicated."

Stubjacks, hive scum, or scummers, are masterless or itinerant hivers who will fight for anyone who offers them coin. Stubjacks are too wild and independent to submit to the leadership of anyone for very long, and they hire out their services as they feel like it. Despite their carefree lifestyle and happy-go-lucky attitude, Stubjacks are good fighters, so their services are always in demand and prefer the carefree, wandering life of a mercenary to that of a ganger. They travel from town to town, making few friends or commitments, earning whatever easy money is around before moving on. Many end up working for underhive guilds, but there are always a few willing to tag along with a gang for a share of the spoils. Savvy and brutal, Stubjacks specialize in ambush, robbery and turf war. Some lead gangs, others operate alone, but in all cases Stubjacks use strength, cunning and intimidating weapons to get what they want.



Most stubjacks were born to violence. It has surrounded them their whole life, and they've had a weapon in easy reach ever since they were strong enough to grip one. They could have joined the planetary defense force or even become a guardsman, but what sort of life is that? Joining a regiment means orders here, orders there, and none of that makes any sense. It was clear to each stubjack that fighting for wealth as a mercenary was the best way for a warrior to become rich in his trade and still escape with his skin. Stubjacks have seen death, victory, and most of the ugly things that

lie in-between, but as long as there is always a fat purse waiting on the far side of the battlefield that's fine with them. As for the dead, the Emperor will know his own.

Having lived and survived in such tough conditions means that it will frequently be the stubjack that is the source of some acrimony and he does not always get on with others in his company. His moral values and reasons for participating may be entirely different from the others and so make him a source of contention. Reasons why such a character may join the employ of others in the first place are manifold: some do it for the sheer thrill, some as sentence for some past crime, some are being paid, whilst others have the skills another needs and so are ordered or threatened to participate. For an prospective employer it matters little what the motive is, as long as they fulfil their part in the arrangement.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: Strength (1), Toughness (1)

Skill: None

Benefits

Keywords: Imperium, Scum, <Any>, Outcast

Influence Bonus: +1

Never Quit: A Stubjack character gains + 1/2 Rank to his Shock value.

Wargear: Hive leathers, autopistol or stubber, chainsword, armored bodyglove or flak vest,



Scapegrace

"You see, you've won again. I told you I was no good at cards .I'll play one more round, but only because you insist."

- Reetheus Orl

Even within the Imperium, where most are born into the same position for life, there are those that work their way free to make a life on their own terms. Some may have deliberately forsaken the role they were given, or slipped between the cracks of their ossified civilization.



They exist as criminals, vagabonds, and thieves, on the fringes of Imperial life. These outcasts live in the shadows of society, living by their wits and charm. They are able thieves, sharks, cutters and charlatans; suspicion and fear often dogs their steps, as others know that where they tread, crime follows. Despite the epithet, scapegraces can be connected to all levels of Imperial life, and while their concerns are primarily for themselves, they can be enlisted to larger pursuits. They have connections, knowledge, and skills unheard of for proper Imperial citizens, and the willingness to use them through bribery, coercion, or other base appeals often more effective than simple calls to Imperial duty. They can also retain associations and bonds with their previous lives and organizations that allow them to operate across many strata of Imperial life.

An orphan of the borderland between light and dark, a scapegrace has spent years living by his or her wits amidst entertainers, gangers, reclaimators, and other ne'er-do-wells on the fringes of Imperial society. Their youth was spent in a grey borderland where the near-outcast mingled with shadowed figures risen from the depths and thrill-seekers come down from safer climes. A good scapegrace knows that the law only applies to those caught by the enforcers and that a life is worth only as much as is spent on keeping it. These individuals have carried these hard earned lessons on into later life. Survival is best thought of as a game, with pleasure and ease the rewards along the way. A body must eat, drink, and live well, for death can come calling when it pleases. A scapegrace has survived long enough outside the bounds of society to develop a certain rapport with the seedier side of life - as well as an ability to slink into the background when trouble comes their way.

As a result of their upbringing, be it cards, cons or codes, scapegraces prey on the foolish, proud and gullible. Masters of lies and misdirection, they fleece their targets with a smile. Many become master thieves, who can bind even planetary governors to their web of elaborate deceit. Using sophisticated and long-

term plans, they are architects of cunning subterfuges that put even the sharpest of lawmen on the back foot.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Insight (1),
Deception (1),
Stealth (1)

Benefits

Keywords:

Imperium, Scum,
<Any>, Outcast

Influence Bonus:

+1

**Masters of Lies and
Misdirection:** A

Scapegrace reduces the time of any Stealth skill tests in half when bypassing security measures, and gains +½ Rank to Insight and Deception skill tests.

Wargear: Hive leathers or outlandish garb, autopistol or laspistol, knife, weighted dice or deck of cards.



Performer

The Imperium contains countless billions of men and women, from the hab-workers trudging to and from the manufactora day after day, to the ratings that bloody their feet treading the wheels of magazine hoists on the Emperor's warships, to the ore miners whose short lives feed the Imperium's iron heat. Given the often crushing misery of life, it is no surprise that a little escape is often desirable for the masses, and entertainment in the Imperium has a tendency towards the simple, direct and visceral.

A rare few citizens operate outside of the imperium's system of duty and sacrifice, whether from release from service - an almost unheard of occurrence – or fleeing their life of servitude. Many of these escape downhive or to the fringes of society, but others remain in plain sight, serving as performers.

These acrobats, musicians, and dancers disguise themselves with elaborate face paint and outlandish clothing. Those who gain patronage can live pampered lives uphive or even in the spires. Others eke out a living through street theatrics across the hive, subsisting on meagre offerings of food or scrip.

Once in a great span there are sponsored entertainments that draw performers from all over imperial society. These events run the gamut from Temple passion plays to raucous carnivals and pit-fights. Many skirt the bounds of heresy, such as carnivals that hide mutant performers behind costumed disguises, or secretive pit-fights that features xenos beasts for the delight of select patrons.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Persuade (1), Athletics (1)

Benefits

Keywords: Imperium, Scum, <Any>, Outcast

Influence Bonus: 0

Entertaining: A Performer gains +Rank to either Athletics, Stealth or Persuade Skill tests (but not all three!).



Wargear: Outlandish garb or colorful outfit, gewgaws, knife, deck of cards or musical instrument, advertisements, laspistol



Witch

There are fewer sins greater than concealing a psychic gift from the authorities, and fewer still that are more dangerous. Yet, for reasons kept to themselves, the warp witch has made the decision to do just that. Through careful and illegal study, possibly at the feet of a like-minded family member, the warp witch has obtained a degree of mastery over his or her natural powers that allows them to keep them secret, yet ready to be called upon in direst need.

Many warp witches descend from families with tainted or sorcerous histories, and many of their ancestors could wield the energies of the Warp. Whether they bore this taint openly, travelling to Terra aboard the Blackships to be tested and sanctioned, or kept it secret is another matter entirely, but the presence of the profane has only fueled that fascination, though each works hard to hide it from the Inquisition and others who would not understand.

Witches are a breed of rogue psykers and mystics who have come into their power on their own accord, rejecting the Imperium's demand for sacrifice and subservience. Many openly embrace the fell powers of Chaos, and all inevitably become madmen, lunatics or vile heretics, and will become persecuted and hunted by the Inquisition and destroyed wherever they are found.

Among the Void Born, there are those psykers who flee the Imperial authorities upon the awakening of their powers or have been born beyond their reach. Those that manage to survive this dark transfiguration are rare, and often insane, but no less sought after in certain quarters because of this. This is because these Warp Witches possess among their psyker's gifts some, albeit crude, ability to navigate the warp and whisper upon its unseen winds, although never with anything approaching the certainty and proficiency of a true Navigator or Astropath. For those renegades and corsairs who strike a devil's bargain with a



Warp Witch, they may find the price levied by these fickle and spiteful psykers even steeper than they can guess at. Often, the powers they have to track the warp are conveyed not by their own gifts, but by the daemons sitting invisibly on their shoulders.

Build Point Cost: 30

Prerequisites

Tier: 1

Species: Human

Attribute: Willpower (2)

Skill: Psychic Mastery (1)

Benefits

Keywords: Imperium, Scum, Psyker, <Any>, Outcast

Influence Bonus: -1

Unsanctioned Psyker: A Witch begins play with one minor psychic power. They may purchase additional Minor Psychic Powers and psychic powers from a single Discipline, subject to Tier restrictions.

Warp Witch: In addition to her psyker abilities, a Witch can summon daemons and unclean spirits with a Psychic Mastery test (DN 4) in order to try to navigate the warp and to do their bidding; these rituals are complex and dangerous and cannot be performed during combat encounters.

Wargear: Rag-Castings (Tattered clothes), sacrificial knife, stubber, trinkets and fetishes, ragged reinforced void suit or respirator, false cognomen, profane amulet.



Verminspeaker

"Verminspeakers? As dangerous an ally as an enemy, in my mind. Hive dross with oft unsanctioned power bubbling through their veins, they flee from the righteous justice of the

Aquila to cower in the lowest depths of the hives and darkest death world jungles. On occasion, however, I have found their unique talents to be useful..."

- Felroth Gelt

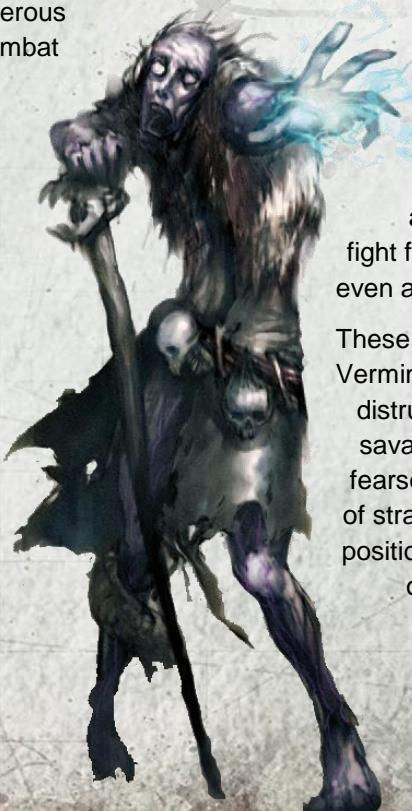
Although the Inquisition and the feared Black Ships work rigorously to ensure that every psyker is taken to the Scholastica Psykana and either sanctioned or sent to Holy Terra for "final processing," the authorities cannot be everywhere at once. Sometimes a potential psyker slips through the cracks. This is especially true amongst the teaming masses of people on hive worlds, or on the savage frontier and death worlds where Imperial rule is weak or non-existent.

Lacking any sort of guidance or understanding of their powers, these poor wretches often suffer a grim fate. If they do not destroy themselves with bursts of uncontrolled warp power, they often find themselves killed by their superstitious neighbors and kin. A very few survive long enough to flee into the wastelands of their world, be it the underhive or deserted mountains and forests. There they develop their powers on their own, through a mixture of guesswork and experimentation.

Those that survive without drawing the attention of the powers that lurk within the warp become a strange breed of psyker, partially feral and unnaturally attuned with their environment.

Frequently, they exhibit the ability to summon beasts to aid and fight for them, and in some cases are even able to communicate with creatures.

These psykers, sometimes known as Verminspeakers, can become valued, if distrusted, allies to both hive gangs and savage tribes. Their powers make them fearsome in battle and useful in matters of strategy, and some may rise to positions of power within these social organizations by putting on a front of a fortune teller or seer. In these



cases, it is more likely the Verminspeaker is using chicanery and dramatic flair than actual warp power. But when dealing with someone who allies with Maw-flukes and Sabre-wolves, few are willing to voice their doubts.

The Inquisition's preferred method of dealing with a Verminspeaker is a kill-team followed by a witch's pyre. On occasion, however, some radical Inquisitors have been willing to use these individuals for their own purposes, finding them a hardy and resourceful breed of psyker. Of course, if anyone learned they were unsanctioned, the Verminspeaker minions would likely have to be executed without delay. Most Inquisitors regard that as an acceptable risk...for the Inquisitor.

Even working under the Inquisitorial seal, the typical Verminspeaker is still mistrustful of and isolated from his fellows, even more so than a typical psyker. Those from advanced worlds or the upper echelons find them horribly backward and disgustingly uncivilized, while people hailing from primitive societies regard them as dread mystics and sorcerers. Almost everyone feels a great unease around a Verminspeaker, as if they can smell the untrained power of the warp just beneath the Verminspeaker's skin.

Build Point Cost: 30

Prerequisites

Tier: 1

Species: Human

Attribute: Willpower (1)

Skill: Psychic Mastery (1)

Benefits

Keywords: Imperium, Scum, Psyker, <Any>, Outcast

Influence Bonus: -1

Unsanctioned Psyker: A Witch begins play with one minor psychic power, *verminspeaking*. They may purchase additional Minor Psychic Powers and psychic powers from the telepathy discipline, including *Bestial Ally*, subject to Tier restrictions.

Wargear: Rag-robes (tattered clothes), staff or knife, stubber, charm (gruesome trophies), canid or vermin companion

Reclaimator

"Tranters, primes, 'lthic cells, hand rippers, I can get 'em all, reconditioned and good as new - even a batch of good slaughter. Great wheel o' the steel god crush me if it's not so... The price? Let's not quibble about the price. You see, I know this up-hive guilder rolling in gelt and he needs a little intel you may have the knowing of yourself..."

- Obadiah Plex

Technology is a thing little understood and its workings lie shrouded in mystery and superstition for most of humanity. The Adeptus Mechanicus holds undisputed rights to the secret lore of science and technology, but the tech-priests themselves are comparably few in number and particularly set against the teeming billions of the hive worlds or the isolated crews of ships plying the void. Such people rely on technological infrastructure in great profusion simply to live, be it a hive water-recyk system or a ship's thermal heaters. The ongoing low-grade maintenance of such petty systems, along with the day-to-day workings of the more sophisticated parts of a manufactora's machinery and the like are left to an army of technomats, functionaries, duct-crawlers, voidwalkers and work-prefects gifted by their Mechanicus masters with just sufficient knowledge to perform their tasks with due deference and supplication to the machine-spirits and nothing more.

Of this disparate group, arguably the most skilled and certainly least trusted are the Reclaimators. It is their task to redeem raw materials from old and damaged systems, to scavenge parts and be tasked with the endless cycle of minor repairs needed to keep a ship flying or a hive's infrastructure from collapsing under its own weight. By necessity, a Reclaimator's skills begin to stray into a higher understanding of machinery and technology

than most and many learn to worship the Machine God in a fragmentary and superstitious manner, marking them apart from others. Added to which, the Reclaimators themselves are often sent in to dangerous or unsafe areas with little direct supervision, and they scavenge and salvage a good deal more than their masters know.

As a result, most Reclaimators have a well-deserved reputation as suspicious, shifty characters who sell their skills and the items they retrieve or repair for a good profit on the black market. Many have links to criminal gangs and more than a few are willing to resort to robbery and even murder to build up their spoils if they think they can get away with it.

Reclaimators are common in the reaches of the hive-cities of the Imperium, as well as, serving on the great Chartist vessels and numerous small trader ships. Despite their vital purpose, rarely, however, do they enjoy a good reputation, although in some places their ill-renown is more deserved than others. In the depths of the underhive, it is well organised networks of hereteks and "reks" that are the real power behind the infamous narcogangs. On war-ravaged worlds, the men and women who make up the numerous Reclaimator scav-packs that prowl the ruins are often little more than murderous bandits weighed down by dead men's plunder and broken trinket-fetishes.

Among the void born it is no different; the wrecker crews of breaker-ships and junkers are considered untrustworthy and accursed of their kind and the void families tell dark stories of death-scows, haunted vessels filled with scavengers driven to cannibalism and madness by want or by uncovering something best left alone in their desire for valuable salvage.

Hive and void born Scum with a technically-minded

bent, or those who fancy themselves as dealmakers and traders often start their careers as technomats and Reclaimators before focusing on more "lucrative" work. While for those born in the iron canyons of a forge world's macro-industry, the path of the Reclaimator and perhaps ultimately the heretek is a natural one to follow. Likewise, the Inquisition sees them as a useful resource. Often a cut above their kind in terms of intelligence, a Reclaimator can make an excellent agent for infiltrating criminal gangs, contacting cult groups and passing unobserved through the hive and underhive, while their void born brethren are just as useful aboard ship or working orbitals and dockyards.

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Human

Attribute: Intellect (2)

Skill: Tech (2)

Benefits

Keywords: Imperium, Scum, <Any>, Outcast or Middle Class

Influence Bonus: +1

Scav-Rek: Reclaimators are proficient with making due with what they have. They may make a single retroactive Influence test once per session, representing an item that they had prepared in advance. They also gain +Rank to Tech tests when repairing or modifying scavenged gear or machines.

Wargear: Hive leathers or flak armor, plasma gun, volitor data-stack, gang trappings or charm (assorted bits and scraps), rebreather or respirator, flask of sacred machine oil or forged ward accessor

Desperado

"You're asking too many questions. That makes it cost extra."

- Rikko Delarn



Some people recognize 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 recognize 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: Imperium, Scum, <Any>, Outcast

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 chainsword and bolt pistol, flak coat, street clothes, preysense goggles, various maps, combi-tool





Underworld Syndicates

"You entered into the agreement freely and benefited greatly from doing so. I strongly advise you not to renege on it now, no matter if you think you no longer need us, no matter how powerful you think you have become. The consequences of disappointing our Principal in this matter would be...appallingly unfortunate...Please believe me. I know."

- Captain Alicia D'antess

Syndicates are some of the more prominent criminal enterprises to operate in and plague the Imperium. These networks of thugs, narco-dealers, fences, thieves, paid killers, and worse is involved in everything from extortion to the trade in proscribed armaments. Though typically based out of civilized worlds, their reach can extend far into the void, and some whisper that they even do business with the most dissolute of nobility and rogue traders. The level of organization and support possessed by these groups makes them much more dangerous than the many independent and local racketeers and thieves. From petty thugs and cutpurses to powerful crime barons who command legions of lesser recidivists, criminal thugs infest the underbelly of the Imperial order.

The illegal operations of syndicates generally operate in tandem with their more legitimate trading interests and the most successful are centered on intersystem smuggling operations. They deal primarily in illicit drugs, stolen items, controlled technologies, arms, and other black market goods. They are quick and utterly merciless in crushing any organized opposition against them and will readily utilize targeted assassination and mercenary kill teams in order to employ a strategy of divide and conquer - backing one local criminal or mercantile faction against another.

The largest, most powerful and successful syndicates are careful to leave petty gangs and local independents largely untouched, using their activities to mask their own and providing convenient scapegoats for the authorities. For those with the wealth or connections, these have



other goods and services to offer to their trusted clientele. Those heavily involved in intersystem smuggling can provide exotic and forbidden xenotech, artefacts, or other trinkets from beyond the Imperium's border. More terrifying is that the organization can also do more, much more, for the right buyer; they can arrange to have enemies permanently "vanished," provide clients with vast sums of financial backing, or arrange for shipping (or even whole outposts) to disappear without trace. However, the price for such services is total loyalty to the underworld faction and its often strange requests.

These factions are no simple matter, however. Most such organizations treat their membership as life-long, with no exceptions. A former comrade, once deep in the secrets and schemes of their enterprise left out to the mercy of the

Table: Criminal Syndication

Syndicate	Description
Cartel Operation	Unlike other criminal syndicates, cartels are generally both legal and accepted in the Imperium as the prevailing status quo, only gaining criminal status if the supplies they produce are illegal or heretical in nature, or when they directly interfere with Imperial tithes.
Corporate Syndicate	Corporate syndicates either gradually evolve from legitimate businesses, mercantile guilds, combines, corporations or trade houses, but eventually begin to sponsor or engage in illicit and illegal operations, including trafficking, extortion, racketeering or political corruption. While they engage in similar activities as other syndicates, they have several aspects that make them unique, such as their ability to maintain an open presence in Imperial society. Many criminal enterprises are umbrella organizations, smaller circuits and even gangs reporting to a larger crime syndicate.
Familia Syndicate	Often, various small-time gangs gradually evolve into sophisticated crime syndicates which will dominate the organized crime factions on their planet. These 'Familia' syndicates or mafias will grow in size, and often become primogenitors, spawning a number of notorious organizations with their own traditions and subculture which will infiltrate almost every part of Imperial society.
Info-traitor Network	Info-Traitor networks are criminal syndicates which operate largely through various vox or astropathic communicae methods, committing a host of crimes including fraud, data-thefts, administration tampering, and similar activities and will often form a network to better facilitate their activities. Knowledge is power, and these syndicates specialize in leveraging it for a price – whether it is connect traders and clientele via the unseen data-markets for a fee, or to trade secrets that can tear down entire institutions.
Racketeering Enterprise	Racketeering enterprises work by offering an unnecessary or dishonest service (a "racket") to solve a problem that wouldn't otherwise exist without the enterprise offering the service. Racketeering enterprises are some of the most common syndicates, and are most often formed from meddling merchant guilds or petty noble houses, eager to find the true key to lasting power and authority. A common example of a racket would be if a mercenary guild attacked a mercantile warehouse, and then they or one in concert with them offered "protection" to the owners of the warehouse for a price. This fits the definition of a racket because without the organization's attacks in the first place, the demand for "protection" would be low or non-existent. Other examples of racketeering activity include extortion, money laundering, loan sharking, obstruction of imperial justice and bribery.
Smuggling Ring	Smuggling is a behavior that has occurred ever since there were laws or a moral code that forbade access to a specific person or object. At the core of any smuggling organization is the economic relationship between supply and demand. From the organization's point of view, the issues are what the consumer wants, and how much the consumer is willing to pay the smuggler or smuggling organization to obtain it. Smuggling rings refers specifically to moving goods unlawfully across controlled boundaries set by Imperial commercia or the Administratum, whether that means between hive sector borders or sub-sector trade routes, without paying a tax or customs duties, if applicable. While smuggling can be similar to trafficking as it sometimes involves exporting or importing of illicit contraband, the real criminality and accumulation of wealth of smuggling is based on these organizations evading lawful taxation, skirting proper sanctions and a disregard for local or sectorial restrictions that may not be applicable elsewhere.
Trafficking Circuit	Complex organizations with highly defined command-and-control structures that can produce, transport, and possibly distribute large quantities of one or more illicit or proscribed goods. These groups are responsible for large portions of illegal and forbidden contraband entering the Imperium. The goals of these organizations are not unlike those of a normal business with an income generated through the sale of a desired product. However, the groups knowingly and purposefully engage in the illegal transportation and sale of their wares.

wider world is a dangerous loose-end. For this reason, most who live deep within the criminal underground must work tirelessly to avoid the watchful eyes of the enforcers or Adeptus Arbites. Instead of some protective agent or organization to shelter them, these lowly scums must take drastic measures when they falter, if they wish to save their lives and that of their organization.

Criminal Syndication

This is a listing of the various syndicates that are involved in organized crime within the Imperium. Characters with the **<Syndicate>** keyword may select one of the criminal Syndicates above (or the player may work with the GM to determine another if they wish). Choosing a syndicate replaces the **<Syndicate>** keyword with the name of the selection.

Selecting a Syndicate also provides the character with a +2 bd bonus to Skill tests associated with the operations, functions and nature of their selected organization. If a player creates their own syndicate or uses one that does not appear on this list or in future Wrath & Glory sourcebooks, they must work with the Game Master to define them.

Underworld Ciphers: Crime lords have used ciphers since time immemorial, and their sophistication has only increased over this period. Each organization uses its own to deter competition. A character may choose these ciphers as one of his initial languages, or purchase it for 1 BP at a later time.

Underworld Syndicate Objectives

D3 Roll Result

- 1 Threaten, extort, or physically assault an NPC to benefit your syndication (or yourself) in some way.
- 2 Recall a dreadful act your syndicate is known for, and relate the experience to frighten or terrify another.
- 3 Reminiscence about a time you performed an illegal activity, and how you evaded (or were caught) by the authorities and how it relates to the current situation.

Dreg

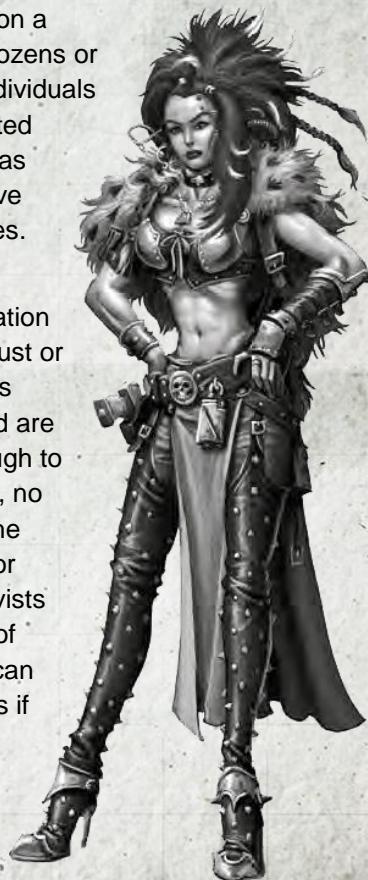
"Looking for DeCol you say? Well I know three by that name, one's a stubjack, the other a scrivener and the third, well her I'd rather not speak of... unless you've a deal more thrones to rub together than you look like. So, friend, which will it be?"

- Old Cthun

Dregs are the refuse of imperial society, the lowest of the low and sometimes known as wasters. They are often addicts and hooked on chems, degenerates, outcasts, madmen and worse. As they have fall lower in deed and spirit, they sink lower in society itself, drifting down like sump-water to the dark and terrible depths of the underworld.

At the bottom of the pecking order of any criminal syndicate will be legions of dregs, serving as the desperate foot soldiers and expendable assets to any serious operation. When the Adeptus Arbites or enforcer precincts begin to crack down on a syndicate, it will be dozens or hundreds of these individuals rounded up or executed while the syndicate has already begun to move on to greener pastures.

Many dregs turn to crime in their desperation for obscura, featherdust or other narcotics. Dregs have little to lose, and are often desperate enough to undertake any action, no matter how vile, for the promise of payment or reward. These recidivists lubricate the wheels of underworld life, and can prove valuable assets if properly motivated. They see and hear much that is hidden, and can be an excellent source of



information. Those utterly desperate, and often ruined in body and mind, can be far more dangerous than any sane man, and willing to do anything for very little payment at all...

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: None

Benefits

Keywords: Imperium, Recidivist, <Syndicate>, Lower Class

Influence Bonus: -1

Desperate and a Bit Mad: Whenever the character attempts a skill test to socially interact with another, if the Wrath die rolled results is a 2–5 then the test gains a +1/2 Rank bonus; on a 6, a +Rank bonus. On a complication, in addition to any narrative implications, the test Difficulty Number is increased by +1/2 Rank, which may result in a failure.

Syndication Affiliation: Select a Criminal Syndication to which the character is a part of (see **Table: Criminal Syndication**)

Wargear: Rags, tattered clothes or mismatched garb, knife or improvised weapon, human teeth, lice, one pack of cheap lho sticks, several half doses of narcotics, 1 Addiction mental trauma to a substance

Thug

"I'm not interested in your money or who you are, pretty one, just how nice you can scream for me."

- Shakas Wwendal

Amongst the teeming untold billions within the Imperium, it is inevitable that some will be unsatisfied with merely fulfilling their duties through honest service to their betters, as is



ordained by the rightful bearers of the Emperor's Will. These misguided souls violate the edicts of Imperial law, in their attempts to gain personal wealth and power. The ranks of underworld syndicates are filled with such disenfranchised souls, raking in the cruel and violent. Though they might possess ambitions of power, their lack of imagination and intellect ensures a career of following orders, and an early "retirement" should their ambition exceed their abilities. Most, however, are happy to follow orders, break bones, and collect their scrip.

However, the criminal underworld in the Imperium is by no means forgiving. It is a harsh, cruel existence punctuated by violence and the fleeting hope of a quick payoff. Organizations such as the Calixian Kasballica, the Beast House or the Amaranthine Syndicate make their way on the backs of the poor, unfortunate individuals that they have collected into their ranks as much by desperation as by ambition or even simple greed. This is not to say that those lowly scum who make up the bulk of such criminal enterprises are not, themselves, enterprising and opportunistic.

Indeed, while many lackeys of the Imperium's underworld are broke-souled underdogs, they are matched by those who would seek only to better their lot, either through criminal advancement or by escaping the harsh life to which they were born. While the most cruel and

brutal often rise through the ranks of their organization through sheer self-serving strength, others must play a more dangerous game, relying on their cunning and quick wits.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: Toughness (3)

Skill: Intimidate (2)

Benefits

Keywords: Imperium, Recidivist, <Syndicate>, Lower Class

Influence Bonus: +1

Shove: When the Thug successfully inflicts damage with a melee attack, he can choose to shove his target away in addition to dealing damage. If he does so, the target suffers damage as normal and is moved directly away from the attacking heavy a number of meters up to +Rank.

Syndication Affiliation: Select a Criminal Syndication to which the character is a part of (see **Table: Criminal Syndication**)

Wargear: Hive leathers or street clothes or flak armor, stubber or stub revolver, two knives.



Malifixer

"Silence yourself and count your heartbeats lest I end them. I'll need a vat of bio-waste, some corpse starch, and a lot of rockrete. Oh, and I'll need you to stop bleeding everywhere, it's breaking my concentration."

- Artonias Scopralo

Malifixers are men and women whose skills are broad, and their understanding of Imperial Law vast. They watch the arbitrators and the enforcers as closely as their organizations are watched; often living for years near the precinct fortresses, just observing. Some of the most talented Malifixers will even engineer attacks or

plant information, leading investigators to rival criminal groups. The most skilled are never caught, and may live their entire lives narrowly escaping execution.

Underworld syndicates make extensive use of malifixers, using them to spy on their own organization as well as their enemies. It is not unheard of for a malifixer to live for years within a rival group only to turn on them at a vital moment, or deliver key evidence into the hands of the authorities. Once positioned securely within an organization, the malifixer must simply watch and learn, reporting and interpreting what he sees to his superiors.

Given the consequences should his true loyalty ever be discovered by his comrades in crime, only the most dedicated and skillful agents ever survive for long enough to be of any true use. Those who do survive become masters at the art of deception and observation, able to willingly perform any deed their criminal master's demand, all the while keeping watch on those around them for a key piece of information.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: Fellowship (3)

Skill: Deception (3)

Benefits

Keywords: Imperium, Recidivist, <Syndicate>, Lower Class

Influence Bonus: +1



Smooth Talker: Once per conversation, a Malifixer can re-roll one Social Skill test with a +1/2 Rank bonus. In addition, they gain +Rank to Deception skill tests when covering up or denying an action.

Syndication Affiliation: Select a Criminal Syndication to which the character is a part of (see **Table: Criminal Syndication**)

Wargear: Robes or street clothes, chrono, stubber, knife, concealed holster, several false cognomen tags.

Skulker

"Killed 'em all with a single round: no waste, no fuss, then melted back into the shadows like he was never there."

- Anonymous

In the Imperium assassination is a valued tool and it is used by all, from the agencies of the Adepta down to petty crime lords of the underhives - a professional killer is always in demand. Such assassins come in all shapes and guises, and it is often the person a potential target least expects that is their killer. These can range from unsubtle brutes, who will crush every bone in the target's body, to mundane-looking everymen who practice the use of potions and poisons, and are able to slip a deadly concoction into the unsuspecting target's next meal.

Skulkers are thieves and assassins with a knack for stealth. From eliminating business rivals to relieving nobles of their prized possessions, skulkers pride themselves on completing an assignment and departing before anyone knows

of their arrival. Talented murderers whose skills extend beyond those of mere killers, they seek to turn their killing into an art form and often consider themselves a cut above the rest of the underworld, with an arrogant disdain for "dog work".

As they are criminals themselves, they already possess abundant resources and connections within the underworld. Cultivating these contacts is one of the key tools in their arsenal, as they serve as an extension of the skulker's ability to make problems go away. These contacts can prove useful in other ways as well. Mainly, should the Arbites' eyes and ears be trained on an organization, these underworld contacts can prove invaluable.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: Agility (3)

Skill: Stealth (3), Cunning (2)

Benefits

Keywords: Imperium, Recidivist, <Syndicate>, Lower Class

Influence Bonus: +1

Single Out: When making an attack, if the skulker is the only character engaging the target of his attack or the target is not engaged with anyone, the skulker gains a +Rank bonus to all attack tests made against the target.

Syndication Affiliation: Select a Criminal Syndication to which the character is a part of (see **Table: Criminal Syndication**)

Wargear: Hive leathers or street clothes, auto-pistol, chainblade, multi-key, stunner.





Fixer

"There is no need to dissemble here, I know why you have come. You have come for something real, something unique, something to drown your boredom in spilled blood and deafen you with the wild beating of your own living heart. You have come to find the Beast House. Now tell me, what's your pleasure?"

- Ryrin Night Eye

Chems, weapons, and proscribed tech are all within the reach of a syndicate fixer, operating as he does outside the normal system of acquisition. While fencing stolen goods is one aspect of a fixer's craft, another is to obtain more difficult-to-acquire items for his clientele. These may vary from designer chems and off-world weapons to new identities and false cognomens.

An underworld fixer first appears as a friend to those in need, offering a lifeline to those so desperate that they do not care who saves them and for those for whom the need outweighs good sense or caution. Once a suitable target has been identified, a fixer will make the approach, and the deal offered will always seem more than generous, designed to alleviate the subject's immediate problems. However, as time progresses he will secretly contrive to increase his target's dependency on himself by setting the target's enemies against him, blocking other

forms of help, and creating "accidents" or adverse turns of events. This forces a fixer's victim to repeatedly take the easy way out and ask for help until the target is so heavily embroiled there is no way out. It is at this final stage that the subject (if he is particularly unfortunate) will be introduced personally to one of the syndicates associates, leaving him in no doubt as to just what kind of bargain he has entered into and the consequences of betraying his new-found allies.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: Fellowship (4)

Skill: Cunning (3)

Benefits

Keywords: Imperium, Recidivist, <Syndicate>, Lower Class

Influence Bonus: +1

Shady Deals: A fixer can use his illicit connections to acquire hard-to-find items. When making influence tests to requisition wargear with NPC's sharing a keyword, he gains +Rank bonus to his tests.

Syndication Affiliation: Select a Criminal Syndication to which the character is a part of (see **Table: Criminal Syndication**)

Wargear: Light flak armor under subtle clothing, laspistol, assorted legal and somewhat illegal merchandise, several false cognomen tags.





Cold Trader

"What is this, you ask? How might one wield such an instrument? What alien intelligence could conceive such a device? I will answer these questions and more, once we have handled my compensation..."

- Rayner Hackert

There are many riches to be had on the frontiers of Imperial space. Vestiges of archeotech from ages past, holy relics from the Imperial Crusades of Mankind's expansion and the artefacts of those beings who have lived among the stars far longer than humanity. All these and more lay dormant, waiting for those who would seek them out. While there is profit to be made in trading all of these goods, it is the xenos artefacts that have enthralled traders of all walks of life in the Imperium.

Variously known as the cold trade or the faceless trade, as the trafficking in black market trade of proscribed alien artefacts is known in local parlance, is a thriving industry among the frontier outposts of the Imperium. The men and women who broker this trade are a vicious syndicate of criminals who know full well that their actions put them at odds with both the Ordo Xenos branch of the dreaded Inquisition and the xenos civilizations from whom they reap their merchandise.

In order to avoid the full force of one threat or the other, most cold traders favor a particular method. Some gather the relics of xenos civilizations long since collapsed under the weight of Terran years, plundering the ruins of a vanished people and without reprisal from their



long-dead guardians. Others, flaunting Imperial sanctions to an even greater extent than the majority of their type, interact directly with the xenos and trade for their goods, make alliances with them, and on rare occasions become accepted amongst them as much as any member of humanity can be.

It is this sort of Cold Trade agent, keenly aware of their heresy, who draws the greatest attention from the Ordo Xenos. Still others take a more violent role in procuring their wares, actively seeking out alien victims, that they might strip their corpses of all valuable goods. Cold Traders are by no means simply pirates who ply the stars in search of xenostech. They are sophisticated criminals, ruthless in the extreme, and hardened by many standard years of interaction with dangerous alien species.

Build Point Cost: 30

Prerequisites

Tier: 2

Species: Human

Attribute: Fellowship (2)

Skill: Cunning (4), Stealth (3)

Benefits

Keywords: Imperium, Recidivist, <Syndicate>, Middle Class

Influence Bonus: +2

The Cold Trade: Cold traders excel at acquiring illicit and forbidden xenos goods. They can always make tests to acquire exotic goods with a xenos keyword, and gain +½ Rank to such tests. Additionally, they gain +Rank to Intimidate tests when negotiating with characters with any of the <Xenos> keywords.

Syndication Affiliation: Select a Criminal Syndication to which the character is a part of (see **Table: Criminal Syndication**)

Wargear: Light flak armor under subtle clothing, laspistol, imperial frigate, concealed holster, administratum clearance or forged documents, xenos charms

Smuggler

Given that their chosen enterprise requires them to traverse imperial borders, making contacts across hive sectors or distant worlds, all the while evading Imperial authority, smugglers are often cunning tricksters, willing to use guile as often as outright violence.

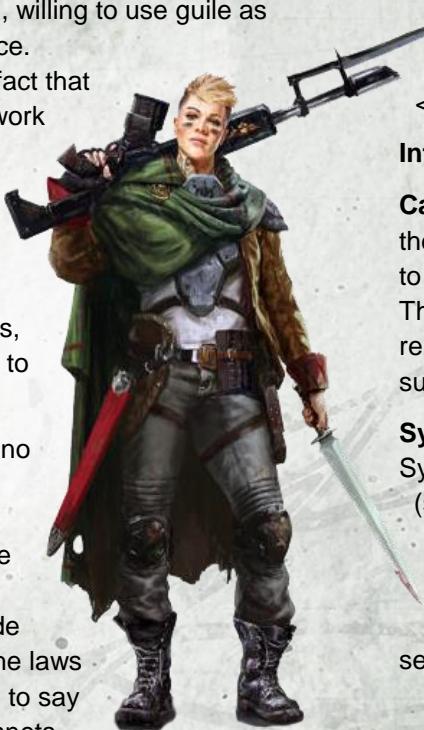
Complemented by the fact that smugglers never truly work alone, that each agent of a syndicate has the illicit backing of a vast network of fellow smugglers, fences, thugs and killers, smugglers are no force to be trifled with.

Xenos artefacts are by no means the only wares smuggled throughout the Imperium. Given the size and population of the frontier, and the wide degree of variation of the laws from system to system, to say nothing of individual planets, the list of goods that are outlawed in the whole of the Imperium is limitless. Millions of ordinary smugglers work throughout the civilized worlds, making their living supplying planetary populations with mundane luxuries forbidden on account of esoteric variations of the Imperial Creed.

While these black market runners work in opposition to the law of whatever star system, planet or void station they service, their actions do not lead them into conflict with the more dreadful powers of the Imperium, nor do they find themselves on the wrong side of alien civilization. As such, these smugglers, while a dangerous lot in their own right, are by no means the hardened, ruthless criminals associated with the true trafficking syndicates.

Build Point Cost: 20

Prerequisites



Tier: 1

Species: Human

Attribute: Fellowship (2), Agility (2)

Skill: Stealth (3)

Benefits

Keywords: Imperium, Recidivist, <Syndicate>, Lower Class

Influence Bonus: +1

Cartel Runner: Smugglers are adept at skirting the law on every level – from out running arbites, to bypassing Administratum security checks. They gain +Rank to Stealth or Deception tests relating to evading detection and other acts of subterfuge.

Syndication Affiliation: Select a Criminal Syndication to which the character is a part of (see **Table: Criminal Syndication**)

Wargear: Light flak armor under subtle clothing, laspistol, knife, lasgun or autogun, assorted legal and forged documents, several false cognomen tags.

Crime Lord

"I know about the Arbites. Know very well. I know how far back their rule goes. I know when the first Precincts were founded here. I know it because my own predecessors were already here and watched them land, look around at the new sunlight, and measure the ground for their fortresses. The Kasballica has been in Calixis for longer than they have. Let's not demean ourselves by fearing them."

- Yenga Kwill

Scum they say rises to the surface - and it's true that there are always those skilled, amoral or clever enough to rise to prominence in the underworld. These crime lords, slavers, fencers and fixers can fulfil many different roles, but the Arbites give them a single damning title, recidivists, and they live like parasites on the soft underbelly of the Imperium.



The crime lords of intersystem syndicates have agents across entire sectors. The sheer audacity with which many of these men conduct "business" can rocket the unscrupulous to positions of power well above their station. These "Crime Barons" are often considered little more than conmen and crooks whose influence allows them to rub elbows with more proper nobles. When this occurs, the organization's leadership will often attempt to rein their operatives in, as their actions can disrupt proper business and draw unwanted attention. The organization will cut ties, forcing their agent to operate independently. Rarely, a clever "crime baron" will find ways to protect himself, maintaining his position and rising to power on his own. More commonly, they are brought up on charges, and only the intervention of a Judge or Inquisitor will save them from a bullet in the brain-pan.

Because any form of organized crime in the Imperium features a brutal process of natural selection, it is ensured that recidivists are ruthless and capable of keeping business running, despite interference from rival groups and the enforcers. Though most crime lords prefer to keep their hands clean, leaving the "unpleasantness" to subordinates, they are fully

capable of defending themselves, and more than willing to fight dirty.

Typically, the activities of the various criminal syndicates are not of interest to the Inquisition. This is not to say that criminal activities might not become of great concern to an Inquisitor. Criminal lords could unknowingly enter into an arrangement with the servants of xenos creatures or even of the Ruinous Powers, and Chaos cults also often begin and grow in the darkness of the underworld.

Build Point Cost: 40

Prerequisites

Tier: 2

Species: Human

Attribute: Fellowship (4), Willpower (5)

Skill: Intimidation (3), Deception (2)

Benefits

Keywords: Imperium, Recidivist, <Syndicate>, Middle Class or Government

Influence Bonus: +2

Criminal Coordination: During combat, the Crime Lord can coordinate the efforts of his allies around him, up to a number of times equal to $\frac{1}{2}$ Rank per combat. When he does so, a number of allies up to his Rank in line of sight and earshot of the character can immediately make a standard Move action. This does not affect his allies' normal allotment of actions.

Syndication Affiliation: Select a Criminal Syndication to which the character is a part of (see **Table: Criminal Syndication**)

Wargear: Mesh armor or flak armor beneath stylish and expensive clothing, bolt pistol or autopistol with 3 Reloads of manstopper rounds, power sword.



Untouchables

Untouchables are those soulless unfortunates who cast no shadow in the Warp, and represent an impossibly small fraction of humanity, far smaller even than the minuscule fraction with psychic abilities. They might subconsciously know they are different, noticing the way others treat them. Bereft of such an essential part of their humanity, they might look, think, and act as normal men, but few are comfortable in their presence. Those around them often sense a miasma of nausea or grating sound to their voices; nothing an auspeX would detect, but something other humans subconsciously feel. Untouchables are anathema to psykers and others who call on the Warp for their powers. Those nearby might experience debilitating pain or worse, for such is an Untouchable's soul-void. Many Untouchables cancel a psyker's powers, either nullifying or negating all psychic abilities in a region. They are pariahs of humanity, shunned

by their fellow men and living a wretched existence.

Untouchables are born with their terrible curse though inherited genetics. Many live for years before discovering what they really are, though often their lives are very short given the disagreeable feelings they invoke in all around them. A person believed to be anti-social (but otherwise unremarkable) might actually be an Untouchable living out a miserable existence, divorced from his fellow men in ways no one can fully explain. Some are only found through the actions of planetary governors eager to cull anyone displaying the slightest hint of unusual behavior as part of their tithes to the Black Ships. Inquisitors might discover them and use their abilities against powers from the Warp to repel the witch and counter the Daemon. Even though his life is now filled with mortal peril, an Untouchable so used might feel valued and destined for a purpose far greater than the shunned existence he once lead.



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vk.com/inkory

Blank

Blanks, also called "Untouchables", are those humans who possess the Pariah Gene in its recessive form in their genetic code. A Blank is often not aware of his powers and may not be able to control them even if he is, but the aura of negative psychic space he projects is highly disruptive to psychic powers. A psyker will find it difficult to impossible to affect the Blank and anyone in his general vicinity with his powers. Blanks have a better chance than true Pariahs to live a peaceful life, for since their aura of "otherness" is weak, baseline humans may simply pass it off as queerness and leave the Blank alone. Blanks are often recruited as Acolytes to serve as living shields against psychic attacks by Inquisitors and are forced to tag along wherever the Inquisitor goes.

Generous or pragmatic Inquisitors might even

provide their Blank with combat training and some equipment to augment their living shield's survivability.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Untouchable

Attribute: Willpower (2)

Skill: Survival (2)

Benefits

Keywords: Imperium, Untouchable, Lower Class or Outcast

Influence Bonus: -1

Soulless Aura: The Many feel the Untouchable's unnatural essence as a subconscious irritation. Those unused to this often find their emotional stability irritated to distraction from his mere presence. Characters within a distance of meters equal to the Untouchables Willpower $\times \frac{1}{2}$ Rank suffer a +Rank increase to all Social skill test Difficulty Numbers. Characters with the <Eldar> or <Psyker> keyword suffer a single point of Shock for every Round they remain within this area of effect.

Wargear: Rag-robies, uniform or street clothes, sword or mace or autogun, null-limiter or flak armor.



Null

A Psychic Null's proximity to someone who possesses even a modicum of psychic ability can be quite painful or even lethal, especially to extremely psychically sensitive beings such as the Aeldari. These bearers of the Pariah Gene possess the innate ability to disrupt psychic abilities - they are "perceived" by psykers as a completely unnatural "hole" in the reality of the Immaterium. Their mere presence is thus intolerable to a psyker. Even in humans and aliens categorized as Level Sigma and below in psychic ability, psychic nulls cause unbidden



discomfort and hostility. Close proximity or intimate contact with a psychic null can cause a psyker excruciating pain

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Untouchable

Attribute: Willpower (3)

Skill: Survival (2)

Benefits

Keywords: Imperium, Untouchable, Lower Class or Outcast

Influence Bonus: -2

Null-Field: Untouchables of greater power present a stronger aversion to the Immaterium, encompassing a wider area surrounding them. In this region, psykers see their powers fail and despair, knowing an Untouchable is nearby. The characters Psychic Null traits extend outwards,

protecting a number of allies equal to his Rank who are nearby, no further than a distance in meters equal to his Passive Awareness +½ Rank. Characters with the <Eldar> or <Psyker> keyword suffer ½ Rank points of Shock for every Round they remain within this area of effect.

Wargear: Rag-robies, uniform or street clothes, trade tools, lascannon or autopistol, null-limiter or flak armor.

Pariah

"The Daemon came for us on the bridge. Flesh and metal ran like water around it and the Daemon laughed. There was a moment when I was convinced I was going to die. In the next heartbeat, Danton stepped onto the bridge from the main lift. He stared at the Daemon and took a single step forward. That one step was like the world re-aligning itself, reality restored. The Daemon snarled... and then it stepped back."

- Helmsman Cathur

The occurrence of psychic blanks among humanity has been attributed to a biological source known as the "Pariah gene", although evidence suggests that it is not actually a single gene at all. The Emperor of Mankind placed a moratorium on research into the source, after experiments by the Imperial Archeotechnologist Corps and the Mechanicum in the early years of the Great Crusade ended in disaster. The origin of the "gene" is unknown, although theories range from it being the result of human experimentation during the Dark Age of Technology, xenos tampering, or even a natural evolutionary adaptation against the Warp.

Pariahs, also known as "Blacksouls" or the "Soulless", are mutants in whom the Pariah Gene is dominant. They have no presence whatsoever in the Warp and thus no "soul." Their aura of "otherness" is so powerful that a baseline human finds it impossible to be in the Pariah's presence; and they are a living embodiment of the worst possible nightmare for any psychically-gifted being. Unlike Blanks, Pariahs can siphon off and thrive on the psychic

energy of psykers, and their aura quickly proves fatal to them. Pariahs are quite often killed at birth as mutants, for their "otherness" is very palpable. Surprisingly, Pariahs have always been much sought-after by the Imperium, first organized in the all-female Sisters of Silence order, and now trained to become the much feared Culexus Assassins.

The Soulless are very rare in the galaxy since perhaps only one person on an entire world will be a carrier of the gene in every human generation. There are no known instances of Blanks existing amongst the nonhuman races of the galaxy. Pariahs are often used by the Inquisition and the Ordo Hereticus against witches and Renegade psykers. However, most Pariahs do not live long as the feelings of hatred and distaste they generate among even non-psychic individuals mean they have few friends and many enemies.

Build Point Cost: 50



Prerequisites

Tier: 3

Species: Untouchable

Attribute: Willpower (4)

Skill: Survival (3)

Benefits

Keywords: Imperium, Untouchable, Lower Class or Outcast

Influence Bonus: -3

Bane of the Immaterium: The abyss where the Untouchable's soul should be is unrelenting in its psychic hemorrhage, and increases the anathema he projects into larger areas. Psykers can suddenly find themselves diminished as an Untouchable charges forward, emanating a wavefront they find terrible to contemplate. All character with the <Psyker> keyword increase the DN to manifest their powers by +Rank while they remain within a distance from the Untouchable equal to his Willpower x ½ Rank. Characters with the <Eldar> or <Psyker> keyword suffer Rank points of Shock for every Round they remain within this area of effect, which automatically heal any Shock the Untouchable may have incurred with an equal amount. Additionally, creatures with the <Daemonic> keyword suffer a penalty to all skill tests equal to the Untouchables ½ Rank within the same area of effect.

Wargear: Flak or mesh armor or symbol of inquisitorial authority, boltgun or bolt pistol and chainsword, null-limiter



Voidfarers

"Sure, there are dangers aplenty in the gulfs of the void and a ship is never quite big enough for comfort and who knows what flits in the chill of eternal night, but I'd take all of that over a foetid hive or the cruel embrace of a death world any day."

- Dirty Fikke

For the Imperium to emerge, Mankind has conquered the stars, and so space travel is a constant across the galaxy. Billions cross the void as they travel from one world to the next or safeguard the shipping lanes. Over the millennia, more and more of the Imperium's infrastructure and control has extended into the depths of space, until many worlds boast dozens - if not hundreds - of transports, voidships, and orbital stations. Generations are born and die here, never setting foot on the surface of a planet. Even those that spend long periods in space, such as the crew of a Rogue Trader's or Imperial Navy ship, cannot compare to the natural affinity the voidfarer has with life between worlds.

Much like a hive city or the factories of a forge world, a voidship or space station can become a completely closed society for its inhabitants, and some voidfarers might never consider what lies beyond the sealed walls and bulkheads. More than a few might not even know that they are in space, growing up seeing the interior of their ship as the limits of their world and never questioning what lies beyond. It is possible for primitive civilizations to thrive here, living by an intuitive understanding of how the ship's life support systems function. Even those acquainted with the stars are indoctrinated into the ritual of maintaining their floating home, from an early age made acutely aware of the price that negligence can cost their family. Death is the constant companion of the voidfarer, the blackness of space a reminder of its finality. While others might have the comfort of high blue skies to protect them from the dark, the true voidfarer has only the honest plasteel and sturdy airlocks of their home. Living so close to the cold



embrace of space makes men very conscious of their own mortality and the mortality of those around them. All know that a broken seal, fractured bulkhead, or failed radiation shield could wipe out their society in a matter of minutes.

Living in outer space brings with it more dangers than the mere lack of gravity, oxygen, or warmth. It also brings one closer to the Warp and the malign touch of the dark powers that live just beyond the sight of man. Travel across the stars means travel through the Warp, and each journey leaves the soul one small step closer to daemonic perils. This grants the voidfarer unique advantages over their fellow man, beyond just an intimate understanding of life aboard a ship or station. These spacers are naturally touched by the Warp, and many seem more sensitive to psychic powers and the stain they can leave upon the material universe. Voidfarers also often have an innate sense for their artificial surroundings. With just a sniff of the air or a moment's attention to the myriad creaks and hums within a vessel, they can usually tell everything from the state of the air scrubbers to how well the plasma reactors are faring.

A lifetime spent aboard stellar craft can make the gravity of a world feel too heavy, the air too rich, and the sunlight too bright for sensitive

eyes and pale skin. Fortunately, the Imperium has a significant presence in the emptiness between worlds, and there is always a need for humans to serve without ever descending into the gravity well of a planet.

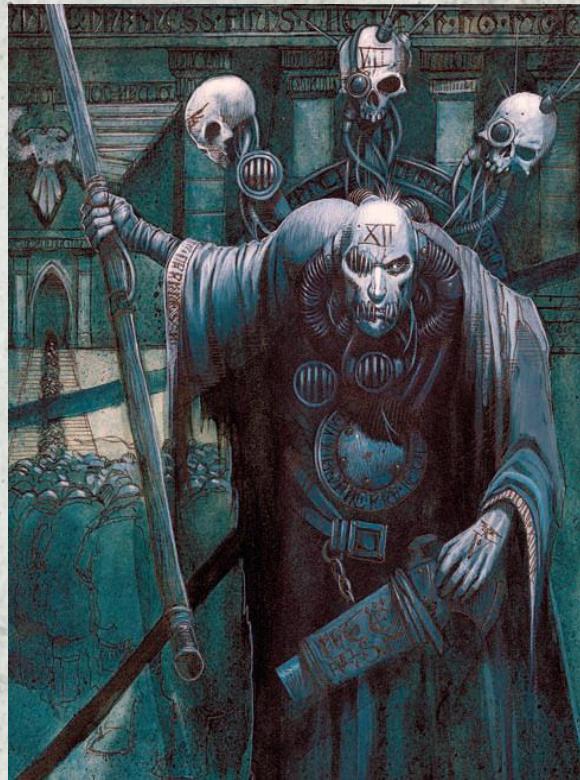
Children of the Dark

Voidfarers spend their lives in the expanses of space, growing up on ancient orbital stations, generation vessels, merchant freighters, or remote asteroid outposts. They spend much of their lives without the stability of a real world beneath their feet, knowing the cold, deadly grasp of empty space is only a few meters of bulkhead away. This makes them exceptionally skilled when it comes to living on voidships and space stations, more so than any who have spent their lives crawling around in the dirt of a world. It also often makes them strange even amidst other Imperial subjects, tall and willowy, hairless, or with large dark eyes.

Living so close to the still blackness of the void also touches their souls. There is something deeply odd about the void-born, something intangible that lurks below the surface, writhing in the dark like the Warp lurks below space itself, waiting and watching for its moment to surface.

This is a listing of the various void vessels that the void born stellar traveler was raised or has lived the most of his life upon. Characters with the **<Vessel>** keyword may select one of the vessels below (or the player may work with the GM to determine another if they wish). Choosing a vessel replaces the **<Vessel>** keyword with the name of the selection.

Selecting a Vessel also provides the character with a +2 bd bonus to Skill tests associated with the operations, functions and nature of their selected void vessel. If a player creates their own vessel or uses one that does not appear on this list or in future Wrath & Glory sourcebooks, they must work with the Game Master to define them.



Void Accustomed: Voidfarers are immune to space travel sickness. In addition, zero- or low-gravity environments are not considered Difficult Terrain for these characters.

Underdecks: A crude version of Low Gothic originating in the underhives, but migrated to the bilges and lower decks of most vessels; it incorporates a mishmash of colorful slang terms. A Voidfarer character may choose this language as one of his initial languages, or purchase it for 1 BP at a later time.

Voidfarer Objectives

D3 Roll Result

- 1 Detect, analyze or fix a mechanical system, and compare it to a similar operation on your native starship.
- 2 Take notice of an open or spacious environment, and vocally remark on it in admiration, fear or bewilderment (or similar)
- 3 Recount a legend of your people, passed down through generations, and compare it to the current situation.



Table: Vessels of the Void

Lure	Description
Black Hold	As with many Imperial artefacts, most spacecraft have lifespans measured in dozens of centuries or longer. This is especially true for the truly gigantic vessels such as Chartist Greatholds or Naval capital ships. As generations pass, even regular repair and watchful maintenance leave some areas falling into disuse as decks become sealed off and entire subsections are abandoned. They become a dark home to the unwanted and forgotten, renegades and runaways. These are the “nightmare holds”, the black decks only whispered of throughout the many fleets in a sector but known to all that make their lives in the void.
Great Hold	Of the Chartist ships, bulk cargo transports are the most numerous. In Imperial space, Greatholds are the largest, dwarfing all but gargantuan vessels such as Emperor-class battleships. Each Greathold can carry enough goods such that offloading takes dozens of months. Almost as large are the Excolati refinery ships which take this a step further and actively process raw materials during the trip, so products such as weapons-grade promethium are ready to deliver on arrival.
Orbital Station	While not actual ships, most systems host a variety of other space-born facilities. These include orbiting centers such as planetary monitors and docks, beacon stations, emergency lifehouses and more. Some are as large as small moons and act as the major nexuses of commerce and shipping for a system, while others may be little more than a refitted cargo hold conducting research on the fringes of the system.
Space Hulk	Given the unforgiving currents and eddies moving through the immaterium, vessels can sometimes become ripped from their planned course and forever gripped by warp tides. Some eventually translate back into realspace far from their scheduled location or time, but most are doomed to wander the galaxy at random. As other ships become trapped by similar currents they are forcibly rammed together (or worse fused together as they emerge back into realspace), forming impossibly large conglomerations. These hulks can hold lost technology dating back to times before the Imperium was founded or even materials from xenos crafts. When a hulk appears it sets off a mad scramble to plunder it before it vanishes.

	back into the warp. Each appears as a ghost ship, derelict of crew and easy pickings. However, they are far from empty, often containing entombed scavengers or xenos races using hulks as crude transports.
Transport	There is a limited demand for pure passenger ships, as most travelers make do with transport ship accommodations. For those who can afford it though, there are several options for connecting the more populous and powerful systems for the nobility and corporate lords. Pilgrim Ships are the more common type, dedicated to taking the faithful to and from planets of spiritual note or allowing them to retrace the steps of the favored saints.
Warship	There is little in way of comparison between a typical voidship and the warships of the Imperial Navy. Each is a bastion of one, armed and designed to stand against the innumerable dangers of the void and come out victorious. While many crews will see service on a warship, from either volunteering or being press-ganged, the hereditary crewmen are always more familiar and possessing far more intimate knowledge of their ship.



Void Born Clanner

"Of course I want walls. How can you possibly live with all that nothing around you?"

- Unjo Re'Asmulle

The Imperial fleet is a vital factor in the maintenance of the Imperium; without it human worlds would be isolated from each other and from the protection of the Imperium. Trade could not exist, weapons could not reach the Emperor's armies and world after world would grind to a halt. Space travel throughout the Imperium is dangerous and arduous. Most interstellar travel is undertaken using powerful warp engines. Within the warp, a ship can cover many thousands of light years within a relatively short time, dropping back into realspace far beyond its starting point. Some parts of the warp, however, act as power vortices - sucking helpless spacecraft to their doom. There is also the constant danger of turbulence, warp storms and loops. Ships can be sent thousands of light years off course, or trapped in stasis forever. In the warp there is no time and distance – only the constantly flowing stream of the immaterium. On board a ship in the warp, a single month of perceived time may pass, yet in the material realm anything from six months to several years may elapse. Fleets responding to distress calls, or



supply vessels on long voyages, have been known to arrive months or even years too late.

Those who live their lives on spacecraft must become used to the reality-altering process of warp space, of living in low or even zero-gravity environments and of never knowing the feel of solid ground beneath their feet. Quite often a ship conducts its business in an endless cycle. Trade or mining vessels may never make berth, instead raising generations of families in the cold depths of space.

Gravitational pressures, inbreeding and warp anomalies take their toll. What effect the warp has on these void born workers is uncertain, but there is something strange about them for all to see. Their features are drawn and their skin pallid. They may have some minor deformity, or oddness about their speech, gait or general appearance.

Some void born are raised on huge space stations—asteroid mining bases, battlefleet refit stations or research platforms. The rest come from a variety of backgrounds: the crew of merchant vessels or warships, miners, prison guards (or prisoners) or even the servants of a Rogue Trader. The largest ships are vast, city-sized constructions, many of which are thousands of years old. Lobotomized servitors and tech-adepts scuttle about their business, while

menial crew, passengers and merchants co-exist in cramped corridors and tiny quarters. At the head of the ship's crew sits the Navigator, a strange breed of psyker who expertly guides the vessel through the immaterium, following the psychic beacon of the Astronomicon. Those void born raised in the service of the Imperial Navy or among the crew of a Rogue Trader know first-hand the horrors of space and the sheer multitude of the Emperor's enemies. This knowledge often forces ships' crew to form insular cliques, too afraid to look up from their duties or mini-societies for fear of what might stare back at them from the void.

Worst of all are the Black Ships of the Inquisition. These vessels are part of a large fleet travelling the Imperium in a huge circuit, visiting each Imperial world on their route once every hundred years or so. Their mission is to collect the psychic levy from each world - hundreds of psykers rounded up and handed over to the authorities for some unknown fate. Only when the vast holds of these ships are full of psykers do they return to Holy Terra. Some may display the strength and potential to serve the Imperium, however most are sacrificed to the God-Emperor, their gruesome deaths ensuring the survival of the Imperium. Life aboard these vessels is particularly harsh, for the psykers themselves are packed into huge holding cells, treated little better than cattle.

Whether because of their strange looks, clannish ways or unwholesome air, the void born are shunned and mistrusted by most. In addition the void born are most likely to attract any negative attention that a group creates - accusations of curdling milk, disgruntled merchants, children with

handfuls of Grox dung and so on.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Tech (2)

Benefits

Keywords: Imperium, Voidfarer, <Vessel>, Middle Class

Influence Bonus: +1

Charmed: The Void born unconsciously channel the fickle powers of the warp, making them preternaturally lucky. Whenever a Void Born Clanner spends a point of Wrath, roll a 1d6. On a roll of a natural 6, the Void Born clanner does not lose the point of Wrath.

Wargear: Imperial robes or void suit, clan trappings, respirator, knife, hand cannon or combat shotgun, charm (void trinkets).

Pilgrim

"Praise be that I have seen a glimpse of such holiness! Finally, life holds no more mysteries for me."

- Pilgrim

Public travel within the Imperium is, on the whole, not encouraged. Large population movements cause difficulties for planetary governors, and force battlefleets to increase its patrols to protect migrants from the inevitable pirates, slavers and xenos scum who frequently descend upon vulnerable starships.

The one exception to this rule is pilgrimage. Religious authorities encourage the faithful to revere the Imperium's various holy sites and shrine worlds. Pilgrimage binds fractious populations together, generates religious awe,



affirms the Ecclesiarchy's hold over the feudal mindset of the average citizen and increases the sector-wide sense of Imperial community.

A pilgrimage is not something one takes up lightly. It is often one's children or grandchildren that will complete the journey and many families have been on the path for generations. Most citizens remain bound to their homeworld their entire lives, but a brave few embark their meagre belongings on their back to the Shrine Worlds on the vast Jericho-Class pilgrim vessels, which cram tens of thousands of the faithful on perilous journeys across the Imperium. The Ministorum, facilitates passage for devotees from all parts of the social spectrum. Whether the pilgrim is a great lady travelling with her entourage, or a humble groxdrover huddled in fifth-class steerage, the Imperial church is able to ferry the faithful to Shrine Worlds. These journeys do not always end where the pilgrims would like. Unscrupulous captains or the dangers of warp travel can deposit those aboard on any number of habitable planets.

Pilgrimages take decades and can be adventures in their own right. Most pilgrims never return but the ancestors of those who do are changed, penniless individuals, tanned by the suns of a dozen strange worlds, inspired by the words of the saints, and bearing countless battered and travel worn personal relics.

Pilgrimage is by no means a "soft option." Those who survive the major pilgrim routes are canny and wary travelers, well experienced in the wider Imperium.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Survival (1), Scholar (1)

Benefits

Keywords: Imperium, Voidfarer, <Vessel>, Lower Class

Influence Bonus: +1

Hagiography: Meditation upon the lives - and, more importantly, deaths - of the Emperor's blessed saints grants pilgrims a wide knowledge of the Imperium of Man. They gain +Rank to Scholar or Investigate skill tests relating to historical or religious subjects pertaining to the Imperium or ecclesiarchy.

Wargear: Staff, chainsword or laspistol, travelers robes, charm (purity seal), devotional trinket, backpack, religious tome or data-slate.

Dark-Holder

"Have you ever seen blood in zero-gravity my friend? It lives, it is a serpent, glorious and delightful, and how it twists and coils like a lover around your blade. It is the only thing hot enough to quench the cold, and I'm so very, very cold now my friend, so very cold..."

- Ezra Morbius

Just as with some worlds, there are certain spacefaring vessels both great and small with a dark reputation.

Although all starships have their own histories, not all of them pleasant, and many have dark secrets and half-abandoned depths where things best left unseen sometimes crawl, certain vessels hold an infamy all their own. These ships, some of them ancient and legendary in their own right, ply the dark void between the stars but often hold a deeper darkness within, couched in stories of dire curses, ill-omens, bleak fortunes, baleful massacres, cannibalism, hauntings and worse.



The void born call such ships darkholds, and those that hail from them or can find a berth nowhere else have an equally shadowed reputation, shunned and considered to be unlucky and ill-fated by their eccentric kind. Although such distinctions are often lost on those outsiders who cannot tell the difference from one 'spook' void born and another, those that spend much of their lives sealed between the hulls of a great ship fear the darkholds, mistrust those that call them home, and hold their protective talismans tight when they draw close.

The darkholders are a breed apart to those with the wisdom to see it, lean and hungry, with the cold black dancing in their eyes. Some say the darkholder's blood is tainted, that they are descended from half-human pale things that coil in the dark shadows on the deep nightmare holds, that secretly they all crave human blood and have the souls of daemons. They may be right. There is something ineffably sinister about darkholders, and none feel it more than the other Void Born.

Build Point Cost: 10

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Tech (2)

Benefits

Keywords: Imperium, Voidfarer, <Vessel>, Middle Class

Influence Bonus: 0

Ghilliam-Blooded:

Dark-Holders are inured to the horrors of the void and their own black holds. Dark-Holder gain +½ to Conviction and Resolve tests.

Wargear: Imperial robes or void suit, clan trappings, respirator, knife, hand

cannon or combat shotgun, charm (void trinkets).

Void Master

"Why would I want to stay on the ground? Makes me restless. I'm at home on the deck of a ship, facing the starry black. Throne, everything else makes me feel like a sitting target!"

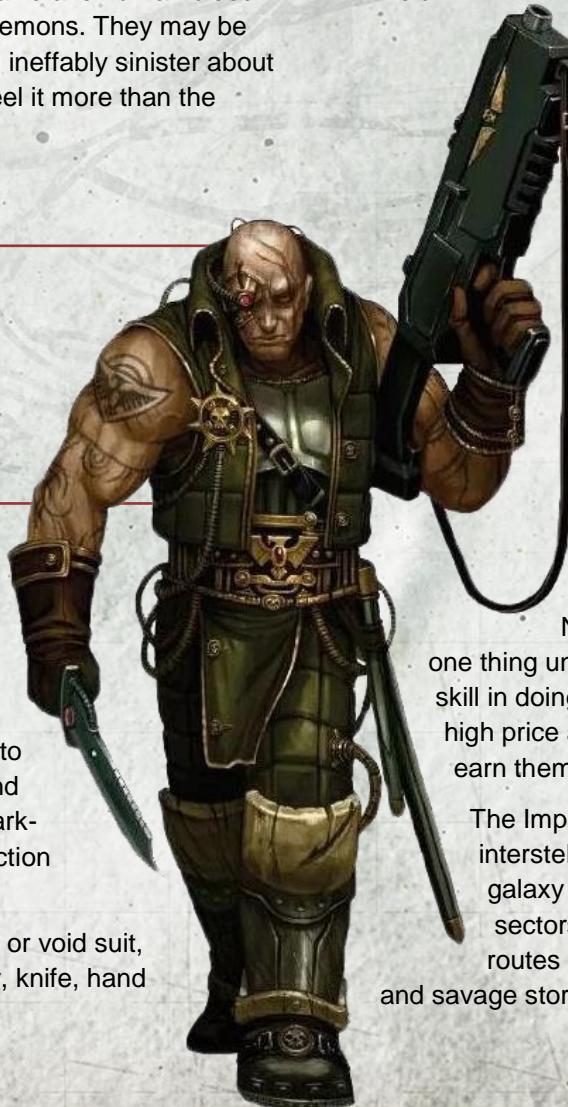
- Corman Gerrus

Void-master (or mistress) is a term used to describe one who has risen to master one or more of the mysterious arts of the running of a space-going vessel. They have generally served in a myriad of stations, and have been exceptionally fortunate in that their skills have been recognized and they have been allowed to progress through the ranks to the very top. A Void-

master knows every inch of his vessel, and even the cold touch of the airless void presents little fear, for he has faced the terrors of space countless times and has lived to tell the tale. In character and attitude, they are as varied as the ships on which they have served. Some are dour and proper officers - the products of the finest naval bloodlines, while others are born traders and rakish rogues out of the Chartist ships. Others, still, are by inclination smugglers, scavengers, and even pirates.

No matter their origins, however, one thing unites them all - the consummate skill in doing what they do best, and the high price and respect their services can earn them.

The Imperium of Mankind is an interstellar empire spanning much of the galaxy - its worlds, systems, and sectors linked by countless warp routes and divided by unutterable gulfs and savage storms of unreality beyond. Vast



fleets of military, mercantile, and exploratory spacecraft knit this great realm together, and some of these ships are as large and densely packed with human life as many terrestrial cities, but even among those who spend their lives protected by steel skinned ships out in the cold darkness, Void-masters are a rare breed. To become a Void-master, an individual must have risen above those around him and have distinguished himself by particular talent and ability.

Regardless of background, whether his origins be bilge-scum or scion of a lauded hero, a Void-master must earn his title, for it marks a man or woman who can be trusted to hold the lives of many in his hands. The Void-master might be a helmsman, master gunner, or the warden of the ship's sensors, but whichever position he holds, he controls the vessel's systems as if they were an extension of his own body and, in a crisis, the ship's survival depends on his skills. While the average subject of the Imperium might be blissfully ignorant of or rampantly superstitious about space travel and the people to undertake it, those such as the Void-master quite often are equally puzzled by those who confine themselves to the worlds below them. Why, they ask, would any human being surrender himself to the servility and imprisonment of a planet-bound life, when the dark majesty of space awaits those with the courage to voyage upon its endless tides?

Build Point Cost: 30

Prerequisites

Tier: 2

Species: Human

Attribute: Agility (2), Intellect (2)

Skill: Pilot (3), Tech (2)

Benefits

Keywords: Imperium, Voidfarer, <Vessel>, Middle Class

Influence Bonus: +2

Voidship Mastery: Void-masters are a varied lot, but their skill operating a voidship is second

to none in their specialist role. At creation, the Void-Master selects one of the following fields of mastery and gains the appropriate bonus. Additionally, Void-Masters gain +½ Rank to all other system actions aboard a voidship.

Mastery	Effect
Space	The Void-master gains +Rank to Stunts aboard a starship.
Gunnery	The Void-master gains +Rank to Ranged attacks aboard a starship.
Augurs	The Void-master gains +Rank when using the Augur Array's system action.
Small Craft	The Void-master gains +Rank when using the Hanger Bay's system action.

Wargear: Power sword, hand cannon or bolt pistol, flak armor or void suit, micro-bead, charm (blessed ship token), re-breather, 2 bottles of amasec, pict-recorder, vox-caster.



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Void Pirates

"They name me pirate, as if that alone would define my place in this wretched assemblage of stars. I call myself honest, with an unveiled soul and unbothered to vacant emperors or vile gods. Here I will live and die on my own terms, and take what I want from whoever I choose. My only allegiance is to my crew and theirs only to me."

- Piotr Kruz

The line between Rogue Trader and Pirate is a thin one, sometimes only as thick as the parchment a Warrant of Trade is printed on. What would be considered acts of treachery, theft, and open warfare can be permitted freely when conducted by a properly charted Rogue Trader, acting officially on the behalf of the Imperium. Thinner still is the line between a pirate and privateer, for the latter's Letter of Marque is only as powerful as the patron who issued it. In the more civilized space of the Imperium, piracy is for the most part clear-cut and easily defined, with the might of the Imperial Navy acting to hound and eradicate such

criminal actions across the region. Augmenting the Navy are private fleets chartered by merchant houses, trading corporations, or the nobility, all eager to stamp out such drains on their profits.

In the wild spaces and intersectors of the Imperium, however, piracy is often simply viewed by many as another livelihood, no better or worse than numerous others. For if there is no law, how can such actions be viewed as criminal? In these places, it is the agreements between trading partners that defines 'lawful' and 'criminal', where violently reneging on an agreed deal (or acting without one at all) determines if actions are viewed as cause for retribution. Here where there is no rule of law, all that remains are words of honor and debt obligations. And the pirate heeds these when only it suits him, sailing the void under whatever codes he pleases or none at all. In a region without constraints, he is perhaps the most free but at the same time the most vilified. He will have no allies, no comrades, no partners - only victims and pursuers, both crying for his head on a pike.





Very few pirates begin as such, for the sheer expenses required in outfitting a voidship are tremendous and thus most pirate ships and crews began fully legitimate. Almost all pirates previously operated as merchant guards or artefact excavators, Rogue Traders or privateers, and other (somewhat) legitimate professions. It can be a slow drift, moving from simple smuggling or dealing in counterfeit goods, looting the remains of a raided outpost, to cheating on small deals or petty heists, to outright theft and raiding. For some it may be more of an abrupt shift, perhaps with their Letter revoked or their Warrant destroyed, and thereby forcing them into illegitimacy. Indeed, it is not unheard of given the vagaries of warp travel and Astropathic communications for a previously renowned Trader to find himself suddenly under attack based on proclamations issued years ago. At some point though, what was once a rightful operation becomes criminal and they become branded pirate - surely one of the worst curses for those who ply the void. Where once the master and crew worked under the guidelines of Warrant or Rosette, of Scripture or Gelt-Debt, of Proclamation or Blood-Oath, they now live only for themselves and the riches they can loot.

Like any criminal activity, piracy and pirates comes in a myriad of forms. Some view their deeds as virtuous reprisals for past wrongs or retribution for previous dealings, attempting to paint themselves as the righteous, their actions justified. Most are more realistic and know themselves to be criminals and little more. It is a life of constant wariness and threats, of broken deals and deadly double crosses, where no harbor is safe and every stranger suspect, but the rewards are equally high.

Such a lifestyle changes those who ply it. Some devolve into feral rage, seeking worlds to despoil and blood to spill, and presenting a visage as brutal and soulless as the void they travel through. Others also see the same uncaring void but rebuke it with a carefree countenance, laughing with contempt at such a petty view and ready to greet their fate with style and panache.

Void Pirates & Variety

There are lots of possibilities for Void Pirates in most campaigns of Wrath & Glory. Every archetype in the Void Pirates 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. Void Pirates are found throughout the Imperium – in any given planetary system, there can be a place for those living on the fringes of accepted society. Void Pirates might be chosen as part of an Inquisitor's retinue when the Inquisitor seeks someone well-versed with the void as equally as the criminal black ports.

Void pirates may have been press-ganged into the Imperial Navy as ratings, wearing the same uniform yet concerned more with themselves than the traditions of the fleet. Void pirates may even be faithful converts to the Imperial Creed, serving as crew on pilgrim vessels that raid heathen worlds. At the Game Master's discretion, some non-human species may be appropriate for Void Pirate archetypes, depending on the campaign's framework.

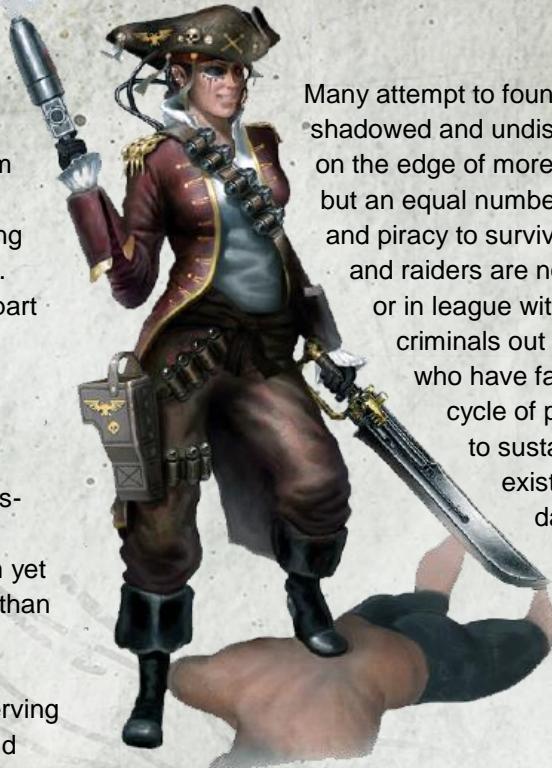
Void Pirate Objectives

D3 Roll Result

- 1 Reminisce about a piratical raid you were involved in (or fought against), and encourage your allies engage in a similar manner.
- 2 Recount a dark (or mythical legend of the void, and display paranoia (or doubt) of the current situation being connected to it in some way.
- 3 Describe your former occupation before becoming a pirate and compare it to the current situation.

Wolfpack Raider

There are many that flee the Imperium and turn renegade, and just as many reasons for doing so. Failed revolutionaries, refugees, Imperial deserters, outlaws, heretics and worse all make their way to the lawless void in the hopes of freedom from pursuit and to do as they will.



Many attempt to found their own societies on shadowed and undiscovered worlds, or lurk on the edge of more established colonies, but an equal number are drawn to raiding and piracy to survive. Many human pirates and raiders are not worshippers of Chaos or in league with aliens, but simply criminals out to take what they can, or who have fallen into an unforgiving cycle of plunder and flight in order to sustain their outlaw existence. There remains a darker core however, of those that have fallen far from the light and are prey to the most appalling appetites and savagery. It is these that are the most feared of renegades,

hated by colonist, Imperial, Rogue Trader and fellow outlaw alike. These opportunistic raiders are known for using whatever vessels they can lay their hands on. If possible, they prefer light, fast raiding ships to strike fast and flee quickly, and heavily favor strength in numbers. Speed is essential, since few pirate vessels can stand toe-to-toe with a true warship.

The vast majority of void pirates are vicious cutthroats and ruthless thugs who would knife their own mother for a few thrones in their purse. These void pirates are not to be trifled with, they are dangerous men and women with all the power of a void ship behind them to help justify and excuse their avaricious or murderous ways.

No type of criminal activity is beneath a void pirate, especially when there is profit to be made. Everything from extortion and murder for hire to blatant piracy are all in a day's work for these hardened criminals. They care little for the trappings of nobility and less for the laws of the Imperium, save when they serve to further their aims. What matters most to them is coin, hard currency, and their ship and their sword arm are always for sale to the highest bidder, whether they be sector lord or pirate lord.

Build Point Cost: 0

Prerequisites

Tier: 1

Species: Human

Attribute: None

Skill: Survival (1), Ballistic Skill (1)

Benefits

Keywords: Imperium, Void Pirate, Outcast, <Any>

Influence Bonus: +1

Keen Observation: Wolfpack Raiders are opportunists that will utilize all the advantages surrounding them in a given situation. These raiders may make a number of Narrative Declarations equal to $\frac{1}{2}$ Rank per session without spending a point of Wrath, and once per session gain +Rank to a single Skill test.

Wargear: Composite armor or armored void suit, motley uniform, knife, hand canon and sword or combat shotgun, hand vox or respirator, charm (gruesome trophies)



Reaver

"Your prayers mean nothing, your god means nothing, your lives mean nothing. You are dead."

- Last known vox transmission to *Our Blessed Salvation*

The void beyond the Imperium's worlds is known for its lawlessness; brutality and danger are ways of life for many. There are those who stalk the stars with levels of bloody violence unmatched except by the Ruinous Powers. These are Reavers, pirates who know only prey and loot, victims to be attacked and goods to be pillaged. They are a force likened unto a storm of blood and death, heralded by deadly salvos of macrobatteries and assault boats filled with near-bestial savages bent on bloody conquest. Worse still, such actions attract mutant dregs, xenos scum, and other terrible denizens to their ships, making them even more horrific in combat.

Reaver pirates represent some of the worst depths to which humanity can descend. These are men who have spent too long in the lawless void, unfettered from moral constraints or civilized behavior. They have seen too many battles, shed too much blood, lost too much faith, and watched too many comrades fall to the unforgiving fates. Most were already thieves or pirates, and either through abrupt shock or with passing time they realized the only way to survive is to become as harsh and merciless as the space around them. There was already no law, and now there is not even crime – only wants, needs, and blood spilled if they are not met. Their raids are vicious and complete, leaving few if any survivors, and anything that can be looted is stripped away bare. Any taken alive are sold as slaves or pressed into crew-dregs if they are lucky, and any pillaged goods not kept as trophies are exchanged for supplies or ammunition.

There is no long term planning, for planning is meaningless. There are no schemes other than the simple ambush or devastating raid. There is only animal cunning and needs to be met that drive attack after attack. As they indulge in degradations, they sink ever lower, for there is no bottom in the void and little separates them from feral savages in behavior. In the wilds of

space, the light is always dim, and it is very easy to descend into true darkness.

To become a Reaver is to fall nearly as low as possible. Such men could easily be feral natives or destitute colonists except in their eyes, eyes that betray their now dead souls. The transformation from mere pirate to Reaver may be unnoticed by others around them, witnessing only an increased careless ferocity in combat and lack of civility at other times. More and more primal desires become the only concern, and such niceties as grooming or morals simply pointless wastes of time. Regardless of any previous hesitations, they become easily willing to kill if asked (or even if not asked). This does not mean they are lost forever, but even the most intensive of spiritual care will take much time with small chance of success. Properly used, however, a Reaver is a powerful addition in battles, and a crew of Reavers can become a deadly rival to even the most puissant of Rogue Trader fleets.

Build Point Cost: 20

Prerequisites

Tier: 2

Species: Human

Attribute: Willpower (4)

Skill: Survival (4)

Benefits

Keywords: Imperium, Void Pirate, Outcast, <Any>

Influence Bonus: -1



Cold Soul: The Reaver has become disconnected from normal human emotions or feelings as his sense of humanity drains away. He is nearly immune to any human emotions, is incapable of mercy or compassion, and has no regard for appeals for either. He is humanity stripped bare of what makes mankind more than an animal, still a reasoning being but with a soul that has diminished to a bare spark of light. The Reaver character removes any current Mental Disorders and never gains Mental Traumas – such feelings are beyond him, and he gains +1/2 Rank to Resolve tests.

Wargear: Composite armor or armored void suit, knife, hand canon or autopistol, sword or chainsword or lasgun or combat shotgun, tattered miss-matched clothing, hand vox and respirator or Charm (gruesome trophies), human meat and skins.

Pirate Prince

"Never forget, my Lords, that it is the God-Emperor who giveth, and it is Jermyn Lafitte who taketh away."

- *Jermyn Lafitte*

It takes a brave and capable individual to lead a pirate crew in the reaches beyond Imperial space. One must be cunning and ruthless, as well as able to command a crew of renegades and killers through respect or fear. A pirate captain can be as cruel as vacuum or affect the manner of a rakish noble or Rogue Trader depending on his nature and crew, but he must be successful or risk his command to mutiny. The most successful are more than the leaders of cutthroats; they are savvy operators with extensive intelligence gathering networks, knowledge of dark secrets uncovered in their voyages and contacts on both sides of the law.

Extravagance, ambition, and brutality are the hallmarks of this sort of individual; using whatever means necessary, they seek wealth, power and fame. It is not uncommon for this type of adversary to control a large fleet of smaller pirate vessels, all gathered together under the flag of their single charismatic and violent leader. It is rare for individuals of this sort to act in the shadows, behind the scenes or out of sight. While they may prey on the fringes of Imperial space, it is likely that their reputation will spread, either from the sheer savagery evident in what is left behind, or spoken from the mouths of the survivors, left alive to tell the villain's tale.

Pirate princes are true masters of their domains and enjoy unparalleled freedom from all save their own desires. Sallying forth from decadent fortresses and personal fiefs, the dread ships of these powerful individuals raid and pillage with reckless impunity. Though frequently at odds with their rivals or the persecution of the Imperial Navy, they occasionally ally with such leaders in order to achieve their own ends. However, the capricious whims of these deviant raiders often guarantee that such alliances are fleeting at best.

Build Point Cost: 40

Prerequisites

Tier: 2

Species: Human

Attribute: Fellowship (4)

Skill: Pilot (2), Leadership (2), Intimidation (2)

Benefits



freedom

Keywords: Imperium, Void Pirate, Outcast, <Any>

Influence Bonus: +2

Maniacal Narcissist: Pirate Princes are extremely proud and willing to sacrifice everything in their pursuits. Upon character creation, the Pirate Prince character must choose Ballistic Skill, Weapon Skill, or Pilot. He gains +Rank bonus dice to the selected skill. If the Pirate Prince ever fails a skill test with his

selected skill, he must pass a Willpower Test (DN 4) or attempt the test again (if able). If unable to successfully complete the failed Test, the humiliated Pirate Prince becomes Hindered for a single, except for Intimidation interact attacks which gain +2 bd.

Wargear: Motley uniform, composite armor or armored void suit, knife, hand vox and respirator or gruesome trophies, human meat, and skins, bionic eye, bolt pistol, choice of exotic pistol, handcannon, chainsword or power sword, dubious charts, choice of imperial raider.

Swashbuckler

"Kill you? Why would I want to do that, given how well you dressed for my arrival?"

- Pollox de Navarro

It is in many ways easy to be a pirate; it is after all simply a matter of taking goods and not paying for them, without any official backing or authorization. To be successful at it is a more difficult proposition by far, for it takes careful planning, reliable information networks, a trustworthy crew, and fences willing to deal with stolen goods. To do all this with élan, however, is the mark of the true master, the pirate's pirate - the Swashbuckler.

It is perhaps an elaborate performance to behave with such abandon and panache in the face of the horrors of the void and the dangers of this profession. It could also be a mild form of insanity, designed to allow one to cope with the assorted nightmares of the 41st Millennium. Either way, such a display is as effective as the base brutality of most pirates; often more so depending on the status* of those targeted. Charm and style may win the day where cruelty and roughness cannot, and a victory with less bloodshed is all the sweeter. This is not to say the Swashbuckler cannot fight, for this pirate must have steel ready underneath the velvet of his wit. Reputation is all and he must be ready to back up words with deeds, at least when there are witnesses. But a Swashbuckler will rarely kill except when needs drive, and would consider his behavior as genteel as a nobleman's unless provoked. To meet every challenge with confidence and a cocksure smile, to best each foe with wit as sharp as the blade, raid the riches of the endless void with a personal code of honor greater than most he faces, to do all these and more is to bring to the frontiers if not a sense of civilization, perhaps a sense of style. And what could be more glorious than that?

Such an act (or is it true behavior, or truer insanity?) is not without risk. The void has little patience with fools, and a Swashbuckler would indeed appear such to many. Few would even appreciate such a charming rogue, and fellow pirates would happily see such a rival removed. And no amount of charisma can turn aside a heavy flamer... A Swashbuckler will also reap side benefits though, such as a wider net of contacts and more reliable agents to support him. Many planets and stations may not officially

welcome him, but rather turn a blind auspe to his arrival and departure. Only the most puritanical of establishments would refuse him, and for many he is a favored customer for whom they may even risk the wrath of the Magistratum. By not descending into blood and brutality, it also allows for 'redemption' and work as a licensed Privateer or even a Warrant in desperate times. But for a Swashbuckler, the act is its own reward. To live by such a code, as impractical as others may view it, and face the void with eyes awash, a justifiably arrogant smile, and a sword ready to out-duel any rival – what could be a finer way to live?

Build Point Cost: 30

Prerequisites

Tier: 2

Species: Human

Attribute: Initiative (4), Fellowship (4)

Skill: Weapon Skill (4), Persuade (4)

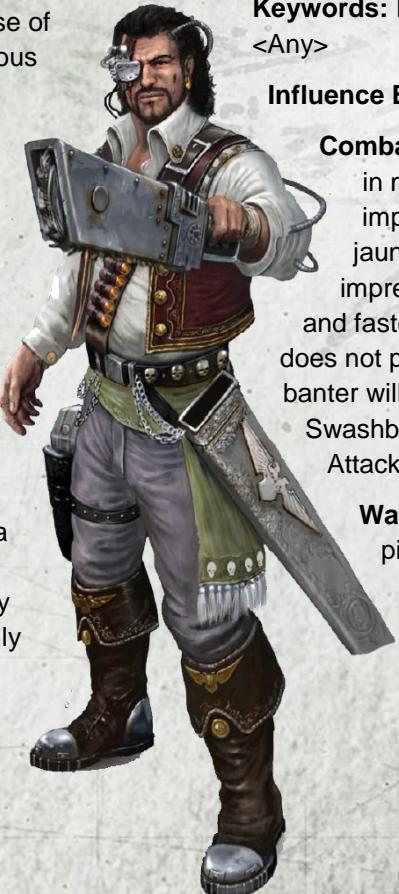
Benefits

Keywords: Imperium, Void Pirate, Outcast, <Any>

Influence Bonus: +3

Combat Flair: The Swashbuckler's skills in melee are without parallel, but more importantly he fights with a stylish jaunty confidence guaranteed to impress even his foes. Fast on your feet and faster with witty repartee, if your blade does not pierce their flesh then your barbed banter will surely pierce their composure. The Swashbuckler gains +Rank to Interact Attacks.

Wargear: Chainsword and plasma pistol or power sword and bolt pistol, stylish attire, ornate coat or mesh armor, various maps, combi-tool





CHARACTER CREATION







Characters in **Wrath & Glory** begin the game with a number of build points invested in skills as part of their character creation process. Skills represent knowledge and techniques that a character has learned. For some species, skills may include instinctive behaviors, but more frequently skills are the product of determined effort, study, and training. Heroes may gain additional build points to invest in their skills when they resolve conflicts and overcome the hardships that stand in the way of their goals. Over the course of their careers, characters are certain to hone those skills and improve upon them through the lessons of both victory and defeat, hard earned with experience. These elements represent the accumulation of knowledge and expertise.

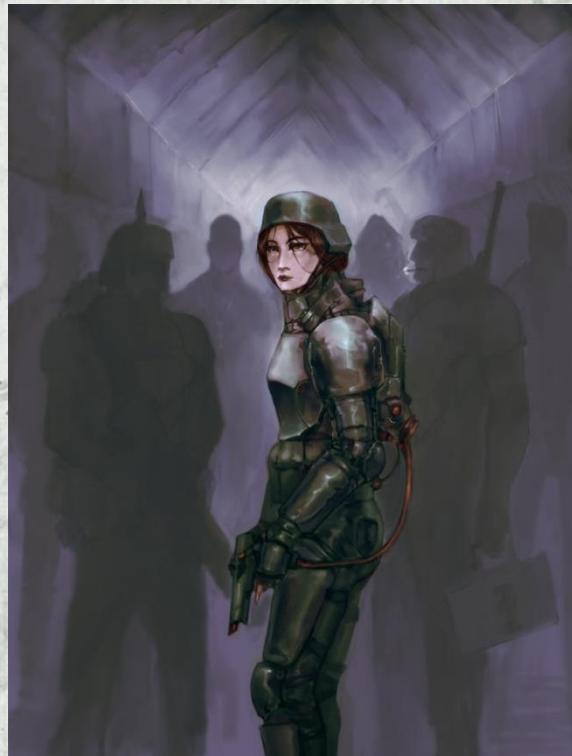
For some characters, the skills they possess at the beginning of their careers are a strong indication of those they may use throughout their lives. In other instances, a character's path might diverge as he explores new fields of expertise. Characters may be effective pursuing either path, but both are dependent upon a player identifying the most opportune ways and times to exploit the skills that they have developed.

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.

Revised Skills

The following are skills that are present in the *Wrath & Glory* core rulebook, but have been amended and changed. These are largely suggestions, and can easily be ignored. In cases where Pax Imperialis calls on a revised skill, simply swap out the alternates with the original skill.

Primarily, we have split the Stealth skill in two, separating it into Stealth, focusing on feats of manual dexterity and avoidance of detection, and Subterfuge, which focuses on bypassing locks and defeating codes.



Stealth (Agility)

Characters use Stealth to remain unnoticed. Awareness opposes Stealth (see page 167 of the *Wrath & Glory* core rulebook) 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 of the *Wrath & Glory* core rulebook). Characters receive bonuses to their Stealth pool based upon situational modifiers, as outlined in the subterfuge modifiers table below.

Stealth Modifiers

Condition	Modifier
Twilight	+1
Starry Night Sky	+2
Total Darkness	+4
Raucous Noise	+2

Routine (1): Palming a hab key on a table during a raucous party.

Standard (2): Avoid visual detection while sneaking through a field full of security cameras.

Challenging (3): Lifting a prized knife from a hive ganger's belt.

Difficult (5): Sneaking up on a suspicious foe with no cover in broad daylight.

Extreme (7): Traverse a minefield, at night, while wearing Terminator Armour, without triggering the mines

Characters can use the Stealth skill for any task requiring a combination of deception and dexterity. A charlatan or confidence man utilizes very comparable skills to those of a pickpocket when committing his crimes. The test can substitute papers, remove jewelry, or obtain a target's cognomen or ident-seal. Stealth also allows a character to conceal his actions when in plain sight, such as hiding weapons from someone searching his person. The difficulty of the test depends on the size of the object and the intensity of observation. This is always an Opposed test against the opponent's Awareness.

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 of the Wrath & Glory core rulebook) at a bonus.

Once you are aware that you're being followed, you can use Stealth to evade pursuit. Make a Stealth Test opposed by your opponent's Awareness Test. If you beat your opponent a

number of times equal to his Intellect attribute, you manage to slip away unseen.



Subterfuge (Agility)

The Subterfuge skill is a measure of a character's ability to use artifice, guile, and manual dexterity to circumvent normal restrictions or to remain unnoticed. Individuals who have reasons to go where they are not wanted often become masters of this art; as do those who devote their lives to stopping them. Subterfuge deals with mastery of locks and safeguards, including breaking into secure places or protecting them from intrusion.

A character with the subterfuge skill is trained to bypass locks or defeat codes, whether using cogitators and tech against machine spirits or

simple mechanical devices against physical latches. Characters with Subterfuge are also able to safeguard systems and locales by making passive defenses more secure, and even setting traps for unwary intruders and thieves. Those who use these skills against common laborers and merchants are branded as little more than common thieves. In contrast, if the same skills are employed in the service of a character's respective society against its enemies, they may be hailed as master spies and assassins.

Routine (1): Pick a mechanical padlock at a junkyard entrance,

Standard (2): Deactivating standard hab security with basic but useful tools

Challenging (3): Bypass the locking mechanism on a reinforced bank vault or defeating a well-made and maintained locking system.

Difficult (5): Identify and disable the xenotech trap in an ancient tomb or bypassing a security system of a complex design with multiple subsystems and cogitators.

Extreme (7): Opening a lock of clearly alien manufacture or one that is fiendishly complex.

A character uses the Subterfuge skill can also fashion and set traps, given enough time and raw resources. Traps can range from hiding a live grenade under a corpse (set to explode when rolled over) to elaborate spiked pits, dead falls, or rigged shotguns. The time, resources, and damage caused by these kinds of traps depend on the GM's discretion and the materials involved.

The chance that a trap will go off as planned or avoid the detection by its victims depends on the character's Subterfuge skill. This is either a skill test (modified depending on circumstance or the complexity of the trap) made secretly by the Game Master to see if it works, or an Opposed test against the victim's Awareness to spot the trap before it goes off.

Sometimes it won't be a person looking for you, but a sensor, such as an auspex. Unless the sensor relies on physical input, the Stealth skill

is of no use. Instead you may use the Subterfuge skill in place of Stealth, if you have the means to disrupt or deceive the sensor.

Additional Skills

The following skills are not represented in Wrath & Glory's core rule book, and have been added to supplement the standard compliment of skills available to characters.



Explosives (Intellect)

When a character attempts to plant explosive devices, defuse bombs, or safely handles or manufactures devices, the Explosives skill is used. Explosives is used to blow things up without a character blowing himself up in the

process. This skill governs the ability to use all explosive devices that are planted or set, rather than those that are simply lobbed at an enemy.

A character uses Explosives to plant, detect, and diffuse explosives (see DEMOLITION & EXPLOSIVE WEAPONS).

Routine (1): Rig an otherwise normal device to explode.

Standard (2): Plant an explosive, with a trigger mechanism and condition of your choice. Possible triggers including timers, fuses, proximity sensors or remote controls.

Challenging (3): Make an explosive device from scratch, using locally available materials.

Difficult (5): Safely setting an explosive that will detonate on a small void ship, without causing significant collateral damage or destroying vital components.

Extreme (7): Opening up a clearing in a semi-collapsed and unstable structure, without destabilizing the entire passage way.

Gunnery (Agility)

Your character uses Gunnery to fire pretty much any weapon large enough that you need a tripod or team of people to use it. Your character also uses it to fire weapons mounted on vehicles and voidships. Ranged attacks using Gunnery follow the rules presented in Chapter 4: Combat beginning on page 204 of the Wrath & Glory core rulebook.

Repairing or maintaining a crewed served or vehicular weapon is a Gunnery test based upon the complexity of the device. Characters operating weapon platforms with which they have extensive familiarity need not take this test for routine maintenance.

Routine (1): Overseeing the use of a macrobattery, orbital laser, or some other massive ship's weapon.

Standard (2): Dismounting a vehicular crew served weapon and assuming a braced firing position in a moment's notice.

Challenging (3): Reloading a crew served weapon while a gun carriage is sliding down a



muddy slope.

Difficult (5): Calibrating a shot from a malfunctioning turret weapon using unassisted eye sight during a rain storm.

Extreme (7): Recognizing an inherent design flaw in a voidship's turrets and devising a solution.

With the Gunnery Skill you know the rites and rituals to placate an angry machine-spirit of a vehicle, coaxing it to cooperate. In the event of a weapon or equipment malfunction or jamming, you may make a Gunnery Test to coax the machine-spirit into behaving itself. If the Test is successful, the weapon or the piece of equipment does not malfunction.



Operate (Intellect)

Voidships are large (often hundreds of meters or even several kilometers in length) vessels

designed to travel in deep space. Some are capable of voyaging through the Warp, and even those that are not are still massive crafts.

Piloting such vessels is less about personal agility and reflexes, and more about the intelligence to make correct course decisions and select proper maneuvers. Operate covers the ability to pilot large void-faring vessels that are often kilometers long and millennia old. Any space going vessel that requires a captain and large crew, and cannot be conceivably piloted by a single individual, is operated with this skill.

Routine (1): Piloting a voidship in a cluttered orbit of moons and void stations around a large planet during a crew mutiny.

Standard (2): Piloting and maintaining a ship in a formation with other vessels while auger systems are damaged.

Challenging (3): Piloting a voidship through an asteroid belt when void shields are overloaded

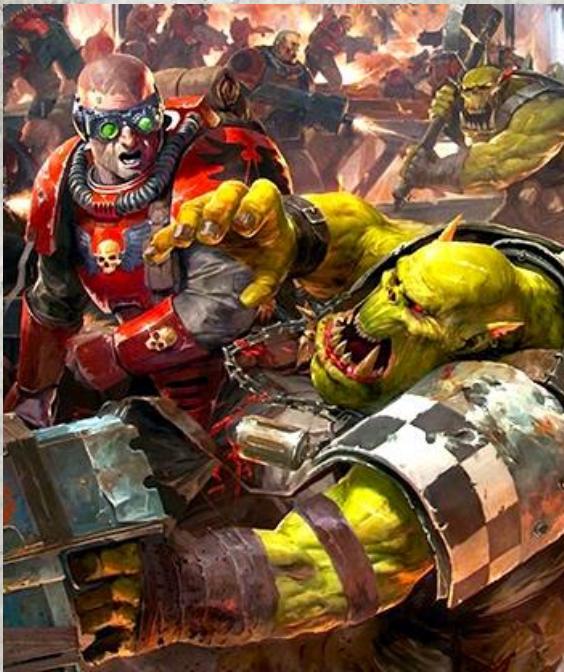
Difficult (5): Avoiding being caught in an abrupt Warp rift.

Extreme (7): Performing a precision orbital bombardment from stellar orbit with an accuracy of within 1-2 kilometers of the intended target.

By using stellar cartography, calculating ship velocity and headings, and analyzing recent disturbances, you can attempt to track the movements of a spacecraft. You may make an Operate Test to track a spacecraft in the same way you would use the Survival skill to track and hunt prey over land.

Other Spacecraft

Other space craft include small ships such as fighters or shuttles, which are often also capable of entering a planet's atmosphere, boarding craft and man-guided attack torpedoes. These are handled with the Pilot Skill, and not the Operate skill.



Unarmed (Initiative)

Not every fight requires lasguns and chainswords. Some conflicts can be settled the old-fashioned way, with fists or even teeth. Characters who pursue physical martial might over the skilled use of weapons hone their bodies into deadly killing machines.

A character uses the unarmed skill when he fights with his bare hands or a weapon specifically designed to augment an unarmed attack, such as a cestus, brass knuckles or the devastating power fist. Unarmed Strikes using Unarmed Skill follow the rules presented in Combat Actions.

Routine (1): Attempt to smash into another in the hopes of knocking them off their feet or force an exhausted opponent to pass out by choking them into unconsciousness.

Standard (2): Restrain another against a structure or the ground or trade blows in a brawl.

Challenging (3): Dislocating another's shoulder, rendering their arm incapable of holding a weapon.

Difficult (5): Disarming an opponent who has a pistol aimed at you before it discharges or catching a throwing knife in midair.

Extreme (7): Deflecting throwing knives, blindfolded, while balancing on a pole.

When attempting to pin, grapple, or hold someone against their will, a character may make an unarmed test instead of a strength test with the grapple action. This test is opposed by the foe's Strength or Unarmed skill, depending upon whichever is the higher dice pool.

Skill References

Pax Imperialis makes use of, and calls for, many of these additional or revised skills presented in this section. However, these are merely suggestions, and when not utilizing these particular skills but using other house ruled mechanics, use the more appropriate core skills instead. For reference, a list has been provided.

List of Skill Conversion

Pax Imperialis Skill	Core Rulebook Skill
Explosives	Scholar
Gunnery	Ballistics Skill
Operate	Pilot
Subterfuge	Stealth
Unarmed	Weapon Skill



CONFLICT RESOLUTION







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.

Clear Terrain

Clear terrain represents terrain that can be traversed easily. This includes open areas, such as fields, moorland, grass, deserts, ash wastes and gentle hills.

Dangerous Terrain

Terrain can sometimes be dangerous to characters passing through it. Dangerous terrain includes hazards, such as carnivorous plants, toxic vents, erupting geysers and the like. When moving through dangerous terrain and remains within the terrain, characters must make an Agility or Toughness Test with a DN assigned by the GM. If a character fails, he suffers a single Mortal Wound. Particularly harsh environments can increase the damage to 1d3 or 1d6 Mortal Wounds, such as wading through xeno-piranha infested waters without protective gear or moving under the incinerating sunlight of a fire world.

Impassable Terrain

Impassable terrain includes deep water, lava flows, fully enclosed buildings and towering cliffs. It is quite possible that a very large building could be classed differently in different locations, most of it counting as ruins and therefore difficult, whilst an intact tower at its corner counts as impassable terrain. Impassable terrain prevents all movement through it, unless special measures are taken (such as blasting a hole in a wall).



Damaging Cover

As attacks strike cover, they can wear it down, reduce its effectiveness, and eventually even destroy it. Whenever a hit fails to strike a target due to the additional bonus to Defense cover grants, the hit strikes the piece of cover instead. If the damage that exceeds the cover's Resilience, that piece of cover has its Resilience reduced by the damage inflicted. Cover that has its Resilience reduced to 0 is destroyed and offers no further protection. Characters may target the cover itself instead of a character. As inanimate structures, the cover possesses a Defense of 1. Failed attack rolls are generally a mix of grazing shots, deflected or absorbed blows, or simply a missed shot that passes harmlessly beyond the targets.

Table: Expanded Weapon Ranges

Tabletop Range	W & G Range	Converted Range	Long Range	Maximum Range
4	8	50	100	200
8	16	75	150	300
12	24	125	250	500
16	32	150	300	600
24	48	250	500	1000
36	72	350	700	1400
48	96	475	950	1900

List of Cover Examples

Cover Type	Resilience
Armor-glass, genatorium pipes, thin metal, wooden planks	2
Flakboard, storage crates, sandbags, thick ice, trees	4
Cogitator banks, stasis pods, standard barricades	6
Rockcrete, hatchways, thick iron, stone	8
Armaplas, voidship bulkheads, plastel	16

Expanded Weapon Ranges

The weapon ranges presented in Wrath & Glory are functional and perform well for most games. In this section, the weapon ranges are expanded to accommodate campaigns where long range fire fights, and more grounded ranges are required.

Table: Expanded Weapon Ranges illustrates a method of converting table top and Wrath & Glory ranges to utilize a wider berth of weapon ranges for such campaigns. The formula utilized is simple - take the table top range and double it, or use the listed range in Wrath & Glory and round to the nearest 5. Afterwards, multiply the result by 5. This will give you the converted range for Optimal Ranges.

Optimal Range

The range of a ranged weapon indicates its medium effective range, or optimal range. There are no special considerations or modifiers for firing a weapon at this range.

Close Range

An opponent within half the distance of a weapons optimal range is considered in close range. Attacking an opponent in close range grants a +1d bonus to the attack roll.

Long Range

An opponent within twice the distance of a weapons optimal range is considered in long range. Attacking an opponent at long range increases the difficulty number of the attack by 2.

Maximum Range

Targets that are at a distance of greater than long range and up to four times the weapons optimal range are at firing at the weapon's maximum range. Attacking an opponent at maximum range increases the difficulty number of the attack by 4. Ranged attacks against targets beyond maximum range always miss.

Point-Blank Range

When a character makes a ranged attack against a target that is two meters away or closer, that target is at Point-Blank range. Ballistic Skill tests made to attack a target at this range gain a +2d bonus. This bonus does not apply when the attacker and the target are engaged in melee combat with each other. For weapons with a close range of less than three meters, Point-Blank range is one meter less than the weapon's close range.



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.

Morale & Psychology Effects

It's a fortunate commander who can rely on his troops always performing fearlessly. In the chaos and confusion of battle, warriors can easily become demoralized, disoriented or simply terrified by the violence unleashed against them.

To represent this element of the unknown, characters have to check to see if their morale holds under certain circumstances. In addition to Fear, Frenzy, and Terror, the following psychological combat effects are included

Stupefied

Many large and severely mutated creatures are so dim-witted that they often behave in a fairly random and stupid way. A hero can also sometimes be reduced to a state of bafflement as a result of injuries or shock. Such individuals are described as stupefied.

When a character is stupefied, they must pass a Stupidity test by rolling their Willpower. Success allows them to act normally during their turn. If the test is failed, the character moves its full normal move this turn using the scatter diagram for direction. If they move into 1 meter of another character, they become engaged in melee combat, and due to being temporarily disoriented or confused attacks, whether friend or foe. While engaged in melee combat, any complications rolled result in a missed hit, in addition to any combat complications.

The effects of Stupefied may be removed by a Leadership test (see Leadership on page 165 of the Wrath & Glory core rulebook). A being that is naturally slow and dim-witted cannot remove this effect through normal means.

Stupefied characters must still take tests to keep their nerves against sources of Fear or Terror. If such a test is failed, the rules for either override the rules for stupidity.

Hatred

Hate is a powerful emotion and in the Imperium there is plenty of opportunity for heroes to develop bitter rivalries. Grudges and ingrained animosity can lead to feuds that tear warbands apart and leave dozens dead in their wake. Hatred can develop following disturbing injuries.

When a character encounters the source of his contempt, he runs the risk of succumbing to his hatred; he must choose to embrace 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 hatred does not cloud his mind and the hatred is resisted.

If the effect is triggered, a character succumbing to his hatred gains a +2d bonus on melee attacks against his hated target and also suffers a +2DN penalty on all non-hostile Interaction skill tests against them. After the first turn the character has vented his pent-up anger against his hated foe he fights as normal. The benefits of the Hatred talent supersede this effect.

If the character afflicted with hatred is also frenzied he must use his move to engage a hated enemy if possible. Otherwise he must use move to draw closer towards a hated enemy he can see. He may not use his move away from hated enemies or take cover if there are hated enemy in sight.

Physical Effects

Not all combat effects are trauma suffered on the battlefield, but are the result of injuries, shell shock, or escaping the immediate dangers of an explosion but trailing away with blood ruptured eardrums.

Stunned

When a character is stunned, he is so shocked that he is temporarily unable to react properly to his surroundings; astonished or disoriented. In addition to damage and shock, characters can

also become *Stunned* due to certain attacks or effects.

If a *Stunned* character attempts to move, his direction is randomly determined by consulting the scatter diagram. Additionally, the character may not utilize any combat options, only combat actions.

Being *stunned* lasts for one round unless otherwise stated.

Deafened

The character cannot hear at all, or at least not well enough to communicate with others.

Until a character recovers or has the damage repaired, he automatically fails any tests that rely on hearing. Apart from having trouble communicating with his fellow allies, the GM is free to decide what effects the character's deafness has on the game.

Being *deafened* lasts for one round unless otherwise stated.

Making Attacks

There are multiple ways of inflicting harm an enemy. In this section, several options for causing lethal and non-lethal damage are covered.

Knocking an Enemy Out

Sometimes an attacker wants to incapacitate a foe, rather than deal a killing blow. When an attacker reduces a target to 0 wounds with an attack, the attacker can knock the target out. The attacker can make this choice the instant the damage is dealt. The target falls unconscious and is stable, and thus does not make defiance checks or risk death or injury.



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.

Bypass Security

Many a hero has saved himself the indignity of breaking down a door with judicious use of the Subterfuge skill. Subterfuge is used to bypass locks of all types and circumvent tough security

systems to get into well-protected locations. You can also use Subterfuge to take control of security systems so they work for you instead of the original owner.

List of Combat Actions

Combat Option	Description
Bypass Security	Dice Pool: Agility + Subterfuge. Bypass locks, security systems or trick sensors and augers.
Epiphany	Dice Pool: Intellect + Investigate. Formulate an idea using the details of your environment.
Practical Knowledge	Dice Pool: Intellect + Scholar. Utilize academic and theoretical knowledge to assist in current endeavors.
Unarmed Strike	Dice Pool: Initiative + Unarmed. Attack an opponent you are engaged with in close combat.

Epiphany

Once per encounter, when you are stumped at an impasse or otherwise confronted with a problem you can't quite overcome, you may make an Investigate Test with a DN determined by the GM to conjure up an idea from the depths of your mind. On a success, you may make a narrative declaration that offers some previously overlooked clue or element of the environment that may aid you in your current circumstances. This element should be negotiated with the GM, to fit into the scenario, but should present a new element in some fashion to exploit.

Practical Knowledge

Many Acolytes spend a great deal of their life studying and researching, becoming experts in their field, from psykers with their knowledge of the occult and the warp, arbitrators with their fanatical knowledge of Imperial justice, and officers with their understanding of the minutiae of the *Tactica Imperialis*. Since no scholarly

knowledge is recalled hurriedly, you may make a Scholar Test as an Action to gain a +1d bonus to your next Skill Test, or to assist another character's.

Unarmed Strike

Attempt to strike an opponent with fury and precision using some form of unarmed martial arts. 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.



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
Cuff Em'	Restrain a target with manacles, riot cord or similar devise.
Knock Down	Bash into an enemy to knock them down, forcing them into an involuntary prone position.
Strike Down	Strike an opponent with a harsh blow, knocking them down instead of wounding them.
Stun	Strike an opponent to stun them, instead of inflicting damage.

Cuff 'Em

There are many agents of the Imperium equipped to quickly restrain a target. A target may be restrained using manacles, riot cord, or other devices. As an action against a compliant target, the character cuffs a target, with the target being bound and unable to utilize his hands to bear weapons, grapple, or similar actions.

To cuff an unwilling target, as an action and part of a multi-attack with an engaged grapple, the character makes a Strength or Unarmed test against the target who opposes with Agility or Strength. If successful the target becomes snared (see Snare (X)). Attempts to break free from the bondage are tested against the number of successes of the restraining character's Strength or Unarmed test, plus any modifiers for specific equipment used.

In order to use this combat option, a character must possess some means of restraining his target. Manacles, riot cord, straight-capes or even simple rope can be used.

Size plays an important role when it comes to restraining; for example, Monstrous Creatures are more difficult to grapple for smaller beings. When attempting to cuff a creature larger than you, it gains a bonus towards the opposed role. For every size category larger, the creature gains +2d bonus.

Knock Down

The attacker smashes his opponent in the hopes of knocking him off his feet. The active character makes a Strength or Unarmed test opposed by the target's Strength or Unarmed skill, with a +1d bonus if he is using this action immediately after making a Move. If the attacker wins, the target is knocked Prone. The attacker can shift dice and can choose to inflict either unarmed damage or additional extra damage dice to an unarmed strike as normal. If the target wins the test, he keeps his footing. If the target wins by more than double successes of the attacker, the attacker is knocked Prone instead.

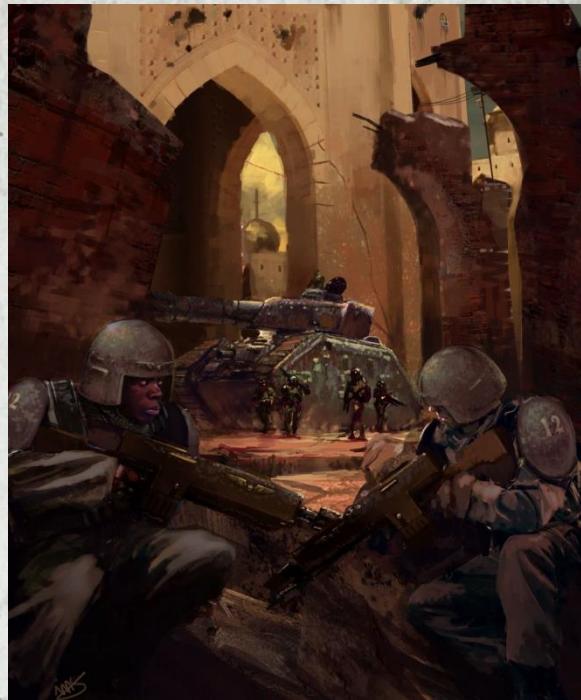
Stun

If the active character is unarmed or armed with a melee weapon, he can strike to Stun instead of attempting to land a deadly blow.

He makes a Weapon Skill or Unarmed test targeting an enemy with whom he is engaged in melee. If he succeeds, tally the number of icons and the result is compared to the target's total resilience and armor. If the attacker's roll is equal to or higher than this value, the target is Stunned for a number of rounds equal to the difference between the two values and gains one point of Shock.

Strike Down

As an action, an active character can declare that he is attempting a strike down his opponent with a melee weapon. He then rolls to hit as normal using his Weapon Skill as normal, applying all the regular modifiers for the attack action. If the character hits, no damage is rolled or caused. Instead, the opponent must make a Toughness test with a DN equal to the number of successes of the attacker's Weapon Skill test or become Stunned for 1 Round and knocked Prone. Critical combat hit still apply, however, and may end up wounding the target of a strike down combat action.



Stunts

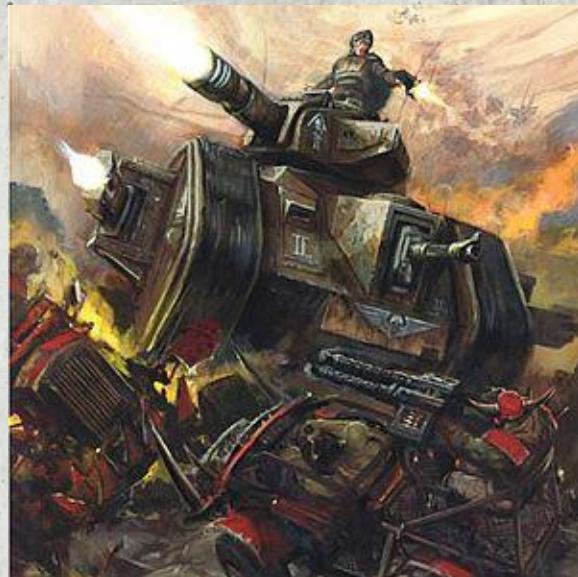
As an action, a pilot or co-pilot can attempt a stunt to gain strategic advantage, run down enemies, or cover more ground. Executing a stunt requires a successful Pilot test versus the stunt's difficulty. The following stunts are available to most vehicles, with a few exceptions limited to particular types of vehicles.

List of Vehicular Stunts

Stunt	Description
Deploy Bombs	Deploy aerial bombs during a bomb run.
Forcing a Halt	Attempt to force an enemy vehicle to stop, off a road or into an obstacle.
Hiding in Traffic	Evasive maneuver to slip into traffic and hide in plain sight.
Shadow	Follow a target discreetly in a vehicle without drawing attention to oneself.
Shake Down	Jolt or jinx a vehicle to cause boarders to fall or tumble over.

Deploy Bombs

Once per encounter, an aircraft equipped with tactical bombs can make a bombing run against mobs, fortifications or stretch of landscape it moves over during one of its Move. After the aircraft has moved, it deploys its compliment of aerial bombs as an action. Any targets that can be drawn along the aircrafts path it flew over are attacked. The effective to hit roll is determined by adding 1 for every 10 meters moved, +1d6 and has the Blaze and Spread traits. Mobs are easier to hit, and the attack roll counts as +1 higher for every 10 individuals. Each mob or character caught in this run is rolled separately. Those who are struck suffer 1d6 Mortal Wounds.



Hiding in Traffic

Sometimes, when you're being pursued in a vehicle, the easiest place to lose pursuers is to hide in plain sight – in traffic. So long as there are lots of other similar vehicles to hide amongst, you may make a Pilot Test to oppose your pursuers' Awareness Test to spot you, driving casually and blending in with the traffic.

Forcing a Halt

If you are close to another vehicle that is the same size or smaller, and you are both going at the same speed, you may make an Opposed Pilot Test to force the other vehicle to a halt. If you succeed, the other driver must brake to avoid hitting you, is forced off the road or brought to a halt by virtue of colliding with your own vehicle. This may inflict Damage on one or both vehicles, but either way the vehicle is stopped. If you fail, it is your vehicle that is brought to sudden halt, letting the other vehicle escape unhindered.

Shake Down

A popular maneuver for when a vehicle has unwelcome intruders onboard is for the pilot to jolt or jar the craft in such a way as to force all unsecured passengers to lose their footing. If the defenders can be forewarned somehow, this can give them an advantage in a fight. You make a Pilot Test, opposed by an Agility Test by everyone caught unawares.

If successful, the hapless victims are knocked over prone and must spend their next turn's free action getting up again as normal.

Shadow

You may make a Pilot Test opposed by a target's Awareness skill when following another creature or vehicle in your own vehicle. Success does not necessarily mean your vehicle goes unnoticed, but it does mean that it appears inconspicuous.





"Thus is our treaty written; thus is agreement made. Thought is the arrow of time; memory never fades. What was asked is given. The price is paid."

Wits, acumen and elocution are to the world of commerce, politics and religion what power swords, fire and agility are to the world of war. In high stakes political negotiations, a character might find himself caught so his only possible escape is to cut his way free with his tongue!

The Social Conflict is an extended conflict mechanic used to resolve debate and argument in the game. Characters use verbal attacks and maneuvers to overpower and destroy their opponent's arguments and make themselves appear, to all witnesses, correct. The purpose in such a conflict is not to reveal the truth, but to put forth your argument in the best light while dismantling your opponent's position - and to convince the audience that you have struck on the truth while your opponent is mired in half-formed thought and naive delusions.

Using Social Conflicts

When dealing with very important NPCs, utilizing the social conflict mechanics presented here allows the Game Master to both narrate the encounter while remaining largely impartial, allowing the multitude of rolls involved to adjudicate the results of the players and characters actions. It is a useful and recommended system for encounters that should feel more in-depth and not dependent on a singular lucky roll. Social conflicts can also be used in connected form to deliver intense negotiations between the players and the representatives of large factions or organizations. Where using social skills is perfectly acceptable and reasonable when dealing with a singular merchant or PDF trooper, finessing favor with the watch-commander of the Planetary Defense Force or Trade Guild they belong to is a matter altogether larger and more important affair!

Social conflicts can be used for a variety of different encounters. A few examples include:

- ◆ **Argument:** If you need to convince another character or get information from him, use an



argument. Actions in argument conflicts are bits of in-character dialogue. We play out the argument, point by point.

◆ **Diplomacy:** Diplomacy is the art of conducting negotiations between two or more factions. This allows the character opportunities to handle business, social, or state affairs without arousing hostility. You can represent lords and masters above your station under intense social situations and high stake political arenas. A diplomacy conflict is both a test of acumen in social protocols as much as verbiage and elocution, and knowledge of the factions and powers in at least a rudimentary sense is required.

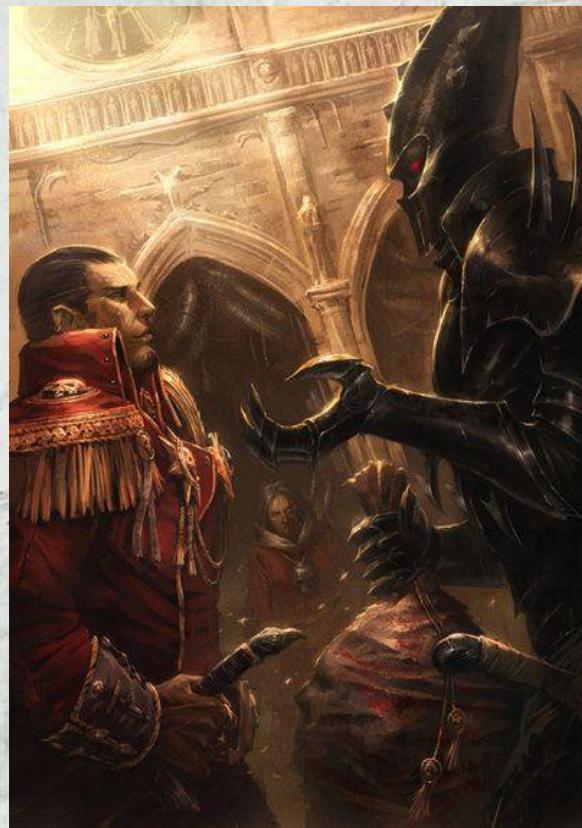
◆ **Negotiation:** If you'd like to have a big negotiation about the price of goods or commodities or the nature of a contract, use a negotiation conflict. In a negotiation conflict, you haggle over the price, complain about or praise the quality, and throw up your hands and wave them about.

◆ **Parley:** If you need to make terms of a truce or other matters with an enemy, use a parley. In a parley conflict, you discuss over terms and conditions during a conference, vying for favorable outcomes with a known adversary. While attacking an enemy during a parley is often considered one of the grossest breaches of the rules of war, it is nonetheless a common occurrence across the galaxy.

◆ **Prosecution:** You can use your righteous zeal and dogma to lead a judicial matter, hearing or trial where another's fate is yet to be determined. In a prosecution conflict, you accuse or defend another's innocence, leverage evidence or emotions, or convince the audience of the righteousness of your claims.

◆ **Speech:** You can use your oratory skills to convince a gathering to follow your thinking, or debate a political adversary in public and convince the audience that you're right. Your opponent in a speech conflict can be another speechmaker, competing for the attention of the crowd; or it can be a speaker in the crowd, representative of their views. In this case, use

his Willpower or skill as appropriate, but give him a healthy dose of teamwork help. Actions in a speech or debate involve using rhetoric. We make the speeches!



Social Conflict Overview

When a Round of social conflict begins, the GM and players follow certain steps to determine what happens. These steps are similar to those followed when regular combat begins, and the differences are specified below.

Step 1: Set the Agenda

To begin a social conflict, there must be two or more sides willing to defend their disparate positions and goals through verbal discourse. Each side clearly and succinctly states its case. This is called their Agenda. Participants should arrive at this juncture after role-playing and getting a feel for the situation. If you don't know

what you want from a social conflict, don't start one. Keep role-playing until you want something. Once you do, state your case.

Step 2: Agree to the Terms

Each team picks a short-term or immediate goal they wish to accomplish as a result of the social conflict. State your cases in an orderly fashion. Once you've stated your case, write it out. Once this is done, each team agrees to abide by the terms.

Step 3: Resolve actions

When a round begins, the players pick which of their teams will act first. The Game Master may elect to Seize the Initiative and allow an opposing speaker to take the first turn. When a team takes its turn, its primary speaker takes their action. 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 speaker from another team may activate and take their turn. This process repeats until all teams take their turns. Some teams 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.

If you have two or more characters on one team, each player must decide who is leading the action for their team each round as the primary speaker. Other players on the team may help the player who is making the social action test.

Step 4: Round Ends

Once every team has taken its 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 play successive Rounds, repeating steps 3 and 4, until the opposing teams disposition is reduced to 0 or the GM determines the social conflict is over.

Step 6: Compromise

The goal of a social conflict is to get your opponent's disposition to zero while defending your own. You win if you reduce your opponent to zero, but must offer a compromise based on how much of your disposition you lost.

Participants

Often when you get into a social conflict, you have multiple players working together toward a goal. Therefore, we break down the participants of the conflict into teams, and elect a single character as that team's primary speaker. The GM's characters form teams to oppose the players' teams. If you're in a one-on-one conflict, you don't have to worry about forming a team. You're your own team!

Teamwork in Conflicts

You may increase your sides Disposition by +1 or grant bonus dice to action tests in a social conflict. If you help by increasing a disposition trait for a social conflict, you're considered on that team. You take actions and make rolls and are bound by the results. If you don't want to be on a team, don't help increase the disposition.

If you're not on a team at all, you can choose to help any team on any side. But if you help a team during the conflict, you're bound by the results. If there's any question, the GM can determine which side's goal and compromise you're subject to.



Sitting Out a Conflict

A social conflict is not mandatory. When challenged to a social conflict you have two options: to accept or to walk away. A character does not have to participate, because if he does participate, he is bound to the results - good or bad. Thus, sometimes the situation is such that a player won't want to be bound. Sometimes someone will want something from another character, but that character doesn't want anything in return. If you're not interested in either side of a conflict, it's okay to sit it out. Relax for a moment and be a good audience. Cheer on the good roleplaying.

◆ Sometimes your character will be separate from the others in the story. It won't make sense for you to be in a certain conflict. Sit out these scenes and be an appreciative listener. You'll have your time in the spotlight next.

◆ A character should never engage in a social conflict out of a sense of obligation. If he doesn't want something out of it, that character should walk away. If a character does choose to walk away, that character must exit the scene. He literally walks away. The player does not roleplay out the argument any further. The matter is no longer open for discussion. Essentially, the player or character has ceded the high ground to his interlocutor while preserving his own opinions. It can be very hard to walk away, knowing that another has made his point uncontested!

◆ With influential or potent antagonists, such as nobles, highborn or planetary governors, it is much more appropriate to their rank and station to have player characters sent away. They can choose to refuse to discuss the matter and show the characters to the door. It makes a powerful statement when an influential antagonist refuses

to engage in a debate. If the players challenge the character and he refuses, he's essentially ended the scene. Discussion screeches to a halt and negotiations falter. They may resume later, when the characters are in a more reverent frame of mind.

- ◆ Player characters within a group may feel dissatisfied with what's at stake, choosing to exit the scene while his companions battle it out. Since he's walked out, he's not bound to the results of the debate and can act according to his whims.

Violence within the 41st Millennium

It is quite possible that a character may wish to abruptly and suddenly turn hostile, potentially seeing no point engaging in a losing debate. For this reason, it is entirely possible for characters engaged within a social conflict or attending as the audience to engage the participants with violence. When the intent to attack a character involved in a social conflict is announced, all characters present in the encounter act in normal initiative as if they were engaged in combat.

Whether attending as an audience or a character involved directly with the social conflict, all characters intending to initiate combat must wait until a progressing exchange is finished. Because the hostilities were sudden, the character who initiates combat gains a free turn as if he ambushed! As soon as the belligerent character launches his attack, the social conflict is immediately over. There is no compromise, no more debate. Combat has begun!

Conflict Goals

Each team picks a short-term or immediate goal they wish to accomplish as a result of the social conflict. State your cases in an orderly fashion. Once you've stated your case, write it out.



Agree to the Terms

Each side must then agree to the terms of this debate before continuing. Each team states their terms and agrees to abide by them. Keep the demands reasonable and achievable. Break larger issues up into smaller arguments and span them across multiple social conflicts.

- ◆ This is essentially a meta game condition. "If I win, you'll do X. If you win, I'll do Y.."
- ◆ The point here is to get the argument into the mechanics so it can be resolved fairly. There's nothing worse than two hours of pointless player versus player argument. Bring arguments to the table, set the terms, roll the dice and move on.
- ◆ A player can never be forced to engage in a social conflict. If he wishes, he may always walk away from a challenge - refusing to debate the point. Note, though, if a player chooses to walk away, he must shut up. No more talking about it with him!

Making the Argument

In a Social Conflict, players plan their strategies actions in order to outwit and overpower their opponent's feeble arguments.



Defining Disposition

Rather than shed blood and break bones, we undermine points and damage egos in a social conflict. Each side's disposition represents the strength of your position at the start of the debate. The purpose of the social conflict is to reduce your opponent's disposition to zero through use of clever strategy and outright attack.

Disposition

This trait measures a characters ego, determination, and ambition. When reduced to 0 Disposition, characters arguments falter and lose momentum, resulting in a compromise in a social conflict. Characters begin each social

conflict with Tier + Willpower as their Disposition, though various abilities may increase this.

Verbal Exchange

In a social conflict, we call our "round" the exchange. Each primary speaker plans a verbal action. Each action is revealed, role played, then rolled to determine effectiveness. Each action is spoken and resolved before moving on to the next exchange.



Who Goes First?

The default for any given social conflict is that the players allow their team's primary speaker to act first. Other characters apart of the team act in a supporting role and either take no action or provide bonus dice for the primary speaker of their team. This reinforces their character's roles as the protagonists. There is a back-and-forth flow to the initiative in a social conflict: player characters act first, then an NPC team under the GM's control, repeating until every team in the conflict has had a turn. Both sides can spend resources to Seize the Initiative 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. Note that a GM always has the option to spend Ruin for his NPCs to go first in any conflict. Spending Ruin is the easiest and simplest way for a GM to have his NPCs start the conflict if that is the desired effect.

In any situation where it is unclear who should act first in a round (such as having multiple teams consisting of player characters), each involved character acting as a primary speaker 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.



Speaking the Part

When playing actions, a player must speak their part. Spitting out moves in a robotic fashion is not a viable use of these mechanics. The arguments must be made. Of course, no one expects a player to be eloquent, so just the main thrust or a simple retort usually suffices.

The results of the tests are tallied after both characters have spoken. Players say what they need to in order to roll the dice. Players don't write out any speeches, just note their actions; let the oration come organically in play. A multipoint statement should be broken down into multiple actions across the round.

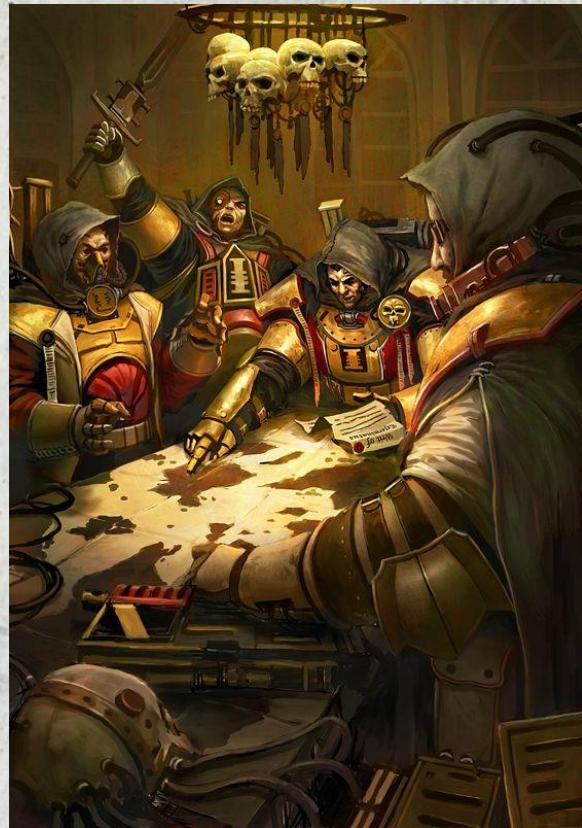
Essentially, with each social action, reveal your action, roleplay it and then roll the dice.

Multiple Characters in a Team

One character - the speaker - acts as the primary for his team. He scripts the actions he'll use. As he goes, his allies may make comments or points to each action, and throw in a helping bonus of +1d when they raise their voices. Once everyone has made their comments in a particular round, the primary speaker rolls for his actions. It's the same as a regular action within a social conflict, but with helping bonuses.

In order to grant a helping bonus, a player must roleplay his character's participation. Failure to speak up or act means those bonuses may not be used on that particular roll. Additionally, there's no rule that says a character has to help their side or group. Supporting players may have their character help the opposing side through disparaging remarks, bad arguments or just plain treachery! Whatever they choose to do, they still must abide by the guidelines and intent of the particular verbal action they are supporting.

Characters who help the opposing side, intentionally or not, increase the difficulty number of the test by +1.



Social Actions

Rather than fighting with power axes and chainswords, a social conflict is fought with words. Thus, your main battle skills are: Intimidation, Deception, Leadership, Persuade and Scholar. Insight and Awareness are used in support roles.

- ◆ **Oratory:** When using Leadership, the speaker is utilizing the art of public speaking, especially in a formal, expressive, or forceful manner.
- ◆ **Threats:** When using Intimidation, the speaker is making threats of some form, either overt and direct, implied with careful subtlety, or leveraging authority (whether real or imagined). Using Intimidation is dependent on the target being vulnerable to coercion through fear or pain, and cannot function against those who disregard such concerns.
- ◆ **Eloquence:** Using Persuasion is fluent, elegant or persuasive speaking. It is primarily

the power of expressing strong emotions in striking and appropriate language, thereby producing conviction or persuasion.

◆ **Deceit:** When using Deception, a speaker is dissembling an argument with intentional falsehoods, misleading points or offering platitudes to ingratiate themselves in a more favorable light.

◆ **Logic:** Many characters practiced speech is carefully crafted, helping them to turn allies to his cause through carefully calculated appeals to emotion and reason alike. When using Scholar, a speaker is utilizing factual, empirical data, famous strategems, philosophies and other forms of academic reasoning to support his argument.

List of Social Actions

Stunt	Description
Point	Dice Pool: Attribute + Social Skill. Make a strong, direct point that strengthens your position or exposes a weakness in the opponent's argument.
Defend	Dice Pool: Attribute + Social Skill. Make a refuting point, defending your position and argument.
Feint	Dice Pool: Attribute + Social Skill. Taunt, trick, intimidate or otherwise distract an opponent.
Gauge	Dice Pool: Intellect + Awareness. Gain clues from the crowd or audience to help further an argument.
Incitement	Dice Pool: Agility + Stealth. Sneak around the area to remain undetected.
Perceive	Dice Pool: Fellowship + Insight. Read a speaker's emotive state and reveal his disposition.



Point

The point action is the main attack of the verbal duelist. In an argument, this means making a strong, direct point. In a negotiation, a point action exposes your opponent's weaknesses.

To make a point roll, assemble a dice pool using the appropriate Attribute + Skill (Intimidation, Deception, Leadership, Persuade or Scholar). The DN is the target's Resolve. When a character makes a successful roll, he reduces the opponent's Disposition by 1. Shifts can be used to increase this reduction by an additional 1.

Defend

The player first lets his opponent make his attack. He then refutes the arguments made while making a fresh point himself. The Defend action protects and strengthens your position. In an argument, it can represent an excellent rebuttal. In a negotiation, a Defend can be used to praise the strengths of what you're offering.



A character may sacrifice their entire turn to focus on defending their position. The character must assemble a dice pool using the appropriate Attribute + Skill (Intimidation, Deception, Leadership, Persuade or Scholar). Every Icon on the roll adds +1 to their Resolve until the end of their next turn. The minimum result for this 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.

Gauge Audience

A veteran orator knows that audiences can hold critical information and clues from the crowd can help sway an argument into a favorable position.

If there is a crowd or audience present, as a free action, a character may attempt an Awareness Test (DN 3, or a group's Resolve, whichever is

higher). If he succeeds, he may ascertain signs of distress or cues that may assist him. This results in a +1d bonus to his action.

Feint

Using a Feint, the speaker leads his opponent on into a trap. He lures him to think he is discussing one point, until the hidden barb is revealed. In an argument, it's a misleading point used to get your opponent to say something foolish that you can use against him. In negotiation, it's a temporary reversal - agreeing with your opponent so you can trap him later.

To make a Feint roll, assemble a dice pool using the appropriate Attribute + Skill (Intimidation, Deception, Leadership, Persuade or Scholar). 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.

If your Feint 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 Resolve.

If multiple targets are affected by the same Feint attack, all targets suffer the same effect; no mixing and matching! Any shifts over this point may be used to increase the Resolve or DN penalty by one for each shift.

Incitement

With an acid tongue and biting wit, a character may attempt to distract or dismay his opponent. The speaking player must pronounce an outright insult to his opponent.

The character's must assemble a dice pool using the appropriate Attribute + Skill (Intimidate, Deception, Leadership, Persuade or Scholar). The DN is the target's Resolve. When a character makes a successful roll, the victim hesitates, and misses his next turn. However, if the incitement fails, the opponent gains a +2d bonus on his next turn.

Perceive

Perceive allows a character to discern the subtleties of an exchange that are not directly spoken. It can note conspicuously avoided topics, unease, mistrust, fear, and similar cues. However, no amount of cognitive empathy can determine what another character is thinking, only how they seem to think or feel based on available evidence in the moment.

As a free action, a character may make an Insight Test with a DN equal to the target's Resolve, or it can be opposed by the target's



Deception Skill if they are actively trying to conceal their feelings about an argument at hand. A successful test allows you to discern a target's temperament, revealing their current Disposition.

Social Options

This section outlines the most common social options heroes can use in their social conflicts.

List of Social Options

Stunt	Description
Avoid the Topic	Wait to act later in the round. If you wish to interrupt an NPC, you must succeed at an opposed Initiative test.
Dismiss	+2d on point actions, -2 Resolve for the round.
Maneuver	Inflict a +2 DN penalty on target's next action or +2d bonus on your next action.
Multi-action	Make more than one action during a turn; +2 DN for each additional action. You may not repeat actions.
Multi-Attack	Attack more than one target; +2 DN for each additional target.
Obfuscate	Suffer a +2/+4/+6 DN penalty for +1/+2/+3 ED on a successful point action.



Avoid the Topic

A character may hold their action by avoiding the topic, and wait to act later in the round. If that character wishes to interrupt 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. This option is more useful in social conflicts with more than two speakers.

Dismiss

This maneuver is used for the cataclysmic and undeniable conclusion of an argument. A character may perform a dismissive argument, putting all of their effort into aggressive rhetoric and forgoing caution. When making a dismiss, a character gains a +2d bonus to their point action, but they also suffer a -2 penalty to their Resolve until their next turn. A character that performs a Dismiss cannot use a Multiaction.

Maneuver

The maneuver option is used to gain a temporary advantage over your opponent. In an argument, it's confusing or bizarre rhetoric. In negotiation, an obfuscate reveals new, surprising features about the subject of your haggling.

A character may sacrifice their entire turn to focus on maneuvering the argument into a more favorable position.

Impede: The opponents next action suffers a +2 DN penalty.

Gain position: +2d bonus to your next turn's social action.

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.

Multi-attack

Multi-attack allows a character to target multiple enemies with a point; this increases the DN of the hit by +2 for each additional target. Make only one roll and apply the result to all the targets. Inflict disposition damage individually to all targets that are hit.

Obfuscate

Obfuscation is a fallacious argumentative strategy whereby genuine discussion of the topic at hand is avoided by using formal, informal or intentional fallacies. The player attempting to obfuscate must present a fallacy to confuse or distract his opponent.

A character can make a point action, suffering a +DN penalty to a point action depending on the nature of the fallacy. If the obfuscating point 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 reduction of Disposition if the obfuscate attack was aimed at a vital point of the argument.

Table: Obfuscations

Point	DN Penalty	Extra Damage Dice
Minor	+2	+1ED
Major	+4	+2ED
Critical	+6	+3ED

Elements of Elocution

No social conflict is alike to another – context and circumstances of the situation being variable factors that can play instrumental roles in determining the outcome. The following provides examples of modifiers that may be applied to social conflicts, although it is not exhaustive.

Big Gun Diplomacy

Big gun diplomacy, also known as voidship diplomacy, is the pursuit of negotiating with the

aid of conspicuous displays of power -implying or constituting a direct threat of warfare, should terms not be agreeable to the superior force. Essentially, one's assets are used to intimidate opponents rather than one's words.

You may back up your stern words with the threat of force, typically symbolized by a very large gun, but may also take the form of voidships, fleets, military forces and so on.

So long as your asset is bigger, or deals more Damage, than anything your opponent has, your opponents suffer a -1 to their Resolve against your Intimidation Tests.



Experience

The best modifiers often come from experienced arguments. When role-playing a social action, if you are able to tie-in a related keyword, archetype, or background, you gain a +1d bonus to your social action roll. This modifier is left open so you can describe how your knowledge applies to various rolls.

Overawe

Influence is more than just connections and resources, it is reputation. It is a powerful metaphorical force that cannot easily be ignored. If a Warmaster and leader of an imperial crusade strode into a chamber flanked by his most astute advisors and body guards, it is almost inconceivable that a lowly emissary would call him out, or flat out insult him. That is the power of a higher Disposition. Attacking such a being in a social context should feel as intimidating, and an uphill struggle. Game Masters can replicate this type of situation at the start of a social conflict using Overawe. Under this rule, the character with a lower disposition must immediately make a Willpower Test to enter into a social conflict with his opponent. The test difficulty number is the difference of the Disposition between the two Characters. If the character passes the test, he has overcome the raw presence of his adversary and can engage in the social conflict as normal. However, if the character fails the test, then his own Disposition is immediately reduced by half, and he suffers a -1 penalty to his Resolve for related tests throughout the process. Should a character find himself in this position, then he may voluntarily withdraw from the social conflict before it begins. His would-be opponent is simply too formidable for the character, and he rethinks verbal conflict before entering into something he would struggle to recover from, let alone triumph over.

Resolving the Argument

If you reduce your opponent's disposition to zero, you win the conflict. You achieve your goal. The terms the winning character set forth at the outset of the social conflict must now be abided by and acted on by all parties involved. However, if you lost points from your own disposition, you have to compromise with the loser.

◆ *It's not mind control; it's an agreement between two or more individuals. These mechanics often refer to audience reaction. This is the true benefit of winning. Rarely is the*



opponent convinced of the merits of the argument, but all those around him and involved in the social conflict now see the advantages clearly displayed against the fallacy of the losers assumptions.

Losing a Social Conflict

If your disposition is reduced to zero while your opponent has points left, you have lost. You do not accomplish your goal as stated. A social conflict is over when one party's disposition is reduced to zero. The loser must abide by the results of the argument: He's lost and he's agreed to go along with whatever it was his opponent proposed at the outset of the conflict - for the time being, of course. Remember that these rules don't dictate reality or true feelings. They only dictate public performance and acknowledgment of the "truth". If a player is particularly open-minded, he can, of course, have his character change his mind when and

as he chooses. Being convinced of the merit of an argument is an acceptable result of these mechanics, but it is not a hard and fast rule.

Compromises

If you lost, but took points off your opponent's disposition, he must offer you a compromise.

Compromises are like twists, but in this case they are the result of the whole conflict, not just a failed roll. And players also get to introduce compromises, not just the GM. Once the conflict has ended, the first thing you do is compromise. The loser makes an offer to the winner, "Fine, you win, but..." The degree of the compromise should be appropriate to how much disposition the winner lost.

The results of the conflict are set - the winner achieved his goal, the loser did not. Now discuss an appropriate middle ground for compromise. The whole group must decide if the compromise is appropriate. If everyone complains that the compromise is too much or inappropriate, the loser can change his terms. If no consensus can be reached, the GM can approve the compromise or ask the loser to modify his terms.

This negotiation takes place as table chatter – a brief conversation between the players. There are three grades to compromises – a minor compromise, a compromise and a major compromise.

Regardless of the severity of the compromise, all participants gain a Wrath Point once the social conflict is concluded.

Minor Compromise: Lost a Little

If the winner lost less than half his disposition, he owes the loser a minor compromise. The loser may ask for a small part of his goal or something related to it. Minor compromises can be used to set up a follow-up conflict or to apply changes to the winner's condition - tiring him out or making him Angry, for example.



Compromise: Lost About Half

If the winner comes out of the conflict with only half of his disposition, he owes the loser a significant concession. The loser doesn't get his goal, but imagine he got halfway there. Or the loser could accept defeat, but introduce a new, unforeseen complication that has arisen due to the winner's victory. This is how a player creates a twist.

Alternately, the loser could offer a compromise in which he gets nothing, but the winner only got halfway to his goal. Good luck convincing the winner to agree!

Major Compromise: Lost All but a Few

If the winner's disposition is reduced to just a few points, he has won a very narrow victory indeed. He must grant a major compromise to the loser. You must either grant him a major concession regarding your own goal, or agree to an additional related condition of considerable

weight. Granting a major compromise should feel like losing. Imagine the loser nearly accomplished his goal, but was only thwarted at the end. What would that look like? Or what major new twist could be introduced because of this victory?

Compromises can be used to extract promises, change the way a character feels about you, or throw a wrench in the works. They can be used to hurt your enemy, too. But you can't use a compromise to accomplish your conflict goal. If you didn't win, you don't get your goal.

Tying

If both sides are reduced to zero disposition in the same round, the conflict is a tie. Both sides accomplish their goals. This is a very dangerous outcome!

Two options are available: The characters can part ways and agree to take up the argument at another time, or they can agree to a compromise.

The first rule of a compromise resulting from a tie is neither party can achieve the terms he sought at the outset of the conflict. Both parties must agree to a point that sits squarely in the middle. It is best for each side to set forth a new offer - one more generous to their opponent than the original - and, if possible, have a neutral party offer a third, middle ground offer. The players then choose the most appropriate one and move on. Ties are a difficult and tenuous matter. Hard and fast mechanics are too rigid to govern the myriad of situations that will arise in play using these mechanics. But it is important to remember that neither side has won. If a solid compromise can be reached, great. If not, perhaps it's time to escalate.

Binding Results

Conflict results, victories and compromise are binding results. Your character is convinced, captured, tricked or whatever result came up in

play. That result stands until challenged by another conflict.



Surrender

You may surrender during a social conflict. This is an optional rule. In order for it to be invoked, you must agree to use it in your game at some time before the current conflict. You can't bring it up for the first time just because you're losing or winning or whatever.

Surrender allows you to give up during a conflict. It must be announced before the action for that segment is announced. The surrendering player hands total victory to his opponent. There is no compromise.

If at all possible, a challenge should be played out to its conclusion. Players who are losing should fight for a compromise. Characters who surrender do not gain a point of Wrath like they would have had they compromised.

Escalating Violence

If a compromise cannot be reached at the conclusion of a social conflict, either side may attempt to murder the other. And murdered they must be. You must kill the other side in order to erase this travesty. This does not win the social conflict. You abdicate any form of compromise, and do not gain a Wrath point. But it feels good.

If you fail to kill the other characters, you have failed utterly. They win.

Demand a Duel

A character who has lost a social conflict, but believes he has been slighted or defamed, may call upon his honor and demand satisfaction in a duel to the death or for blood. In this case, the Winning character is free to choose to accept the duel or not - or perhaps appoint a champion. If the winner of the social conflict refuses, he loses no standing in the eyes of his peers. He was clearly in the right the entire time and his opponent is behaving in an unseemly manner! If he accepts, perhaps he can put this matter to bed permanently.



Critical Hits

If you succeed on a test in a social conflict, 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 Social Deck (see below).

The Social Deck

The most proficient of diplomats knows that there can be no perfection to their art so long as the minds and hearts of men hold to their beliefs. Steadfast in their convictions, it takes a talented orator and a master weaver to convince lords and ladies to the wills of others. The Social Deck represents the delicate, volatile nature of social conflicts in the 41st Millennium. At the beginning of combat, shuffle the Social Deck and place it facedown near the center of the table.

For each critical hit rolled, reveal the top card of the Social Deck. The "effect" line of the Social Card indicates the result of the critical hit – usually inflicting additional Disposition loss. If the Social Card is not appropriate to the situation, the Game Master may choose to discard the result and draw a new Social Card or narrate an appropriate effect.

Once a Social Card's effects are enacted, place the Social Card into a discard pile. If all the cards in the Social Deck are discarded during the social conflict, shuffle the discarded Social Cards into a new deck and use that for any further critical hits.

Severity

Social effects can be improved directly by spending Glory. 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.

The Critical Hit Chart

If you wish, you may use the following chart instead of using the Social 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.



Table: Social Critical Hits

D66 roll	Result
11-26	Supporter: A member of the crowd embraces the characters' cause. Effect: the supporter gives the speaker a +1d bonus in the following round only. Severity: Additional +1d bonus.
31-33	Convincing Rhetoric: Your argument strikes a resonance with the intended target, garnering at the minimum a modicum of sympathy or respect. Effect: Increase your Disposition by 1;

this cannot increase Disposition by its original value. Severity: Additional +1 Increase

34-36 **Gibbering Wreck:** The opponent is so flabbergasted by what you have just said that any coherent response they might have had is gone with the wind. Effect: the target's Resolve is treated as 1 less (to a minimum of 0) in the following round. Severity: Decrease the target's Resolve by an additional 1, to a minimum of 0.

41-43 **Well-Timed Interruption:** Just when your opponent is starting to gain a foothold, you or an ally is quick to derail them. Effect: the target's successful icons (if any) are reduced by 1 next round. Severity: Increase the loss of successful icons by 1 in the following round.

44-46 **Irrefutable Evidence:** Your arguments level a point that the opposition simply cannot refute in the moment, causing their tongues to falter. Effect: The target suffers 1 loss to his Disposition. Severity: Additional -1 to the targets Disposition.

51-53 **Guided Dialogue:** You not only make your own point heard, but you predict your opponent's next move flawlessly. Effect: Increase your Resolve by +1 against your opponent's next action. Severity: Additional +1 to Resolve

54-56 **Double-Meaning:** Your point could have one of multiple meanings, and the opponent can't quite decide which you're going for. Effect: The speaker gains an additional successful icon to the current action. Severity: Additional successful icon.

61-62 **Shattered Stance:** You manage to ask a question or make a point that shakes an opponent to the core, intentionally or not. Effect: Decrease the opponent speaker's Resolve by -1 (minimum of 0) for the current action. Severity: Additional -1 Resolve, to a minimum of 0.

63-64 **Pushing Their Buttons:** You hit just the right points to make an opponent speak a little more than they should, revealing their hand or encouraging an outburst if pressed further. Effect: The speaker gains a +1d bonus on an incitement or dismiss in the following round. Severity: Additional +1d.

- 65-66 • **Air of Authority:** Your arguments are made with a tangible, authoritative delivery, menacing tone or other force of candor. This makes it the follow up just a bit harder for your opponents.
Effect: Decrease the loss of your own Disposition in the following round by 1, to a minimum of 0. **Severity:** Ignore 1 additional loss of Disposition.



Social Complications

A result of 1 on the Wrath Dice during an exchange results in a Complication as normal (see page 58 of the Wrath & Glory Core Rulebook). 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. Social Complications grant the GM Ruin (see Ruin on page 60 of the Wrath & Glory Core Rulebook), to a maximum of 2 per exchange. If a social Complication provides Ruin, it does not have any other additional effects.

The first step in a Complication rolled during a social conflict 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 Social Complications deck exists to provide some possible outcomes.

Draw a card randomly to represent the outcome. Any selection that is not appropriate (i.e., A heckler being present when no crowd is present for the situation should be ignored. You draw another card from the Social Complications deck.

In place of the Social Complication cards, you can also roll on Table: Social Complications below. If the result is not appropriate, roll again.

Table: Social Complications

D66 roll	Result
11-26	Heckler: A heckler in the crowd jeers the speaker. Effect: The speaker suffers a +1 DN penalty in the next round only.
31-33	Lost in Translation: Some nuance or translation has been lost, rendering your argument weaker than it should have been. Effect: The speaker suffers a +1 DN penalty in the current round (the roll that incurred this complication).
34-36	Lost Momentum: The speaker has lost momentum of his articulation. Effect: The speaker must spend an action to recover his bearing.
41-43	Portent: An ill-omen manifests; the sky darkens, bells for the slain chime, or similar nuanced signs cast doubts on the speaker's claims. Effect: The speaker's Disposition is reduced by 1.
44-46	Inopportune Moment: Bad news, a sudden epiphany, or other external factor makes itself manifest, distracting the speaker. Effect: The speaker cannot use a social option in the following round.
51-53	Uncalled for Intervention: An external party not part of the social conflict interrupts, typically with an unrelated declaration, causing disruption. Effect:

- The speaker loses the effects of his action altogether during the current round (the roll that incurred the complication).
- 54-56 **And This is How I Will Defeat You!**: The speaker makes the mistake of talking about his strategy out loud, making it easier for the opponent to counter his arguments. Effect: All tests against one opponent speaker for the encounter have their difficulty increased by +1.
- 61-62 **Ineffective Discourse**: While your words may be effective to others around the room, they've gone right over the head of the actual target. Effect: The target speaker suffers no loss of Disposition, regardless of the action taken this turn.
- 63-64 **Anxiety**: Physical manifestations of your passion, anger, or duress become apparent; symptoms can include hiccupping, twitching eyes or hands, stammering or so on. Effect: Opposing speakers' Resolve is treated as 1 higher than normal in the following round.
- 65-66 **Misplaced Ire**: You make an extremely impassioned and effective speech, which works exactly as you intended... except you suddenly realize you were talking to (or about) the wrong person or subject. Effect: The current social action is resolved against a different speaker than the intended one.



EXPLICATION ATTACKS



"This specimen is certain to advance our research by years. Our comrades gave their lives in the cause of important work - the Emperor knows this."

- Adept Ichabod Xherin

Many within the Imperium undertake focused research in order to better understand the nature of the many adversaries that threaten Humanity. Although such knowledge is undoubtedly dangerous, it can prove necessary. Some xenos or daemonic monstrosities are all but immune to ordinary weapons, and only by uncovering the weaknesses of a creature's particular blasphemous biology can a warband hope to defeat it. In other cases, a foe might conceal itself from sight, manipulating humans or otherwise enacting its plots through psychic, chemical, or other means. Only by discerning an enemy's true nature can the heroes root it out and destroy it.

ExPLICATION Attacks are a special action that reveals, analyzes, or utilizes the environment to expose or capitalize on some weakness a target possesses, allowing for more lethal blows to be struck. These are always used indirectly to aid another, as an assist roll in a Combined Action where another character is the lead.

ExPLICATION attacks use one of the following skills: Scholar, Insight, Awareness or Survival. The DN of the attack is the foe's opposing skill or Resolve, whichever is higher. For exPLICATION attacks, Survival is 'opposed' by Intimidation and Scholar is opposed by Deception.

Preparation

There is some preparation a character must have taken before being able to make an ExPLICATION Attack. Unlike a simple interact attack, to determine if a character is capable of making an ExPLICATION Attack against a particular enemy he must know something about them. An ExPLICATION Attack represents the culmination of

involved, hard-won experience or time consuming research drawing on numerous sources with the intent of finding specific information to a specific end.

Preparation	Description
Background	The character has a background that is appropriate to dealing with the specific enemy.
Experience	Either through prolonged contact or after a hard-won victory against an enemy type, the character has learned something of his enemy's nature, culture or combat prowess.
Investigation	Through a detailed and potentially arduous investigation, the character has unearthed the true nature and intentions of his enemy.
Keyword	The character shares a keyword with the target, which grants him the ability to perform an ExPLICATION Attack based on combination of familiarity and experience.
Study	Through academic study of the enemy's biology, preferred armor, or other methods of defense, the character has prepared weapons and approaches to lay low and exterminate his foes.

Range

Both the target and the lead of the combined action involving an exPLICATION attack must be in range to be affected. The range required depends on the type of exPLICATION attack being attempted:

Skill	Range
Awareness, Cunning, Insight, Survival	Target and assisting character must be able to clearly see and hear the character making the attack.
Scholar	The Lead must be in contact (verbal or vox) of the Lead

Explication Effects

If your Explication attack roll equals or exceeds the difficulty number based upon the opposing stat of the target, several effects are possible. You must choose between Aegis, Communication, Comprehension, Detection or Eradication; this effect is applied to the leader's combat action in a combined action.

◆ **Aegis:** +1 to the Leads Defense until the end of their next turn against attacks from the particular enemy.

◆ **Communication:** The Lead can attempt a Deception, Intimidation, and Persuade skill test against the enemy, even when the attempt wouldn't normally be appropriate (such as making an interact attack in voidship combat against enemy ships that don't understand the same language).

◆ **Comprehension:** -1 to the victim's Resolve against the Lead's attack.

◆ **Detection:** the Lead gains +1 to his Passive Awareness against the particular enemy.

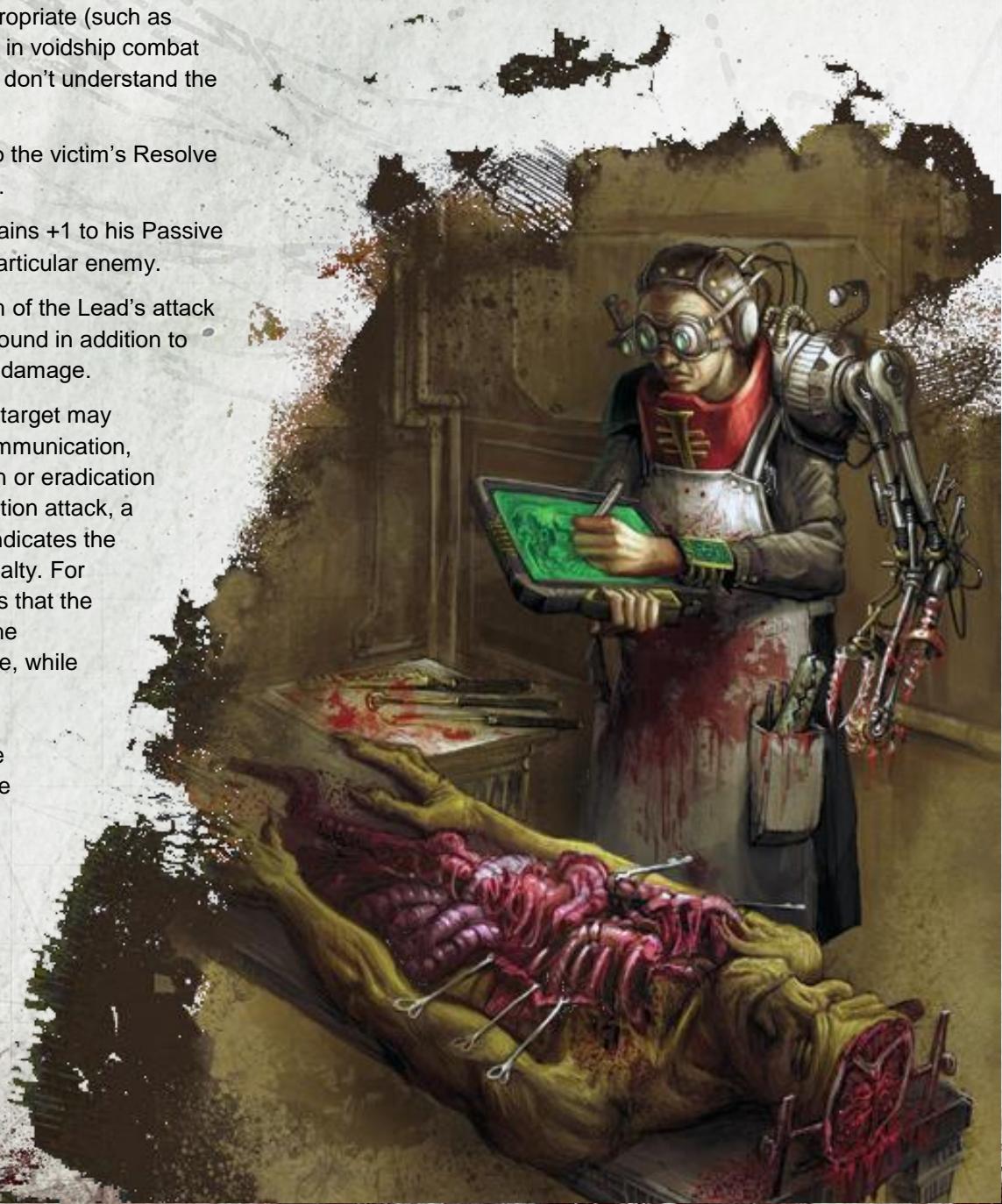
◆ **Eradication:** the victim of the Lead's attack suffers a single Mortal Wound in addition to the Lead's normal attack damage.

In cases where a lead or target may be effected by the aegis, communication, comprehension, detection or eradication effects without an explication attack, a number in parentheses indicates the associated benefit or penalty. For example, aegis (1) means that the character benefits from the standard +1 bd to defense, while eradication (2) means that the target suffers 2 mortal wounds. If multiple targets are affected by the

same explication attack, all targets suffer the same effect; no mixing and matching!

Any shifts over this point may be used to increase the benefit or DN penalty by one for each shift.

Player's Call: If the player shifts three or more Exalted Icons on the Explication attack, the result is known as a "Player's Call." A Player's Call means the player may choose a single Combat Effect to inflict on the target, which lasts until the end of the combat or encounter as normal.







Space combat is a terrifying experience. Massive batteries of macro-weapons fling shells and munitions, torpedoes the size of hab-blocks streak through the void, and ships are consumed by fire or explode with the fury of a nova. If a void shield fails or armor plating buckles, thousands of lives can be snuffed out in an instant. However, there will come times when a void captain has little choice but to run out his guns and prepare for battle.

Voidship Encounters

Space combat is handled in a similar manner to normal combat. Space travel is normally handled in Narrative Time. Other situations, such as dodging a hurtling asteroid at the last moment, are best broken up by the GM into the standard turns and rounds of Encounter Time. However, certain situations - particularly ship-to-ship combat - require a slight adjustment to the Encounter Time approach.

Voidship 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 kilometer in length. Likewise, all measurements in voidship combat, from movement to weapons ranges, are measured in thousands of kilometers. 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 subsystems. 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 merchant fleet, the Lord Admiral of the Imperial Navy, or Rogue Trader.



A Question of Scale

Players may notice that the shipboard weapons roll similar amounts of damage as their handheld weapons, and may be tempted to lean out their ship's airlock with their trusty lasgun.

Obviously, ship-to-ship combat is measured on a completely different scale than any other form of fighting even if the dice are the same. Handheld or vehicle mounted weapons are unable to harm a starship, and the trusty lasgun wouldn't even scratch the paint of an enemy vessel.

Conversely, if a player or vehicle were ever hit by a starship's main weapons, the results would be as horrifying as they would be fatal. Most

starship weapons are not precise enough to target something as small as a person, but if it happens, that unfortunate is instantly destroyed.



Size Categories

The size of a voidship can vary greatly in the 41st Millennium. From the tiniest cobra missile destroyer, to the bewildering size of a Gloriana battleship, size is an important factor during voidship combat. Larger voidships are easier to shoot, whereas small and nimble frigates and destroyers beings are more difficult to hit. A voidship attempting to attack or detect a voidship will have certain modifiers based on the size of the target. Smaller voidships are harder to shoot and are also more difficult to detect. In addition, a ships size also influences voidship weapons damage, increasing a Macrobattery or lance weapons damage by the listed firepower.

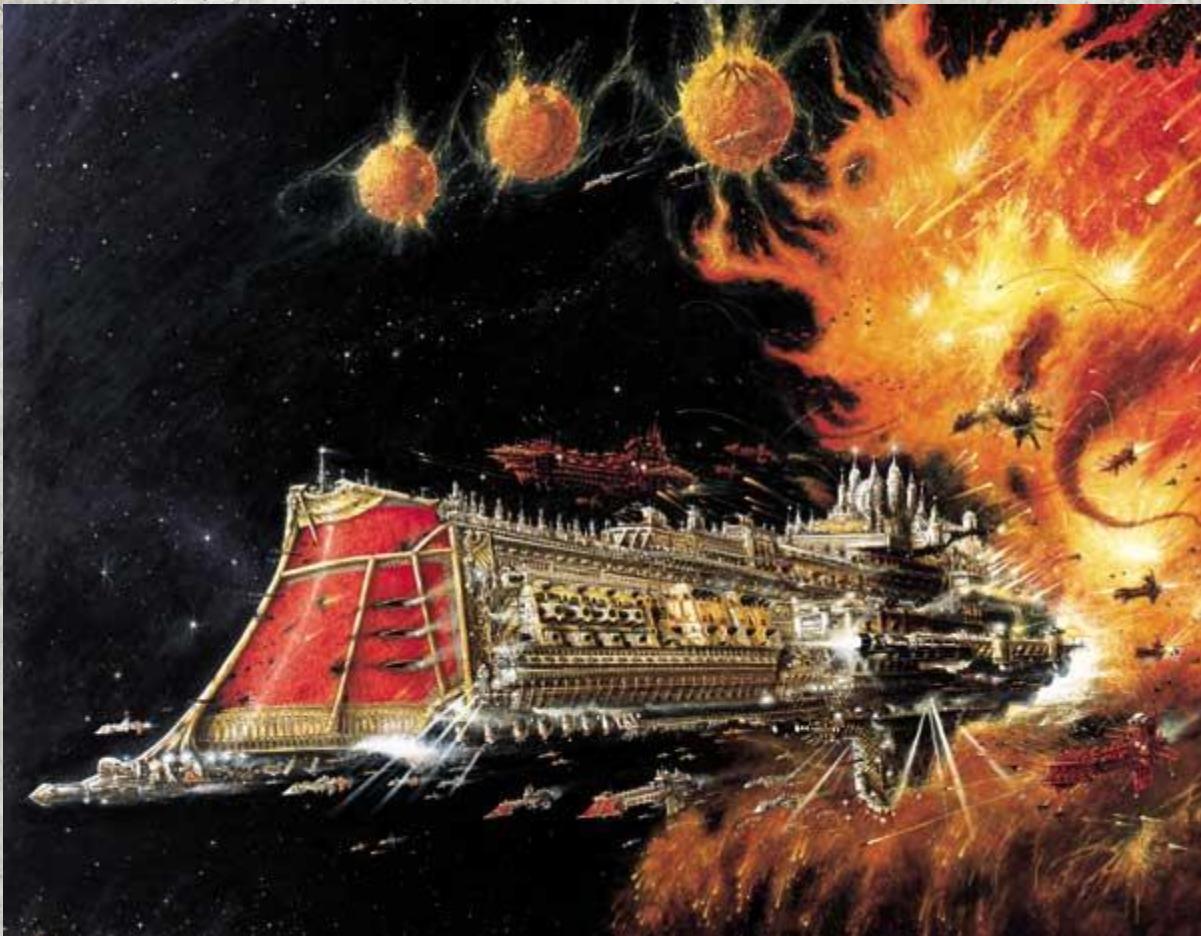
All Voidships in Wrath & Glory have a size attribute. Size affects how difficult a ship is to hit, but also how stealthy it can be. Sizes range from tiny, all the way to Gargantuan.

If a voidship 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: Size Categories

Size	Examples	Firepower	To Hit Modifier	Stealth Modifier
Tiny	Sword-Class Frigate, Cobra Destroyer, Vyper-Class Scout Sloop	+3	+2 Difficulty Number to hit	+2 Difficulty Number to detect
Small	Carrack-Class Transport, Armed Freighter	+4	+1 Difficulty Number to hit	+1 Difficulty Number to Detect
Average	Defiant-Class Light Cruiser, Endeavour-Class Light Cruiser	+5	N/A	N/A
Large	Lunar-Class Cruiser, Mars-Class Battlecruiser	+6	+1d to hit	+1d to detect
Huge	Emperor-Class Battleship, Orbital Station, Universe-Class Mass Conveyor	+7	+2d to hit	+2d to detect
Gargantuan	Gloriana-Class Battleship, Blackstone Fortress	+8	+3d to hit	+3d to detect



Space Combat Overview

When a Round of space combat begins, the GM and players follow certain steps to determine what happens. These steps are similar to those followed when regular combat begins, and the differences are specified below.

Step 1: Determine Ambushes

It is certainly possible for one ship to surprise another in combat. Since voidship combat rounds last a half hour, it is highly unlikely that even a surprised crew will be completely unable to react. However, the attacker may be able to land a few crippling blows as the defender's crew struggles to prepare their ship for combat.

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 voidship 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 orbiting satellites, celestial phenomena, planetary bodies, hazards, and points of interest, like asteroid fields with large formations perfect to provide a star ship cover.

Step 3: Voidships take turns

When a round begins, the players pick which of their ships will act first. The Game Master may elect to Seize the Initiative and allow a threat to take the first turn. When a voidship takes its

turn, its crew performs 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 voidship from the other group may activate and take their turn. This process repeats until all voidships take their turns. Some voidships 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 ship has taken its 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 play successive Rounds, repeating steps 3 and 4, until the GM determines the combat is over.

Voidship Movement

During space combat, opposing ships can be less than a hundred meters apart, or have many thousands of kilometers between them. The latter is far more likely—it is rare that a gunner on a ship can see his target with an unaided eye.

In space combat, the distance from one ship to another, or how far a ship moves in a Round, is measured in void units (VUs). The distance represented by a single VU is deliberately abstract and left open to some interpretation due to space's vast size. However, a good guideline is a single VU equals roughly 1,000 kilometers.

Since even a single VU represents a vast distance, it is possible for two ships to be within one VU of each other. At that range, space

combat becomes truly brutal, with ramming attempts and even boarding actions.

Movement in voidship combat plays out in much the same way as standard combat. However, there are few additional key differences

- ◆ A voidship must move forwards a minimum number of void units 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.
- ◆ Basic space combat begins with all ships involved at a distance from each other determined by the scenario and the GM. There may be other phenomena in the combat as well, a nearby planet, perhaps, or even a vast asteroid field.
- ◆ When beginning combat, the GM and players should determine the direction each starship is facing. A starship's facing is the direction it will travel when moving directly forward.



Voidship Combat and Initiative

Space warfare is very different from the close-in, personal fighting of hand-to-hand combat and short ranged firefights. Great warships can spend days chasing down their opponents and hours maneuvering into position for single devastating volleys from their broadsides.

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.

- ◆ Voidship combat takes place over long, tense periods of maneuvering, giving orders, and blasts of firepower reaching thousands of kilometers across space. Therefore, the interval of time a Round represents is longer, with each round lasting for roughly thirty minutes, during which, each ship involved in the scene takes a Turn. Each Turn overlaps, so the actions of each ship occur almost simultaneously. However, in game terms, each ship acts in a sequence determined by the combat's initiative
- ◆ 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, and then the NPC ships go, and so forth.

Voidship 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.

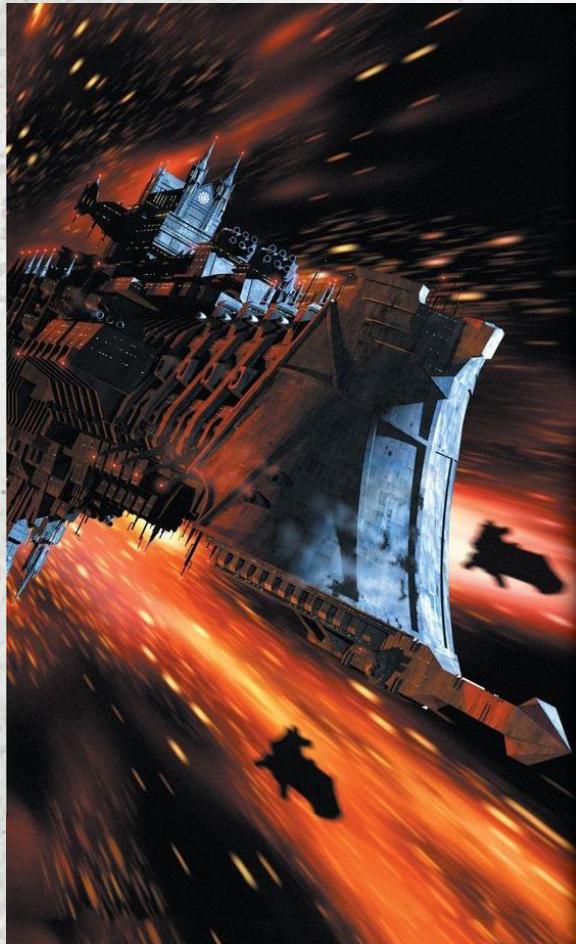
Regardless of how many characters are acting, each ship's weapon, system, and option can be used only once per turn. Assume all NPC voidships have sufficient officers to fire each weapon once and perform one combat option and a system action. Actions listed as crew require dice pools to be formed using Crew Rating (see below), which replaces a character's attribute when making skill tests.

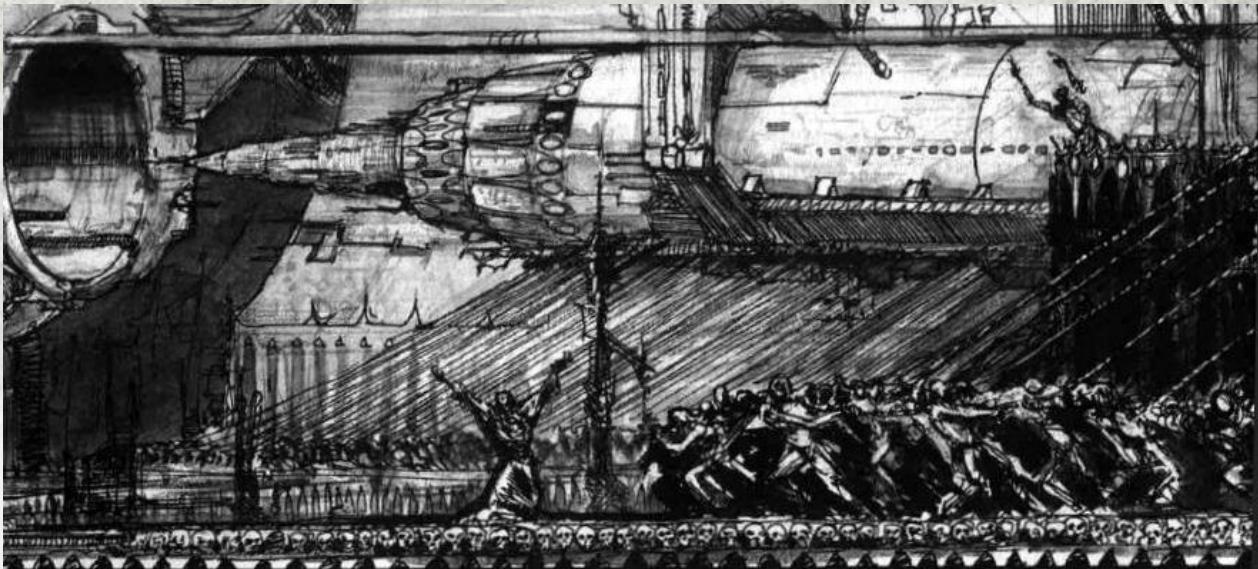
NPC Voidships and Actions

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 maneuver (Operate), fire all of its weapons (Gunnery Skill), then try to repair the damaged Reactor Breach (Tech).





Crew Rating

Even the smallest stellar craft is a marvel of engineering, packed with machinery and technology of the highest sophistication. The truly massive stellar warships are almost impossible to comprehend in their complexity, with thousands of crew members performing millions of tasks to keep the whole vessel in working order. It is said that no single man could fully understand all of the machinery and systems that work together to make such a vessel function. Nonetheless, it is ultimately the captain and crew who will determine how well a ship performs in combat. A ship under the command of an inspiring captain with a dedicated, well-trained crew can consistently outrun or outgun enemy vessels.

In *Pax Imperialis*, the expertise of a captain and his crew is shown by the ship's crew rating: the higher it is, the better the captain and crew. Crew Rating is very important, because ships must form dice pools with it replacing the attribute of a skill test if they wish to use most actions.

Like attributes and skills, the campaign's Tier provides a limit for the maximum base crew rating value. However, modifications may increase a value above its Tier.

Table: Tier Crew Rating Limits

Tier	Base Crew Rating Maximum
1	4
2	5
3	6
4	8
5	10

At the beginning of a campaign, a voidship's crew begins at Tier+2.

Human Fuel

Through crew loss, crew rating may be lowered. Whenever a crew is replenished at port (typically to recover from the effects of a crew loss critical effect), the crew rating of a voidship might lower due to the quality of new crewmen, to a minimum of 1. Other factors may also cause crew rating to lower, such as from boarding actions.

Restoring crew rating is possible only by the grueling process of trial by fire, where tested and true crewmen reshape the new voidsmen. For every encounter the ship participates in and is not hulked, the crew rating raises by 1, up to the original crew rating value.

Raising crew rating higher than its original value is a harder endeavor, requiring the crew's skills

to be challenged in order to improve. For every encounter the ship participates and is heavily wounded, but not hulked, the crew rating raises by 1, up to the tier maximum.

Relative Crew Rating Values

The precise meaning of a crew rating value varies but the following descriptions provide a rough correlation.

Incompetent (2 or less): The crew has only limited familiarity with a voidship and its systems, due to being uncoordinated and potentially belligerent. Press-ganged scum or dregs, feral world conscripts, and similar origins lend to a disorderly and undisciplined crew.

Competent (3-4): Time and effort have been expended to establish a basic aptitude in this field. The crew still finds their voidship complex and sometimes confusing but knows enough to be functional and reliable.

Crack (5-6): A significant amount of time and some professional experience have been invested developing and using the crews skill on a consistent basis. At this level, the crew has met with some success, but also recognizes their limitations.

Veteran (7-8): When the crew operates their voidship, others take notice. They are accomplished voidsmen. The methods and tools they employ when in the field may exhibit innovations that surprise individuals with less expertise.

Elite (9+): The crew exhibits an intrinsic ability and comprehension for operating their voidship that requires no thought. They can accomplish tasks with little effort that an average crew would view as impossible or beyond the scope of a voidship's design.

Mutinies

In addition to other sources, whenever Crew Rating drops below half of its starting value or to its minimum of 1, the Captain of a voidship must

make a Leadership Test with a DN equal to 11 - Crew Rating. If he fails, some portion of his crew rebels against his rule and a mutiny begins. If the ship is in combat when Crew Rating drops below a threshold, wait until after the combat ends to test for a mutiny. If it drops below half and to 1 during a single combat, only test once. Voidships with a crew rating of 1 will test for mutiny each time it would have been lowered by any source.

To represent the mutiny, the GM should choose one NPC crewmember to lead the mutiny (A Tier Quick Stat NPC Adversary, see page 408 of the Wrath & Glory core rulebook). The mutiny can be fought or suppressed through opposed Leadership, Persuade or Intimidate Tests, chosen by the players. One character (who does not have to be the captain) should be chosen to suppress the mutiny and make the selected opposed Skill Tests.

- ◆ If the characters chose to use Leadership, they are leading armsmen to suppress riots, posting guards at critical spaces, and generally waging war against the mutineers directly. If the characters win the opposed Skill Test, the ship suffers some minor damage, but the mutiny ends.
- ◆ If the characters use Persuade, they are meeting with the mutiny's ringleaders, addressing their demands, and trying to placate them. If the characters win the opposed Skill Test, the characters are viewed by the crew as weak, but the mutiny ends.
- ◆ If the characters use Intimidate, they are threatening to open crew quarters into space, shooting ringleaders, holding hostages, and generally showing the crew the dire consequences of their actions. If the characters win the opposed Skill Test, the crew fears and mistrusts their ruthless commanders, but the mutiny ends.
- ◆ If the mutineers win any of these tests, another opposed Skill Test is performed. If the mutineers win again, the cycle continues. If, however, the mutineers ever win one of these tests by double or more icons, the mutiny

succeeds. The characters lose control of their ship, and will likely be forced to flee quickly lest they be killed by their former crew.

Voidship Combat Actions

The following combat actions are used in voidship combat:



Bolster Resolve

Inspiring heroes can always attempt to motivate their fellow crewmen, either through their commanding presence, subtle guile or by enforcing discipline through threats of harsh violence and possibly death. This action requires a social skill test (Deception, Persuade, Intimidate or Leadership) (DN 3). If the character is successful, he is able to grant a +1d bonus to a crew action (effectively making this similar to a

combined action). There are some specific uses, detailed below:

Hold Fast!: A hero inspires the crew and hardens them against peril. This reduces any DN penalty inflicted by the crew loss critical effect by 1, plus 1 for every Shift to a minimum of 1. Hold Fast! may only cancel out the DN penalty suffered during the previous turn.

Prepare to Repel Borders!: The character organizes and arms a portion of the crew. If he succeeds, he may add +1d to any opposed Command Test he performs against enemy borders during subsequent turns of combat, plus an additional +1d bonus for Shift.

Although the character is not required to make additional tests on subsequent turns, he will be occupied rallying the defenders for as long as he wants to maintain the bonus.

Put Your Backs Into It!: The character enforces discipline and pushes the crew to give their all to the tasks at hand. He can choose to add +1d bonus to a Gunnery Skill Test to direct fire a weapon, an emergency repairs action, or an attempt to put out a fire made during this turn. He may aid an additional Gunnery Skill Test, emergency repairs Action, or firefighting attempt for every Shift.

Direct Fire

Direct fire attacks include weapons such as lasers, fusion beams and plasma launchers which when fired hit almost immediately, even across tens of thousands of kilometers. Attacking with a voidship weapon requires a Gunnery Skill test against the target vessel's Defense.

Launch Ordnance

The term ordnance is used to describe all kinds of weapons that are launched from ships and then travel independently to their target. This includes everything from missiles the size of skyscrapers to swarms of small attack craft such as fighters and bombers.

Attacking with torpedoes requires a Gunnery Skill test against the target vessel's Defense. Attacking with attack craft requires a Pilot Skill test against the target vessel's Defense.

Mass Fire

Weapons batteries form the main armament for most warships, ensuring that much of their hull is pock-marked by gun ports and weapon housings. Each battery consists of rank upon rank of weapons: plasma projectors, laser cannons, missile launchers, rail guns, fusion beamers and graviton pulsars. Weapons batteries fire by salvos, using a coordinated pattern of shots to catch their targets in the middle of a maelstrom of destruction.

If a ship is firing multiple weapons batteries at the same target, it may make a Gunnery Skill test against the target vessel's Defense with a number of bonus dice equal to twice the number of each additional weapon batteries used in this action.

Example: An Imperial Navy cruiser possesses three *macrobatteries* on its port broadside, choosing to mass fire into an Ork Kroozer. It gains a +4d bonus to its attack roll.

System Action

System Actions are specific to voidship systems, allowing a character to utilize his own attribute + skill to form dice pools, unlike other voidship combat actions and options.

List of Combat Actions

Action	Description
Bolster Resolve	Dice Pool: Attribute + Social Skill. Bolster the resolve of the crew.
Direct Fire	Dice Pool: Crew Rating + Gunnery. Attack an enemy voidship at range.
Launch Ordinance	Dice Pool: Varies. Launch attack craft, assault boats or torpedoes.
Mass Fire	Dice Pool: Crew Rating +

System Action

Gunnery. Attack an enemy voidship with multiple weapon batteries.

Dice Pool: Varies. Use a System's listed action in combat.



Flash-Points

Most of the rules provided in this section treat the actions performed aboard a ship in abstract terms. For example, a boarding action or hit and run attack is resolved with a few Leadership Tests, as are mutinies. Repairing a damaged system or weapon requires a single Tech Test. This is done because the characters are leading whole cohorts of their crew to accomplish actions, and because to break it down into individual actions would greatly slow down the game.

If the GM wants to, however, he can expand on these, turning them into memorable scenes in their own right. Perhaps the players have encountered a heavy cruiser, and have no conceivable way of destroying it. Instead of throwing themselves at the mercy of their foes, they hatch a daring plan to board the opposing ship in a shuttle, haul an ordinatus shell from one of their macrocannons to the ship's warp engines, and attempt to destroy it from the inside.

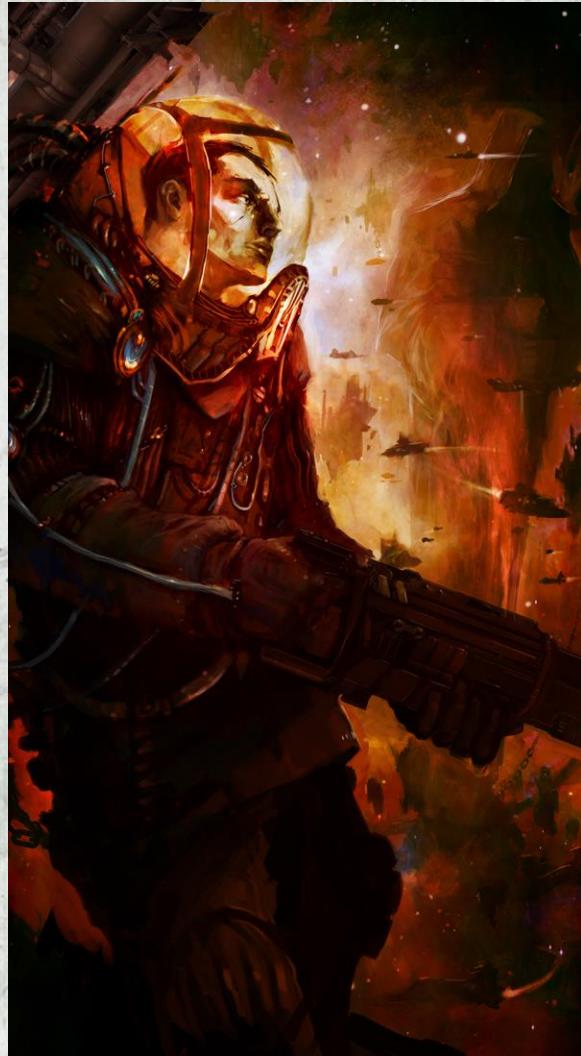
Flash-points like this are instances in large scale voidship combat wherein the heroes get the chance to directly affect the outcome of a battle. This may be a hero leading a squadron of attack craft at a crucial moment, reconnoitering enemy positions, or fighting and slaying an enemy commander during a pitched battle on a starship's bridge. Flash-points are intended to be pivotal moments in a battle, or even a war, where the fates of many rest on the decisive and skilled actions of a few. It's also a chance for the heroes to directly participate in a battle, rather than letting their actions be subsumed by the scale of voidship combat.

If the GM chooses to do this, however, he should have a clear-cut goal defined, and the characters should understand how to accomplish it. It is also be good idea to refrain from trying to have the characters fight large-scale battles, or have the players slog through the entire crew of an enemy ship (which, remember, numbers in the thousands). To suppress a mutiny, for example, the players could sneak through the ship's lower bilge decks and assassinate the mutineer leader, or fight their way to the life sustainer controls and vent the rebelling compartments into space. Perhaps they could even establish communications with the mutineers and strike a deal with them, though such capitulation should stick in the craw of any true captain...

The creation of a Flash-point should be a collaboration between the players and the GM. Ideally, it occurs in the midst of combat, in response to issues that arise. Either the GM creates a situation that a Flash-point would fit into, or the players suggest using a Flash-point to resolve a situation. Flash-points can be simple, involving a single player and several Skill Tests, or they can be complex, such as a full-blown combat encounter with the entire party of heroes. However, Flashpoints can also be time consuming, and using too many can bog down the narrative with repetitive encounters.

- ◆ Each Hero should generally participate in no more than two Flash-points in a single day (game time). This means the GM and party can have a large number of simple Flash-points, or a couple complex ones involving the entire party - or even some balance in between. This also means everyone has a chance to participate.
- ◆ Flash-points should have objectives set by the GM beforehand, which the heroes must complete to succeed. These can be a few skill tests, undertaking a threatening task, requiring varied abilities or a full combat encounter.
- ◆ If the heroes succeed on the Flash-point, they gain a substantial bonus. Certain Flash-points may have unique narrative or mechanical bonuses or consequences, but the default bonus is all heroes directly involved in the combat gain

+2d bonus to all Tests and deal +2ED additional damage for the following Round.



Voidship Combat Options

In the midst of battle a captain may order his ship's crew to perform special orders or may decide it is appropriate to direct more of his ship's power to weapons or engines. The following combat options are used in voidship combat:

All Ahead Full

A ship going all ahead full directs more power to its engines to produce an extra burst of speed, allowing it to move up to twice its Cruising Speed as an Action. The ship may not turn while moving under this combat option.

Bank

A character may move the voidship one kilometer to port or starboard.

Boarding Action

Boarding actions are bloody, desperate battles between ships at very close range. The boarding vessel maneuvers close to an enemy ship and sends a wave of armed crewmen across via teleporters, shuttles, life pods and in pressure suits to grab a foothold on the outer hull of the enemy vessel. The attackers then blow breaches in the hull and swarm in to try to overcome the defending crew in vicious firefights and hand-to-hand combat. Boarding actions are dangerous for both sides: even a victorious ship may suffer critical damage in the fighting or a prospective victim may explode with catastrophic results.

If a voidship ends its movement within 1 VU of its target, and it's facing towards the target it may give up its action to Board the target.

The helmsman must make an Operate Test with a DN equal to the targeted voidships Defense (voidshields are ignored). If he succeeds, the two ships crash together and the boarding action begins. While two ships are involved in a boarding action, neither of them can take Actions or move (meaning the two ships remain stationary). The ships are locked together, and the only way a ship can break free is by making a Pilot Test (DN 5) Test at the beginning of its turn. If a ship attempts to break free and fails, however, it will suffer a +2 DN penalty to

the subsequent opposed Leadership Test (see below).

During their turns, two characters, one from each ship (whoever is leading the ship's warriors), make an opposed Leadership Test. The ship with the higher Crew Rating will receive a +1d bonus to its character's Leadership Test. The ship with the higher remaining Wounds provides a +1d bonus to its character's Leadership Test. A hulked ship suffers a +2 DN penalty. Any DN penalties that apply to the character's Leadership test negate one Icon rolled per DN penalty.

On a success, and for every two Icons Shifted, the victor may choose to inflict one of the following options on his opponent: The loser may either suffer -1 Crew Rating to a minimum of 1 (representing the crew cutting through the enemy and causing panic and morale to break), or 1 roll on Table: Voidship Critical Effects (representing the crew setting charges and doing as much damage as possible).

The ship that has lost the opposed Leadership test must then roll a d6 and compare it to their current Crew Rating if it is 5 or lower. If they roll an equal or lower number, their crew continues to fight. During the next Turn, both ships will make opposed Leadership tests again. If, however, the losing ship rolls higher than their



current Crew Rating, their crew routes and surrenders to their captors. If the ship is an NPC vessel, it surrenders. If it is the characters' vessel, the characters face a grim choice - surrender to their foes, or try and flee as best they can...

Shooting at Vessels Engaged in a Boarding Action

Occasionally, opportunistic captains may wish to fire upon two vessels engaged in a boarding action. When this occurs, there are some quick points to take into consideration. When firing upon two vessels engaged in a Board Enemy Vessel action, the void ship closest to the firing vessel must be the primary target and takes the most damage from the attack, with the other gaining the benefits of half or full cover (depending on the size of the ships respectively). While unscrupulous in most situations, firing upon such vulnerable voidships can turn the tide against a numerous foe at great sacrifice to a fleet.

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.



Brace for Impact!

The captain of the vessel orders his crew to brace for impact; power is redirected to the shields, blast doors are slammed shut and the crew hang onto something secure. The voidship sacrifices its entire turn to focus on minimizing the damage of incoming attacks. The voidship's Cruising Speed is reduced to $\frac{1}{2}$, but it may attempt to Soak damage until the end of their next turn. This action may be taken even if the voidship has already acted this turn - if this is the case, the voidship sacrifices their next turn's Action instead as the crew need time to re-open its blast doors, redirect power, etc. (but it must move as normal).

To Soak in voidship combat, a character makes a Soak roll, using a dice pool of Crew Rating + Leadership rather than Toughness. Any Icons

Burn Retros

The ship directs additional energy to its retro thrusters in order to kill some of its forward momentum and hold position as an Action. This reduces the firepower of the ship's weaponry but the vessel can turn more sharply, thereby using the retros to turn on the spot.

Called Shot

At the GM's discretion, using the Called Shot option (see page 221 of the Wrath & Glory core rulebook) 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.

Come to New Heading

The ship sacrifices opportunities to fire its weapons in order to turn more sharply, allowing the vessel to turn twice during its movement, instead of only once.

Disengage

This gives the starship a chance to flee the battle by making a radical course change and shutting off its systems, attempting to hide amongst the vastness of the void. This action may not be performed if the starship is within 8 VUs of any enemy.

The helmsman makes an Opposed Operate against an Awareness Test from opponents within 20 VUs. Provided their number of successes is greater than the successes of each enemy ship, the ship leaves combat, and may not reenter it. Once a starship has successfully disengaged from combat, it may not re-engage its opponents unless the GM specifically allows otherwise.

Additionally, the disengage maneuver cannot be used to initiate a Chase. This is because the disengaging ship is shutting down all non-essential systems, including its engines, augur, and weapons, and doing its best to pretend it isn't there. It will remain that way for several hours or even days, before restarting its systems (hoping that everyone else has already left the area).

Emergency Repairs

The crew 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 Maneuver

An Operate test (DN 5), if successful, increases the voidship's Defense by 1 until the start of its next turn.

Hard Turn

The voidship may turn up to 90 degrees. The vessel must move up to half its Cruising Speed before taking this option.

Lock On

The ship maintains a steady course and draws additional energy from its engines to fire its armament in multiple salvos. While a Lock On order prevents the ship from turning, its shooting is far more effective. A voidship that locks on to a target gains a +2d bonus to their next ranged attack.

Planetary Bombardment

By turning their massive lances and batteries of macrocannons on a planet and unleashing a storm of deadly ordnance, a ship can perform a Planetary Bombardment. Unspeakably devastating, a planetary bombardment from a single ship can lay waste to armies and cities, while a concentrated bombardment from a battle group can turn an entire continent to ash. Thus, calling in a planetary bombardment should be left up to the heroes.

Calling in a Planetary Bombardment requires an orbiting voidship to enter a dangerously low orbit and hold steady over its target. Once in position, the ship needs to make an Operate Test (DN 7) and a Gunnery Skill Test (DN 7) for the bombardment to succeed. If both Tests are successful, the bombardment hits its intended target. If one or both Tests fail, tally up the total number of difference between icons and the DN. The attack will strike a target in the direction indicated by the scatter diagram a number of kilometers equal to that total number tally plus 2d6 away from the intended target.



Effects of Planetary Bombardment

Voidships in low orbit can prove to be an incredibly valuable asset to soldiers on the ground through punishing planetary bombardments. The damage done and area affected by a Planetary Bombardment depends on the type of weapon used. Macrobatteries and lance weapons deal damage in two different ways. Direct hits instantly annihilate anything or anyone stricken. Any planetary structures or person caught in the indirect radius of the impact suffer the damage of the listed weapon's profile, which gains the Blaze and Spread traits against ground forces.

- Large armies caught up in a planetary bombardment lose large amounts of their formations as dozens or hundreds of their personnel are snuffed out in an instant. A formation or mob that survives a Planetary Bombardment immediately breaks and flees the battlefield unless there is an embedded hero who makes a successful Leadership Test (DN 7) to get the survivors under control. Anyone caught in a Planetary Bombardment takes damage as normal and with the usual benefits of armor, cover, and the individual's Resilience. If they are not killed outright, they are surely at

death's door and will need immediate medical attention if they are to survive. The GM should also feel free to apply other conditions or effects, such as deafness, mental trauma, or permanent crippling, to the survivors as he sees fit.

◆ **Lance Weapons:** When used in a planetary bombardment, the initial impact area of a lance weapon is relatively small, typically no more than a few hundred meters. Anything directly hit by a lance is completely annihilated, with no chance of survival. However, the ensuing blast wave affects an area of roughly one square kilometer, setting buildings afire, boiling away bodies of water, and leaving little behind but ashes and molten stone.

◆ **Macrobatteries:** Macrobatteries saturate their target with massive, hab-sized artillery shells, missiles, seething plasma energy, or crackling las beams. Like a lance, each separate shell or energy blast affects a relatively small area of little more than a few dozen meters across, and anything directly hit is completely destroyed. However, the sheer volume of fire and the ensuing kiloton explosions, raging plasma fires, and hellish blast waves affects everything within ten square kilometers.



Ram

If a voidship ends its movement adjacent to an enemy voidship, it can attempt an Operate test against the adjacent ship's Defense. 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.

Reload Ordnance

Voidships start the game with their ordnance, such as torpedoes and attack craft, fully loaded and armed. However, once the ordnance has been fired or launched the vessel must reload before it can use its ordnance again. Reloading is done by using Reload Ordnance combat option. Reloading ordnance does not inhibit a ship's maneuvering or firing but is a vital order for ships which have to rely on their ordnance to attack.

Silent Running

A ship may attempt to avoid notice by going on silent running, shutting down non-essential systems and attempting to drift, unnoticed, past its opposition. When using this combat option, make a Tech test, adding any successful icons to the ships Defense against Deep Scans. When on silent running, a starship's Cruising Speed is reduced to $\frac{1}{2}$. If the starship fails any additional tests as part of a multi-action, or if it succeeds with a complication, some power surge or engine flare betrays their presence, and any ships within sensor range become aware of them. Enemy ships may detect a ship on silent running by using the Deep Scan System Action. Needless to say, if the ship fires any weapons, it is immediately detected as well.

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.



Voidship Weapons

All voidships have four 90-degree arcs of fire extending from the center of their hulls: fore (front), aft (rear), port (left), and starboard (right).

Voidship weapons must be mounted to the vessel's superstructure, giving the weapons a limited arc of fire based on where they are mounted.

For a visual representation of firing arcs, see Diagram 4-1, below. If the combat is being fought on a grid-map, you can use Diagram 4-2 and 4-3 instead (depending on which way the ship is facing). If there is any question between whether a target is in a ship's fore or aft arcs or in its side arcs (such as if you use the example from Diagram 4-1 on a grid-map), the target is considered to be in the side arc. What arcs a weapon may fire in is determined by the location the weapon occupies on a starship: Dorsal, Prow, Broadside, or Keel.

Like standard firearms, the range of a voidship weapon indicates the weapon's medium effective range, or optimal 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 Defense.

Broadside-Mounted Weapons

Port and Starboard mounted weapons are installed in broadsides along the left and right sides of the starship, respectively. Port weapons can fire to the port firing arc, Starboard weapons to the starboard firing arc. Weapon profiles listed as broadside mounted are indicative of two separate weapons, port and starboard respectively.

Dorsal-Mounted Weapons

Dorsal Weapons are mounted on the starship's spine or up most decks. They have a wide firing arc, but less weapons can be installed in the relatively limited space. Dorsal weapons may fire to the fore, port, and starboard.

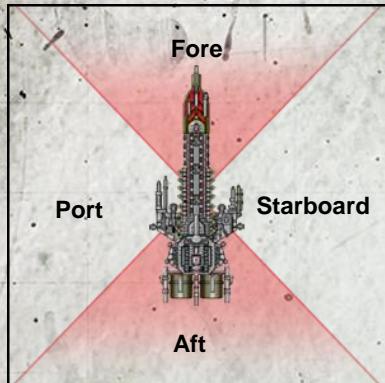


Diagram 4-1

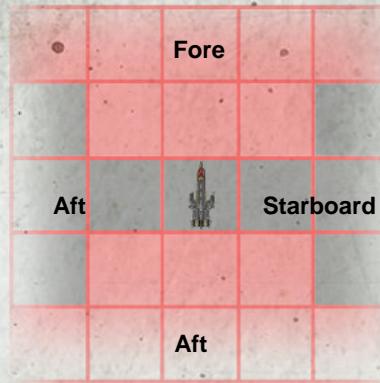


Diagram 4-2

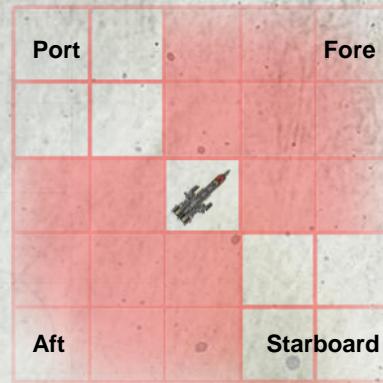


Diagram 4-3

Prow-Mounted Weapons

Prow Weapons are packed into the starship's forward spaces, and are often weapons that must run along much of the length of the hull. Prow weapons on transports, raiders, and frigates may fire to the fore. Prow weapons on light cruisers, cruisers, or larger vessels may fire to the fore, port, and starboard.

Keel-Mounted Weapons

Keel Weapon Components are often on long masts or fins below the starship's belly, and are rare on Imperial vessels. Keel weapons may fire in any direction.

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: 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

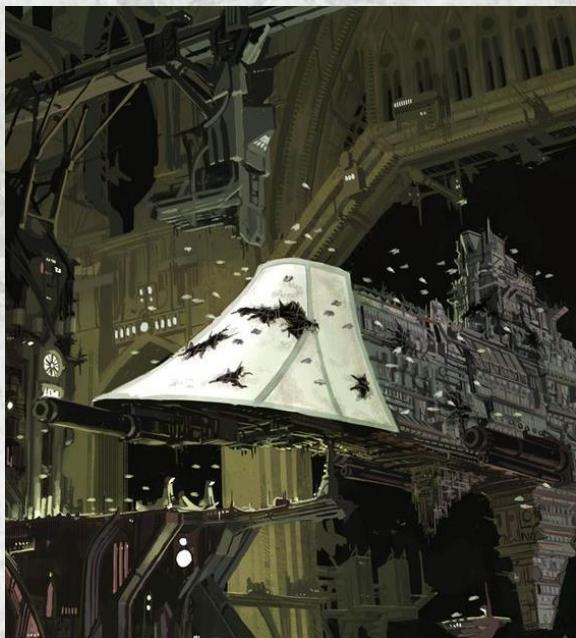


useless except as salvage, and its failing life support systems offer only rudimentary protection from the dangers of open space. A voidship that takes colossal damage is destroyed outright, leaving nothing behind but a cluster of drifting debris and radioactive ash.

Repairing a voidship outside of combat is a lengthy endeavor requiring hours of labor 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.



Replenishing Crew

Replenishing crew can only occur at a planet inhabited by humans. The captain can make an Influence Test (DN 5) to restore his Crew Population to maximum, hiring on new crew members from among the locals. The availability of the crew should be considered common, though this can depend on the world. A hive world may have a large enough population that crew is considered common, while an isolated outpost may put a premium on manpower (Uncommon or even Rare). The GM can choose to add bonuses or penalties due to the scale and of the crew being hired as well. Failure, of course, means the Characters must look elsewhere for their crew.

However, if he prefers, he can send teams of press-gangs into the planet's less savory locales (be they slave camps, slums, or the underhive) to 'recruit' new crew members. If he does this, a character who is skilled in subterfuge and has contacts with the criminal underworld must make arrangements if the press-gangs are to be successful. The details are up to the GM, but at the very least a Cunning Test (DN 3) will be required to find the right contacts, and an Influence Test (3) must be made to secure the deal. Failure could mean that other criminal elements take violent exception to the captain's plans, the local magistratum might step in to arrest all of the characters, or the planet's general population might violently rise up against the captain and his party. The benefits, of course, are paying a few press-gang crews will not cut into a captain's finances. The only drawback doing so is decreasing the overall Crew Rating of the ship by -1, to a minimum of one.

A third option is to strike a deal with planetary authorities that will allow the captain to empty their prisons to serve as his crew. If he does this, he restores his crew without cost and no need for an Influence test. However, he immediately decreases the overall Crew Rating of the ship by -3, to a minimum of 1.

Table: Voidship Critical Hits

2d6 Roll	Extra Damage	Critical Effect
2	+0	Crew Loss: A direct hit costs the lives of numberless crew. Increase the DN by 1 for 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 removed by hiring, conscripting, or press-ganging fresh crew at port.
3	+0	Armament Damaged: One of the ship's armaments is badly damaged by the hit – power lines are severed, traverse mechanisms crippled and many gunners are killed. A random weapon is disabled and may not fire until it has been repaired.
4	+0	System Failure: The force of the hit ruptures bulkheads and smashes machinery. A random system is disabled and may be used until it has been repaired.
5	+1	Enginarium Damaged: The engine room is rocked by explosions, forcing all hands to ten to the reactors. The ship may not make any turns until the damage is repaired.
6	+0	Fire!: Oxygen lines are broken, leading to fires in many compartments. Roll to repair (extinguish) the fire as an Action. If it is not put out it causes one point of extra damage and keeps burning.
7	+1	Thrusters Damaged: The ship's thruster assembly is disabled. Reduce the vessel's Cruising Speed by 2. If multiple instances of this result reduce a voidship's Cruising Speed to 0, the vehicle cannot turn and drifts 1km along its last heading at the beginning of its turn.
8	+0	Bridge Smashed: The armored fortress around the ship's captain and his officers is smashed. The ship's Leadership is reduced by 3. This damage may not be repaired.
9	+0	Shields Collapse: The shield generators overload and burn out, leaving the ship virtually defenseless. The ship's shield Strength is reduced to zero. This damage may not be repaired.
10	+D3	Hull Breach: A huge gash is torn in the ship's hull, causing carnage among the crew.
11	+D6	Bulkhead Collapse: Internal pillars buckle and twist, whole compartments crumple with a scream of tortured metal. Just pray that some of the ship holds together!
12	+0	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.

Using the Voidship Critical Hit Table

The weapons used in space are so destructive that when a ship is hit there is a chance that a vital location will be critically damaged. Critical hits can temporarily knock out a ship's weapons and engines, start fires or even breach its hull.

Whenever a voidship takes a critical hit, roll on Table: 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.

Destroying Ships

Most of the Critical Hit effects will not destroy a ship outright. Rather, they will instead damage it in some way. This is indicative of the nature of space combat - ships are rarely completely destroyed, and often even badly damaged hulks can be dragged back to port for salvage and refit.



Catastrophic Damage

A ship with no wounds left is effectively out of action. There may be some crew left alive, trapped in compartments which have not been reached yet, there may even be power available in some sections of the ship, but the ship can no longer fight.

Hulked ships will block lines of fire that pass over or through them, due to the clouds of venting gasses and debris they produce. Likewise torpedoes which strike a hulk will detonate (see the Ordnance rules for more details on torpedoes). If a hulk suffers any additional hits, roll on Table: Voidship Catastrophic Damage. Blazing or drifting hulks have no operable void shields. Hulks can still be targeted by shooting (usually in the hopes that they will explode and cause vast harm to your enemies!).

Table: Voidship Catastrophic Damage

2d6 Roll	Catastrophic Damage Effect
2-6	Drifting Hulk: The ship is reduced to a shattered hulk drifting in space. The wreck moves 4d6 VU forward in each of its subsequent turns.
7-8	Blazing Hulk: The ship is reduced to a burning wreck with uncontrolled fires blazing on every deck. In time the fires will either burn out or trigger a cataclysmic explosion. The wreck moves 1d6 VU forward in each of its subsequent turns. Roll on the catastrophic damage table again after its next Move.
9-11	Plasma Drive Overload: The ship's plasma coils overload and explode in a blazing inferno of white hot plasma. Remove the ship from play. Every starship within 2d6 VUs of the stricken craft must make a Pilot Test (DN 5) or be struck by the flaming debris of the destroyed vessel. If this test is failed, the ship is struck by the debris and vessel takes damage as if hit by a weapon with a damage value equal to the destroyed voidship's maximum Wounds +3ED.
12	Warp Drive Implosion: The ship's warp drive implodes, rending a seething hole in reality to the maelstrom of the Immaterium. Remove the ship from play. Every ship within 2d6 VU of the imploding wreck must make a Pilot Test (DN 5) or be struck by tendrils of ravenous warp energies that latch onto the hapless victim and drag them towards the center of the rift. The immaterial tendrils inflict 1d3 Mortal Wounds. To escape a tendril, a vessel must pass a Pilot Test (DN 5). For every failure, the stricken vessel is dragged 1 void unit closer towards the center of the rift, and additional 1d3 VU on a failure with a complication. A vessel that cannot turn, or does not have the ability to move (such as orbital stations) are dragged to the center. Any vessel that ends their Turn within 1 void unit of the epicenter is sucked into the Warp. The Warp Rift closes at the beginning of the next Round. What happens next is up to the GM, but should be suitably horrible. Mass possessions and manifesting daemons are the norm, while the crew frantically tries to activate the Geller Field. The survival of those onboard the ship should by no means be guaranteed. Note: If the ship does not have a warp drive, it suffers a plasma drive overload instead.

Combat Circumstances

Some circumstances will make it easier or harder for a vessel to execute its own actions. To represent this, there are some modifiers that can apply to command checks, one positive and one negative. The following provides examples of modifiers that may be applied to voidships in combat, although it is not exhaustive.

Enemy Contacts

Enemy ships performing special maneuvers create anomalous energy emissions which make it much easier for ships to detect them and react quickly. For this reason a voidship gains a +1d bonus to its tests when targeting any enemy ships within range of its auger arrays that have utilized any actions or combat options in the previous round, except for the Silent Run combat option.

Under Fire

If a ship is under fire it suffers a +1 DN penalty to its actions. Under fire is represented by weapon impacts within the same round, debris clouds, radioactivity and other impediments to calm and orderly ship operation.

Range

Weapon range plays an important role in ship combat. Modifiers for being with short or long range apply as normal.

Size

Even the smallest warships of the Imperium are massive vessels. The largest battleships and orbital stations are truly massive, and when engaged in voidship combat the scale of each ship plays a prominent role. Modifiers for size categories apply as normal (see Table: Size Categories).



Target Priority

Enemies at close range pose a much greater threat than those thousands of kilometers away, so a ship will normally target the nearest enemy. However, a ship can always fire at whatever targets its captain likes. If an enemy vessel is within 2 vu, firing at a ship that isn't the closest danger incurs a +1 DN penalty. This penalty only applies to firing weapons from an appropriate mounting (an enemy vessel within 2 vu of a ship's starboard batteries would not suffer a penalty firing its port weapons at a different target).



VIOLATING THE MACHINE SPIRIT



Within the Imperium there exists many ways to interface with the multitude of systems that are available on most given worlds. These interfaces include such things as high-speed auditory vox-channels, binaric fields, mind impulse unit interfaces, tight-beam coders, noospheric interfaces, wireless frequency networks and aethernet links. These systems are both susceptible to physical and neurological intrusions by those knowledgeable in the technological arts. While accessing these interfaces is common with the Adeptus Mechanicus, there are those outside that order that are capable of subverting the will of the machines, or attacking a machine's internal systems.

Violating the Machine Spirit Overview

When an attempt to subvert a machine's functions begins, the GM and players follow certain steps to determine what happens. These steps are detailed below.

Step 1: 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 the intrusion encounter begins, the Game Master describes the environment where the attempt will take place, paying close attention to the method involved, tools being used, and potential dangers or hazards present that may provide external threats to those involved.

Step 2: Accessing the Machine

In order to subvert and alter a machine's functions, access to its internal systems is vital. The initiating character must make a successful communion test to begin the process. Failure dooms the endeavor from the start, although further attempts may be made.

Step 3: Determine Circumstances

Once access is obtained, the Game Master determines the interval for each security test roll, factoring in any conditions that would limit overall time restraints or potential risks that would force the attempt to end prematurely.

Step 3: Roll Security Test Rolls

The characters attempting to subvert a machine make a roll as part of their security test to determine accumulation of icons and passage of time, as well as determining if the machine spirit reacts, making the roll opposed.



Step 4: Encounter Ends

Continue to make successive rolls, repeating step 2, until either the characters are successful and achieve their goals, the machine forces the attempt to end, circumstances change requiring the attempt to end or the GM otherwise determines the attempt is over.



Encounter Methods

These mechanics are designed to provide a way of forcefully interacting with machines and technological constructs, and can be used in a few different ways.

◆ **Fast Method:** The fast method is simply having a character roll the subversion rolls until success is achieved, noting the total length of time the effort took. The character performing the action is then considered pre-occupied during that time frame, and cannot aid or assist the rest of his group until his task is completed.

◆ **Detailed Method:** In some encounters, such as combat, it can be preferable to limit each roll to a single interval, typically equivalent to a round. This typically represents working under duress, and allows provides opportunities for interruption, assistance or dramatic tension to arise if one potential path of the group's success can be achieved through the effort.

◆ **Mixed Method:** Occasionally, a mix of either method may be suited for the current scenario. A character can, for example, make a number of rolls until a machine spirit becomes aware and offensive. This can give the group a definite time before serious complications to their plans arise, and in the case of a combat, indicate how long they must defend the attempt before focusing on a round by round engagement.



Accessing the Machine

The first step in hacking a machine is to gain access to it. Few are the holy machines that do not possess a rudimentary level of security protocols designed to protect it from unwanted manipulation. There are three principle ways of gaining access to the machine.

◆ **Authorized:** The first is acquiring the authority (and access codes) required to access the machine's internal systems. When gaining direct authorization, there is no need to make any tests - the machine is compliant towards its operator.

◆ **Physical Communion:** A cold burner, info-cyte, malecoder or data-hijacker can attempt to remotely access the system from a terminal or access control panel. In some cases he may attempt to utilize a data-slate tethered with a data-cable when the machine possesses no physical panel or terminal. In some rare cases, this may even be wireless conduits - accessing machines from short-ranged aethernet networks



or noospheric grids by utilizing comm leeches.

- ◆ **Neurological Communion:** Physical hacking is considered crude and barbaric at best, and heretical by the servants of the Omnisiah at worst. True hacking is accomplished by making a connection with the machine via a neurological communion. This is accomplished primarily with use of a cable data-link via mind impulse unit interface ports, electro-grafts, or similar neurological links. In this state, the mind of the hacker directly interfaces with the machine spirits and is able to exert his will at a far greater (and faster) rate of efficiency.

The Communion Test

To gain access to a machine's internal system, the first step is for a character to make a Subterfuge Skill Test against a machine's Security protocols rating. This requires a Full Round to accomplish, with the difficulty number equal to the machine spirit's Security Rating. Consult Table: Machine Spirit Security Protocols for examples of different types of machines and their security ratings. When neurologically linked, this test is reduced in time to one Simple Action instead.

Table: Machine Spirit Security Rating

Machine	Security Rating
Security Lock	1
Cogitator	2
Servo-Skull	3
Mono-tasked Servitor	4
Auto-Sentry Turret	6
Logis Engine	8
Noosphere Grid	10
Titan Manifold	12
Voidship System [†]	16

[†] Each system of a voidship generally has a self-contained machine spirit, under the dominance of the bridges command.

Long and Short Ranged Intrusions

The vast majority of machines are not susceptible to this form of attack as they have no interfaces to the outside world. However, certain servitors and cyber-automata who can be controlled from a distance (such as servo-

skulls and cyber-mastiffs) can be attacked in this way as the MIU links, integral micro-beads, vox-pickups or comm-interfaces that allow their master to control them also act as conduits through which a determined attacker with the right equipment can hack. In order to perform a long or short ranged intrusion, a hacker must utilize at a minimum a dataslate and a comm leech, although more specialist gear is preferred.

◆ A long range intrusion is an extremely difficult attempt to subvert a system through any vox frequencies it may possess within range of the machines vox-radius. This incurs a +2 DN penalty to the Tech test in utilizing the comm leech to locate the frequency, as well as a +3 DN penalty to the Subterfuge Test to access the machine. Once access is established, the process remains the same as normal.

◆ Short range intrusions follow the same formula as above, but due to the closer proximity of being within half range of the vox-radius of the machine, are capable of making an easier connection. The test to utilize the comm leech is at only a +1 DN penalty, and gaining access to the machine suffers only a +2 DN penalty to the Subterfuge test.

Security Tests

Once obtaining access to a machine's internal systems, a character attempting to hack a machine system will conduct a series of rolls to determine success. Instead of rolling a single skill test and determining success based on the number of icons, Security Tests allow the character to make repeated Intellect Attribute + Subterfuge Skill Tests and accumulate icons until they reach the threshold, run out of time, or are forced to abandon the task at hand. The Difficulty Number threshold is

based on the Security Rating of the machine, and modified by the interval (see below).

Each Security Test has an Interval, a descriptor for how much time passes between rolls. An interval may be as short as a round of combat, or as long as a year. Table: Security Test Intervals provides suggestions on how long an Interval should be between rolls. These intervals become halved when interfaced directly with a neurological link including an MIU-interface, cable data-link, electro-graft or similar connection. The Game Master decides the appropriate interval time fitting for the circumstances, equipment being used, and other factors (such as operating under duress or within tight time restrictions).

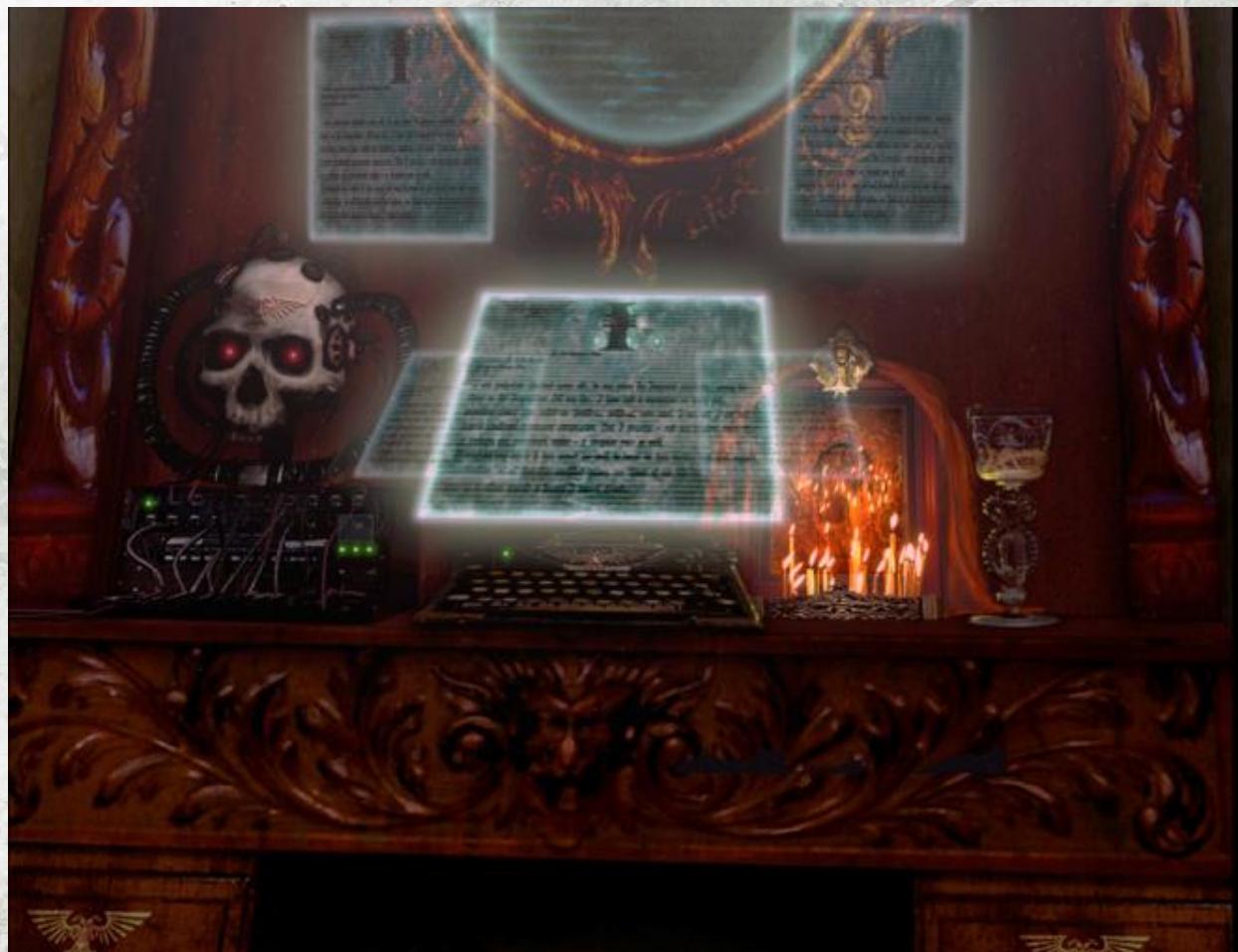
Security Tests cannot last forever; a character will eventually reach the limit of their abilities, and further efforts will do little good. With each successive roll on a Security Test, the character

reduces the number of dice by 1, until they run out of dice entirely. If they have not succeeded by that point, the test is effectively failed.

If a Difficulty Number modifier would result in a 0 DN, the test is automatically passed and the appropriate interval passes.

Table: Security Test Intervals

Description	DN	Interval
Fast	+8	10 seconds /1 round
Quick	+6	1 minute
Short	+4	10 minutes
Rushed	+2	30 minutes
Long	N/A	1 hour
Daily	-2	1 day
Weekly	-4	1 week
Monthly	-6	1 month
Yearly	-8	1 year



Security Tests & Exalted Icons

Due to the nature of Security Tests, it is highly likely that the character will roll at least one Exalted Icon in the course of making that test. Like regular icons, these are noted when they are rolled, and are kept in mind once the test has been completed and may increase the effectiveness of the endeavor. Should they have sufficient icons, Exalted Icons may be shifted to reduce the overall time of the endeavor, gain additional effects, or produce a point of glory as normal.

There may be times when a player wishes to continue rolling even after a Security Test has succeeded, in order to gain further Icons to increase the potency of the subversion outcomes. The GM may allow this, while keeping in mind that doing so also raises the risk of complications.

Security Tests & Complications

A complication does not automatically cause a Security Test to fail. Instead, it causes difficulties or delays in the effort. When a complication is rolled, the number of icons is reduced by 1D6. If this reduces the number of icons to zero or less, the test is failed.

Subverting the Machine

The effort of overcoming a machine spirit's defensive measures and security protocols may be difficult, and often is, but the potential results are considerable under many situations. Unlike in combat where individual actions result in different effects, subverting the machine only requires the security test to be passed first and the fruit of the labor decided afterwards.



For a successful Security test, a hacker chooses one of the following options. Additional benefits can be gained from Shifting exalted icons, either for multiple effects or increasing the potency of a single option (such as increasing the time listed, or repeating the effect).

Confuse Spirit

With use of mathemechanical rituals, the hacker can coax a machine-spirit into behaving itself, allowing the hacker to corrupt its basic processes and command lines. If he succeeds, the hacker can change one parameter of the machine's logic sequences. These changes last for a period of time equal to the interval of the security test.

Data Corruption

The hacker manipulates, overrides, destroys or otherwise changes and corrupts data on the machine. He can manipulate one important file or portion of data.



Data Retrieval

The hacker retrieves data (although he may not decrypt it if it is encoded at the time). He can access and copy an important file or portion of data.

Dominate

The hacker subverts control of the machine by hijacking its functions from the machine spirit within. He can direct the functions of the machine for a period of time equal to the interval of the security test. Once this time is over, the machine spirit is able to re-assert itself.

Shut-down System

The hacker overrides the machine completely and performs a hard (and often violent) shut

down. The machine silences and no further hacking actions can be attempted.

Signal Corruption

The hacker severs or distorts a connection between the machine and a network. This can be a connection between a localized cogitator network or severing a link from a planetary nodal network. The machine is cut off from a remote network for period of time equal to the interval of the security test.

Reprogramming a Machine

A hacker who wishes to fully reprogram a machine may do so under the right circumstances. Such an endeavor, however, cannot be made hastily and must be done over an extended period of time and with the right facilities or equipment. In most cases, this requires the physical machine to be in one's possession or an active, stable communion to it, and a Tech Test with a Difficulty Number equal to its Security Rating after a successful Security Test to bypass its security protocols.

The game master is the final arbitrator in determining when this possible, but if allowed and successful, the machine can be re-activated under its new directives and programming parameters.

Subversion Options

The subversion of a machine spirit comes with some inherent risks, and in order to better defend oneself against potential threats the following options are provided.

When performing one of these options, no security test is rolled. In essence, this provides some defenses at the cost of potentially failing the security test by skipping a roll, as the round still reduces the dice pool by 1.

Erase Signature

The hacker attempts to mask his signature for as long possible, hoping to keep the machine spirit docile until he is complete. This can only be attempted before a Machine Spirit becomes offensive. The hacker reduces the number of complications tally by 1.

Firewall Defensive

The hacker can attempt to engage in a battle of supremacy against the defensive sub-routines of the machine spirit. This option may only be used when the machine spirit has become offensive. The hacker reduces the machine spirits accumulation of icons by 1d3.

System Paralysis

The hacker can stun the machine, temporarily halting an action (like make a servitor stop advancing, shutting down life sustainer fans, etc.). The hacker causes one function of the machine to stop working for 1d3 rounds. Using this option increases the complication tally by 1.

System Overload

The hacker attempts to damage the machine by burning out power relays, overloading data channels, or shredding neural links. The machine spirit suffers 1d3 Shock. Once the machine's 'Shock' equals to or exceeds the machine's Security Rating, it ceases to function completely and the machine spirit is destroyed. Using this option automatically makes a machine spirit offensive, if it was not before.

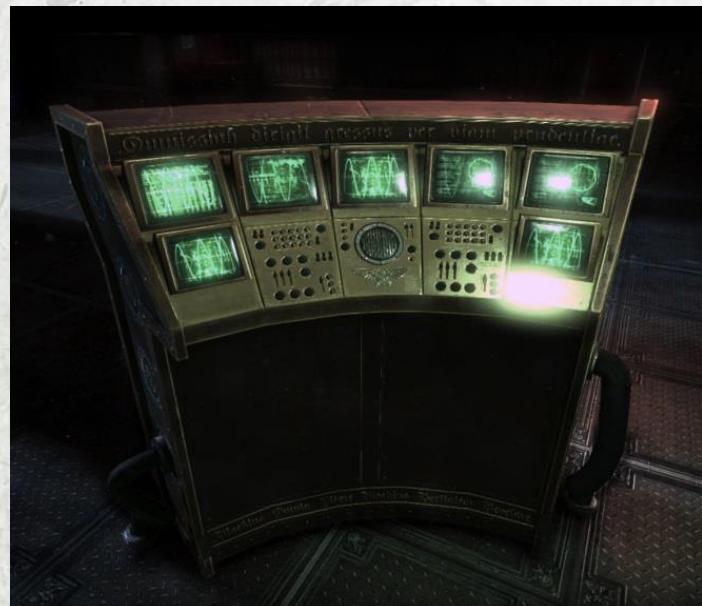
Defensive Measures

Unless its security protocols are completely neutralized, unauthorized access to a machine is a countdown before its machine spirit becomes aware of the intrusion and takes steps to defend itself from the invasive

presence. For each test involved in the security test (including the attempt to access it during communion, whether it was successful or not), the Game Master tracks the number of complications it gains per test. Once the number of complications equals to or grows in excess of the hackers Intellect Attribute, it then becomes aware and becomes offensive. Becoming offensive has two distinct effects:

◆ **Counter-Intrusion Spirits:** The machine spirit will actively work against the invasive presence, making each roll of the security test opposed. The machine forms a dice pool equal to its Security Rating. If the machine wins any of the rolls, it reduces the hacker's cumulative total by the difference in successful icons.

◆ **Sub-Routine Counter Defenses:** The machine spirit may elect to accumulate its own icons until it reaches a threshold equal to the intruders Intellect + Subterfuge. If it chooses this option, it reduces its own dice pool by 1, but if it meets its threshold may apply any appropriate subverting the machine options towards the hacker instead. Particularly aggressive machine spirits may shift icons for greater harm and damage. If the machine spirits dice pool is reduced to 0, it is no longer capable of resisting the intrusion and ceases to oppose further security test rolls.



Defensive Options

While a Machine Spirit is unaware, a hacker may attempt any number of actions with near impunity. However, once the Machine Spirit becomes aware, there can be considerable consequences.

Once aware of the presence of an intrusive entity, the Machine Spirit will utilize its counter-intrusion spirits to extricate itself of the foreign influence. If it reduces the intruding entities accumulation of icons to 0, it may perform one of the following options.

Shut-Out

The machine forcefully ejects the intruder from the system. Neurologically linked hackers gain 1 Shock from this sudden expulsion. If the hacker attempted a physical connection, it becomes no longer possible with the equipment at hand and further attempts must be made with different equipment. At the Game Master's discretion, the machine may attempt additional actions such as self-destructing, locking down functions, or any other appropriate results.

Feedback

The machine bombards its invader with a feedback loop, white noise, cerebral intrusion or shorting out. Any physical devices fizzle and spark, becoming inoperable afterwards. If the hacker is neurologically linked, he receives 1d6 Shock.

Dominate

The machine spirit attempts to dominate the mind of the hacker, hijacking core cerebral functions. This option can only be used against neurologically linked hackers, and typically used by particularly sapient machine spirits (such as those within throne mechanicum of an imperial knight or imperial titan). The character must pass a Resolve test with a DN equal to the Security Rating of the machine. If he fails, the character becomes controlled by the machine

for a duration of time equal to the interval of the security test. The character may attempt another Resolve test to break free from the domination for each further interval of time passed, and if successful breaks the connection completely. The character may be physically removed forcibly, although this comes with the cost of a mental trauma.



When is this Appropriate?

A question of acceptability should be answered by the Game Master. These mechanics assumes the understanding that Game Masters will exercise their judgment on what constitutes a viable target. Certainly, a civilian vehicle on most planets would lack any sort of machine spirit, while most electronic locks do not incorporate interfacing ports - and can be bypassed quite easily with a standard subterfuge skill test.

It should also be taken into account the repercussions and consequences of performing what are essentially a form of tech heresy. While characters hacking a simple cogitator may garner little to no attention even on a hive world, the smallest registered offense on a forge world may result in harsh reactions from the Adeptus Mechanicus.

Lastly, there a few important details to take into consideration:

- ◆ The ability to violate and subvert a machine spirit is possible with any technological device, but can be easier or harder against constructs of alien designs, with some examples being outright impossible. An eldar construct, dependent on psycho-reactive designs, is normally impossible to interact with, for example.
- ◆ These mechanics are designed to form an encounter of a particularly difficult security system or machine. This challenge can be used on its own, or combined with other narrative or combat encounters to increase the difficulty of the endeavor.





IMPERIAL ARMOURY



In this part of Pax Imperialis you will find the rules and profiles for a great many weapons and items of wargear used in the galaxy of the 41st Millennium. Although the following descriptions of weapons and equipment are extensive, they

are in no way exhaustive. GMs should feel free to invent new weapon variants, wargear and armor types for specific scenarios and characters.

APPAREL

Table: Apparel

Keyword	Value	Keywords
Imperial Apparel		
Administratum Robes	4 Uncommon	Apparel, Imperium, Government, Adeptus Administratum
Armored Undersuit	2 Rare	Apparel, Light, Imperium
Astra Militarum Battle Dress	7 Uncommon	Apparel, Imperium, Military, Astra Militarum, Departmento Munitorum
Backpack	1 Common	Apparel, <Any>
Ballistic Cloth Surcoat	7 Rare	Apparel, Imperium, Adeptus Arbites
Battle Dress	5 Common	Apparel, Imperium, Military, Astra Militarum
Billow Robes	6 Rare	Apparel, Imperium, Nobility, Highborn, Outcast
Blast Goggles	4 Common	Apparel, Imperium, <Any>
Bodyglove	6 Uncommon	Apparel, Imperium, <Any>
Bracers	4 Common	Apparel, Imperium, Military, Nobility
Chaplet Ecclesiasticus	6 Common	Apparel, Adeptus Sororitas
Charm	1 Uncommon	Apparel, Imperium, Adeptus Ministorum
Combat Vest	5 Uncommon	Apparel, Imperium, Military, Astra Militarum, Departmento Munitorum
Cilice	2 Common	Apparel, Imperium, Adeptus Ministorum
Court Robes	7 Uncommon	Apparel, Imperium, Adeptus Arbites, Government, Magistratum
Coverall	2 Common	Apparel, Imperium, Lower Class, Middle Class
Dog Tags	1 Common	Apparel, Imperium, Astra Militarum, Military
Ecclesiarchy Robes	4 Uncommon	Apparel, Imperium, Adeptus Ministorum
Ecclesiarchy Overlay	3 Uncommon	Apparel, Imperium, Adeptus Ministorum
Furs	3 Common, 5 Uncommon	Apparel, Imperium, Military, Nobility, Middle Class
Half-armored Bodyglove	3 Uncommon	Apparel, Imperium, Questoris Familia, Knight Pilot
Heraldric Tabard	5 Uncommon	Apparel, Imperium, Military, Adeptus Ministorum, Astra Militarum, Questoris Familia
Hive Leathers	2 Uncommon	Apparel, Imperium, Outcast, Scum
Hydromotion Boots	Varies	Apparel, Imperium, Rogue Trader Fleet, Archeotech
Imperial Robes	2 Common	Apparel, Imperium, Middle Class, Government, Commercia Imperialis
Magboots	5 Uncommon	Apparel, Imperium, Imperial Navy, Rogue Trader Fleet, Voidfarer
Manufactorum Coverall	6 Common	Apparel, Imperium, Lower Class
Mercantile Bodyglove	4 Uncommon	Apparel, Imperium, Commercia Imperialis, Middle Class
Mirker's Greaves	4 Uncommon	Apparel, Imperium, Lower Class, Scum
Mirrorcloth	1 Unique	Apparel, Highborn, Nobility, Rogue Trader
Militarum Load Bearing Gear	2 Common	Apparel, Imperium, Military, Hired Gun, Astra Militarum
Night Cloak	6 Uncommon	Apparel, Imperium, Military, Hired Gun, Astra Militarum.

Keyword	Value	Keywords
Nobilite Robes	7 Very Rare	Apparel, Imperium, Navis Nobilite, Navigator
Opus Machina	Varies	Apparel, Adeptus Mechanicus
Ornate Clothes	3 Uncommon	Apparel, Imperium, Middle Class, Government, Commercia Apparel, Imperialis, Nobility
Outlandish Attire	1 Uncommon	Apparel, Imperium, Outcast, Scum
Purity Seal	2 Common	Apparel, Imperium, Adeptus Ministorum, Adeptus Astartes
Questing Pilgrim Badge	4 Uncommon	Apparel, Imperium, Adeptus Ministorum, <Any>
Rag-Castings	1 Common	Apparel, Imperium, Outcast, Scum
Rag-Robes	1 Common	Apparel, Imperium, Outcast, Mutant
Recoil Glove	4 Very Rare	Apparel, Imperium, Military
Regal Clothing	5 Rare	Apparel, Imperium, Nobility, Highborn, Rogue Trader
Ring of Suffrage	4 Uncommon	Apparel, Imperium, Adeptus Sororitas
Shifting Fabric	2 Very Rare	Apparel, Imperium, Scum, Recidivist, Nobility, Commercia Imperialis
Slip Suit	5 Rare	Apparel, Imperium, Scum, Recidivist, Rogue Trader Fleet
Slither Boots	6 Very Rare	Apparel, Imperium, Voidfarer
Street Clothes	1 Common	Apparel, Imperium, Lower Class, Recidivist, Hired Gun, Scum
Survival Suit	8 Very Rare	Apparel, Imperium, Voidfarer, Void Pirate, Scum
Synskin	6 Rare	Apparel, Imperium, Officio Assassinorum, Adeptus Administratum, Inquisition
Targeting Monocle	Varies	Apparel, Imperium, Rogue Trader Fleet
Trappings	6 Common	Apparel, Imperium, <Any>
Uniform	2 Common	Apparel, Imperium, <Any>
Unguent of Warding	5 Rare	Apparel, Imperium, Adeptus Ministorum
Venom Ring	5 Rare	Apparel, Imperium, Officio Assassinorum, Nobility
Void Suit	4 Rare	Apparel, Imperium, Imperial Navy, Voidfarer, Rogue Trader Fleets, Void Pirate
Whisper Boots	3 Rare	Apparel, Imperium, Rogue Trader Fleets, Recidivist

The citizens of the Imperium wear a staggering range of clothing of all styles imaginable, and fashion is tied directly to the importance of the individual. For heroes, this represents such things as a suit of practical street wear, military uniform or religious garb.

Administratum Robes

Administratum robes are simple and austere, often in the fashion of a habit similar to standard Imperial robes, but each is blazoned with the iconography of the Adeptus Administratum denoting the wearer as a servant of the Imperium. There are many styles, cuts, and variations of these robes based on nominal rank, prestige, and office of station.

At the GM's discretion, Administratum Robes may grant a situational +2d bonus to a skill test (such as Cunning, Persuasion, Intimidation) or Influence tests when dealing with adepts of the Administratum. Additionally, a character attempting to deceive another as belonging to the organization may gain +1d to their Deception skill tests.

Value: 4 (Uncommon)

Keywords: Apparel, Imperium, Government, Adeptus Administratum

Armored Undersuit

An armored undersuit may be worn in addition to any armor type: with the exception of an armored bodyglove. If a character is wearing an armored undersuit, their Armor Rating is

improved by 1. For example, if a character wearing mesh armor and an armored undersuit, they would have a 4 Armor Rating. If a character does not already have an Armor Rating, an armored undersuit grants a 1 Armor Rating.

Value: 2 (Rare)

Keywords: Apparel, Light, Imperium

Light keyword confer a +2d bonus to relevant skill tests to obscure or hide the armors presence. These armors are light and subtle enough to be obscured completely, while others such as Flak, can easily be worn atop or in addition to clothing but cannot easily be concealed.

Astra Militarum Battle Dress

While many things are standardized in the Astra Militarum, uniforms are definitely not one of them. Each regiment has their own styles of dress, depending on their home world, background and combat style. In the Imperium, uniforms can range from the impeccable dress of nobilite platoons to the ragged colors of the penal legions. Each also has differing standards such that individuals in each platoon may even maintain different battledress uniforms. Most, though, consist of heavy durable clothing and tough boots with thick socks to withstand a lifetime's worth of marching. Rain gear, gloves and other items can be included depending on Munitorum decree.

At the GM's discretion, Astra Militarum Battle Dress may grant a situational +1d bonus to a skill tests such as Leadership, Intimidate, Persuade or Influence tests when dealing with characters that possess the Astra Militarum or Military keywords.

Value: 7 (Uncommon)

Keywords: Imperium, Military, Astra Militarum, Departmento Munitorum

Layering Clothing and Armor

Clothing can often be beneficial, and sometimes preferential, to wearing visible armor, or combined to provide comfort or recognition of one's station. The various clothing and garments provided can normally be combined with armor and maintain its situational bonuses, with the notable exception of armor that possess either the Heavy or Powered keywords. Additionally, clothing combined with armor possessing the

Backpack

These personal carrying items can range from containers of heavy cloth to elaborate, body-conforming devices with internal bracing for comfort. They all allow the wearer to transport extra gear, but removing an object from the pack requires two Simple Actions.

Value: 1 (Common)

Keywords: Apparel, <Any>

Ballistic Cloth Surcoat

Many senior Arbitrators wear formal surcoats over their carapace armor in the discharge of their duties. The origin of this practice is unknown, but is apocryphally said to have begun on Terra, where the corrosive acid rain of that most holy of hive worlds tends to strip the paint off unprotected armor. The advanced weave of these garments adds somewhat to the protective quality of the carapace armor beneath.

This article of clothing adds +1 Armor Rating to armor without the Heavy keyword when worn, provided it has been tailor-made for the wearer and their equipment.

Value: 7 (Rare)

Keywords: Apparel, Imperium, Adeptus Arbites

Battle Dress

Also known as a combat or field uniform, battle dress is a type of uniform used in combat, as opposed to dress uniforms worn in functions and parades by the militant and para-militant organizations of the Imperium. Battle dress

comes in a wide variety of styles, from monochrome or disruptive pattern camouflaged fatigues to eccentric and wild liveries utilized by feral worlders adorned with skulls and gruesome trophies. Regardless of their appearance, battle dress marks the wearer clearly as a warrior, with ranks, insignia, and other visual war cants indicating status or prestige.

At the GM's discretion, Battle Dress may grant a situational +1d bonus to a skill tests such as Leadership, Intimidate, Persuade or Influence tests when dealing with characters that possess the Military keyword.

Value: 5 (Common)

Keywords: Apparel, Imperium, Military

Billow Robes

A sure sign of opulence, the billow robe is fashioned from a special lighter-than-air material that seems to float and drift around the wearer as he or she moves. Terribly impractical but impressive to behold, such clothing is usually restricted to those whose only task is to stand around and look pretty.

At the GM's discretion, Billow Robes may grant a situational +2d bonus to a Cunning skill test or Influence test when dealing with characters who possess the Nobility or Highborn keywords.

Value: 6 (Rare)

Keywords: Apparel, Imperium, Nobility, Highborn, Outcast

Blast Goggles

Simple in design but essential in many situations, blast goggles serve two main purposes. The first is eye protection, essential in many close quarters fire-fights when small shrapnel may be flying in all directions. The glasssteel lenses can withstand fragments that would puncture many armors and keeps the user from falling prey to threats to his vision. The other main purpose is in diminishing the effects of high intensity bursts of light, such as close range lasgun fire or even photon flash grenade

blasts. Overall blast goggles are part of many the gear for both boarding raiders or defending armsmen.

Value: 4 (Common)

Keywords: Apparel, Imperium, <Any>

Bodyglove

Skilled operatives and physical adepts often wear form-fitting bodygloves. These can range from simple rubberized flesh sheaths to bodygloves made of enhanced materials with integral cooling coils. In all cases, they are designed for comfort and freedom of movement.

At the GM's discretion, Bodygloves may grant a situational +2d bonus to Stealth skill tests when attempting to move silently or may allow a single Soak test to be re-rolled once per encounter.

Value: 3 (Uncommon)

Keywords: Apparel, Imperium, <Any>



Bracers

Bracers are worn on the wrists and may be made from hide, leather or metal. They serve a dual purpose in offering a mild element of protection, turning the blade of a dagger or sword, as well as assisting archers to steady their wrist when drawing a bowstring.

Like many types of armor, bracers are often decorated, from finely carved and intricate designs, to being inlaid with precious stones and metals to show the owner's wealth. Like many primitive items, bracers have found their way into Imperial society, primarily as a fashion item but often as a way of disguising useful gadgets like refractor or field generators, or even hidden communications devices.

Value: 4 (Common)

Keywords: Apparel, Imperium, Military, Nobility

Chaplet Ecclesiasticus

Every member of the Adepta Sororitas carries a Chaplet Ecclesiasticus either around her neck or her waist. Each adamantium bead serves as a reminder of an act of penitence, but in the case of very experienced Sisters each bead could represent many more such acts.

A Sister who openly displays her Chaplet Ecclesiasticus may re-roll any failed Persuade Tests made against members of the Ecclesiarchy who are of equal or lower status (as determined by the GM).

Value: 6 (Common)

Keywords: Apparel, Adeptus Sororitas

Charm

A charm is a keepsake, holy relic or good luck token that is intended to draw the benevolent eye of the Emperor to the wearer. They take a myriad of forms including such things as saintly finger bones, fragments of blessed bolter casings, water from holy rivers and even corpse hair woven into significant patterns. Throughout the Imperium, there is no shortage of folk that

will sell such items to Acolytes, though discerning the true relics from the false is an almost impossible task (thus the cost of a charm is entirely up to the GM and how well the Acolyte can haggle with the seller).

Charms have no tangible benefits. However, when the adventure calls for something bad to happen to a random character, at the GMs discretion a character with a charm will be exempt. If all the characters carry charms (as all Emperor-fearing citizens should) then it is up to the GM to choose which charms are the most potent.

Value: 1 (Uncommon)

Keywords: Apparel, Imperium, Adeptus Ministorum

Cilice

These are garments and other accessories designed to cause a level of discomfort when worn. Examples include shirts made from rough and/or coarse cloth, lengths of heavy chain, belts of crude rope and unscraped hide or coarse cloth, or garters of metal links adorned with small hooks. Shirts are normally worn under regular clothing, while the other forms of cilice are strapped around the waist or limbs.

The purpose of a cilice is to remind the wearer of the burdens he bears as a citizen of the Imperium, as well as the trials and tribulations endured by the Saints and the God-Emperor himself. A form of corporal mortification, wearing a cilice is meant to bring about a purification of the soul and serve as an act of penance. Cilice are common on Feral Worlds and, strangely enough among the nobility of many Hive Worlds, although the latter seem to consider wearing a cilice (usually in the form of a shirt) to be a point of pride and not humility.

A cilice does however help to focus the character's mind and remind him of his devotion to the God-Emperor. This has the effect of granting a +1d on Willpower Tests to resist Fear, Persuade, Intimidate or other kinds of social manipulation. However, characters who adorn

themselves with an excess of chains and hooks or wear their cilice for longer than the proscribed period of time (usually twice their Toughness Attribute in hours) must make a Toughness Test (DN 3) or suffer 1 point of Shock.

Value: 2 (Common)

Keywords: Apparel, Imperium, Adeptus Ministorum

Combat vest

While this outerwear vest offers no additional protection, it does include numerous pouches and straps to keep extra weapon clips, sidearms, and grenades within easy reach. Common styles include hip packs, holsters, bandoliers, and vests.

Combat vests can hold several items comfortably, up to the Game master's discretion, or up to 4 additional Reloads. Items held in the combat vest can be drawn as a Simple Action during the character's turn.

Value: 5 (Uncommon)

Keywords: Apparel, Imperium, Military, Astra Militarum, Departmento Munitorum

Court robes

Heavy and encrusted with layers of stitching in remembrance of each ruler to have graced a particular Imperial world, these robes are common within the many courts and other judicial offices, from lowly offence-barkers to sentencing lords.

At the GM's discretion, Court Robes may grant a situational +2d bonus to a Persuasion or Intimidate skill tests when dealing with characters who possess the Magistratum or Government keywords.

Value: 7 (Uncommon)

Keywords: Apparel, Imperium, Adeptus Arbites, Government, Magistratum

Coverall

Often disposable and made from whatever cheap and plentiful materials are available; the coverall is standard clothing on countless worlds. In the same way as a bodyglove is designed to meet the extreme demands of an Imperial agent's job, so too is the coverall intended to offer the average Imperial citizen all he needs.

At the GM's discretion, coveralls may grant a situational +1d bonus to a skill tests related to blending in, deceiving, or otherwise manipulating characters who possess the Lower Class or Middle Class keyword.

Value: 2 (Common)

Keywords: Apparel, Imperium, Lower Class, Middle Class

Dog Tags

Dog tags are issued to all Imperial soldiers and often serve as the only means of identifying their remains. The more heretical renegades collect them as souvenirs.

Value: 1 (Common)

Keywords: Apparel, Imperium, Astra Militarum, Military

Ecclesiarchy Robes

Whether simple habits or highly detailed and embroidered designed robes of ceremonial import, these garments are distinctive with their religious motifs and designs, each is significant to the individual synod of billions across the Imperium. Popular designs include the iconography of the Adeptus Ministorum, sacred skulls, aquilas, or the unique marks of local saints.

At the GM's discretion, Ecclesiarchy Robes may grant a situational +2d bonus to a skill test (such as Cunning, Persuasion, Intimidation) or Influence tests when dealing with clergy of the Adeptus Ministorum. Additionally, a character attempting to deceive another as belonging to

the organization may gain +1d to their Deception skill tests.

Value: 4 (Uncommon)

Keywords: Apparel, Imperium, Adeptus Ministorum

Ecclesiarchy Overlay

Comprised from the extensive Ministorum approved iconography, engraved prayers, mottos, and purity seals, an Overlay can be applied to any normal suit of armor.

Aside from marking the wearer as a devout follower of the God-Emperor, it also grants +1d bonus to Leadership and Fellowship-based Tests when the character seeks to inspire, lead, and rally the faithful.

Value: 3 (Uncommon)

Keywords: Apparel, Imperium, Adeptus Ministorum

Furs

Furs come in a variety of styles and functions, derived from an equally diverse source of wild fauna and xenos beasts across the Imperium. In general, furs can be broadly divided between functional furs favored by bloodskimmers and hunters and exotic furs, which are worn as décor or symbols of authority by nobility and warriors.

At the GM's discretion, Common or Uncommon Furs may grant a situational +1d or +2d bonus to certain skills based on purpose. Functional furs designed for warmth can provide the bonuses for Survival skill tests (or similar) to resist the ravages of cold weather, while exotic furs can grant a bonus to Leadership skill tests. These bonuses should only apply in the appropriate circumstances for the Furs' intended purpose.

Many furs, particularly cloaks and similar raiment, can be worn with armors possessing the Heavy keyword without losing its benefit.

Value: 3 (Common), 5 (Uncommon)

Keywords: Apparel, Imperium, Military, Nobility, Middle Class

Half-armored bodyglove

The half-armored bodygloves utilized by the Questoris familia are not designed to provide much personal protection, but focuses on augmenting and enhancing the mind impulse unit's linkage to a Throne Mechanicum.

Characters wearing an Interface suit while connected to a Throne Mechanicum or Helm Mechanicum via a Mind Impulse connection may, once per combat, re-roll a single failed Stunt or attack from the Imperial Knight.

Value: 3 (Uncommon)

Keywords: Apparel, Imperium, Questoris Familia, Knight Pilot

Heraldric Tabard

Heraldric tabards are favored by the warrior-elites of the Imperium, worn over their heavy suits of armor to display one's allegiance and announce their loyalties with a simple glance.

Tabards may grant a situational +1d bonus to Leadership skill tests when dealing with other militants and related factions who recognize the character's allegiance. Because of their inherent design, tabards can be worn with armors possessing the Heavy keyword without losing its benefit.

Value: 5 (Uncommon)

Keywords: Apparel, Imperium, Military, Adeptus Ministorum, Astra Militarum, Questoris Familia

Hive Leathers

Hive scum, gangers, and other outcasts of the underhive often sport leather vestments made from whatever sources are available. These leathers can be made from grox hide, human or mutant skin, or worse, but all are tailored to create a tough and threatening appearance.

At the GM's discretion, Hive Leathers may allow, once per encounter, a re-roll of a failed Intimidate skill test.

Value: 2 (Uncommon)

Keywords: Apparel, Imperium, Outcast, Scum

Hydromotion Boots

A marvel of lost techno-rites, hydromotion boots use dedicated cogitator units and low-energy gravity manipulation technology to allow for safe travel over liquid surfaces. When worn, each (rather oversized) pair automatically adjusts to comfortably fit virtually any size foot, and can support up to 250kg over liquid surfaces.

However, such motion is still subject to the waves and currents acting on the liquid, and walking over even a stilled surface can be dangerous. While walking on a liquid, any character wishing to move faster than a Standard Move must make an Agility Test (DN 3), or be forced to reduce the movement to a Standard Move. A complication causes the character to fall, likely requiring some rather desperate flailing to get back upright, and Complication on a failure causes the wearer to lose his balance so badly that he may find himself inverted, his entire body submerged, with the bottoms of his boots the only things touching the surface of the liquid he was just recently walking across. In addition, these boots are rather large and heavy while not on a liquid, and impose a +1 DN penalty to all Stealth Tests while worn.

Heat-, cold-, and chemical-resistant variants exist, but have an Availability of Very Rare. Such pairs should be able to withstand even the most extreme environments, even if the character sporting them cannot.

Value: 6 (Rare), 5 (Very Rare)

Keywords: Apparel, Imperium, Rogue trader Fleet, Archeotech

Imperial Robes

Designed for function over aesthetics and to express austerity and spiritual chastity, these robes are typically made in somber colors of black, grey or brown and possess little embroidery or décor. The vast majority of imperial citizenry make use of such robes, as well as the hereditary servants and lower ranks of the Adeptus Terra.

Due to the ubiquitous nature of Imperial robes, individuals garbed in such attire are able to blend in with a crowd. Attempts to notice such a character when amongst other people or anyone attempting to describe him or recall details about the character incurs a +2 DN penalty. At the GM's discretion, Imperial Robes may grant a +1d bonus to Stealth tests when attempting to move about unnoticed in urban environments.

Value: 2 (Common)

Keywords: Apparel, Imperium, Middle Class, Government, Commercia Imperialis

Magboots

Heavy and bulky, these oversized shoes contain electromagnets, which when activated, means the user can adhere to metallic surfaces such as exterior hull plating. Walking in them takes some effort, but they allow for a much easier time when working outside a ship or in areas where grav plating has failed.

Magboots reduce the wearer's Speed by half (round up) but allow him to move about normally in areas of low or no gravity as long as there is a suitable surface to walk on.

Value: 5 (Uncommon)

Keywords: Apparel, Imperium, Imperial Navy, Rogue Trader Fleet, Voidfarer

Manufactorum Coverall

The standard clothing for service workers in the manufactorum, these sturdy and cheap designs come in a variety of colors and patterns denoting position and specialty. They also provide a

modicum of protection against the harsh blasts of transport takeoffs and corrosive fuel venting.

At the GM's discretion, manufactorum coveralls may allow, once per encounter, a re-roll of a failed skill test related to resisting the effects of radiation, extreme heats or similar environmental hazards commonly found in the factorums, forges and foundries of the Imperium.

Value: 6 (Common)

Keywords: Apparel, Imperium, Lower Class

Mercantile Bodyglove

Many rising merchants have adopted these comfortable sheaths of form-fitting, flexible material, a variant of the rougher ones many workers wear. While bodygloves are more common for those with physical or hazardous duties, they have become a fashion choice for commercia powers, with elaborate glyphs denoting house or combine affiliation.

At the GM's discretion, manufactorum coveralls may grant a situational +1d bonus to a Cunning skill test or Influence test, or may allow a single Soak test to be re-rolled once per encounter.

Value: 4 (Uncommon)

Keywords: Apparel, Imperium, Commercia Imperialis, Middle Class

Mirker's Greaves

These rather unusual forms of leg wear and boots are common in one form or another to the ill-fortuned (but often well-paid) men and women who are sent to hunt vermin and clear debris in the thousands upon thousands of kilometers of sewer and drainage systems that riddle a hive city. The blind, rancid things encountered in these sumps are usually more than capable of biting (or even burning) though most fabrics, and mirker's greaves are usually reinforced with polyflex and metal plate, and often razored or studded for good measure.

Value: 4 (Uncommon)

Keywords: Apparel, Imperium, Lower Class, Scum

Mirrorcloth

A fabric style of unknown origin, clothing made from this material resembles liquid silver as it softly drapes over the wealthy and powerful of the Imperium in waves of perfect reflection. Nearly impossible to find, it is often more about having the right connections than enough currency. Rumors persist of what lengths some have gone to, or the dread favors they have promised to acquire them.

At the GM's discretion, garments woven with mirrorcloth may grant a situational +2d bonus to Persuade skill tests or Influence tests when dealing with characters who possess the Nobility, Highborn, Rogue Trader or Commercia Imperialis keywords.

Value: 1 (Unique)

Keywords: Apparel, Highborn, Nobility, Rogue Trader

Militarum Load Bearing Gear

A variety of durable lightweight items used to store items such as ammunition packs, sidearm weapons and grenades. Common forms are hip packs, holsters, bandoliers and vests. Worn over armor, they allow easy storage while keeping the arms free for fighting. Most items a soldier needs quickly are carried in them, especially ammunition clips, grenades and a sidearm. Like uniforms these can vary from regiment to regiment. The harness can hold a maximum of 15 kg worth of small items.

Value: 2 (Common)

Keywords: Apparel, Imperium, Astra Militarum, Military, Hired Gun

Night Cloak

Normally fashioned into a large cloak, or more rarely a stormcoat complete with hood, a night

cloak will absorb almost all ambient light and emit almost no heat. When the hood is completely furled the user can disappear into the dark, hidden even from infrared sensors.

Due to how very hot inside the cloak gets from the internalized heat, a wearer must pass a Toughness Test (DN 4) or suffer a single point of Shock after every hour of heavy exertion.

The cloak itself grants the user a +2d bonus to Stealth skill tests when in the dark, even when there is no applicable terrain.

Value: 6 (Uncommon)

Keywords: Apparel, Imperium, Military, Hired Gun, Astra Militarum

Nobilite Robes

The majestic and regal robes of the Navis Nobilite blend function and form. Each is woven with the finest materials available throughout the Imperium that are exquisite and expensive far beyond even lesser nobles.

At the GM's discretion, Nobilite Robes may grant a situational +1d bonus to a skill test (such as Cunning, Persuasion, Intimidation) or Influence tests when dealing with members of a Navis Nobilite house. Additionally, a character attempting to deceive another as belonging to the house may gain +2d to their Deception skill tests.

Value: 8 (Very Rare)

Keywords: Apparel, Imperium, Navis Nobilite, Navigator

Opus Machina

One of the ancient names given to the skull and cog wheel symbol of the Adeptus Mechanicus, the Opus Machina is known throughout the Imperium and is as sacred to the servants of the Omnissiah as is the Aquila to the Ecclesiarchy. The versions presented here are no

simple symbols, but contain broadcasted code-ciphers and data-djinn to proclaim their master's worth to those that are pure enough to hear.

As long as the character knows how to employ it properly - that is, has the Adeptus Mechanicus keyword - the bearer of this symbol gains a +1d bonus on all Fellowship Tests concerning tech-priests and followers of the Machine God.

Greater Icon of Passage

These devices functions as a standard Opus Machina, but it also carries numerous code ciphers, over-ride decrypts, and effector fields, making it the equivalent of a set of multikeys, granting a +1d bonus on Tech Tests made to disable alarms and commune with machine-spirits.

Value: 5 (Rare, or Very Rare for Greater Icons of Passage)

Keywords: Apparel, Adeptus Mechanicus

Ornate Clothes

Ornate clothing is more impressive and denotes higher social status, commonly affiliated with the affluent middle class and lesser nobility, as well as ceremonial garb worn by functionaries and civil servants.

At the GM's discretion, ornate clothing may grant a situational, once per encounter, re-roll of a failed social skill test.

Value: 3 (Uncommon),

Keywords: Apparel, Imperium, Middle Class, Government, Commercial, Imperialis, Nobility

Outlandish Attire

Weird, outlandish and striking even against the widely diverse attires worn by the Imperial citizenry, these outfits are designed intentionally to stand apart and draw the eye. Favored by performers, entertainers, and ostentatious socialites alike, these clothes trade comfort and function for aesthetic appeal and bizarre motifs.

At the GM's discretion, Outlandish Attire may grant a situational +1d bonus to a skill test (such as Deception, Persuasion, Intimidation). This bonus should only apply in the appropriate circumstances for the clothing's intended purpose.

Value: 1 (Uncommon)

Keywords: Apparel, Imperium, Outcast, Scum

Purity Seal

Purity seals are borne by various Imperial troops, applied to weapons, armor and vehicles. They take the form of wax seals and parchment inscribed with declarations and prayers. They are prominently displayed on armor, and symbolize that the wearer is uncontaminated by the slightest taint of Chaos. Purity seals can be attached to clothing, armor or weapons. For many the location is not important. What matters is that the Purity Seal is displayed prominently, for it is not the way of the Emperor to hide His power from those opposes.

GM's may grant wearers of these potent symbols of faith bonuses to Fellowship-based tests among suitably fervent Imperial subjects. Those of exceptional faith find that purity seals are even more potent. Any character with zero Corruption or the Acts of Faith talent gain a +1d bonus to Corruption tests. Purity Seals have no power unless they are displayed as symbols of faith, clear for all to see. Purity Seals last for months, though their benefits may be removed earlier at the GM's discretion (if the character is set on fire, doused in water, or other

effect that would remove or damage the seals).

Value: 2 (Common)

Keywords: Apparel, Imperium, Adeptus Ministorum, Adeptus Astartes

Questing Pilgrim Badge

Manufactured in untold numbers on many Shrine Worlds, these badges are visual representations of a person or event. The most common badges are simple, mass produced emblems, although the wealthy can order far more elaborate ones. The best badges have small glass vials built into them containing blessed water, sacred oils, planetary dust, or similar materials.

Value: 4 (Uncommon)

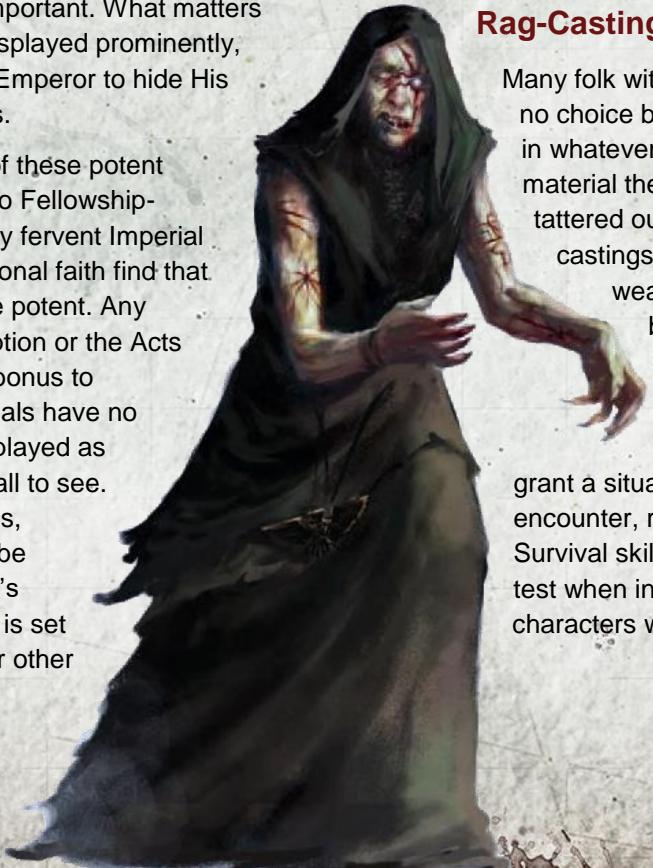
Keywords: Apparel, Imperium, Adeptus Ministorum, <Any>



Rag-Castings

Many folk within the Imperium have no choice but to clothe themselves in whatever bits of scavenged material they can. These kinds of tattered outfits are known as rag-castings and often give the wearer the appearance of being encased in rubbish.

At the GM's discretion, ornate clothing may grant a situational, once per encounter, re-roll of a failed Survival skill test, or Cunning skill test when interacting with characters with the Outcast or



Scum keywords.

Value: 1 (Common)

Keywords: Apparel, Imperium, Scum, Outcast

Rag-Robes

Common in the depths of an underhive and favored by the hive twist, these are made from assorted cast-off lengths of clothing scavenged from corpses or washed up on effluent tides, and then bound together into formless coverings. Some of the tatters might have once been gossamer silks or xenos leathers, but few notice such details in the feeble lighting and muck encasing the material.

At the GM's discretion, rag-robés may grant a situational +2d bonus to Persuade or Cunning skill tests when dealing with characters who possess the Outcast or Mutant keywords

Value: 1 (Common)

Keywords: Apparel, Imperium, Outcast, Mutant

Recoil Gloves

These gloves have interlocking plates connected with memory wire. When the user grips a weapon, it locks together into a rigid strut around the hand and wrist, thus preventing wrist or arm damage when the weapon discharges.

A character using a recoil glove can fire a personal weapon without the heavy trait with one hand as if it were a one handed weapon.

Value: 4 (Very Rare)

Keywords: Apparel, Imperium, Military

Ring of Suffrage

Designed to cause minor discomfort when twisted, the ring of suffrage is treated as a charm and grants a +1d bonus once per non-combat encounter to a Resolve, Willpower or Conviction test

Value: 4 (Uncommon)

Keywords: Apparel, Imperium, Adeptus Sororitas

Regal Clothing

Regal clothing represents extremely rich, elegant, flamboyant or striking garments that get the wearer noticed. These are opulent, ostentatious or vibrant in decoration and design and convey an air of wealth and superiority.

At the GM's discretion, Regal clothing may grant a situational +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: 5 (Rare)

Keywords: Apparel, Imperium, Nobility, Highborn, Rogue Trader

Shifting Fabric

This exotic material is fashionable in the pleasure zones of the Imperium - the more so for its great expense and rarity. The raw fibers are imported from beyond Imperial space and, when woven into fabric, react ambient light, altering colors and patterns in an ever-changing stylized display. Some claim it also reacts to the wearer's mental state, though opinions vary. Either way shifting fabric clothing is surprisingly comfortable, stylish, and certain to make an impression.

At the GM's discretion, Shifting Fabric can incur an additional +2 DN penalty to Called Shots in combat if intense or multiple sources of light are present in the surrounding environment.

Value: 2 (Very Rare)

Keywords: Apparel, Imperium, Scum, Recidivist, Nobility, Commercia Imperialis

Slip Suit

Made of a leathery, faded yellow material of unknown origin, and sometimes found for trade on the world of Footfall, slip suits have a greasy texture and are nearly frictionless to the touch. They are rare but sought after by many thieves and some bloodsport pit fighters for the benefits they provide in melee combats. The tough fabric is most often stitched into capes or vests.

This item gives a +1d bonus to the wearer on any Grapple actions, whether they are initiating or opposing.

Value: 5 (Very Rare)

Keywords: Apparel, Imperium, Recidivist, Scum, Rogue Trader Fleet

Value: 6 (Very Rare)

Keywords: Apparel, Imperium, Voidfarer

Street Clothes

Various styles and cut of clothing can be found across countless worlds in the 41st Millennium. Street clothing simply represents typical attire or vestments from a culture worn by the working classes.

At the GM's discretion, street clothes provide a +1d bonus to relevant skill tests to fit in, deceive, or otherwise intermingle with the lower classes.

Value: 1 (Common)

Keywords: Apparel, Imperium, Lower Class, Recidivist, Hired Gun, Scum

Slither Boots

There are a number of polluted environments within the Imperium where the very soil itself is both destructive and toxic. Whether one has to trudge within salt-fens, over acid storm wastes, or through one of the deadly slime jungles of the many death worlds, the journey will be a short one if the ground itself eats away a traveler's footwear directly exposing them to their surrounding's toxicity - a common and frequently deadly occurrence for the unprepared. The destitute that live within such places cope as best they can, whilst the wealthy few acquire slither boots. Slither boots are highly advanced footwear, incorporating a variety of materials including ceramite-woven leather and a circuitry embedded inner frame. Slither boots are designed to withstand the most hostile of environments, releasing chemicals to shield the wearer from acidic and alkaline environments.

Slither boots do not slip; regardless of how tractionless a surface may seem, small tendrils emerge from the soles of the boots to help compensate for the movements of their wearer. Slither boots provide a +1d bonus to Agility Tests made to maintain footing in treacherous or slick conditions and any relevant tests versus corrosives.

Survival Suit

When working in harsh and extreme conditions (especially when it is not known in advance what they will be), survival suits are a must. No matter if it is too hot or too cold, the suit can maintain proper body temperature and hydration via excellent insulation capabilities. Using the differential between body temperature and outside temperature to drive thermoelectric power cells, it also has reclamation systems for turning sweat into drinking water. Most suits come complete with a hood, as well as goggles to protect the head and face. While it does not protect forever, for medium duration emergencies it can help sustain life until a rescue.

The suit grants a +2d bonus to any tests to withstand the effects of extreme environments. Survival Suits can last up to thirty days before their internal mechanisms falter and need removal from the extreme temperatures to recharge.

Value: 7 (Very Rare)

Keywords: Apparel, Imperium, Voidfarer, Void Pirate, Scum

Synskin

This is an artificial layer which is sprayed across a person's skin, forming a bio-reactive protective barrier between his body and the elements. It provides almost complete protection from all airborne toxins, and is available in a wide variety of colors, black being the most popular of all.

Synskin grants a +1d bonus to Toughness tests to resist any form of toxin, and a +1d bonus to Stealth tests. . It provides almost complete protection from contact irritants, and is available in a wide variety of colors, black being the most popular of all. A single application of synskin lasts for duration of eight hours. In addition, synskin makes the wearer invisible to preysense and similar infrared sensors of all kinds. If worn under other armor, the wearer does not benefit from the bonus to Stealth tests, but is still rendered invisible preysense and infrared sensors unless he is wearing power armor.

Value: 6 (Rare)

Keywords: Apparel, Imperium, Officio Assassinorum, Inquisition, Adeptus Administratum

Targeting Monocle

For a Rogue Trader, image is everything, both in terms of what it projects and what it conceals. A Targeting Monocle does both - it gives the impression of someone more willing to wear a cumbersome affectation than receive normal ocular augmentics, while secretly providing a dazzling display of information to the user via translucent projections directly to the eye. Distances, wind velocity, infra-red detections, target movement, and more are visible overlaying the normal visual image.

Advanced models (Very Rare) can link into specially upgraded guns to also include precise firing solutions, ammunition count, and weapon status. A targeting monocle can either be a Motion Predictor, Photo Sight, Preysense Sight, or Telescopic Sight (this is determined when the monocle is acquired). However, it requires an Awareness Test (DN 6) to determine this is

anything but a Monocle. The Monocle must be linked (usually via a low-power vox connection) with a weapon, and counts as a weapon's sight.

Value: 5 (Rare), 7 (Very Rare)

Keywords: Apparel, Imperium, Rogue Trader Fleet

Trappings

The citizens of the Imperium wear a staggering range of clothing adorned with jewelry, iconography and other forms of adornment. All manner of styles imaginable exist to illustrate the role or importance of the individual. Individuals might wear bodygloves bedecked in a multitude of rings, the best in noble finery, wigs, tattoos, or religious sigils from any one of a thousand temples, depending on taste, profession, and background. All of the additional adornments that compromise a character's appearance are collectively known as 'trappings'.

Trappings of a certain faction grant a reroll of a single 1d6 in an Interaction skill test with a member of the faction possessing a similar Keyword. For instance, ecclesiarchy trappings would allow the reroll when attempting an Interaction Skill test against characters with the Adeptus Ministorum keyword.

Value: 6 (Common)

Keywords: Apparel, Imperium, <Any>

Uniform

The Imperium of Man is a society divided by social class, responsibilities, oaths and servitude. Uniforms are common across the countless guilds, combines, merchant houses, scholas and universariate alike, each a visual declaration of one's loyalty, station, rank and allotted role within society.

At the GM's discretion, uniforms provide a +1d bonus to relevant skill tests to fit in, deceive, or otherwise intermingle with an appropriate social class or faction. For instance, an Imperial Navy uniform might provide this bonus when

attempting to deceive an officer aboard a warship.

Value: 2 (Common)

Keywords: Apparel, Imperium, <Any>

Unguents of Warding

These blessed and pungent ointments may be used to scribe sacred rituals and litanies of protection onto armor, which grant the bearer a measure of protection against Warp entities and psychic attacks. Inscribing the unguents onto armor is a laborious process requiring an hour or longer. A single pot of unguents is enough to grant protection to one suit of armor.

Inscribing the unguents requires a Scholar Test (DN 5). Failure means the runes and litanies must be cleaned off and started again. Any character who is warded gains a +2d bonus to Tests to resist Fear from Daemonic entities and +1d to all Willpower-based Tests to resist psychic powers. Wards last for one month, though their benefits may be removed earlier at the GM's discretion (if the character is set on fire, doused in water, or other effect that would remove the Unguents of Warding).

Value: 5 (Rare)

Keywords: Apparel, Imperium, Adeptus Ministorum

Venom Ring

A tool of assassins and dangerous nobility, the ring contains a small reservoir compartment that discretely opens with the right muscle movements of the finger bearing it. It gives a +2 DN penalty to any Test required to notice that the ring-wearer is introducing a substance into food or drink.

Value: 5 (Rare)

Keywords: Apparel, Imperium, Officio Assassinorum, Nobility

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: 4 (Rare)

Keywords: Apparel, Imperium, Imperial Navy, Voidfarer, Rogue Trader Fleets, Void Pirate

Whisper Boots

Frequently worn by thieves and assassins, whisper boots contain sound dampeners in their soles, which hush the wearer's footsteps. Though regulated on several planets, whisper boots are popular among those who prefer not to attract too much attention.

Whisper boots grant their wearer an additional two successive Icons on successful Stealth Tests when moving silently.

Value: 3 (Rare)

Keywords: Apparel, Imperium, Rogue Trader Fleets, Recidivist



"Of course the Emperor protects! It's just that He protects me better when I'm in a full carapace suit."

- Licensed Bounty Hunter, Elron Zaph.

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 armor has a profile. Armor's vital statistics are as follows:

Armour Rating: A measure of how well the armor protects the wearer. Armour is added to Toughness to determine the wearer's Resistance.

Traits: Like weapons, armor 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 armor and the armor's rarity.

Keywords: Descriptive keywords that indicate overall armor type and factions associated with the armor in question.

Armour Traits

An armor's traits expand its capabilities, alter the ways in which it can be used, and afford different forms of protection.

Blessed

Blessed armor provides the wearer with a +1d bonus on Tests made to resist any direct psychic attack or manipulation used against them. Additionally, its armor is *invulnerable* against attacks of psychic force or warp energy that deal damage directly as well as attacks made with the Warp Weapon trait.

Enclosed

Enclosed armor is more expensive; however it fully protects the user from environmental dangers. As such, enclosed armor is considered to incorporate a respirator, internal vox-bead and photo-visors.

Primitive

Armour with the Primitive trait only provides full protection against attacks made with weapons the Low-Tech keyword. Against all others, it provides half the normal Armor Rating (round up).

Resistant (X)

These armors are designed to deal with harsh environments, offering protection against extreme cold, heat, aquatic, radiation, toxic or corrosive environments and in some cases, all of the above and additional atmospheric conditions. Each trait is listed with the appropriate sub type, and fully protects the wearer from those environments and a +2d bonus to any tests made to resist extreme adverse environmental conditions (GM's discretion).

Sturdy

Sturdy armors are hard to move, and thus gain a +2d bonus to tests made to resist Grapple and Knock Down actions.

Voidproof

These armors are sealed against vacuum, allowing its wearer to operate in the void protected from the hazards of space such as temperature extremes, radiation, and micro-fragment impact. Due to necessity, all voidproof

Table: Armor

Name	Armor Rating	Traits	Value	Keywords
Advanced Armor				
Augmetic Engine-Plate	3	Bulk (1), Resistant (All)	8 Rare	Advanced, Heavy, Adeptus Mechanicus
Environmental Bodyglove	1	Enclosed, Resistant (Cold, Heat)	3 Rare	Advanced, Light, Imperium, Nobility
Exo-Armature	1	Bulk (3), Powered (2)	Varies	Advanced, Imperium, Military, Outcast
Flexsteel Suit	4		7 Very Rare	Advanced, Light, Imperium, Archeotech
Hunting Rig	4	Powered (1)	9 Very Rare	Advanced, Spyrer
Mirror Armor	2		5 Very Rare	Advanced, Imperium, Rogue Trader Fleet
Resciscum Exploration Suit	2	Enclosed, Resistant (Cold, Heat)	4 Very Rare	Advanced, Heavy, Imperium, Rogue Trader Fleet
Voidsuit (Clanner)	1	Bulk (1), Voidproof	5 Uncommon	Advanced, Imperium, Voidfarer
Void Suit (Lathe)	1	Bulk (2), Voidproof	2 Rare	Advanced, Imperium, Imperial Navy, Voidfarer, Rogue Trader Fleets, Void Pirate
Void Suit (Selenite)	2	Cumbersome, Voidproof	4 Rare	Advanced, Imperium, Imperial Navy, Voidfarer, Rogue Trader Fleets, Void Pirate
Basic Armor				
Armored Bodyglove	2		3 Rare	Basic, Light, Imperium, Adeptus Ministorum
Blessed Sackcloth Tunic	1	Blessed	2 Uncommon	Basic, Light, Imperium, Adeptus Ministorum
Boarding Armor	3	Bulk (1), Enclosed	6 Uncommon	Basic, Imperium, Imperial Navy, Voidfarer, Rogue Trader Fleets, Void Pirate
Feudal Tech-Plate	3	Bulk (1)	2 Rare	Imperium, Questoris Familia
Frost Furnace Plates	3		4 Uncommon	Basic, Imperium, Lower Class
	2	Bulk (2)	6 Common	Basic, Imperium, Lower Class, Scum
Gutterforged Hardened Bodyglove	5	Cumbersome	6 Uncommon	Basic, Imperium, Recidivist
	3		Varies	Basic, Light, Imperium, Officio Assassinorum
Hazard Suit	1	Bulk (1)	5 Common	Basic, Imperium, Lower Class, Scum
Low Hiver's Overcoat	1		1 Common	Basic, Light, Imperium, Lower Class, Scum
Padded Body Volcanis Shroud	0		Varies	Basic, Imperium, <Any>
	2	Bulk (1)	5 Uncommon	Basic, Imperium, Middle Class, Adeptus Mechanicus
Xenos Chitin	2	Xenophilious	2 Very Rare	Basic, Imperium, Void Pirate
Carapace Armor				
Arbites	4	Enclosed, Bulk (1)	3 Very Rare	Carapace, Imperium, Adeptus Arbites
Cadian	4	Enclosed, Bulk (1)	8 Uncommon	Carapace, Imperium, Astra Militarum
Enforcer	3	Bulk (1)	2 Uncommon	Carapace, Imperium, Government

Name	Armor Rating	Traits	Value	Keywords
Heavy Hospitaller Judge	5 4 4	Enclosed, Bulk (2) Enclosed, Bulk (1) Enclosed, Bulk (1)	5 Uncommon Varies 5 Very Rare	Carapace, Imperium, Military Imperium, Adeptus Sororitas Carapace, Imperium, Adeptus Arbites
Magistratum Pressure Carapace Sanctified Wind Armor	3 3 4 5	Bulk (1) Bulk (2), Voidproof Enclosed, Blessed Cumbersome, Enclosed, Resistant (Wind)	6 Uncommon 2 Rare 5 Rare 8 Uncommon	Carapace, Imperium, Magistratum, Government Carapace, Imperium, Adeptus Arbites Imperium, Adeptus Ministorum Carapace, Imperium
Flak Armor				
Greatcoat Jacket Vest Cloak	3 3 3	Bulk (1)	6 Uncommon 4 Common 4 Common	Flak, Imperium, Astra Militarum, Officio Praefectus Flak, Imperium, Astra Militarum Flak, Imperium, Astra Militarum
Force Shields				
Archeotech Blurshield Archeotech Mirror Shield Conversion Field Displacer Field Null-Blocker Power Field (Personal) Refraction Bracer Refractor Field (Mars) Salvation Shield	*2 *3 *3 *5 *6 *8 *2 *3 *5	Force Shield Force Shield Force Shield Force Shield Force Shield Force Shield Force Shield Force Shield Force Shield	8 Very Rare 3 Unique 4 Very Rare 2 Unique 9 Very Rare 2 Unique 5 Rare 5 Rare 3 Unique	Force Shield, Imperium, Archeotech Force Shield, Imperium, Archeotech Force Shield, Imperium, <Any> Force Shield, Imperium, Military, Astra Militarum Force Shield, Imperium, Inquisition Force Shield, Imperium, Astra Militarum Force Shield, Imperium, Inquisition Force Shield, Imperium, Astra Militarum Force Shield, Imperium, Archeotech
Mesh Armor				
Combat Cloak Cowl Imperial Mesh-Weave Shield Robes Xeno-Mesh	2 3 3 3 3		3 Rare 3 Rare 5 Rare 8 Very Rare 4 Rare	Mesh, Light, Imperium, Military Mesh, Light, Imperium, Military Mesh, Light, Imperium, Military Mesh, Light, Imperium, Nobility Mesh, Light, Imperium, Adeptus Ministorum, Adeptus Sororitas
Power Armor				
Artificer Armor Artificer Armor (Sanctified) Delphis Ironclad	5 5 7	Powered (3), Voidproof Powered (3), Blessed, Voidproof Bulk (2), Cumbersome, Powered (4), Voidproof	3 Unique 5 Unique 6 Very Rare	Powered, Imperium, Adeptus Astartes, Inquisition, Rogue Trader Powered, Imperium, Adeptus Astartes, Inquisition, Rogue Trader Powered, Imperium, Rogue Trader

Name	Armor Rating	Traits	Value	Keywords
Delphis Prensio	7	Bulk (3), Cumbersome, Powered (5), Sturdy, Voidproof	6 Very Rare	Powered, Imperium, Rogue Trader
Dragon Scale	5	Powered (2), Enclosed	9 Very Rare	Powered, Imperium, Adeptus Mechanicus
Engine Armor	5	Cumbersome, Powered (4), Enclosed, Sturdy	8 Very Rare	Powered, Imperium, Archeotech
Sororitas (Vandiran)	5	Powered (2), Enclosed	6 Very Rare	Powered, Imperium, Adeptus Sororitas
Primitive Armor				
Banded	2	Bulk (1), Primitive	5 Common	Primitive, Light, Imperium, Military, Nobility
Bone	2	Bulk (1), Primitive	3 Uncommon	Primitive, Light, Imperium
Heavy Leathers	2	Primitive	3 Common	Primitive, Light, Imperium, Military
Heavy Plate	3	Bulk (3), Primitive	3 Uncommon	Primitive, Heavy, Imperium, Military, Nobility
Sanctified Chainmail	2	Blessed, Primitive	6 Uncommon	Primitive, Imperium, Adeptus Ministorum, Missionaria Galaxia
Scrag Furs	2	Primitive	1 Common	Primitive, Light, Imperium, Lower Class, Scum
Silkmail	2	Bulk (1), Primitive	6 Uncommon	Primitive, Light, Imperium, Military, Nobility
Shields				
Brute Shield	2	Bulk (1), Shield	6 Common	Imperium, Military, Astra Militarum
Buckler	1	Parry	1 Common	Light, Imperium, Military
Enforcer Riot Shield	1	Bulk (1), Shield	5 Uncommon	Light, Imperium, Government, Adeptus Arbites
Guard Shield	2	Bulk (1), Shield	5 Uncommon	Light, Imperium, Military, Astra Militarum
Lockshield	1	Bulk (2), Shield	7 Uncommon	Imperium, Government, Adeptus Arbites
Mirror Shield	2	Shield	2 Rare	Imperium, Military
Naval Shield	3	Bulk (2), Shield	5 Uncommon	Imperium, Imperial Navy
Power Shield	*3	Bulk (1), Shield	5 Rare	Imperium, Military
Praesidium Protectiva	3	Bulk (1), Shield, Parry	5 Very Rare	Adeptus Sororitas
Primitive Shield	2	Bulk (1), Shield	2 Common	Imperium, Military
Slabshield	3	Bulk (3), Shield	8 Uncommon	Imperium, Military
Spyrer Mirror Shield	2	Shield, Special	8 Very Rare	Spyrer
Suppression Shield	2	Bulk (1), Shield, Agonizing	5 Uncommon	Imperium, Government, Adeptus Arbites
Tower Shield	4	Bulk (4), Shield	8 Common	Imperium, Military

armors are also enclosed, and possess the benefits of the *Enclosed* trait as well.

Xenophilious

Xenophilious armor is undeniably of non-imperial origin, and may incur a penalty of +2 DN to social tests when dealing with Imperial characters at the game master's discretion.



Advanced Armor

Advanced Armor covers all forms of high-tech protective gear that does not fall into the four traditional types of Imperial armor: Mesh, Flak, Carapace or Power. This is usually because they are either developed for a special purpose or are made from rare materials that prohibit mass production. Advanced Armour has no special advantages or disadvantages.

Augmetic Engine-Plate

This armor is primarily used to protect against the hostile environments and physical hazards of a starship's enginarium, though more martially minded Tech-Priests serving aboard Navy patrol vessels have been known to repurpose suits to serve in combat. While hardly designed for agility, engine-plate is extremely resilient, being composed of heavy ceramite-bonded plasteel plating over thick layers of vulcanized rubber and flak-weave.

This armor is environmentally sealed and proof against vacuum, toxic or corrosive environments, underwater and most other atmospheric conditions, keeping the wearer alive through a large, reliable rebreather system that lasts for a little over eight hours before the air tanks require refilling. This suit also contains an internal micro-vox, mag-boots and a photo-visor.

The bulk and rigid construction of the suit is a hindrance to movement and incurs a +1 DN penalty on all tests reliant on fine manipulation using the gauntlets. However, the thick, heat-resistant layers of the suit means the wearer is immune to Fire weapons and counts its armor value as *invulnerable* against other energy weapons (such as las).

Armor Rating: 3; Bulk (1), Resistant (All)

Value: 8 (Rare)

Keywords: Advanced, Adeptus Mechanicus

Environmental Bodyglove

The rare travelers of the Imperium often despair over the many environments they must prepare for as they travel between systems. Bulky void suits are frequently impractical, especially when a given world's atmosphere is known to be merely unpleasant as opposed to fatal, and few are the sealed suits that actually provide any armor to their wearers. Travelers on the frontier have an especially difficult time of it, for if they discover a planet with unexpected environmental conditions, the proper equipment may be long months or even years of travel away.

Several of the worthies of the various noble houses decided that the situation was intolerable and set about designing a series of body gloves designed to withstand multiple extreme conditions while still maintaining their wearer in relative comfort. The suits were a great success and various models are produced in small quantities. "Environmental body glove" is a generic name for a wide variety of suits. Most are actually named after the house line that produces them.

Environmental body gloves are full body suits designed to sustain their wearers at a constant temperature, despite external conditions, making them ideal as outerwear for desert worlds and a useful inner layer for particularly cold environments. Pockets within the suits recycle sweat and other bodily fluids, cooling or warming them as necessary, in order to regulate temperature and provide emergency water rations. The suits are waterproof, which makes them useful in marshy terrain and capable of doubling as a wetsuit when necessary.

Environmental body gloves grants a +1d bonus on Survival Tests. Such suits are almost invariably equipped with a re-breather, comm-bead and photo-contacts.

Armor Rating: 1; Enclosed, Resistant (Heat, Cold)

Value: 3 (Rare)

Keywords: Advanced, Light, Imperium, Nobility

Exo-Armature Armor

Exo-Armature armor is a catch-all for advanced armors worn as exo-skeletal arrays, utilizing powered servos to augment a wearer's strength. Unlike power armor, these apparatus do little to protect the wearer, leaving most of the body exposed.

As a Very Rare availability, exo-armature armor can be acquired with in-built neural interfaces that allow direct mind impulse control, which reduces the Bulk trait by 2. In order to utilize these functions, a wearer must possess an interface port or mind impulse unit, or may be directly hard-wired in with a Medicae test (DN 4).

Armor Rating: 1; Bulk (3), Powered (2)

Value: 5 (Rare), 6 (Very Rare)

Keywords: Advanced, Imperium, Military, Outcast

Flexsteel Suit

Flexsteel armor uses a metallic weave that appears to be solid metal but flows with the wearer's movements. Most of these suits are ancient relics dating back centuries. The techniques for cutting and rebonding the material are not commonly known to even the high Magos of the Mechanicus, and many users have to pad the interior of their suit so it better fits their body shape, as finding a suit which is actually their size is often impossible.

Armor Rating: 4

Value: 7 (Very Rare)

Keywords: Advanced, Light, Imperium, Archeotech

Hunting Rig

A Spyre's hunting rig is no ordinary set of armor. Spyrers use ritualized combinations of weapons and armor that favor different combat styles. Each rig is meticulously crafted off-world, a wondrous device of half-forgotten technologies worth its own weight in gelt. The rig is self-sustaining and self-repairing, with integral weaponry and, most importantly of all, built-in

power boosters which activate as the wearer gradually masters the suit's functions. These power boosters make each Spyrer evolve in a subtly different way, creating a diverse and powerful group of individuals in each hunt

Each hunting rig comes armed with a choice of two weapons or equipment with the Spyrer keyword and is equipped with an inbuilt bio-booster, bio-scanner, filter plugs and photo contacts.

Armor Rating: 4

Value: 9 (Very Rare)

Keywords: Advanced, Spyrer

Mirror Armor (Vaporian)

Highly polished, lamellar plates form the peculiar skin of this armor, worn by the sardars of the desert world of Vaporius in the farthest Heathen Stars. The mirror-like surfaces of the armor glitter like the facets of a diamond in the blazing sun of the Vaporius. Crafted by master artisans, this armor is as puissant as it is beautiful, and is particularly valued for its effectiveness against las-weaponry.

Notoriously intolerant of newcomers and the Imperial Creed, the Vaporians rarely trade with outsiders. However, rumors tell of a Rogue Trader who managed to trade several millions tonnes of water for a cargo of the shimmering fabrics woven on Vaporius and suits of their fabled mirror armor.

The reflective surfaces of the armor can even deflect the high intensity lasers used in lasguns. Thanks to its mirror sheen and heat resistance, Vaporian mirror armor provides an additional 2 Armor Rating against weapons with the Las keyword, and considers its Armor Rating invulnerable against those attacks. Due to the conspicuousness of the armor, however, the wearer suffers a +3 DN penalty on all Stealth Tests when attempting to remain hidden, inconspicuous or evading detection.

Armor Rating: 2

Value: 5 (Very Rare)

Keywords: Advanced, Imperium, Rogue Trader Fleet

Resciscum Exploration Suit

In exploring the furthest reaches of the Imperium and beyond, it is often the case that standard, sealed exploration suits just aren't capable of providing the full range of protection and collection required of them. That is why, for the truly enterprising (or truly paranoid) explorer, the venerable Resciscum Exploration Suit offers the most intricate, durable environmental examination and protection that money can buy.

Meant for especially dangerous environments, the Resciscum has built-in fail-safes to stop all but the largest breaches. Incredibly sensitive sampling instruments crafted through ancient and ritebound techno-science allow the wearer to collect and analyze any material with which the sensor portions of the suit come into contact. Dedicated equipment located in the suit's helmet automatically stores the data-tracks that the suit records.

In addition to these features, these arcane suits includes a built-in auspex, vox system, rebreather, and microbead. In general, all of these systems can remain fully operational for up a week of continuous use before a day of recharging is required. In the case of a power failure, the suit puts priority on the rebreather and sealing systems to keep the wearer safe for as long as possible.

However, all of this extraordinary instrumentation makes for a much heavier suit than the standard sealed environment unit, and attempting combat is not recommended. This inflicts a +1 DN penalty on all Athletics, Weapon Skill, Ballistic Skill, and Agility-based Tests

Armor Rating: 3; Enclosed, Resistant (Cold, Heat)

Value: 4 (Very Rare)

Keywords: Advanced, Imperium, Rogue Trader Fleet

Voidsuit (Clanner-Pattern)

These voidsuits are not truly a singular design, but rather are each unique items created to broadly similar specifications, the product of various void-clan artificers and manufactories on different worlds, stations and vessels. Clanner-pattern voidsuits are of remarkably high quality, the explorers and colonists of the Imperium being extremely familiar with the dangers of the void, and less-than-willing to risk themselves with creations of uncertain protective value. Less cumbersome than the widely-used Selenite-pattern, it provides somewhat less protection from hazards, but is more comfortable to wear for long periods of time, such that many voidmen wear the main body of the suit as normal work overalls, adding the helm, gauntlets and boots only when they need to work in vacuum.

When fully sealed, the suit's rebreather tanks provide enough air for four hours, after which time they must be replaced, which can be done as an Action without compromising the suit's seals and without removing the suit. An integral micro-bead vox, mag-boots, lamp pack, and clip harness are also included in most common versions.

Armor Rating: 1; **Bulk (1), Voidproof**

Value: 5 (Uncommon)

Keywords: Advanced, Imperium, Voidfarer

Void Suit (Lathe-Pattern)

Void suits are protective suits worn by the workers who make their livelihoods mining asteroids, carving comets for ice, cold ship repair work, or any of the other dangerous but lucrative professions to be found in the void. Unlike most heavy void suits, the "Rockhound", as the lathe-pattern is known, is lighter and allows more user dexterity, an essential trait given the nature of their work. The models feature a solid torso carapace over layers of thin but tough voidproof fabrics with extra padding on the knees and elbows. The helmet is large, and completely clear. It sports a backpack to provide a re-breather and power supply. The main feature of the suit is the cold-gas micro-jets

which surround the torso carapace, to be used for locomotion in limited or absent gravity. Each suit also has a variety of storage pouches, attachment points, and belts for carrying any and all of the tools and supplies a void worker might need. Most users customize their suits in a variety of eye-catching ways, the better to identify each other at a distance. Many miners, for example, will decorate their suit with symbols indicating rich strikes, or banner poles showing their home vessel.

Each suit can sustain the user in the void for 15 hours of operations, and includes a vox-link, suit-patch kit, helmet, protective eyewear including a photo-visor, and a clip harness with ten meters of line. The suit also applies a +1 DN penalty to the user's Agility based tests while wearing the suit. The micro-jets grant the user the ability to propel himself with a Speed of 3 in low or zero gravity situations.

Armor Rating: 1; **Bulk (2), Voidproof**

Value: 2 (Rare)

Keywords: Advanced, Imperium, Imperial Navy, Voidfarer, Rogue Trader Fleets, Void Pirate

Void Suit (Selenite-pattern)

A truly ancient design and a relic of the sacred STC, the Selenite-pattern is perhaps the most common heavy void suit used in the Imperium. Intended for use by voidwalkers, belt miners, and the like, the suit's insulated ceramic-fiber weave provides much better protection than a simple sealed suit from the hazards of space such as temperature extremes, radiation, and micro-fragment impact. Widely fabricated and hugely durable, some Selenite suits are treasured relics of the void born families and star vessels, and may have served many generations in a particular ship's crew.

The Selenite can sustain life in hard vacuum for up to ten hours before the dual re-breather cells of its life support system must be replaced (which may even be done without removing the suit). A fully functioning suit in good order also contains an internal vox-link, a seal patching kit,

- a compact grapnel/clasp plus ten meters of line, and a photo-visor.
- Selenite suits are often fitted with impellor units, allowing the wearer to propel himself through open space in zero or reduced gravity conditions with a Speed of 6 (they are not powerful enough to use in a normal gravity environment, however).

Armor Rating: 2; Voidproof

Value: 4 (Rare)

Keywords: Advanced, Imperium, Imperial Navy, Voidfarer, Rogue Trader Fleets, Void Pirate

Basic Armor

While not necessarily of lesser defensive capability, this type of armor is generally of a straight forward nature. On many remote planets, and also in isolated locations within civilized worlds, such wear is standard. They rarely offer adequate protection from lasgun fire or other advanced weapons, but are often inexpensive and usually enough to deal with most threats.

Armored Bodyglove

Armored bodygloves are a favorite for assassins, as they offer full body protection with little or no reduction in mobility. Each bodysuit is normally tailored to the wearer, and can vary in effectiveness depending on the materials used from simple flak protection levels to degrees rivalling the finest carapace armor plating. Many are simply worn underneath normal clothing or robes so as to not reveal their nature.

Armor Rating: 2

Value: 3 (Rare)

Keywords: Basic, Light, Imperium, Adeptus Ministorum

Blessed Sackcloth Tunic

Made from coarsely-woven cloth, which is then washed in sanctified waters and then blessed by priests of high rank, these tunics provide some

protection from claws, knives, and the like (and next to none from advanced weaponry), but their real worth comes when confronted by the supernatural.

A blessed sackcloth tunic can be worn by itself or under other armor. If worn by itself, it's itchy and somewhat uncomfortable, but otherwise causes no major problems. However, if worn under other armor it will cause intense irritation. Characters who wear such a combination for more than their Toughness Attribute in hours must make a Toughness Test (DN 4) or suffer 1 Shock.

Armor Rating: 1; Blessed

Value: 2 (Uncommon)

Keywords: Basic, Light, Imperium, Adeptus Ministorum



Boarding Armor

When conducting offensive actions or repelling enemy boarders, Naval armsmen often don these armored kits. Each is a full flak suit, with carapace plating only on the front and a full helmet with faceplate and respirator. Designs can vary from ship to ship, but the overall suit is of common usage in the armed merchant vessels of the sector. Boarding armor also comes with a built-in Void Suit.

Armor Rating: 3; Bulk (1), Enclosed

Value: 6 (Uncommon)

Keywords: Basic, Imperium, Imperial Navy, Voidfarer, Rogue Trader Fleets, Void Pirate

Feudal Tech-Plate

Favored by the bannermen that serve the Questoris Familia on knight worlds, these armors combine the sturdiness of primitive designs with more advanced materials such as armaplas or plasteel.

Feudal Tech-plate includes an inbuilt vox-link and slate monitron.

Armor Rating: 3; Bulk (1)

Value: 2 (Rare)

Keywords: Basic, Imperium, Questoris Familia

Frost Armor

Thermal Protective Wear (commonly called Frost Armour) was originally developed for work in high-temperature environments such as on inner planets or in reactor heat exchangers. They offer no more protection than a light flak suit, but are specialized to negate the effects of extreme heat. With a combination of slick flame-resistant fabrics and thermally conductive weave, the suits wick away almost all of the intense heat the user might face, and are a favorite in close quarters fighting, where a warrior knows he may face flamers or similar defensive weapons.

Weapons with the *Blaze* trait do not automatically set the wearer on fire. The *Blasé* trait only becomes effective if the attack scores a critical hit (and chooses the effects of the blaze trait as the critical effect).

Frost Armour comes with a re-breather to protect against flame and smoke inhalation.

Armor Rating: 3

Value: 4 (Uncommon)

Keywords: Basic, Imperium, Lower Class

Furnace Plates

Furnace plating are commonly found worn by hive forge workers and other menials that must work in heat intensive workplaces. Suits constructed with these heavy, insulated plates

offer protection from a number of common hazards.

Against energy-based weapons such as Las, Melta, or Plasma weapons, the Armor Rating of furnace plates is *Invulnerable*.

Armor Rating: 2; Bulk (2)

Value: 6 (Common)

Keywords: Basic, Imperium, Lower Class, Scum

Gutterforged Armor

On occasion, truly desperate criminals will create for themselves suits of home-forged carapace armor. Usually of poor quality and almost impossibly heavy, these suits are haphazard affairs crudely welded or hammered together from pig iron plates by blacksmiths or forge workers. On occasion, these crude suits have proved surprisingly effective, and every year the bloodstains are carefully washed off new examples which are then mounted carefully on display in arbites vaults within adeptus arbites Fortress Precincts.

Although offering strong protection, these suits of solid metal armor, (usually consisting of a slit bucket helm, shoulder pads, and frontal and rear metal "aprons") are severely encumbering.

Armor Rating: 5; Cumbersome

Value: 6 Uncommon

Keywords: Basic, Imperium, Recidivist

Hardened Bodyglove

Intended as a covert form of personal armor, the hardened body glove comprises a form-fitting suit made up of a flexible mesh fiber material that tenses when struck to disperse the impact. Additionally, the suit is also reinforced with a micro-scale insert of hardened ceramic lamellar plating over vital areas. Wearable



under other loose or specially tailored clothing, hardened body gloves are a common choice for elite troops engaged in covert operations, bodyguards and anyone who wishes to protect themselves without an overt show of doing so.

As an Very Rare availability, hardened body gloves can also be purchased with a sealable hood (covering the head) and inherent stealth features, making the wearer harder to detect with auspexes, IR vision and the like (imposing a +2 DN penalty on relevant Tests to notice the wearer).

Armor Rating: 3

Value: 5 (Rare), 3 (Very Rare)

Keywords: Basic, Light, Imperium

Hazard Suit

There are many hostile places in the imperium' that are frequently toxic or corrosive, and strong winos whip up regular ash storms capable of blasting any exposed skin raw in minutes. Consequently, those such as ash crust miners and the poor wretches who maintain a hive's outer armored skin frequently wear heavy suits of rubberized canvas with vulcanized plates that protects them from the dangers of their working environment.

When a hazard suit is combined with a respirator, the character gains an additional +1d against gas attacks.

Armor Rating: 1

Value: 5 (Common)

Keywords: Basic, Imperium, Lower Class, Scum

Low Hiver's Overcoat

These voluminous and somewhat tattered patchwork leather and canvas high collared overcoats are common low hiver garb and will easily fit over anything a character is wearing. They are also quite tough and will provide some degree of protection.

Armor Rating: 1

Value: 1 (Common)

Keywords: Basic, Light, Imperium, Lower Class, Scum

Padded Body Armor

Also known as padded jacks, these armors are fashioned from linens and interwoven layers of ballistic clothes and are designed to dissipate and soften blows rather than outright stop them outright. These armors are popular on feudal and low tech worlds, as well as merchant combines and guilders for its lightweight and affordability.

Padded Body armor does not grant an Armor Rating, but instead increases the wearer's Shock value by +1 and ignores the Shock gained from making a test. As an Uncommon Availability, heavier padded armor can be acquired which grants +2 to the wearer's Shock value instead of 1, but also gains the Bulk (1) trait.

Armor Rating: 0

Value: 6 (Common), 5 (Uncommon)

Keywords: Basic, Imperium, <Any>

Volcanis Shroud

The shroud is the common name for an integrated suite of heavy protective gear including a temperature-insulating under-suit and a heavy, hooded blast coat of polymer and ceramite-alloy weave. The shroud takes its name from the vast magma-fed forges of Volcanis deep beneath the surface of Mars, and has long been a staple of heavy industrial hives and forge world gear, not least in Hive world forges where it is the universal garb of the foundry guilders, though it finds equal use in industrial vaults.

The protection provided by the shroud is doubled against fire, acids and corrosives. The suit also has a built-in rebreather and photo-visor.

Armor Rating: 2; Bulk (1)

Value: 5 (Uncommon)

Keywords: Basic, Imperium, Middle Class, Adeptus Mechanicus

Xenos Chitin Armor

Extremely rare and utterly blasphemous, this carefully-wrought armor is composed of pieces of the chitinous exoskeleton of Tyranid creatures. Given the scarcity of Tyranids, obtaining the materials is difficult, but the resilience of their carapace, and the chance to own something so rare and distinctive is often incentive enough for well-connected pirates and ne'er-dowells. Recently, however, this jet-black or dark blue armor has shown up more often, reportedly smuggled from distant locations by several Rogue Traders with ties to the Imperial Navy. The Inquisition is quite eager to find these individuals, and learn the source of these sales.

Tyranid chitin is roughly as protective as flak or light carapace armor. Owning a suit of xenos chitin armor is considered to be a heresy, and consequently will attract unfavorable attention from the Inquisition, Adeptus Arbites, Ecclesiarchy and others besides. The Inquisition may take special, and likely fatal, interest in those who wear such armor.

Armor Rating: 2; Xenophilious

Value: 2 (Very Rare)

Keywords: Basic, Imperium, Void Pirate



Adeptus Arbites Carapace Armor

The appearance of the Adeptus Arbites strikes fear into the hearts of criminals and the lawless. Adeptus Arbites carapace armor is designed to be clipped together and worn over a light, breathable bodyglove, the armor carefully constructed and tailor-made to the proportions of the Arbitrator concerned. Given that the armor must be worn for hours at a time, often during periods of extreme physical exertion, it must be light and comfortable, and it succeeds surprisingly well on these fronts. The armor is completely unpowered, though it is often equipped with a number of mag-strips which permit weapons and other equipment to be attached directly to the armor without the need for clumsy straps and external clips. The Carapace helm is equipped with a micro-bead (or "vox-torc") and is open at the mouth to allow easier verbal communication. The helm is, however, capable of being hermetically sealed in seconds; and has mountings for a rebreather, which is usually magnetized to the belt when not in use. It also contains polarizing lenses which react instantly to light over a certain lumen level, and which have the effect of negating photon flash grenades completely. A beneficial side effect of this approach is that it makes it impossible to see which direction an Arbitrator is looking. The armored gloves are cunningly wrought devices colloquially known as "lock gloves" in Arbites terminology, which count as recoil gloves.

The armor has a number of magnetized attachment strips that are capable of carrying the Arbitrator's weapons and equipment. In addition, it has a very large mag-strip on the back which is capable of mounting a single personal weapon.

Armor Rating: 4; Bulk (1)

Value: 3 (Very Rare)

Keywords: Carapace, Imperium, Adeptus Arbites

Carapace Armor

Carapace armor is made of densely layered plates of armaplas, ceramite or some other kind of highly durable material. It is heavy to wear and cannot easily cover flexible areas such as joints, but it offers significantly better protection than lighter kinds of armor.

Cadian-pattern "Kasrkin" Storm Trooper Carapace

The Departmento Munitorum in the Calixis Sector has long adopted the Cadian pattern carapace armor for its Storm Trooper units, feeling that a design used by one of the Imperium's most vital fortress worlds has an implicit recommendation. Storm Troopers are elite and versatile troopers, and their armor must be equally versatile.

"Kasrkin" carapace is designed to be worn as a complete suit. It has an integral auspex unit with wrist display and attachments for a grav-chute. The carapace helmet is equipped with a rebreather, photo-visor, encrypted micro-bead, and a clip attachment on the side of the helmet for either a lamp pack or a vid-recorder. These systems are powered by a small charge pack (equivalent in size to a lasgun charge pack) that must be replaced after a week of continuous use.

Armor Rating: 4; Enclosed, Bulk (1)

Value: 8 (Uncommon)

Keywords: Carapace, Imperium, Astra Militarum

Enforcer Armor

A lesser version of carapace armor, Enforcer armor is part of the uniform for local policing forces on planets across the Imperium. Though lacking the well-crafted plating that the elite Militarum Tempestus troopers or Arbitrators wear, it is still effective enough to deal with most hive gangers or heretical scum.

Armor Rating: 3; Bulk (1)

Value: 2 (Uncommon)

Keywords: Carapace, Imperium, Government

Heavy Carapace Armor

A reinforced and heavier version of the common carapace worn by enforcers, these are favored by a number of militant agencies and hired guns, as well as members of the planetary defense forces.

Against weapons with the Blast trait, 2 points of the Armor Rating are *Invulnerable*.

Armor Rating: 5; Bulk (2)

Value: 5 (Uncommon)

Keywords: Carapace, Imperium, Military

Hospitaller Carapace

Often serving in combat zones, Sisters Hospitaller require more protection than other Non-militant Orders. The distinctive armor is a welcome sight to injured guardsmen and Acolytes alike, an angel of mercy sent by the God-Emperor himself.

In addition to its protective qualities, the hooded habit is often coated in incense and unguents and the rest of the armor is sealed and treated against toxins. This grants the wearer a +2d to resist toxins or diseases that do not penetrate the armor (such as a poison dart) and a +1d on any Fear or Terror Test with an olfactory component (such as rotting bodies).

As a Very Rare acquisition, this armor can also be sanctified, gaining the Blessed trait.

Armor Rating: 4; Enclosed, Bulk (1)

Value: 2 (Rare), 4 (Very Rare)

Keywords: Imperium, Adeptus Sororitas

Judge Armor

The distinctive matte-black and red light carapace armor of the Arbites is as distinctive as it is intimidating, and the armor of an Arbites Judge is only more so. The armor of a Judge is designed to reflect his authority as the Lex Imperialis made manifest, and to sow terror in the criminal and malcontent.

It shares the same basic pattern as Arbites carapace, but incorporates a storm coat and helm topped with a massive golden eagle. Judge's carapace armor has a helmet equipped with an integral encrypted micro-bead, photo-visor, and a vox-amplifier (allowing the user to amplify his voice to near-deafening levels). A small stab-light can also be attached to the

shoulder pads. These systems are powered by a small charge pack (equivalent in size to a lasgun charge pack) that must be replaced after a week of continuous use.

Armor Rating: 4; Bulk (1)

Value: 5 (Very Rare)

Keywords: Carapace, Imperium, Adeptus Arbites

Magistratum Combat Carapace

Produced for Magistratum enforcers, this suit of light articulated carapace is fully enclosed and features both a respirator and flash reactive eyepieces built into the helm. While most commonly encountered in the unforgiving grey-steel of the Magistratum, these are also produced for the authorities of several other worlds in the Imperium, and a small number also find their way into the hands of the private retinues of powerful houses. The suit of armor also has a built-in respirator, commbead and photo-visor.

Armor Rating: 3; Bulk (1)

Value: 6 (Uncommon)

Keywords: Carapace, Imperium, Magistratum, Government



Pressure Carapace

Designed for the rigors of ship-to-ship combat, a pressure carapace is armor first and a voidsuit second. Constructed from lightweight ceramite plating over a thin, multilayered, sealed undersuit, pressure carapace is not really designed to protect from the hazards of the void long-term, instead serving more as an incidental safeguard against accidental exposure. Adeptus Arbites boarding parties, such as those serving as part of the a sector's Precinct Astra, tend to employ suits of pressure carapace during their

raids upon illegal shipping, though they are far from the only organization to use this type of armor.

Given their intended use, suits of pressure carapace are somewhat resistant to the normal tears and punctures that are a hazard in vacuum combat. Against any attack that would normally cause a suit puncture, roll 1d6 - on a 4+, the suit's construction holds up and no puncture is caused.

Higher-quality versions of the armor contain an exotic fluid layer that swiftly welds shut any breaches in the suit. A very rare suit of pressure carapace cannot suffer from breaches or punctures.

Armor Rating: 4; Bulk (1), Voidproof

Value: 5 (Rare), 3 (Very Rare)

Keywords: Carapace, Imperium, Adeptus Arbites

Sanctified Carapace

Created with great care (and great expense), a sanctified carapace features engraved prayers on each layered plate. Additional prayers and wards border each primary piece (such the rim of the helmet or edges of the chest plate), while large holy symbols are set into the center of the chest and along each limb. Finally, the entire suit is blessed and then anointed with sacred machine oils.

Blows made with the carapace's gauntlets are considered to be "Holy" in nature and thus unarmed attacks possess the *sanctified* trait. Finally, the armor's sanctified nature give it an aura of purity, causing all supernatural creatures within 20 meters to take a +1 DN penalty on Willpower-based Tests.

Armor Rating: 4; Enclosed, Blessed

Value: 5 (Rare)

Keywords: Imperium, Adeptus Ministorum

Wind Armour

A seemingly fanciful name for a suit of protective gear that deals with a very real problem, wind armor is produced for the many worlds of the Imperium that boast powerful storms that are capable of stripping a lightly armored person to bone in less than 30 seconds. Against such force, even void shields are hard pressed to cope. Realizing that standing against the wind was ultimately foolhardy, the designers came up with a clever idea of creating a series of auto-reactive ceramsteel plates that would redirect wind force, allowing an individual to advance in lighter dust storms and, at the least, survive in the heavier ones.

Wind armor is formed from fully enclosed suits of medium articulated carapace. They incorporate a series of heavy air filters with a rebreather connected to an extra tank, allowing a wearer to breathe normally in all but the heaviest storms, with three full hours of breath should they be completely buried in dust. Each suit also has an inbuilt vox-system along with a photo-visor. Wind armor was primarily designed to defend its wearer from harsh environmental conditions, not opponents. While it is popular with explorers, it isn't nearly as useful in a fight as many other armors of similar class.

The wearer is immune to environmental effects of strong wind and dire storms.

Armor Rating: 5; Cumbersome, Enclosed, Resistant (Wind)

Value: 8 (Uncommon)

Keywords: Carapace, Imperium



Flak Armor

Comprised of layers of ablative and impact-absorbent material, flak armor is effective against small arms, shrapnel and proximity blasts.

Flak Greatcoat

Many Imperial Guard and planetary defense force officers favor these heavy garments, as they offer protection against colder climates as well as enemy fire. Stylish as well as functional, they are also favorites among civilian fighters as well.

At the GM's discretion, Flak Great Coats may grant a situational +1d bonus to skill tests such as Leadership, Intimidate, Persuade or Influence tests when dealing with characters that possess the Astra Militarum or Military keywords.

Armor Rating: 3; Bulk (1)

Value: 6 (Uncommon)

Keywords: Flak, Imperium, Military, Astra Militarum

Flak Jacket

Flak jackets consist of plasteel plates sewn into a waistcoat. Metal or ceramic plates can be used with these jackets, providing additional protection against munitions, and metallic components or tightly woven fiber layers can give this armor resistance to stab and slash attacks from knives and similar close-quarter weapons.

Armor Rating: 3

Value: 4 (Common)

Keywords: Flak, Imperium, Military, Astra Militarum

Flak Vest

Most guardsmen wear flak vests, a cheaply produced, lightweight armor vest provided en-masse to Imperial Guard units. A flak vest consists of a skeleton of lightweight, flexible metal. This skeleton is then wrapped in multiple layers of a high-tensile fabric that is the main protective component of the armor. After multiple layers of fabric are affixed to the skeleton, the vest is given its toughened outer shell.

Armor Rating: 3

Value: 4 (Common)

Keywords: Flak, Imperium, Military, Astra Militarum

Flak Cloak

These sturdy cloaks are reinforced with metal and plasteel plates sewn into the lining. A flak cloak is more cumbersome than other flak armors.

The advantage of flak cloaks is that a wearer can don or remove it with two simple actions. In combat, this is particularly useful to quickly remove a garment set ablaze by an enemy, negating the Burning combat effect at the start of a character's turn. Note unless an Action is taken to quell the fires, the cloak becomes damaged after that turn and does not offer protection if donned again without being repaired.

Armor Rating: 3; Bulk (1)

Value: 4 (Common)

Keywords: Flak, Imperium, Military, Astra Militarum

Force Shields

Defensive technology in the grim darkness of the far future is not limited merely to powered armor. Protective fields also exist to withstand the ravenous energies and exotic blasts wielded by psykers, aliens and the Imperium itself.

Archeotech Blurshield

Rather than actually providing physical protection, a blurshield creates a fuzzy blur around the wearer so that it is not clear exactly where the target is.

Blurshields impose a +2 DN penalty on all Ballistic Skill Tests made to attack the wearer. While useful against most ranged weapons and even melee attacks, it offers little help against flame or blast weapons that rely more on the area of effect than precision targeting, and

against such weapons the benefits of the Force Shield trait are lost.

Armor Rating: *2; Force Shield

Value: 8 (Very Rare)

Keywords: Force Shield, Imperium, Archeotech

Archeotech Mirror Shield

Resembling a strange kind of ornamentation, archeotech mirror shields consist of a large reflective surface surrounded by elaborate wiring and tech-glyphs. They are normally worn on the forearm, and when struck by energy weapons can absorb and redirect the force, reflecting it back onto the attacker.

An Archeotech Mirror Shield only protects against hits that would strike the body or arms, leaving the head and legs unprotected. This inflicts an additional +2 DN penalty to Called Shots targeting the body or arms of the wearer. In addition it does not function against area attacks. Lastly, when a user successfully Soaks a Mortal Wound from weapons with the Las keyword, the wearer may make an Agility Test (DN 3). On a success, the wearer reflects the shot back at a target of his choice within the range of the weapon. The target takes the hit instead, suffering all effects.

Armor Rating: *3; Force Shield

Value: 3 (Unique)

Keywords: Force Shield, Imperium, Archeotech

Conversion Field

Also known as flare fields, these devices convert the energy of an attack into radiated light, often strong enough to act as a blinding visual blast against nearby foes. A more powerful version known as a Rosarius is often granted to members of the Ecclesiarchy to guard against the predations of heretics and the unholy.

If the wearer of the field Soaks 1 or more Mortal Wounds from a single attack, the release of light is strong enough to act as a photon flash grenade burst centered on the wearer. The

character wearing the conversion field is unaffected by this burst of light.

Armor Rating: *3; Force Shield

Value: 4 (Very Rare)

Keywords: Force Shield, Imperium, <Any>

Displacer field

Displacer fields are powerful, but sometimes as dangerous to use as the actual attack. They operate not by absorbing or shunting away an attack's energy, but instead by shifting the user away using miniature Warp-jump technologies. This jump is normally triggered through sensors located with the device, though it can also be activated manually if desired. Each activation carries the supreme risk of unprotected travel through the Empyrean; even as the body is swept to safety, the soul risks damnation.

When the field successfully nullifies damage (by virtue of its Force Shield trait), the user jumps in a random direction. If the user would suffer damage, then the benefits of the Force Shield trait are ignored (effectively treating the attack with its full armor penetration value instead). These fields require a brief recharging period, meaning this effect can only be used once every other combat round.

When a jump is triggered, roll 3d6 for the number of meters travelled - the wearer always emerges on solid footing and in a suitable empty space. If all three dice come up with the same number (e.g., 3 results of 6), then the user does not re-emerge for 1d6 rounds and gains 1 Corruption point from exposure to the unnatural energies within the Warp. If the activation is unexpected, then the wearer cannot act for one round while he regains his sense of place.

The displacer field will not teleport the wearer to a place it is impossible for them to enter and survive (such as solid cliff face, into empty space or another character's position) and will stop them 1 meter short if this would be the case. They may however pass through terrain and other characters before materializing again.

Armor Rating: *5; Force Shield

Value: 2 (Unique)

Keywords: Force Shield, Imperium, Military, Astra Militarum

Null-blocker

These small, matte-black boxes do not attract attention. However, they are constructed with psy-inert ceramics, and filled with delicate circuitry that at least partially creates the affect generated by an untouchable. They are issued to members of the Inquisition to provide protection against psyker and warp-spawned opponents. They can be worn around the neck or affixed to armor, but can only shield one person.

Null-blockers behave like any other field, except that their field ability only applies to psychic powers. When the wearer is affected directly by a psychic power, the benefits of the Force Shield are applied. Against powers that cause no direct damage (such as telepathy), the power has no affect on him unless it scores a number of icons greater than the Armor Rating. Of course, the field is useless against indirect attacks from psychic powers, such as dropping a large stone on the wearer from a great height using telekinetics.

Armor Rating: *6; Force Shield

Value: 9 (Very Rare)

Keywords: Force Shield, Imperium, Inquisition

Power Field

While most personal force fields are small and unobtrusive, power fields are heavy, cumbersome devices ranging from backpack sized generators for personal use to large field emplacements for protecting important installations or vehicles. They all work by projecting a force wall to deflect away incoming kinetic and energy-based attacks. This wall can be varied in strength and size, but drains power at a prodigious rate - a personal unit can only be active for an hour before burning out its generator.

A power field causes the air to visibly ripple and crackle with static discharge. This imposes a +4 DN penalty on all Tests requiring stealth to succeed. The Power Field does not function against ranged attacks made within 3 meters, or melee attacks.

Armor Rating: *8; Bulk (2), Cumbersome, Force Shield

Value: 2 (Unique)

Keywords: Force Shield, Imperium, Astra Militarum

Refraction Bracer

A small (and relatively weak) field provides a shield like wall of force that protects the user's upper body and arms. This force field finds use amongst the private guard of many Inquisitors, where they are trained to interlock the fields to protect their charge. While it is less common than proper Refraction Fields, the Refraction Bracer is an inexpensive option for those working in dangerous conditions.

The Refraction Bracer only protects against hits that would strike the body or arms, leaving the head and legs unprotected. This inflicts an additional +2 DN penalty to Called Shots targeting the body or arms of the wearer. In addition it does not function against area attacks.

Armor Rating: *2; Force Shield

Value: 5 (Rare)

Keywords: Force Shield, Imperium, Inquisition

Refractor Field (Mars-Pattern)

Refractor field devices see service with highly ranked and trusted Imperial agents of all kinds. No smaller than a pistol ammunition clip, they disperse the energy of an attack throughout the total area of the field effect. They are noticeable when activated as they surround the user with a hazy glow of light, making them easily detectible in



low lighting or at night. Many are fashioned in the shape of a gorget and worn around the neck.

Armor Rating: *3; Force Shield

Value: 5 (Rare)

Keywords: Force Shield, Imperium, Astra Militarum

Salvation Shield

Reportedly created by the mysterious Jokaeo, although other reports claim they are relics of human technology from the Dark Age, these tiny devices resemble a button or small broach.

When activated by a coded series of touches, a button shield generates a silent, invisible field of roughly one square meter projecting outward half a meter. The field is strong, on the scale of a power field, but can only last a few minutes before the charge dissipates; once used it requires several hours to recharge itself. These are worn singly on the chest, but for the few individuals with access to several button shields, they can be worn in a pattern to protect more of the body. The more daring wear them as rings, so as to provide the most dramatic usage to unsuspecting foes.

Once per encounter, a character may activate a Salvation Shield as a Simple Action. Once activated, they will confer the benefits of a Force Shield as normal for 2d6 Rounds. Once this time is over, the benefits of the shield are depleted and the device requires 1d3+1 hours to recharge before being used again.

Armor Rating: *5; Force Shield

Value: 3 (Unique)

Keywords: Force Shield, Imperium, Archeotech

Mesh Armor

Mesh armor is often of a high tech or even xeno design and is formed from thousands of bonded thermoplas cells linked together to create a fabric-like weave. Lightweight and surprisingly comfortable, it can withstand most impacts or heat energy by becoming briefly rigid, dissipating the force through the now stiff

material. The finest types are of clear xenos origin, though even the cruder human versions offer excellent protection

Imperial Mesh

Mesh armor is a fabric-like material made from tiny cells of bonded thermoplas. The resultant mesh is light but very strong and can be fashioned into garments or used as a protective lining. Mesh absorbs physical blows or heat energy by becoming momentarily solid, effectively absorbing the energy of an attack to switch from one morphic state to another. Repeated hits to the same area will tend to erode this effect and reduce the protective value of the mesh. Mesh armor has made a comeback among back world planets and regiments heralding from smaller economies that lack the resources or labor to produce other types of armor. Mesh armor has one primary attribute in that it can be bonded with other types of armor as reinforcement and can also take underlays which are upgrades such as different armor platings, reactive countermeasures, or electrode sensitive underlays for personal shielding.

Armor Rating: 3; Enclosed

Value: 5 (Rare)

Keywords: Light, Imperium, Military

Shield Robes

When not clad in their well-known power armor, the Adepta Sororitas will often wear their armored robes. These are consecrated mesh robes designed for both devotional study and martial training. Traditionally worn by the Orders Non-militant in their support roles and by novices as they are being instructed in the ways of the Sisterhood, they act as secondary clothing for a Battle Sister while their power armor is being maintained or when they return to their Convent. Eschewing regular clothing, the robes and the power armor are typically all a Battle Sister will wear.

Shield Robes are not limited to the Adepta Sororitas. Clerics who find themselves in combat

or who bring faith and fire to the enemies will also wear them. Often these robes are stylized and detailed with images from the lives of Saints or with iconography meaningful to a single cult.

Armor Rating: 3; Blessed

Value: 4 (Rare)

Keywords: Mesh, Light, Imperium, Adeptus Ministorum, Adeptus Sororitas

Mesh Combat Cloak

These advanced cloaks are formed with the same cells of bonded thermoplas as other mesh armors, but is designed as an opened cloak that can be easily worn over the body, rather than be form fitted.

The advantage of mesh combat cloaks is that a wearer can don or remove it with two simple actions. In combat, this particularly useful to quickly remove a garment set ablaze by an enemy, negating the Burning combat effect at the start of a character's turn. Note unless an Action is taken to quell the fires, the cloak becomes damaged after that turn and does not offer protection if donned again without being repaired.

Armor Rating: 3

Value: 4 (Rare)

Keywords: Light, Imperium, Military

Mesh Cowl

Similar to a mesh cloak, a mesh cowl is distinguished from the cloak by its nature as an entirely closed garment, possessing a hood and wide sleeves.

Armor Rating: 3

Value: 3 (Rare)

Keywords: Light, Imperium, Military

Mesh-Weave Clothing

Favored by the wealthy and paranoid, as well as any others who must keep up a particular appearance without leaving themselves

completely vulnerable, mesh-woven clothing is extremely expensive and difficult to obtain. There are perhaps only a dozen individuals in an a given sector whose skills allow them to craft clothing which is both protective and sophisticated. However, the armor is virtually undetectable by conventional methods, the mesh layers so perfectly concealed that they escape the notice of all but the most vigilant of observers. The finest and most extravagant of mesh-woven clothes are believed to incorporate elements of mesh armor salvaged from the bodies of Eldar warriors, the armor being extraordinarily lightweight and almost as fine as silk, and thus easily added to fine clothing without looking particularly out of place. Such items, as well as being extremely expensive and difficult to acquire, are deemed heretical for their inclusion of xenos craftsmanship.

Armor Rating: 3; Enclosed

Value: 8 (Very Rare)

Keywords: Light, Imperium, Nobility

Special: Attempts to determine the armors presence suffer a +4 DN test (i.e. Awareness tests)

Xeno Mesh

Supposedly of alien origin, this mesh pattern consists of microscopic thermaplas cells bonded together, allowing it to react to incoming damage.

Armor Rating: 3; Xenophilous

Value: 3 (Rare)

Keywords: Light, Imperium, <Any>

Power Armor

Heavy armor empowered by servo actuators supports its own prodigious weight and enhances the strength of the wearer. Power armor normally comes with a helm that incorporates a vox unit (equivalent to a vox-bead), preysense lenses (equivalent to preysense goggles), and a respirator.

Artificer Armor

The finest personal armor available in the galaxy, artificer armor is highly modified power armor. Usually at least several thousand years old, these ancient suits of armor have been altered by craftsmen of incomparable skill with super dense materials and cunningly wrought damage control mechanisms that allow the wearer to shrug off even the most devastating attacks. Moreover, artificer armor is often embellished with the finest ornamentation and gilded heraldry, as well as hexagrammic wards and seals that provide the wearer additional protection from psychic assaults. Such consecrated and venerable suits of armor are unique works, displaying the pinnacle of the armorer's craft.

Incredibly scarce, artificer armor is more valuable than many starships and is a far rarer sight in the Imperium than an Imperial battleship. Most suits of artificer armor are locked away within the armories of the Space Marines or worn by their most formidable champions. Suits of this preeminent armor have occasionally been fashioned for use by lesser warriors, notably Inquisitors, crusading Warmasters, or even High Lords of Terra, however. Only a precious few suits of artificer armor have ever been in private hands, but a handful of wealthy and influential Rogue Traders have managed to obtain armor of this quality, though always at tremendous cost and effort. Still, the raw prestige of owning such a miraculous work drives some Rogue Traders to desire artificer armor, its incredible protective qualities aside.

With the helmet in place, the armor can function as a fully sealed void suit. It also includes a built-in auspex and recoil gloves. Further, the system's reactive servos grant the wearer the Sturdy Trait.

Armor Rating: 5; Powered (3), Sturdy,

Voidproof

Value: 3 (Unique)

Keywords: Powered, Imperium, Adeptus Astartes, Inquisition, Rogue Trader

Artificer Armor (Sanctified)

If a suit of Artificer Armor has also been consecrated for the unending war against rogue psykers and the foul entities of the Warp, it also possesses wards and psy-null circuits integrated into the armor that provide the wearer with some measure of protection from psychic assault. The wearer of a consecrated suit of artificer armor, in addition to gaining the **Blessed** trait, a wearer's unarmed attacks also gain the **Sanctified** trait.

Armor Rating: 5; Powered (3), Blessed, Voidproof

Value: 5 (Unique)

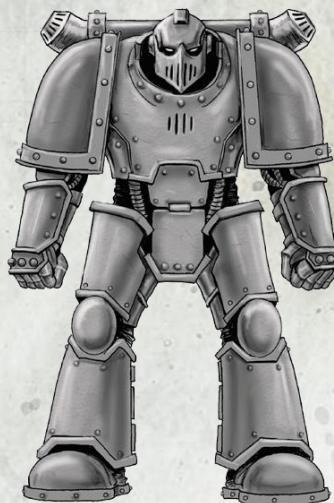
Keywords: Powered, Imperium, Adeptus Astartes, Inquisition, Rogue Trader

Armor Rating: 7; Bulk (2), Cumbersome,

Powered (4), Voidproof

Value: 6 (Very Rare)

Keywords: Powered, Imperium, Rogue Trader



Delphis Mark II "Ironclad" Heavy Power Armor

The Delphis Mark II is a variant of standard power armor that features increased personal protection at the cost of agility, with huge plates of plasteel covering the flatter areas of the body. Exposed servo-mechanisms run along the legs and arms, and elaborate bracing runs across the spine. The helmet is small in comparison, with the high metal gorget rising from the neck almost to the cheeks. The armored gloves are unwieldy - though a person can wield a weapon, tasks requiring manual dexterity are impossible. The power cell system in the rear has several thermal fins protruding to shed away excess heat. As each is a personal heirloom item, colorful paintwork and elaborate scrolls delineating the history of the various users cover the surface; some users have also added additional ornamental shields to indicate their personal heraldry. The more ostentatious suits include large retractable poles for flying more elaborate personal banners and their vessel's blazons.

This heavy power armor is extremely cumbersome, imposing a +2 DN penalty to Agility-based tests requiring fine manipulation. The suit also counts as an enclosed void suit and incorporates an inbuilt auspex and a pair of recoil gloves.

Delphis Mark II "Prensio" Lifter Armour

Using a combination of additional reinforcement, gyroscopic balancing cogitators, and specialized arm and leg supports, these heavily specialized armored suits can ensure that even the most unwieldy cargo can be safely transferred through the most dangerous environments. Unsurprisingly, these suits have found great popularity among the more exploration-minded Rogue Traders, who found its use in the otherwise extraordinarily time-consuming and dangerous business of excavating and retrieving priceless artefacts invaluable. With the proper auxiliary equipment, it can also be used for tearing apart the bulkheads of ancient wrecks floating in the void, speed-clearing vast swaths of forest, or even assisting in rapid installation of key facilities in an Imperial Colony.

The wearer of the Prensio variant suffers a +4 DN penalty on all Tests based on Agility and a +2 DN penalty on all Tests based on Weapon Skill and Ballistic Skill.

The armor comes equipped with a built-in auspex and chrono. As long as the wearer keeps the helmet on, the suit also counts as a sealed environment and a void suit. Getting in

and out of the armor is an involved process, requiring at least 30 minutes (or 15 minutes with the dedicated attention of servitors or other aid).

Armor Rating: 7; Bulk (3), Cumbersome, Powered (5), Voidproof

Value: 6 (Very Rare)

Keywords: Powered, Imperium, Rogue Trader



Dragon Scale

Worn by the warrior tech-priests of the Magos Militant and the field engineers assigned to frontline duty with the Imperial Guard, each set of dragon scale is individually hand-forged from adamantine and ceramite plating and woven with prayers of permanence and micro-etched with fractal incantations of defense.

Offering protection equivalent to the finest powered armor, dragon scale's greatest advantage is that it is designed to interface directly with the tech-priest's cybernetic body and draws its power from his potentia coil, never needing to be recharged while worn.

Armor Rating: 5; Powered (2), Enclosed

Value: 8 (Very Rare)

Keywords: Powered, Imperium, Adeptus Mechanicus

Engine Armor (Zayth-Pattern)

Enormous mobile fortress-cities rumble across the scarred surface of the barren, war-torn world

of Zayth, providing the only sanctuary for the planet's human population after millennia of ceaseless war. Bristling with fearsome weapons of war, these extraordinary vehicle cities are the last remnants of Zayth's ancient, long-lost technology, maintained through the aeons by hereditary Engine Orders who guard the great machines and traditions of each clan.

The complicated exoskeletons used by the tenders who guard and preserve the great generators and engine rooms of Zayth's vehicle cities are marvels of Dark Age technology. While not as advanced as most power armor, Zayth engine armor provides a degree of protection from environmental hazards and its pistons and servos greatly increases the user's strength. Since no clan would ever willingly trade away even a single one of its irreplaceable suits of Engine Armour, most examples found off world are those salvaged from dead Zaythian cities, casualties of the endless wars.

Wearer suffers a +2 DN penalty to all Agility based Tests due to the ungainly design of the armor, and a +2 DN penalty to all Awareness Tests due to the limited angles of visibility it provides.

Armor Rating: 5; Cumbersome, Powered (4), Enclosed

Value: 8 (Very Rare)

Keywords: Powered, Imperium, Archeotech

Sororitas Power Armor (Vandiran-Pattern)

Commissioned by Goge Vandire, it is the only part of his legacy that was not removed along with his head. Created initially by the forges on Mars for the Adepts Sororitas, this lighter power armor provides excellent protection and increased strength with little to no reduction in movement speed or agility. A Sister of Battle is not typically issued a helmet until she has proven herself.

A Sororitas Power Armour helmet includes an integrated targeter, a rebreather, and a comm-link.

Armour Rating: 5; Powered (2)
Value: 6 (Very Rare)
Keywords: Powered, Imperium, Adepta Sororitas



Primitive Armor

Often made from basic materials such as hides and soft metals, this kind of armor is better suited to turning blades than stopping bullets.

Banded Armor

Banded armor is made from layers of tough, laminated strips of hide, bonded or sewn to cushioned leather. The armor has been developed to stop razorsharp blades. The banded armor is also highly effective against primitive ranged weapons, but struggles against more advanced technology. Normally, the suits are worn by warriors and nobles who constantly fear for their lives due to a feudal world's callous culture - where murder is an accepted form of dispatching rivals.

Against primitive melee weapons (those not possessing the Power Field keyword), 1 point of the Armor Rating of this armor is *Invulnerable*.

Armor Rating: 2; Bulk (2), Primitive
Value: 5 (Common)
Keywords: Primitive, Heavy, Imperium, Nobility

Bone Armor

On many feral worlds the strongest material available is bone, and so it falls to this crude substance to provide some measure of protection. Bone armor is made from the skeletal remains of beasts. The design and shape is wholly dependent on the world it originated on and the type of animal bones used.

There are a few common themes, no matter where the armor was made; the skull is usually hollowed out and serves as the helmet, while ribcages and thick bone plates form the breastplate. Sometimes the armor is dressed in furs and hides, but, more often than not, the bone is on full display to give the wearer a fearsome appearance.

Bone armor is intimidating, and grants a +1d bonus when making Interaction attacks in combat.

Armor Rating: 2; Bulk (2), Primitive
Value: 3 (Uncommon)
Keywords: Primitive, Light, Imperium

Heavy Leathers

Whether made of cured grox or xenos hides, or some other form of leather, these armors offer less protection than heavier primitive armors but make up for it being lighter and less cumbersome to wear. They are popular on many feral and feudal worlds where more advanced armors are unavailable.

Armor Rating: 2; Primitive
Value: 2 (Common)
Keywords: Primitive, Light, Imperium, Military

Heavy Plate Armor

A certain metallurgy technological base is needed before all encasing plate armor can be developed. Such heavy armor affords greater protection and is known to be able to stand low-level las weapon blasts. However, plate armor is heavy and very uncomfortable to wear. Full sets of plate armor are considered to be of great

value by certain collectors throughout the Imperium. On worlds capable of developing this armor, it tends to be worn only by nobles and the most elite of warriors.

Armor Rating: 3; Bulk (3), Primitive

Value: 3 (Uncommon)

Keywords: Primitive, Heavy, Imperium, Nobility, Military

Sanctified Chain Coat

Similar in concept to the sanctified carapace, a sanctified chain coat features prayers engraved into each individual ring. These rings are carefully riveted together forming a resilient suit of armor. Lastly it is washed with secret mixtures of holy oils and purified sands to polish the coat to a glittering result. These are most common on those Feral Worlds with a strong Ministorum presence, and often presented as gifts to Missionaries.

Armor Rating: 2; Blessed, Primitive

Value: 6 (Uncommon)

Keywords: Primitive, Imperium, Adeptus Ministorum, Missionaria Galaxia



Scrag Furs

Formed from the hide of ill-tempered and ill-smelling Scrag Bear, this armor is cheaper than other types of fur due to its distinctive stench. Somewhere between rancid ham and vomit, the wearer of scrag fur is not a popular fellow.

A character wearing scrag furs takes a +1 DN penalty on all Fellowship related Tests.

Armor Rating: 2; Primitive

Value: 1 (Common)

Keywords: Primitive, Light, Imperium, Lower Class, Scum

Silkmail

Chainmail is a staple defense on many feudal worlds throughout the Imperium and some of the finest examples of chainmail is the work of master artisans. Far finer and lighter than common mail and entirely more comfortable, silkmail (as it is known) is favored by the nobility and highly prized by off-world collectors.

Characters wearing Silkmail may, at the Game master's discretion, gain a +1d bonus to social tests when dealing with nobility and interested off-world collectors.

Armor Rating: 2; Bulk (1), Primitive

Value: 6 (Uncommon)

Keywords: Primitive, Light, Imperium, Nobility, Military

Shields

Shields are made of solid or layered plates of metal, armplas, or other dense materials which are held or strapped to an arm, and provide additional protection.



Shield Bash Attacks

Characters with a shield can make a special shield bash attack in close combat. It is resolved as any other melee attack. The target takes an amount of damage equal to the character's strength + Armor Rating and is automatically knocked back D3 meters.



Brute Shield

These shields resemble large and resilient energized bucklers. They are carried by some Ogryns, serving equally well in combat as a defensive measure and handy bludgeon.

A character with a brute shield rolls an additional 1 ED damage when making melee attacks.

Armor Rating: 2; Bulk (1), Shield

Value: 6 Common

Keywords: Imperium, Military, Astra Militarum

Buckler

Bucklers are small shields used to attain some degree of protection without sacrificing mobility. The buckler's small size makes it inadequate for protecting against ranged weapons. However, it is effective for deflecting blows from hand-to-hand weapons. Some bucklers have a large barbed spike or point mounted on the outside and so can also be used offensively and many are often fitted with light power field generators.

Armor Rating: 1; Parry, Shield

Value: 1 (Common)

Keywords: Light, Imperium, Military

Enforcer Riot Shield

These transparent circular shields have a diameter of about 2 feet, and are constructed of lightweight polycarbonate that offers protection against impact attacks and limited protection against many other types of assault. Because the shield is attached at the wrist, an Enforcer may prefer this shield over other protection, as it keeps his hand free to operate other equipment (such as a vox) or a pistol.

A character using an Enforcer riot shield may still carry and manipulate objects in his shield hand, up to pistol-sized weapons.

Armor Rating: 1; Bulk (1), Shield

Value: 5 (Uncommon)

Keywords: Light, Imperium, Government, Adeptus Arbites

Guard Shield

Several guard regiments use modern shields as part of their combat style. They are generally made from quality plasteel plates, lighter than

they would appear. Some even have small visors of glassteel so that the user can peer out without sacrificing protection. Guard shields can provide cover for the user concealing all of their body should they choose.

Armor Rating: 2; Bulk (1), Shield

Value: 5 (Uncommon)

Keywords: Light, Imperium, Military, Astra Militarum

Lockshield

The Arbites commonly make use of heavy, ceramite shields during operations of all types. These are rectangular plates, worn on one arm, which are typically equipped with a heavily armored viewport that offers protection to the operator. Its most unusual feature is its ability to lock solidly with adjacent lockshields to create an armored wall behind which Arbitrators can advance as a unit.

A lockshield requires one hand to use. The shield can be locked using mag-strips to shields adjacent to it; the Arbites use this to create walled "Lockshield" formations during particularly lethal riots, or to advance large groups of Arbites down wide, fire swept corridors. When locked with another shield to either side of it, up to two max, the shield's protective quality increases by +1 to Armor Rating and Defense.

Mirror shield

Made of reflective armoring, these shields are made to deter the use of laser based weaponry.

Against energy-based personal weapons (las, melta, plasma), the Armor Rating provided by the shield is *Invulnerable*.

Armor Rating: 2; Shield

Value: 2 (Rare)

Keywords: Imperium, Military

Naval Shield

Naval armsmen often carry one of these, to protect them as they protect their vessel. Each shield is a huge solid plate of plasteel, rectangular and heavy. Unlike most Imperial shields they are flat and smooth surfaced, so that they can also be used as emergency hull or bulkhead sealers. A Naval shield can be used as cover, concealing the user completely if desired.

Armor Rating: 3; Bulk (2), Shield

Value: 5 (Uncommon)

Keywords: Light, Imperium, Imperial Navy

Armor Rating: 3; Bulk (1), Shield, Parry

Value: 5 (Very Rare)

Keywords: Adeptus Sororitas

Primitive Shield

Forged of reinforced woods, plastics, metals or armaplas, these shields offer simple protection and can be carried easily.

Armor Rating: 2; Bulk (1), Shield

Value: 2 (Common)

Keywords: Imperium, Military

Power Shield

Constructed with dense armaplas, ceramite and other advanced alloys and fitted with a power field generator, these heavy shields offer a significant degree of additional protection.

Armor Rating: *3; Bulk (1), Shield

Value: 5 (Rare)

Keywords: Imperium, Military

Praesidium Protectiva

Constructed from layers of armaplas and ceramite, these shields are said to contain small fragments of armor originally worn by the Emperor. They are only found among the Adepta Sororitas, and even then are only issued to those Sisters who excel (and prefer to engage in) hand-to-hand combat.

Due to the weight of the Praesidium Protectiva, it can only be used by a Sister wearing Sororitas Power Armour. Although the use of the Praesidium Protectiva means the Battle Sister is restricted to a one-handed weapon, she can bash with the shield in close-combat, gaining +2ED to her Shield Bash attacks.



Slabshield

The slabshield is a towering wall of protective armaplas. Fighters can shelter behind it from the worst of enemy fire – its construction is more sturdy than that of most walls.

A character equipped with a slabshield is always considered to be in cover against any shooting attack originating from the 90° arc in front of them. A single friendly character in the 90° arc to the rear of the bearer, and within 1 meter with them, is also considered to be in cover against these shooting attacks.

Armor Rating: 3; Bulk (3), Shield

Value: 8 (Uncommon)

Keywords: Heavy, Imperium, Military

Spyrer Mirror Shield

The Spyrer mirror shield is a complex device that contains an unusual force field generator. The generator sets up a resonant energy vortex across the shield which bleeds off the power it absorbs into one of several containment devices which stud the shield's surface. In turn this stored energy can be channeled back to its source as a brilliant bolt of heat and light.

Against energy based personal weapons (las, melt, plasma), the Armor Rating provided by the shield is *Invulnerable*. Once per Round, If an energy based (laser, plasma or melt) attack failed to wound the bearer of this shield, the

bearer can fire it back immediately. Roll to hit using the bearer's Ballistic Skill: if the blast hits, resolve it with the original weapon's profile.

Armor Rating: 2; Shield

Value: 6 (Very Rare)

Keywords: Spyre

Suppression shield

The suppression shield is a special piece of equipment used extensively by law enforcement agencies all across the Imperium. It consists of a metal or fiber-alloy shield that has a built-in generator. When the generator is activated a glowing blue field of energy, called a suppression field, surrounds the shield. A suppression field diverts and stores away the energy of an attack. In hand to hand combat the shield can be used to 'bash' an opponent, at which point the stored charged is released as a powerful electrical discharge that is perfectly capable of stunning or even killing an opponent.



Armor Rating: 2; Agonizing, Shield

Value: 5 (Uncommon)

Keywords: Imperium, Government, Adeptus Arbites

Tower Shield

A tower shield is an immense shield of wood or metal, used to provide a mobile barrier more than an active defense. Simple plated iron examples are a common sight on many feudal worlds, while those inlaid in bronze, gold or finer materials are considered works of art in their own right.

A character equipped with a tower shield is always considered to be in cover against any shooting attack originating from the 90° arc in front of them. A single friendly character in the 90° arc to the rear of the bearer, and within 1 meter with them, is also considered to be in cover against these shooting attacks.

Armor Rating: 4; Bulk (4), Shield

Value: 8 (Uncommon)

Keywords: Heavy, Imperium, Military



ARMOR UPGRADES



Table: Armor Upgrades

Name	Value	Keywords
Imperial Armor Upgrades		
Ablative Armor	4 Common	Imperium, <Any>
Advanced Helmet System	5 Common	Imperium, <Any>
Advanced Materials	4 Uncommon	Imperium, <Any>
Arbites Riot Armor Panels	6 Uncommon	Imperium, Adeptus Arbites
Cameleoline	5 Very Rare	Imperium, Military, Astra Militarum
Ceramite Coating	7 Uncommon	Imperium, Military
Concealed Weapon	Special	Imperium, Hired Gun, Scum
Deflective Construction	5 Uncommon	Imperium, Hired Gun, Voidfarer
Hexagrammic Wards	6 Uncommon	Imperium, Adeptus Ministorum, Inquisition
Hunting Rig Power Boost	Special	Spyrer, Highborn
Impact Gel Cells	7 Rare	Imperium, Hired Gun, Military, Astra Militarum
Lathe-Wrought	Special	Imperium, Adeptus Mechanicus
Lumen-Heraldry	7 Common	Imperium, Nobility, Rogue Trader Fleet, Scum, Voidfarer
Nightshroud Layer	5 (Very Rare)	Imperium, Military
Pentagrammic Wards	3 Rare	Imperium, Adeptus Ministorum, Inquisition
Power Assisted	7 Rare	Imperium, Astra Militarum, Lower Class
Reflec Coating	7 Uncommon	Imperium, Military
Servo-Manipulators	4 Rare	Imperium, Adeptus Mechanicus, Voidfarer
Tool Mount	4 Common	Imperium, Voidfarer, Void Pirate

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 armor upgrades only apply to personal armor. A suit of armor may have a maximum of three upgrades. Armor upgrades with similar names and functions (i.e., coatings and wards) are limited to one per armor, meaning you cannot equip armor with two coatings or two wards on the same item.

Ablative Armor

Usually layered on top of other armor, this shatters or burns easily, dissipating the energy of a blow or shot. Ablative adds +3 to a

character's Armor Rating, but each ablative point only works once, and Armor Rating reduced from Armor Penetration are taken off from the ablative armor first. e.g. Ablative armor adds +3 Armor Rating to Mesh armor (Armor Rating 3), for a total of 6. A weapon strikes it with a pen of -3, removing and destroying the ablative armor - leaving the original armor rating of 3 of the mesh remaining.

Value: 4 (Common)

Keywords: Imperium, <Any>

Advanced Helmet Systems

Most personal armor includes a helmet of some sort, and some provide sensory capabilities linked into them as well as standard cranial protection. The common catch-all term for these upgrades is auto-senses, and can cover many forms of auditory and visual aids, both ranging

outside the spectrum of normal eyes and ears. Most helmets at the least include commlinks and microphones, the latter often linked to megaphone speakers for shouting over rioting crowds or battlefield noise.

Each of these armor upgrades are purchased individually. Despite being separate purchases, these upgrades cumulatively count as a single upgrade. A helmet may have any of the following upgrades:

System	Effect
Communicae	Inbuilt Micro-Bead or Vox-Caster
Auto-Senses	Grants the wearer +2 to his Passive Awareness.
Preysense	Grants the wearer the ability to see in the dark. Preysense systems render the user immune to penalties due to darkness and fog.

Value: 5 (Common)

Keywords: Imperium, <Any>

Advanced Materials

Plasteel, adamantium, armorplas, synth-leather and other sophisticated materials are used for all sorts of purposes within the Imperium, and are typically far more resilient than their archaic equivalents. Archaic styles of armor are seldom effective against advanced weapons, and rarely used in any case, but many of those who hail from primitive cultures favor the styles of wargear they are accustomed to. Wrought from plasteel and armorplas instead of bronze, iron and steel, a suit of chain or plate can be a quite effective defense, often the equal of more modern armors.

However, archaic armor created using modern materials is rare and expensive, often more so than most modern armor, making it an extravagant luxury rather than something practical. Armour with this upgrade removes the Primitive trait. This upgrade can only be applied to armor with the Primitive keyword.

Value: 4 Uncommon

Keywords: Imperium, <Any>

Arbites Riot Armor Panels

When facing large, ill-disciplined multitudes armed with cobblestones, planks, or staves, the Arbites will attach panels of protective cushioned wadding over parts of their carapace armor to protect against impact damage. These pads are often brightly colored, and are designed not only to protect the Arbitrator, but to signal to rioters that they are about to be routed.

Riot armor is a simple, but encumbering, collection of cushioned pads that are attached to vulnerable parts of standard carapace armor when facing riots. They add 1 point of additional Armor Rating and Defense. The armor is unwieldy and encumbering, and increases the carapace's Bulk trait by +3. when worn.

Value: 3 (Uncommon)

Keywords: Imperium, Government, Adeptus Arbites

Cameleoline

Cameleoline is a special type of fabric or coating used to blend the wearer more naturally into their environment. Cameleoline may be taken by itself (which represents its inclusion into the wearer's clothing) or with armor (representing its coating onto the armor's surface). Cameleoline gives the wearer the benefits of always counting as half in cover from shooting attacks (granting the normal +1 bonus to defense.). If the wearer is actually partially obscured he gains the full +2 as if he were fully in cover (See page 213 of the Wrath & Glory rulebook for details on cover).

Value: 5 (Very Rare)

Keywords: Imperium, Military, Astra Militarum

Ceramite Coating

This is a ceramic-based armor coating which is made to absorb and reflect heat.

This upgrade grants a suit of armor 2 additional armor against any attack from a weapon with the Plasma, Melta, and Fire keywords.

Value: 7 (Uncommon)

Keywords: Imperium, Military

armor deflects blades and blasts through the odd angles and curves of its design.

This upgrade grants a suit of armor 2 additional armor against any attack from a weapon with the Explosive or Blade keywords. This upgrade may be applied to any armor that does not possess the Primitive keyword.

Value: 5 (Uncommon)

Keywords: Imperium, Hired Gun, Voidfarer

Concealed Weapon

Hidden within vambraces, pauldrons or other easily-accessible locations, a small back-up weapon is valuable for all manner of criminals, giving them a last-ditch tool to use against their enemies when all else has failed. Pirates, assassins, and bounty hunters in particular are renowned for their tendency to be festooned with weapons, overt and concealed alike, to serve them in almost any situation. Some examples of this upgrade are simply well concealed compartments hiding an otherwise normal weapon. Others are more ingenious still, working the mechanism into the structure of the armor, as retractable blades or cunningly hidden pistols linked to inconspicuous triggers.

Select a single pistol, any micro-weapon, or a melee weapon the size of a knife. The weapon is hidden within the construction of the armor, either secreted away within a compartment or built completely into the armor.

Enemies attempting to locate the weapon suffer a +3 DN penalty on all tests to do so. Any suit of armor may be given this upgrade.

Value: 2+ Weapon Value (Uncommon or Weapon's rarity, whichever is higher)

Keywords: Imperium, Hired Gun, Scum

Hexagrammic Wards

These wards protect against psychic attack. A psyker that is targeting a character with hexagrammic wards halves his Willpower Attribute for his Psychic Mastery skill tests. The wards also count as an Armor Rating *1 force shield against psychic attacks.

Value: 6 (Uncommon)

Keywords: Imperium, Adeptus Ministorum, Inquisition

Hunting Rig Power Boost

The power boosts for Spyder suits begin to kick in once the hunter starts making kills and earning experience in combat. They work by increasing the energy feed into weapon systems and making them more powerful, improving cybernetic enhancements to make the wearer stronger or faster, thickening armor cells to increase their protection, and so on.

Power boosts, like skills and attribute increases, can only be earned with Build Points, and are included on the table below. A boost can be taken again by paying a cumulative double cost in Build Points (a second boost of the same type would cost 10 BP, a third 20, etc.).

Boost	Effect
Combat Neuroware	The suit links up additional neuroware which sharpens the wearer's fighting skills. The Spyder gains +1bd on either Agility or Initiative based skill tests (choose one with each power boost).

Deflective Construction

The shape of this armor is oddly angular, not conforming to the natural shapes of the wearer. Whether made of hard plates wrought into unusual shapes, or semi-flexible material stretched over a customized framework, this

Heightened Reflexes	The suit's reflexes sharpen incredibly so that the spyrer can react more efficiently. The Spyrer's defense increases by +1.
Improved Lethality	Bolts fire with more explosive ferocity; neurotoxins become more lethal, etc. A weapon with the Spyrer keyword increases its damage by +1.
Improved Motive Power	The suit's power output for movement is boosted, increasing the wearer's Speed by +1. This may be applied to base speed, or to augmented speed (such as generated by wings)
Improved Range	The velocity of projectile weapons increase, improving the range of a weapon with the Spyrer keyword by +2 meters.
Improved Saturation	The spyrer's weapon muzzle changes to allow it to cover an area. The boost grants the weapon the Blast [Small] trait, or increases the trait by +1.
Power Field Strengthened	The suit's power field saving throw is improved by +1
Sustained Fire	New ammo feeds come on line to make the suit weapons capable of sustained fire. A weapon's Salvo Rating is increased by +1.
Thickened Armor	The suit's armor thickens and hardens, its armor rating is improved by +1.

Build Points: 5

Keywords: Spyrer, Highborn

Impact Gel Cells

Durable cells of impact-dispersing gel are concealed within the structure of the armor, spreading the shock of impact more evenly, reducing its influence upon the armor's wearer. The cells are tough enough to remain intact amidst the pressures they are subjected to, preventing the gel from leaking out or being exposed to the atmosphere.

Armor upgraded with Impact gel count it's Armor Rating as being *Invulnerable* against weapons

with the Impact keyword. This upgrade can be applied to any armor that does not possess the Primitive keyword.

Value: 7 (Rare)

Keywords: Imperium, Hired Gun, Military, Astra Militarum

Lathe-Wrought

The astronomical and gravitational alignment of the Lathe worlds in the distant Calixis sector creates the conditions for the production of metal alloys of rare and singular properties. Lathe armor is strong and light, flexible enough to withstand the most powerful blows, and even resistant to intense heat or the crackling edge of a power weapon. The cost and rarity of such armor is beyond the means of most individuals, with maybe only half a dozen suits of Lathe-wrought armor constructed in a decade, each created under commission for a specific wearer.

A suit of Lathe-wrought armor weighs half the normal amount and increases the Armor Rating by 1, as each suit of Lathewrought armor. In addition, the Armor Penetration value of any attack made against a character wearing a suit of Lathe-wrought armor is reduced by +2, to a maximum of 0. Any armor with the Carapace or Powered keywords may be acquired as a Lathe-wrought suit, but an already existent armor cannot be upgraded into one.

Value: 2 + Armor Value (Unique)

Keywords: Imperium, Adeptus Mechanicus

Lumen-Heraldry

The surface of the armor is covered in shifting, dynamic patterns of luminescent color, creating shapes and images that flow as the wearer moves and fights. Beloved by the ostentatious and those who seek to leave a strong impression, lumen-heraldry depicts animated murals of grand or terrifying imagery.

The imagery on the armor grants the wearer a +1d bonus to Intimidate and Leadership tests, but also imposes a +3 penalty on Stealth Tests

when sneaking or attempting concealment, as the luminous shapes make it difficult to hide. The heraldry contains a power source, which must be recharged after 5 days of use (if the armor already has a power source, it can be connected to that instead with no noticeable drawback). Any armor may have the lumen-heraldry upgrade applied to it.

Value: 7 (Common)

Keywords: Imperium, Nobility, Rogue Trader Fleet, Scum, Voidfarer

Nightshroud Layer

Crafted in a similar way to Night Cloaks, this armor's surface absorbs almost all ambient light, while the undersuit contains almost all the wearer's body heat. When the armor is completely sealed, the user can disappear into the dark, hidden even from thermal imaging. Attempts have been made to combine this technology with power armor, but the immense amounts of heat the armor generates swiftly renders the suit impossible to wear if it cannot be released.

Armour with this upgrade grants the user a +3d bonus to Stealth Tests when in the dark, even when there is no applicable terrain. The heat contained within the armor means that it swiftly becomes unbearable to wear, forcing the wearer to pass a Toughness Test (DN 3) or suffer a point of Shock for every hour of heavy exertion. Any suit of armor can be given this upgrade, except for armor with the Powered keyword.

Value: 5 (Very Rare)

Keywords: Imperium, Military

Pentagrammic Wards

These are a special type of psychic field, sometimes known as a Shield of Faith, which protects the wearer from daemons. Any creature with the Daemonic keyword halves all of their Attributes whilst within 5 meters of pentagrammic wards.

Value: 3 (Rare)

Keywords: Imperium, Adeptus Ministorum, Inquisition

Power Assisted

The armor's weight is carried by a complex array of supports and servos, which boost the wearer's strength and allow him to carry weightier loads. Similar to power armor to an extent, this upgrade is significantly less advanced, and normally added to a suit of armor for some utilitarian purpose, such as heightening the strength of laborers wearing engine-plate.

Armour with this upgrade adds +1d to the wearer's Strength and reduces an Armor's Bulk trait by -1 (if this reduces the trait to 0, the trait is ignored while this upgrade has power). However, the armor requires a power supply, normally carried in a backpack. A standard civilian power supply lasts for 4 hours before it needs to be replaced or recharged, with advanced military packs lasting up to 8 hours. Any suit of armor may be given upgrade except for armors with the Powered or Primitive keywords.

Value: 7 (Rare)

Keywords: Imperium, Astra Militarum, Lower Class

Reflective Coating

Often called reflec coating, reflective coating is made immediately obvious by the silvery sheen of the coating. This contains micro-crystals which help to redirect and dissipate laser bolts, lessening the intensity of their impact.

Armors coated in reflect count it's Armor Rating as being *Invulnerable* against weapons with the Las keyword.

Value: 7 (Uncommon)

Keywords: Imperium, Military



Servo-Manipulators

Many of the most cumbersome suits of armor are a hindrance to fine dexterity, the bulky gauntlets hindering the ability to perform precise tasks. While this is seldom a concern for most warriors, those who wear armor for reasons other than combat must often make a compromise between protection and dexterity, or make use of additional tools to compensate for the difficulties.

Such tools are commonly known as servo-manipulators, consisting of an array of probes, micro-claws, magno-clamps and tool connectors on omnidirectional articulated arms, operated by a control unit that tracks the user's eye movements and facial muscles, and responds to vox commands.

A set of servo-manipulators remove any penalty to fine manipulation caused by armor. This upgrade may be given to any armor which imposes a penalty to agility, agility-based or tests to fine manipulation.

Value: 4 (Rare)

Keywords: Imperium, Adeptus Mechanicus, Voidfarer

Tool Mount

Many voidmen and pirates make use of an array of tools, and to save space and give easier access, many of those tools end up mounted on voidsuits, engine-plate and other suits of armor. For convenience, the tools are normally mounted on retractable frames, allowing them to be locked forward when in use and pulled back when not needed.

A tool mount allows any small tool, or any compact or micro ranged weapon, to be fitted onto the outside of the armor. The tool or weapon must be acquired separately. This upgrade can be applied to any armor.

Value: 4 (Common)

Keywords: Imperium, Voidfarer, Void Pirate



Table: Cybernetics

Name	Value	Keywords
Augmetics		
Augmented Sense	4 Rare	Imperium, <Any>
Augmetic Revealer	8 Rare	Imperium, <Any>
Bionic Heart	4 Rare	Imperium, <Any>
Calculus Logi Upgrade	4 Rare	Imperium, Adeptus Administratum, Adeptus Mechanicus
Cerebral Plug	6 Uncommon	Imperium, Adeptus Mechanicus
Cranial Armor	2 Rare	Imperium, Adeptus Mechanicus
Gastral Bionics	3 Rare	Imperium, Adeptus Mechanicus, Nobility
Interkeratic Implants	4 Rare	Imperium, <Any>
Lobo Chip	3 Rare	Imperium, Adeptus Mechanicus, Commercia, Recidivist
Locator Matrix	6 Uncommon	Imperium, <Any>
Memorance Implant	3 Rare	Imperium, Adeptus Administratum, Adeptus Mechanicus
Pain Ward	3 Very Rare	Imperium, Adeptus Mechanicus
Psi-Booster	4 Very Rare	Imperium, Adeptus Astra Telepathica, Inquisition, Psyker
Vitae Supplantation	Varies	Imperium, Adeptus Mechanicus
Cybernetics		
Ætheric Wave-Spars	6 Very Rare	Imperium, Recidivist, Psyker, Chaos
Baleful Eye	5 Very Rare	Imperium, Astra Militarum, Adeptus Mechanicus
Blackbone Bracing	4 Very Rare	Imperium, <Any>
Concealed Weapon Bionic	2+ Weapon Value, Rare	Imperium, Adeptus Mechanicus, Commercia
Constructor Interface	4 Very Rare	Imperium, Adeptus Arbites, Adeptus Mechanicus
Cranial Circuitry	4 Very Rare	Adeptus Mechanicus
Cyber-Mantle	4 Very Rare	Adeptus Mechanicus
Dermaguiise	Varies	Imperium, Recidivist, Scum
Internal Blade	Varies	Imperium, <Any>
Internal Power Supply	2 Rare	Imperium, Adeptus Mechanicus
Joint Reconfiguration	6 Very Rare	Imperium, Adeptus Mechanicus, Nobility, Rogue Trader Fleet
Augmentics		
Lock-Arm	6 Rare	Imperium, Adeptus Arbites
Mining Helot Augmetics	4 Rare	Imperium, Adeptus Mechanicus, Lower Classes
Potentia Coil	4 Very Rare	Adeptus Mechanicus
Respirator Unit	2 Very Rare	Adeptus Mechanicus
Respirator Filter	5 Rare	Imperium, Adeptus Mechanicus
Rite of Setesh	3 Unique	Adeptus Mechanicus
Scribe-tines	6 Uncommon	Imperium, Adeptus Administratum, Adeptus Mechanicus
Servo-Limb	6 Uncommon	Imperium, Lower Class, Servitor
Shoulder Rig	3+ Weapon Value (Rare or weapon rarity, whichever is higher).	Imperium, Adeptus Mechanicus, Inquisition
Synthetic Muscle Grafts	6 Rare	Imperium, Adeptus Mechanicus
Skull Chip	6 Rare	Imperium, Adeptus Mechanicus
Twitch-Mask	Varies	Imperium, Recidivist, Scum
Vehicle Interface Circuitry	7 Very Rare	Imperium, Adeptus Mechanicus

Name	Value	Keywords
Voidskin	4 Rare	Imperium, Imperial Navy, Adeptus Mechanicus, Voidfarer, Void Pirate
Volitor Implant	7 Uncommon	Imperium, <Any>
Vox Implant	5 Uncommon	Imperium, <Any>
Weapon Bracing	8 Uncommon	Imperium, <Any>
Chem Implants		
Adrenal Spike	7 Rare	Imperium, Adeptus Mechanicus
Analgesia Infuser	7 Rare	Imperium, Adeptus Mechanicus
Chem Gland	7 Rare	Imperium, Adeptus Mechanicus
Glànd Dispenser	6 Uncommon	Imperium, <Any>
Hermetic Infusion	4 Very Rare	Imperium, Adeptus Mechanicus
Injector Rig	5 Rare	Imperium, Adeptus Mechanicus
Injector Implant	6 Uncommon	Imperium, <Any>
Electoos		
Electoo Inductors	2 Very Rare	Adeptus Mechanicus
Electrograft	5 Rare	Imperium, Adeptus Mechanicus
Luminum Tats	6 Uncommon	Imperium, Adeptus Administratum
Personal Electoo	4 Uncommon	Imperium, Recidivist, Scum
Skinplants	4 Rare	Imperium, <Any>
Subcutaneous Circuitry	5 Very Rare	Adeptus Mechanicus
Mechadendrites		
Ballistic	5 Very Rare	Adeptus Mechanicus
Cognition	5 Very Rare	Adeptus Mechanicus
Curatio	5 Very Rare	Adeptus Mechanicus
Dendrite Blade	5 Very Rare	Adeptus Mechanicus
Exploration	5 Very Rare	Adeptus Mechanicus
Heavy Ballistic	5 Very Rare	Adeptus Mechanicus
Infestus	5 Very Rare	Adeptus Mechanicus
Manipulator	5 Very Rare	Adeptus Mechanicus
Mechatendril	3 Very Rare	Adeptus Mechanicus
Medicae	5 Very Rare	Adeptus Mechanicus
Optical	5 Very Rare	Adeptus Mechanicus
Plasma-Cutter	5 Very Rare	Adeptus Mechanicus
Stabilizer	5 Very Rare	Adeptus Mechanicus
Techsorrist	7 Very Rare	Adeptus Mechanicus
Utility	5 Very Rare	Adeptus Mechanicus

“Your flesh belongs to the Omnisiah, that he may shape it anew in his own image.”

– Excerpt from the Mechanicus Rites of Bonding.

Some characters may have artificial limbs and organs to replace diseased or damaged parts, or simply to improve their abilities. Bionics include partial and full replacements of body parts, brain implants, cybernetic weaponry and other devices. Bionics is not an exact science in the Imperium, and many are clumsy and inefficient machines, while the best can replicate or even improve upon the performance of the original limb or organ.

Augmetics

“If the human body is simply a machine, why not replace the defective parts?”

- Magos Biologis Kralor

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.

Augmented Sense

This catch-all category can include additional aural and scent receptors, atmospheric pressure detectors, sonar imaging systems, and more depending on the type of implant desired. These can work in concert with existing bionics or even natural senses. Each augmented sense implant grants a +1d bonus to Awareness tests for any one sense (sight, smell, etc.).

Value: 4 (Rare)

Keywords: Imperium, <Any>

stroke or other catastrophe as the rest of the circulatory system is put under pressure.

Once per combat, a character with this implant does not suffer a +2 dn penalty for a Movement Action as part of a Multi-Action combat option.

Value: 4 (Rare)

Keywords: Imperium, <Any>

Augmetic Revealer

Rather than processing the data through a cogitator, an augmetic revealer fills the user's eyes with phero-conductive chemicals, literally allowing him to see scents and other biological markers. This augmetic is typically installed on a single eye, so that the user may still choose to see the world normally most of the time.

A character equipped with an augmetic revealer gains a +2d bonus to relevant tests when tracking or relying on scents. In addition, when blinded he may locate targets by their smell and only suffers a +1 DN penalty to Ballistic or Weapon Skill tests. It is a Simple Action to flood the eye with chemicals, activating the device.

Rare versions of an augmetic revealer impose no penalty to Ballistic Skill and Weapon Skill Tests when blinded. Very Rare examples also include powerful Photovisors or Infra-Red goggle augmentations.

Value: 8 (Rare)

Keywords: Imperium, <Any>

Bionic Heart

The paranoid (or prepared) are ever willing to replace crude flesh with more durable, armored materials- the light armor shielding of a bionic heart provides a last line of defense. Superior models can be triggered to pump more rapidly to increase physical capacity, though this risks

Calculus Logi Upgrade

Internal cogitator implants which aid in data retention and processing. The user can rapidly sift through stacked data-slates and parchments, applying intuition to vast reams of data far beyond the capabilities of a normal man. This implant grants the user a +1d bonus to any Intellect or Scholar Tests.

Value: 4 (Rare)

Keywords: Imperium, Adeptus Administratum, Adeptus Mechanicus

Cerebral Plug

Cerebral plugs and similar devices are a common sight in the Imperium, where the use of technology to augment (or repair) the human form is commonplace. A cerebral plug is installed in the skull, and links into the brain via several-dozen wires and electrodes. The other end is the actual 'plug,' which can be attached to any number of devices.

The cerebral plug allows an individual to link with devices that require a direct mind interface, providing no bonuses beyond this. Most electronic devices can be modified to work with cerebral plugs, allowing the user to use them while keeping his hands free (these are usually auspexes and other augury devices, cogitators, or extremely simple servitors).

Value: 6 (Uncommon)

Keywords: Imperium, Adeptus Mechanicus

Cranial Armor

Inserted just beneath the skin, Cranial Armour adds an extra level of protection that could be the difference between life and death.

Cranial armor increases the DN of Called Shots against the characters head by +1. Very Rare cranial armor adds +2 instead.

Value: 2 (Rare)

Keywords: Imperium, Adeptus Mechanicus

Gastral Bionics

This replaces the stomach and intestinal tract with a mechanized digestive system, allowing the user to digest almost any organic material and even many non-organic materials, so long as there are nutrients to be found. It will handle most dangerous poisons and harmful bio-motes as well.

This implant allows the user to ignore the effects of any ingested toxic foodstuffs or poisons. Very Rare implants allow the user to survive by eating anything organic (although they may not enjoy doing so, as the bionics do not protect against flavors, textures, spines, spikes, or splinters).

Value: 3 (Rare)

Keywords: Imperium, Adeptus Mechanicus, Nobility

Interkeratic Implants

These implants consist of additional layers built into the cornea of the recipient, whether gene-altered organic matter just beneath the surface, or advanced photo-augur technology implanted over the surface of the eye. Regardless of the source, the implant enhances the vision of the recipient, allowing him to see in ways he would otherwise be unable to. Small and simple to implant, interkeratic implants tend not to be as obvious in appearance as true bionic eyes, and thus tend to be favored by those who would prefer not to have their appearance marred by obvious augmetics.

Characters with interkeratic implants gain the ability to see in complete darkness and are immune to the effects of photon flash grenades.

Value: 4 (Rare)

Keywords: Imperium, <Any>

Lobo Chip

A lobotomy chip is implanted directly into an organic brain and effectively anaesthetizes the user's excessive behavior. A lobo chip will cure a character of psychology tests associated with any serious head injury. Once implanted, the character becomes immune to Stupidity and Frenzy but has his Initiative maximum value reduced in half.

Value: 3 (Rare)

Keywords: Imperium, Adeptus Mechanicus, Commercia, Recidivist

Locator Matrix

Micro-cogitators implanted at the base of the skull allow the user to be aware of the direction of true magnetic north, present location to within a few meters, relative velocity, altitude, time of day, and other valuable information. The user must still have access to maps and other planetary in order to benefit from this information, however - knowing you are at a specific location on a planetary surface has little meaning if you have no idea what is over the next rise, or what direction you must travel to reach a given destination.

Value: 6 (Uncommon)

Keywords: Imperium, <Any>

Memorance Implant

A neurally linked data-vault and pict-capture array, often incorporating augmetic replacement of one or both eyes, that records information of people or scenes viewed. It can then later replay that information, or overlay the present view with additional data on people and objects viewed. It is a tool of chroniclers, remembrancers, and

masters of ceremonies- as well as factors or nobles who like to see the secrets of their rivals overlaid upon their view of the negotiating table. It can provide a +1d bonus to Scholar tests, or other Tests in social situations where the recorded information provides leverage or value. The implant also grants the user the ability to recall information instantly with total recall.

Value: 3 (Rare)

Keywords: Imperium, Adeptus Mechanicus, Adeptus Administratum

Pain Ward

The pain ward implant redirects incapacitating levels of pain to other regions of the brain, causing the sufferer to experience that pain as colors, hallucinations, or tastes. The implanted character can ignore Stun effects and involuntary actions or penalties resulting from the pain of being on fire, drowning, and so on. Involuntary actions and restrictions caused by the mechanics of a particular injury still occur as normal.

Value: 3 (Very Rare)

Keywords: Imperium, Adeptus Mechanicus

Psi-booster

A psi-booster increases activity in the part of the brain responsible for controlling psychic powers. A character with a psi-booster halves the cost of a psychic power's potency effects that deal with range modification, to a minimum of 1.

Value: 4 (Very Rare)

Keywords: Imperium, Adeptus Astra Telepathica, Inquisition

Vitae Supplementation

This is simply an emergency life support system built into the chest and wired into the spine, intended to sustain fragile flesh when it fails. It can oxygenate blood via electrolytic micro-fabric implanted in the lungs, keep blood circulating via backup pumps, and send necessary electrical

stimulus to the rest of the body when it senses catastrophic injury. While it won't last for longer than a few hours, the actions of the Vitae Supplementation are usually sufficient to prevent death until the medicae arrive.

For the purposes of healing using the Medicae skill or to resist the *Bleeding* condition, characters with the vitae supplementation cybernetic are always considered to be Lightly Wounded, regardless of how many wounds he has suffered. At the GM's discretion, this cybernetic may give a chance of not dying due to blood loss (being reduced to 0 wounds due to the *bleeding* condition), and may delay Defiance checks for a time unless additional wounds are suffered. Standard versions can preserve someone for up to four hours, Very Rare and Unique versions double and triple this time, respectively.

Value: 8 (Rare), 6 (Very Rare), 4 (Unique)

Keywords: Imperium, Adeptus Mechanicus



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.

Ætheric Wave-Spars

Grafted to the spine and affixed by thick cables to heavy metal vambraces, these meter-long poles are designed to conduct psychic energy, allowing a psyker to channel more greedily and aggressively, bleeding away some of the excess power. Implants of this sort have been extensively tested by the Adeptus Astra Telepathica, but it has been found that the power and utility they provide is dangerously unstable, and they are now banned.

When a character with this implant manifests an unbound psychic power, he gains a +2 bonus to his Psychic Mastery test and reduces the cost of Potency effects by -1.

Value: 6 (Very Rare)

Keywords: Imperium, Recidivist, Psyker, Chaos

Baleful Eye

A legendary archeotech bionic eye pattern that incorporates a tiny las weapon, sacrificing some of the normal abilities of a cybernetic vision implant in order to include this device. Each baleful eye has been passed from recipient to recipient across centuries or millennia, reclaimed by the Machine Cult whenever its present owner dies. As might be imagined, it is very intimidating when used as a part of negotiations with primitive societies. A character with this implant has a weapon equal to a hot-shot lascannon in his eye with a range of 10m and the recharge trait. This weapon cannot perform a Salvo. The baleful eye can be fired even if the character's hands are full.

Value: 5 (Very Rare)

Keywords: Imperium, Astra Militarum, Adeptus Mechanicus

Blackbone Bracing

Some or all of the user's bones are wrapped with a lattice of plasteel to strengthen them and prevent damage. This implant is commonly provided for fingers, forearms, shins, and ribs both to offer a stronger punch as well as grant more protection in combat. A character with this Implant may make a Toughness test (DN 3) to ignore the effects of the *Stunned* or *Vulnerable* conditions, and gains a +2 to base damage for all unarmed attacks.

Value: 4 (Very Rare)

Keywords: Imperium, <Any>

Concealed Weapon Bionic

Using a pre-existing bionic arm, a pistol or a short, singlehanded melee weapon can be modified and implanted as a concealed device. Weapons concealed in this fashion can be deployed and readied as a Simple Action. An implanted weapon cannot be dropped or disarmed.

Value: 2 + Weapon Value (Rare)

Keywords: Imperium, Adeptus Mechanicus, Commercial

Constructor Interface

A Constructor interface makes use of a quad-redundant epsilon-cypher vox-pulsers to issue quick burst commands and to receive data, vox, and pict information from a variety of constructs. So powerful is the device, that servitors and servo-skulls can also be patched into it, although they are not designed to be issued commands directly from the device. The Constructor Interface holds hundreds of attack, tackle and evasion patterns. Each one requiring years of tinkering by a Cyber-Mastiff Handler to perfect. These patterns are modified to make use of a

constructs own idiosyncrasies. A Grapple-Hawk who weights half a kilogram less than his counterparts might require special wing angles and grav responses to high wind scenarios, this combined with the common terrain and ambient atmosphere makes for dozens of different programs, just for operation within a single hive. When tasked with travel, the user must make dozens of calculations in the moment.

A Constructor Interface allows a user to make Leadership Tests to a Cyber-Mastiff or Grapple-Hawk silently, using Tech in place of the Leadership skill. The device can interface with up to 5 constructs, but can only actively issue commands to 2. The others may report data back to the user, but may not be commanded. A Very Rare Constructor Interface allows for 3 constructs to be commanded, but is still limited to 5 total uplinks.

A user may make an Action to upload a pattern into a Cyber-Mastiff or Grapple-Hawks cogitator, granting one of the following abilities:

- **Defense:** +1d Weapon Skill
- **Restraint:** +2d when attempting to Grapple
- **Harass:** +1d Agility
- **“Vanes Out” Alpha:** +1d Awareness
- **“Vanes Out” Beta:** +1d Investigate
- **Pursuit:** +2 Speed

Value: 4 (Very Rare)

Keywords: Imperium, Adeptus Arbites, Adeptus Mechanicus

Cranial Circuitry

Cranial circuitry is a series of linked processors, implants, and cortical circuits that enhances mental capacities. Most sit within a housing bolted onto the skull, whilst others nestle within the brain itself.

A character with cranial circuitry can operate a number of mechadendrites equal to 2 + half their Intellect attribute. In order to mount more than one on their forms, a character requires a Cyber-Mantle.

Value: 4 (Very Rare)

Keywords: Adeptus Mechanicus

Cyber-Mantle

The Cyber-mantle is a framework of metal, wires, and impulse transmitters bolted onto the spine and lower ribcage. As the initiate gains further cybernetics such as mechadendrites, the mantle acts as a sub-dermal anchorage point. Amongst some servants of the Omnissiah, this cyber-mantle is often referred to as ‘the true flesh’.

A character with a cyber-mantle may mount a number of mechadendrites on their form equal to 2 + half their Toughness attribute (Rounding up). However, they are still limited to utilizing one unless they receive specialized training or possess the Cranial Circuitry cybernetic.

Value: 4 (Very Rare)

Keywords: Adeptus Mechanicus

Dermaguiise

Hundreds of electro-flexible plates are inserted beneath the subject’s skin, and linked into a series of micro-servo’s. Using a data-slate, the subject is able to manipulate the plates so that his facial structure is reshaped. The process is extremely painful; many users of the dermaguiise become addicted to drugs to help compensate for the pain. The movement of the plates can tear through the skin or stretch flesh in odd ways. After using the dermaguiise it often takes days for the skin to heal around the new form properly, although minor alterations can heal much quicker. Over-use of the device can damage muscles and facial tissue, even rendering a subject unable to make normal facial expressions without using the device.

It requires 5 rounds and a Tech Test (DN 3) to change the user’s visage, which grants a +2d bonus to any Deception Tests made to impersonate another person and causes 1 point of Shock. This bonus increases to +3d after the Shock has been removed (as the stretched skin

heals). If the Tech Test is failed, the user suffers 1 memorable injury as his muscles are strained and his face is torn open by metal. If the test is failed with a complication, the user must succeed on a Toughness Test (DN 5) or suffer a maiming injury as his face is permanently damaged. The process of facial reconfiguration may be shortened from 5 rounds to as little as 1 round, but every round reduced imposes a cumulative +1 DN penalty to the Tech Test.

Very Rare versions of this augmetic include small pigment scrubbers strategically placed all over the body, allowing the user to darken or lighten his skin tone as well.

Value: 8 (Rare), 4 (Very Rare)

Keywords: Imperium, Recidivist, Scum

Internal Blade

Mounted inside the forearm is a long blade, which can spring from a skin vent along the back of the hand to act as a short sword or dagger, an ideal surprise for a foe who believes an individual unarmed. In some versions, the entire hand is augmetic, folding to form a hilt for the revealed blade.

The internal blade has the same characteristics as a mono knife, and may gain any weapon upgrades appropriate for its type. Some rare internal blades are power weapons or possess internal reservoirs of poison with which to coat the blade. Rare Internal Blades possess the Toxic (2) trait, while Very Rare Internal Blades gain +2 damage, +2 Pen, and the Power Field trait.

Value: 4 (Uncommon)

Keywords: Imperium, <Any>

Internal Power Cell

These implanted power cells use body heat and movement to recharge, requiring a day to gain a charge roughly equivalent to a lasgun power pack. Unlike a Potentia Coil implant, this does not generate enough power to operate complex machinery but is smaller, more easily concealed,

and still useful in an emergency. Wiring leads to ports in the skin that accept most standard power conduits.

An internal Power Cell can act as a Reload for any weapon with the Las keyword and will take a full rest to recharge after use.

Value: 2 (Rare)

Keywords: Imperium, Adeptus Mechanicus

Joint Reconfiguration Augmentics

A particularly brave explorer can choose to undergo a painful and costly techno-surgical process to enhance the range of motion his limbs are capable of achieving. This set of micro-surgeries increases the pliability of all major joints within the subject's body, allowing the character to manipulate and contort his body through much smaller spaces. It also reworks the target's major joints to be completely reversible and able to rotate up to 360 degrees. Besides being an amazing and rather disgusting trick for a Rogue Trader to use at stuffy social obligations, this enhancement can be very useful for one who dares to explore the darkened and abandoned corners of the void.

A character who undergoes this set of rather unpleasant enhancements gains a +2d bonus to all Athletics Tests when performing feats of contortionism and reduces the time required by half. Further, he gains a +1 defense bonus when making a Full Defense action, given his ability to move in unpredictable and disturbing fashions. The disturbing nature and lack of obvious mechanical influence of this enhancement might also be mistaken for a mutation by the general public, making it inadvisable to show off too much.

Value: 6 (Very Rare)

Keywords: Imperium, Adeptus Mechanicus, Nobility, Rogue Trader Fleet

Lock-Arm

A lock-arm is a powerful servo-enhanced augmetic that is powerful even by the standards

of an Ogryn. In addition to the enhanced strength, the arm contains dozens of magnetic field generators, and reactive grapple stakes. Such a powerful cybernetic would otherwise be torn from the body of the user, or they would be lifted from the ground. When required, the arm fires the stakes or magnetic grapples to nearby supports at multiple angles, bracing against a sturdier frame, allowing an unnaturally strong suspect to be restrained without harming the user.

A character with a Lock-Arm gains a +3d to related tests when grappling or restraining a target. In addition, the user gains a +2 bonus to Strength when making melee attacks using the arm.

Value: 6 (Rare)

Keywords: Imperium, Adeptus Arbites

Mining Helot Augmetics

A forge world is a hungry monster, devouring raw materials without pause or satiation. This hunger is fed by the blood and sweat of countless indentured labors (known as helots) and servitors who toil to feed the macro forges and titanic foundries. The Machine God is not without gifts for those that labor to feed it. In the deep mines, the helots are fitted with massive implant-drills and rams bonded into their nervous system, and their bodies are augmented to better perform their duties. Such improvements are often crudely fitted, and endlessly recycled for use again after the failure of their current fleshy housing.

Mining Helot Augmetics give the character an extra limb fitted with a breacher implanted weapon. This implant increases the character's Strength and Toughness Attributes each by +1, thanks to surgically implanted muscle tissue and bionic skeletal reinforcement. Unfortunately, the side effects of these somewhat crude and bulky flesh-metal fusions reduce the character's Agility Characteristic by -1. These implants are performed with little thought given to the level of pain or discomfort they inflict.

Value: 4 (Rare)

Keywords: Imperium, Adeptus Mechanicus, Lower Class

Potentia Coil

Cradled within the cyber-mantle is a power unit known as the Potentia Coil. This mass can store energy and produce various types of fields. Coils come in many types, from small crystal stack affairs to bulky electrical galvanators, and a trained user can manipulate the stored energy into a variety of attacks and unique effects.

A Potentia Coil confers no immediate benefits, but provides a requirement for many talents and combat actions.

Value: 4 (Very Rare)

Keywords: Adeptus Mechanicus

Respirator Unit

This implant covers the lower half of your face with a network of grilles and tubing. It purifies your air supply, granting a +2d bonus to resist airborne toxins and gas weapons. The respirator unit also contains a vox-synthesizer capable of transmitting your voice in a variety of ways. Respirators can appear as simple grille units or intricate mask-like carvings.

Value: 2 (Very Rare)

Keywords: Adeptus Mechanicus

Respiratory Filter Implant

These are implanted inside the lungs and can sift out most toxic gases. Inhaled particulate matter is also filtered, making breathing easier in heavily polluted atmospheres. This implant allows the user to ignore any inhaled toxic gases or atmospheric contaminants.

Value: 5 (Very Rare).

Keywords: Imperium, Adeptus Mechanicus



Rite of Setesh

Utilized by the rich and powerful whose fear of death is sufficient to overcome their love of humanity, these augmetic rigs (known in Mechanicus lore as the Rite of Setesh) involve the living mummification of a dying body and its emplacement in an all-encompassing exoskeleton designed to keep an advanced aged or disease-ravaged body alive long past natural limits, trapping the body in what amounts to little more than a semi-mobile iron coffin devoid of human contact. The use of these augmetics is largely frowned upon even by the Mechanicus as skirting the edge of technoheresy in form and function.

Life in one of these devices is nightmarish and painful. Additionally, the rotted biology contained within adds a Shift to any Critical Effect inflicted against the character.

Value: 3 (Unique)

Keywords: Adeptus Mechanicus

Scribe-tines

The hand and lower forearm are replaced with specialized and sensitive tools ideal for page turning, autoscribing, data-slate manipulation, and other invaluable abilities for a sage. While somewhat disquieting in appearance, they are viewed with favor by hive-world scholars and lexmechanics. This implant gives the user a +1d bonus to all Investigate tests.

Value: 6 (Uncommon)

Keywords: Imperium, Adeptus Mechanicus, Adeptus Administratum

Servo-Limb

Crude bionic limbs fitted with heavy industrial tools are common in the depths of hive cities, forced upon heavy bond-laborers and other unfortunates for whom normal tools are insufficient. These tools are often repurposed into crude weapons and used in brutal pit-fights.

A servo-limb is a bionic arm with no hand, and consequently cannot be used for fine manipulation or any task that requires holding an object with that hand (or, for that matter, both hands). The heavy tool - most commonly a buzz-saw, pneumo-hammer, rock-drill, a set of monoshears, a chainsaw or other dangerous object - is in all cases a melee weapon (Damage 8+2ED; Pen -2; Brutal, Unwieldy (2))



Buzz Saw Implant

A toothed disk of razor-sharp steel, the buzz saw revolves at a high velocity in order to maximize its cutting power. Traditionally they have been grafted onto the arms of scrap slaves on Hive Worlds to help them carry out the work of breaking down the detritus of society into more salvageable smaller parts.



Value: 6 (Uncommon)

Keywords: Imperium, Lower Class, Servitor

Shoulder Rig

Technically not a bionic, the shoulder rig is used to mount an independent weapon upon the wearer's shoulder, leaving his or her hands free. Shoulder Rigs may only be used by characters with an MIU. A shoulder rig may be fitted with any basic weapon, increasing the DN of the implantation procedure by +1 for pistols, +2 for rifles, and +4 for heavy weapons. During combat, a character with a shoulder rig may fire the shoulder rig independently, using a ballistic value half of the wearer's characteristic.

Value: 3 + weapon Value (Rare or weapon rarity, whichever is higher).

Keywords: Imperium, Adeptus Mechanicus, Inquisition

Synthetic Muscle Grafts

Vat-grown muscle tissue, hyperdense and augmented with flakweave, is implanted into existing muscle groups to increased their strength. Users gain a +1d to their Strength based skills and attribute tests, and count their strength attribute as one higher for the purposes of wielding weapons with the heavy trait.

Value: 6 (Rare)

Keywords: Imperium, Adeptus Mechanicus

Skull Chip

A Skull Chip is a small neural microchip which improves reaction time and memory. Once per encounter, a character with a Skull Chip can reroll any Initiative based test or seize the initiative without spending a point of a glory.

Value: 6 (Rare)

Keywords: Imperium, Adeptus Mechanicus

Twitch-Mask

A complex network of micro-servos and subskin synth-flesh dispensers, twitch-masks allow the user to adjust his facial features at will, altering shape and texture in a matter of moments. Rare and difficult to implant, they are nonetheless favored by confidence tricksters and any others for whom being recognized is a liability.

A character with a twitch-mask gains a +2d bonus on all Stealth or Deception Tests where recognition of the face are critical to discovery. Uncommon versions are painful and slow to use, causing a point of shock every time the character changes his appearance. Very Rare versions incorporate pigment glands and vox-manipulators, allowing for more thorough changes, instead granting a +3d bonus on all relevant Tests.

Value: 5 (Rare), 3 (Very Rare)

Keywords: Imperium, Recidivist, Scum

Vehicle Interface Circuitry

Interface circuitry is one of the greatest treasures preserved from the golden past by the Adeptus Mechanicus. Glimmering neuron-interface circuitry implanted into the tissues of the hands allows an intuitive interface between a pilot and his craft.

Interface implants grant a +1d bonus on Pilot Tests when operating any vehicle with interface receptors. In addition, a character equipped with this circuitry may also make an Awareness Test (Difficulty Number set by the GM) to determine a vehicle's status and condition as a Free Action.

Value: 7 (Very Rare)

Keywords: Imperium, Adeptus Mechanicus

Voidskin

Subdermal skin tissue is treated with flakweave and chemical toughening agents, such that the wearer can tolerate a longer term of void exposure before ill effects occur. Chemplant agents also minimize the damage suffered due to the raw energies of the void. Voidskin allows the user to resist damage due to void exposure for an additional d6+4 rounds past the normal duration.

Value: 4 (Rare)

Keywords: Imperium, Imperial Navy, Adeptus Mechanicus

Volitor Implant

The subject has cranial surgery to work in neural receptors and artificial nerve routing, and can be compelled not to reveal a certain item of information, remain within a set area, or perform a specific task. If the subject attempts - or is forced - to counter this compulsion, his brain shuts down into unconsciousness - or even death for some severe volitor patterns. Many

bodyguards receive this implantation in the course of their employment.

Value: 7 (Uncommon)

Keywords: Imperium, <Any>

Vox Implant

This implant is a built in micro-bead, often hardwired to a voidship's vox frequencies. A character with this augmetic has a permanently in-built vox-bead that operates up 3km.

Value: 5 (Uncommon)

Keywords: Imperium, <Any>

Weapon Bracing

An articulated, powered network of cables, hydraulic support struts and locking mechanisms are built up the recipient's arm, beneath the skin and connecting between both muscle and bone all the way up to the shoulder and upper back.

All the way along, but concentrated mostly on the forearms and hands, are magnetic clamps that push up beneath or even through the skin, and can affix to specially-altered weapons. The reinforcement spreads the weight of the gun along the arm and absorbs the shock of firing. The system requires no external power source - it runs off of the heat generated by the recipient's own body - and can accommodate almost any rifle-sized weapon, though ones rebuilt to better fit the bracing (clamping the weapon to the forearm, and relocating the gun's grip and trigger farther forward) can take better advantage of the structure.

A character fitted with weapon bracing can spend simple action connecting a pistol or weapon without the Heavy trait to the external mounts. An affixed weapon can be used in one hand without any penalty that might normally apply, and enemies suffer +3 DN penalty on all Called Shots attempting to disarm the user. Lastly, a weapon bracing prevents a character from dropping his weapon due to a complication.

Value: 8 (Uncommon)

Keywords: Imperium, <Any>

Chem Implants

These internal systems are often copies of ancient biotech designs made to automatically dispense stimms and other drugs directly into the user's bloodstream. The most advanced of these systems are rare and arcane surgical implants whose use is often limited to elite Skitarii warriors and the dreaded mech-assassins. For the right price, however, the Mechanicus will perform this surgery on anybody, and many great house or guild agents and even nobles undergo it. Far cruder, but no less effective, are more primitive injector-rigs, the product of heretek workshops and renegades made for eager gang-heavies, blood-hungry mercs and cyborg pit fighters - they can turn the most unwilling subject into a savage killer.

Adrenal Spike

This invasive implant floods a person's system with adrenaline, increasing their reflexes and boosting their strength. However, such sudden and sustained exertion rapidly exhausts, and as such, Adrenal Spikes are not often implanted in willing subjects. Adrenal spikes boost a character's Strength and Agility Attributes by +1 (and may exceed Species or Tier Maximums), but the character must pass a Toughness test (DN 5) every turn while the Spike is active or suffer a point of Shock. Adrenal Spikes can be activated remotely by another character, via a trigger word, telepathic trigger or simple radio control.

Value: 7 (Rare)

Keywords: Imperium, Adeptus Mechanicus

Analgesia Infuser

An analgesia infuser is a medical implant that pumps painkillers and system stabilizing agents into a person's system in response to trauma.

Analgesia Infusers are activated after a character suffers the exhausted condition. When activated, the character ignores the Stunned condition for 1d6+2 rounds. However, the drugs affect reaction time somewhat and will reduce a character's Initiative Attribute by -2, to a minimum of 1 for.

Value: 7 (Rare)

Keywords: Imperium, Adeptus Mechanicus

Chem Gland

These rare and expensive implants are wonders of the biosculptor's craft. Invisibly concealed within the body are miniaturized chemical factories that consume the user's own natural resources to synthesize powerful chemical agents.

Pick up to three substances when the implant is performed (such as Stimm, Panimune, and so on). The character can 'gland' any one of these at will as a Simple Action by succeeding on a Toughness Test (DN 4). A failed Test however inflicts a point of Shock. A failure with a complication results in a single Mortal Wound instead.

Value: 7 (Rare)

Keywords: Imperium, Adeptus Mechanicus

Gland Dispenser

A character with a stimm gland dispenser is permanently affected by a single combat stimm. It cannot be turned off and will last for the entire game. Characters with these glands have counteractive stabilizers and decontaminants in their bloodstream to stave off the many debilitating effects associated with combat stimms.

A character with a gland dispenser will avoid any negative side effects of their combat stimm if they pass a Toughness test (DN 3) at the end of every turn.

Value: 6 (Uncommon)

Keywords: Imperium, <Any>

Hermetic Infusion

As another departure from the frailties of the flesh, the infuser system replaces human blood and blood processing organs with a far more efficient biomechanical serum, the most advanced forms of which contain legions of microscopic homunculitic machines that can search out and repair damage on a cellular level with frightening speed.

A character with hermetic infusion gains a +2d bonus on Tests made to resist toxins, diseases and radioactive contamination. Aside from a greying of the flesh and visible withering of the tissues, Hermetic Infusion has one marked side effect: the character's body can no longer use human blood, and so cannot be treated for bleeding or severe injuries by transfusion or regular medical treatments. Instead, the character must look to his own care (if possible) or that of a Magos Biologis to replace his lost serum.

Value: 4 (Very Rare)

Keywords: Imperium, Adeptus Mechanicus

Injector Rig

These relatively crude cybernetic systems are obviously artificial and might include arrays of intramuscular hypodermics or flesh-wielded drug tubes linked to bulky chem-canisters sutured to the user's back. These rigs may contain ten doses of up to four separate substances at once (most commonly Frenzon, Slaught, Stimm and De-Tox). Injecting one of these is a Simple Action and the effects are instant. Depending on the nature of the rig, it may be triggered either by manual control or by remote control by some other individual (particularly if the user is a slave fighter). As well as the normal dangers of excessive drug use and the drugs themselves, if the user suffers a Critical Hit, there is a chance that the injector malfunctions and poisons him. The character must succeed on a Toughness Test (DN 4) or the injector deals D3 Mortal Wounds

Value: 5 (Rare)

Keywords: Imperium, Adeptus Mechanicus

Injector Implant

These simple devices are often flesh-wielded to an individual, allowing a continuous dosage of combat stimms to be injected into the bearer. These can hold up to ten doses of a single combat stimm, requiring a simple action to activate and will continue to have an effect until it is turned off with another simple action.

Value: 6 (Uncommon)

Keywords: Imperium, <Any>

Electoos

An electoo is a sophisticated subcutaneous tattoo that utilizes crystalline circuit technology to allow its user to store or manipulate digital information as part of their own body. Variants of Imperial electoo technology, such as that used by the Electro-priests of the Adeptus Mechanicus, can even allow a user to unleash and control vast amounts of electromagnetic energy.

An inert layer of conductive material is inserted beneath the skin to create the foundation of an electoo. Sometimes this layer is injected and allowed time to form before the process can continue. Crystal circuitry stacks are built up on top of this film and the waste material is simply allowed to dissolve out of the body. The electoo can then be programmed to function as any form of digital control or monitoring device.

Electoo Inductors

Electoo Inductors are palm-sized metal skin grafts that appear much like tattoos to the uninitiated. They are wired into the nervous system, where they derive power from the bioelectrical emanations of the flesh and the sacred mysteries of the Potentia Coil. With training, they can be used to emit or siphon power in many ways.

Electoo Inductors confers no immediate benefits, but provides a requirement for many talents and combat actions.

Value: 2 (Very Rare)

Keywords: Adeptus Mechanicus



Electrograft

Electrografts are a special form of electoo engineered directly onto the recipient's cerebellum. This involves cutting away a portion of the skull and creating the electoo directly on the brain tissue before (usually) replacing the section of cranium or covering with synthetic material. An electrograft reacts with the brain to alter a creature's memory, personality and knowledge. Many of the Imperium's technological secrets are passed on by this means, and it is certainly a quick and easy way to learn how to speak new languages, operate machinery, etc. On the other hand, interference with the mind tends to cause personality disorders, problems with memory recall and occasionally total mental breakdown. Once inserted an electrograft can be reprogrammed almost indefinitely, although repeated re-use accelerates the degenerative process.

A character may use his Electro Graft to access data ports and commune with machine spirits.

This grants a +1d bonus to Scholar, Investigate, or Tech Tests whilst connected to a machine data port and certain types of data nets. Electrografts interface ports can take many forms, such as electoos, skull shunts, finger probes, or spine jacks.

Value: 5 (Rare)

Keywords: Imperium, Adeptus Mechanicus

Personal Electoo

On Terra everyone carries an electoo containing personal details, their credit ratings, security grades and access, and details of their social record - together this information acts as a police file and automatic credit facility. Sensors at building entrances read the details of every electoo-carrying individual that passes through them, so a constant record can be built-up of every individual's movements. Similarly, when an individual purchases anything, a till-sensor automatically modifies the credit rating of the electoo accordingly. The system is also used throughout the Adeptus Terra and on some Imperial worlds either generally or within specific social levels. As electoos are invisible they are ideal for carrying secret messages - information is coded so as to be almost useless except to the intended recipient. An individual with an electoo need not even be aware of the fact, and certainly wouldn't be aware of its contents. Electoos carrying secret messages can be split between several people and only work when the information encoded into each is joined.

Value: 6 (Uncommon)

Keywords: Imperium, Adeptus Administratum

Luminum Tats

Luminum tats (or 'shine-jobs' as they are also known), are subdermal circuit and chemical tattoos that are essentially the 'poor cousin' of the electoos crafted by the Cult Mechanicus. Displaying luminous and sometimes animate images, markings, slogans and gang-glyphs, they mark membership to one of the many underhive gangs, ward the superstitious from

evil and brag about the deeds of the wearer. The more elaborate luminum tats are often the work of hereteks and some of the more radical tech-priests are known to favor their forcible removal from offending flesh, whether the wearer wishes it or not.

Value: 4 (Uncommon)

Keywords: Imperium, Recidivist, Scum

Skinplant

Skinplants are sophisticated tattoos - very sophisticated. The miniaturization possible using crystalline circuit technology makes it possible to create a functioning device between layers of skin. The device cannot include mechanical components or utilize large amounts of power. The most popular application of this idea is to power and control an electrically-sensitive tattoo. Any Imperial citizen with sufficient credit can have a device or logo implanted on their forehead which actually lights up and flashes. This can either be controllable, light-sensitive, or a permanent fixture. The subcutaneous wristwatch is a standard way of keeping the time - light pressure on the wrist activates the digital display beneath the skin created by the skinplant.



Thief's Light

A simple skinplant, a thief's light is a simple luminescent panel housed in the palm of the hand, almost invisible until activated. When switched on, usually through squeezing the hand shut for a few moments, the panel glows with a soft light, enough to illuminate objects within a few centimeters clearly enough to perform intricate tasks without producing large amounts of light which would give the user's presence away. The light is powered by the user's own body heat, and the design is extremely simple and reliable.



Value: 4 (Rare)

Keywords: Imperium, <Any>

Subcutaneous Circuitry

Every one of the Omnissiah's worshippers is fitted with a personal electoo. Some of these devices are little more than small identifier-plates and information wafers that can only be accessed when illuminated by senior Tech-priests, much like the simpler forms found on Terra. Others are far more advanced. The electoo networks the brotherhoods of the Electro-priests implant beneath their skin are so extensive they cover the entire nervous system, their bio-electric pulses potent enough to send out bursts of scorching power known as a "voltagheist" field that intercept incoming projectiles. Through devices such as these, the manna of the Machine God can visit Fabricator-General and lowly Skitarii warrior alike. Even Servitors and robots are blessed with their own form of electoo, as much to brand them as the property of their masters as for the religious rapture they can bring.

Through these electoos, the disciples of the Adeptus Mechanicus can channel the electric majesty of the Omnissiah. So are the faithful bounteously rewarded, as they are filled with a glorious ambrosia of data, their floodstreams thrilling with each new pulse of the sweet nectar of pure information. In times of battle, an entire procession can have their electoos remotely set to respond to the same canticles and invocations. In doing so, the leaders of the Cult Mechanicus ensure that every member of their cybernetic congregation is simultaneously filled with the divine ability to destroy its foes in spectacular fashion -- be it with blasts of living lightning, piston-driven fists, or the blinding light of the Omnissiah's truth.

In melee, a character with subcutaneous circuitry may gain the Agonizing trait to his attacks by expending two simple actions.

Value: 5 (Very Rare)

Keywords: Adeptus Mechanicus

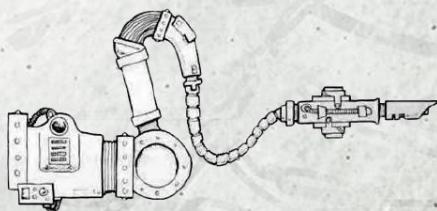
Mechadendrites

Synonymous with the Tech Priests of the Adeptus Mechanicus, mehadendrites are massive artificial limbs protruding from a mount grafted to the recipient's spine. Each mehadendrite ends in an array of tools allowing the recipient to function as both virtuoso and instrument. While it is possible to possess several mehadendrites, it takes decades of discipline and conditioning to coordinate the actions of multiple mehadendrites at once. Without special training, a character can only possess one mehadendrite.

Ballistic Mechadendrite

This solid, shoulder-mounted Mechadendrite is designed for self-defense. This two-meter-long mechanical limb is mounted with a sleek-looking Laspistol of Adeptus Mechanicus design.

Ballistic Mechadendrites functions as a lascannon. The weapon array draws power from the recipient, so it cannot run out of ammunition.



Value: 5 (Very Rare)

Keywords: Adeptus Mechanicus

Cognition Mechadendrite

Designed purely for data collection specifically from new discoveries to ensure the safety of the user's weaker fleshy husk, the cognition mehadendrites serve as a fundamental tool normally favored by lexmechanics, that log the new found data into huge cogitators called data-looms.

When using a cognition mehadendrite the character gains a +1d bonus to Scholar or Investigate tests when interfacing with a

standard imperial machine port, and a +2d bonus to all Scholar and Investigate Tests when interfacing with non-imperial machinery.

Value: 5 (Very Rare)

Keywords: Adeptus Mechanicus

Curatio Mechadendrite

An advanced, lightweight mehadendrite is an essential device for any engineer tech-priest. The curatio clawed mehadendrites are equipped with biological and synthetic repairing tools that can reverse the effects of enemy fire on any ally in the middle of a battle, whether of flesh or machine make. A curatio mehadendrite allows a character to perform a Medicae test at a range of 2m or a Tech test with a +1d bonus to repair machines and constructs.

Value: 5 (Very Rare)

Keywords: Adeptus Mechanicus

Dendrite Blade

A lethal weapon that seems to act on its own volition, dendrite blades consist of many linked metallic coils each ending in a serrated blade or wickedly sharp hook. They whip around the bearer, almost as if seeking out prey.

Whenever an enemy makes a Melee Attack against a character equipped with one or more Dendrite Blades, he suffers a +1 DN penalty on his Weapon Skill Test for each Dendrite Blade the character has equipped (to a maximum of +3). If the attacker fails his Weapon Skill Test with a complication, the attacker immediately suffers 1 Mortal Wound, plus 1 for each additional Dendrite Blade. Additionally, a character with one or more Dendrite Blades always counts as being armed with a weapon with a mono-knife. With a +2 value acquisition, a dendrite blade be armed with a chainblade instead of counting as a mono-knife.

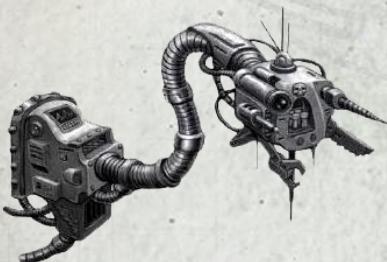
Value: 5 (Very Rare)

Keywords: Adeptus Mechanicus

Exploration Mechadendrite

Built to meet the exacting standards of the Priesthood of Mars, an exploration mechadendrite offers peerless investigation and collection skills to the excavation-minded explorator. Specialized, extraordinarily delicate Servo-Arms and collection pods all coordinate together to allow for perfect observation, collection, measurement, and archiving of up to ten separate samples.

These samples are then fed through a series of filters and processes all within specially-built chambers, allowing for full analysis of their properties and market worth. In addition, as part of a backup system to flush out and sterilize the sample chambers, each can be forcefully ejected from a spout on the end of the arm if needed. This Mechadendrite also contains a built-in Auspex, chronometer, glow-lamp, and compass, and specialized sensors spread throughout the limb and grant a +1d bonus to Survival tests made to navigate tracks.



Value: 5 (Very Rare)

Keywords: Adeptus Mechanicus

Heavy Ballistic Mechadendrite

This powerful shoulder-mounted mechadendrite is designed to carry larger, modified weapons - from potent personal arms to truly arcane weapons such as a heavy grav-cannon or eradication ray.

Value: 5+ Weapon Value (Very Rare or weapon rarity, whichever is higher)

Keywords: Adeptus Mechanicus

Infestus Mechadendrite

This two-meter long, flexible limb is an aggressively willed mechadendrite which will lash out and search for any target that doesn't log as an ally in its local cogitator.

Infestus Mechadendrites functions as a chain bayonet with a range of 2m (M), and one per Round automatically makes a single melee attack against an enemy within this range, resolved with a Weapon Skill of 4.

Value: 5 (Very Rare)

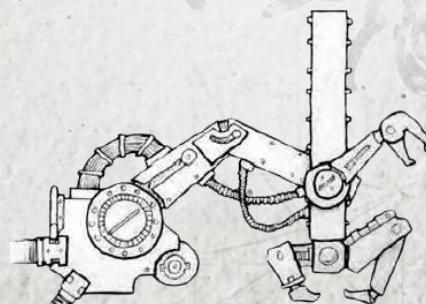
Keywords: Adeptus Mechanicus

Manipulator Mechadendrite

This powerful shoulder-mounted mechadendrite is designed for heavy lifting and manipulation of industrial gear. Built of fire-hardened ceramite and steel, this limb may extend to a length of 1.5m. The wielder's Strength attribute receives a +4d bonus for tests involving raw physical strength. This limb is tipped with two sets of gripping and crushing pincers. These may be locked around a suitable anchor point the claw can clamp on to a support or other sturdy anchor point, preventing the recipient from being knocked prone. The wielder may brace as a free action, and as a Free Action to safely tether the character to lifting gear, high gantries and so on.

In melee combat, a manipulator mechadendrite has the following profile:

Damage Rating: 6+2ED; AP -3; Range 1m (M); Unwieldy (2)

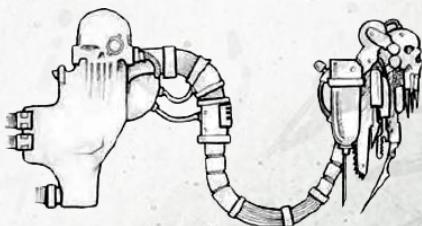


Value: 5 (Very Rare)

Keywords: Adeptus Mechanicus

Medicae Mechadendrite

This two-meter long, flexible limb is designed to provide medical and surgical assistance in the field. The mechadendrite houses six injector pistons, each of which may be filled with one dose of a drug. These must be supplied and replaced separately. A small chainscalpel attachment reduces the difficulty of limb amputation. A medicae mechadendrite functions as both a medikit and diagnostor. It grants a +1 bonus to Medicae Tests and can inject toxins, sedatives, stimulants in combat.



Value: 5 (Very Rare)

Keywords: Adeptus Mechanicus

Mechatendrils

Mechatendrils is a catch-all name that covers a variety of tendril-like prosthetics used by the Adeptus Mechanicus to aid them in construction, maintenance and research. They have small motors and actuators within their armored tentacles and wave about the Tech-priest almost with a life of their own. Equal parts tool and weapon, mechatendrils snake restlessly around tech priests as they seek out new tasks to complete. Used for complex repairs as well as combat, the versatility of the mechatendrils make them invaluable if temperamental assets to those that serve the Omnia.

A character with mechatendrils can perform Skill Tests which require interaction, such as with machinery, fixing something, picking locks or similar physical activities at a distance of up to 2 meters away. Each mechatendril grants the a character a +1d bonus when crafting items.

Additionally, a character with one or more mechatendrils always counts as being armed with a mono-knife.

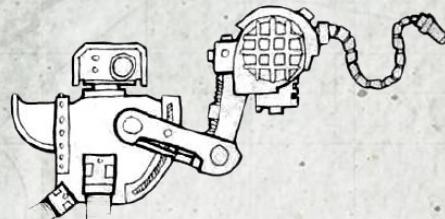
Value: 3 (Very Rare)

Keywords: Adeptus Mechanicus

Optical Mechadendrite

This highly flexible, camera-studded mechadendrite is designed to assist in inspection and detection. This mechadendrite may extend to a length of three meters, and can reduce its width to pencil thickness. The optical feed allows the user to examine surfaces at a microscopic level and may also be used as a telescopic sight. The mechadendrite is also mounted with an infra-red torch and sensors. Finally, the mechadendrite is fitted with a light that may be tinted a variety of different colors, depending on the controller's whim.

Optical mechadendrites functions as a pict recorder and magnoculars. They grant +1 bonus to Perception tests. A recipient can use it to examine objects and materials in microscopic detail.



Value: 5 (Very Rare)

Keywords: Adeptus Mechanicus

Plasma-Cutter Mechadendrite

Plasma-cutters are heavy industrial tools designed to cut through the thickest metal and ceramite plates with focused, searing starfire. Tech-Priests find these devices exceedingly useful in the completion of their duties, and often attach them to modified mechadendrites. In desperate situations, plasma-cutters can also be

- overloaded to serve as improvised yet deadly weapons.
 - A plasma-cutter is a mecha-dendrite fueled by photonic hydrogen stowage-flasks. It can cut through a meter of adamantine plating up to 20 centimeters thick every minute (thinner material can be cut through faster). In addition, a Tech-Priest with a plasma-cutter mecha-dendrite may boost the power past its safety tolerances to use it as a weapon. A plasma-cutter mecha-dendrite functions as a plasma pistol with a range of 10 meters.
- Value:** 5 (Very Rare)
Keywords: Adeptus Mechanicus

Stabilizer Mecha-dendrite

Instead of adding additional manipulation capabilities, pairs of gyroscopically-stabilized, heavily-clawed talons can anchor a Tech-priest firmly onto a surface, where he can conduct his furtive research more peacefully. While anchored, a Tech-Priest cannot be knocked Prone or Staggered. It requires a Simple Action to become anchored. The wielder may brace as a free action.

Value: 5 (Very Rare)
Keywords: Adeptus Mechanicus

Techsorcerist Mecha-dendrite

A techsorcerist mecha-dendrite is a specialized cognition mecha-dendrite that has been altered to assist a tech priest in his duties to accommodate the threats of warp corruption and scrapcodes. This mecha-dendrite has special electronic wards put in place to resist the effects of corruption from Chaos-infested machine spirits. It also houses a small memory unit for storing proscribed documents and is set to automatically wipe itself upon removal of the mecha-dendrite or the death of the Techsorcerist. When using a techsorcerist mecha-dendrite the

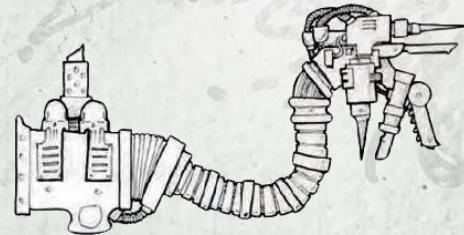
character gains a +1d bonus to Scholar or Investigate tests when interfacing with a machine port, and a +2d bonus to all Tech Tests when interfacing with a corrupted machine spirit.

Value: 7 (Very Rare)

Keywords: Adeptus Mechanicus

Utility Mecha-dendrite

This two-meter long limb houses a variety of tools and attachments designed to assist a Tech-Priest in the course of his holy duties. This mecha-dendrite counts as a combi-tool, granting a +1d bonus to Tech Tests. The limb also houses six injector pistons, each of which may be filled with one dose of sacred machine oil. These must be supplied and replaced separately. In addition to this, the limb contains an electrically powered censer, which can gust incense fumes over particularly troublesome faults. The censer generates one "blast" of smoke every fifteen minutes. This may be employed in melee combat to distract and choke, imposing a +1 DN penalty to Weapon Skill Tests made by all living creatures within a two meter radius for one Round. This is a Simple Action. Unless the censer is deactivated, all Perception Tests made to detect the Tech-Priest that rely on a sense of smell gain a +1d bonus. Finally, the mecha-dendrite contains a cutting blade. This counts as a mono knife in melee with a Range of 2m (M).



Value: 5 (Very Rare)

Keywords: Adeptus Mechanicus



"These vials contain dreams and nightmares, forgotten truths and raved oblivion. All may be yours for a price."

- Cassiopeia, Mistress of the Palace of Chalices

Drugs, like poisons and toxins, alter the body's natural processes, but unlike toxins their effects are not always destructive. Their effects can vary from mental pliability to a state of near suspended animation, and thousands of others besides. Many drugs also have the potential to cause addiction, where the desire to use the substance again can override all sanity.

Some of these items have no direct game rules, but can add to the narrative roleplaying experience for both player characters and NPCs. Many can be used as trade items on many worlds, or to embellish a character's behavior or background.

Like characters, all agents have a profile. These vital statistics are as follows

Speed: Speed defines how quickly the drug will enter the victim's system. Some effects occur instantly, while others may not manifest their effects for hours or days.

Strength: The strength of the drug is the modifier to Addiction Tests. Each point of Strength imposes a cumulative +2 DN penalty on any Addiction or Medicae Tests made to resist addiction or cure the effects of the drug. Note that “-” denotes that the drug has no Addiction Test modifier.

Value: The DN for Influence tests made to acquire the drug and the drug's rarity. Each acquisition provides enough for a single dose of the drug.

Keywords: Descriptive keywords that indicate overall drug type and factions associated with the drug in question.

Excessive Drug Use

When the same drug is used too often in a short period of time, there is a chance for it to have a diminished effect as the user builds up an immunity or tolerance. A character who uses more than one dose of a given drug in a 24 hour period must make a Resistance Test for each use after the first, with a cumulative +1 DN penalty for each additional dose. A Resistance test is a Toughness test (DN 3). If he fails, the drug has no useful effect and further doses do nothing for the next 24 hours.

Addiction

Excessive drug use can also lead to Addiction. Every time the effects of a drug indicated by the Addictive keyword wears off, the user must take an Addiction Test. An Addiction Test is a Willpower test (DN 3). Failure means the user is addicted to the substance (gaining the Addiction mental trauma, page 371 of the Wrath & Glory core rulebook) and will suffer one point of Shock unless he gets another dose within 12 hours (should this dose trigger the Excessive Drug Use test above, he must pass the test to overcome the Shock). Addiction cannot be cured from the use of the Medicae skill or medical treatment, only long term abnegation.

Roleplaying Addiction

Playing an addicted character is extremely challenging and GMs should carefully consider the maturity level of their players before allowing characters to use potentially hazardous drugs in the game. They may cause characters to engage in distinctly non-heroic behavior! However, with experienced players this can be a unique chance to explore both the darker side of a character's personality and the chance of eventual redemption or damnation by one's fellow comrades or patrons.

Table: Drugs

Name	Speed	Strength	Value	Keywords
Narcotics				
Aletheis Root	1d6 Minutes	-	4 Very Rare	Narcotic, Imperium, Rogue Trader Fleet
Azure Cap	Instant	1	4 Very Rare	Narcotic, Imperium, Addictive, Rogue Trader Fleet, Voidfarer
Baby Blues	1d6 Minutes	2	7 Uncommon	Narcotic, Imperium, Addictive, Scum, Outcast
Black Lethe	Instant	3	2 Rare	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast
Blissout	Instant	4	3 Rare	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast
Crystal Ersatz	1d3 Minutes	2	4 Uncommon	Narcotic, Imperium, Addictive, Scum, Outcast
Deadfall	1d6 Minutes	-	2 Very Rare	Narcotic, Imperium, Rogue Trader Fleet, Voidfarer
Desoleum Fungus	Instant	1	3 Rare	Narcotic, Imperium, Recidivist, Scum, Outcast
Dreamjuice	1d6 Minutes	-	2 Rare	Narcotic, Imperium, Addictive, Inquisition, Academic
Dreamstimm	Instant	-	5 Uncommon	Narcotic, Imperium, Addictive, Imperial Navy
Explication Serum	Instant	2	2 Very Rare	Narcotic, Imperium, Addictive, Inquisition
Flects	Instant	4	7 Very Rare	Narcotic, Imperium, Addictive, Recidivist, Chaos, Scum Outcast
Geist	1d6 Minutes	3	8 Very Rare	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast, Psyker
Gladstones	Instant	-	2 Very Rare	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast
Glimmer	Instant	2	4 Very Rare	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast
Grinweed	1d6 Minutes	-	3 Uncommon	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast
Haze	1d6 Minutes	2	5 Rare	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast
Idea	Instant	1	5 Uncommon	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast
Imperium's Fervor	2d6 Minutes	4	2 Unique	Narcotic, Imperium, Addictive, Inquisition
Kalma	Instant	3	6 Uncommon	Stimulant, Imperium, Scum, Outcast
Kyxa	1d6 Minutes	-	4 Very Rare	Narcotic, Imperium, Addictive, Nobility
Lho	Instant	1	3 Common	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast
Lho-sticks	Instant	-	2 Common	Narcotic, Imperium, Addictive, Astra Militarum, Lower Class
Night Dust	Instant	-	5 Rare	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast
Obscura	Instant	2	3 Rare	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast
Opiatix	Instant	4	3 Rare	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast
Phetamote	1d6 minutes	-	6 Uncommon	Narcotic, Imperium, Addictive, Nobility
Qash	Instant	4	4 Unique	Narcotic, Imperium, Addictive, Scum, Outcast
Redliners	Instant	1	6 Uncommon	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Name	Speed	Strength	Value	Keywords
Redux	Instant	2	4 Very Rare	Narcotic, Imperium, Addictive, Nobility
Rhodophis Juice	1d6 Minutes	1	6 Very Rare	Narcotic, Imperium, Addictive, Rogue Trader Fleet, Voidfarer
Sisk Ash	Instant	1	4 Rare	Narcotic, Imperium, Addictive, Rogue Trader Fleet, Voidfarer
Sniff-Musk	Instant	3	5 Rare	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast
Somna	2d6 Minutes	3	1 Very Rare	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast
Spiral Black	Instant	4	7 Rare	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast
Torpor	1d6 Rounds	4	4 Very Rare	Narcotic, Imperium, Inquisition, Adeptus Astra Telepathica
Verita	Instant	2	1 Unique	Narcotic, Inquisition, Addictive
Yellodes	1d6 minutes	1	4 Uncommon	Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast
Pharmaceuticals				
Anti-Intoxicant	1d6 Minutes	-	7 Common	Pharmaceutical, Imperium, <Any>
Admylladox	1d6 Minutes	-	4 Uncommon	Pharmaceutical, Imperium, Inquisition
Clear	1d3 Minutes	-	2 Rare	Pharmaceutical, Imperium, Rogue Trader Fleet, Voidfarer
Counterseptics	1d6 Minutes	-	4 Uncommon	Pharmaceutical, Imperium, <Any>
De-Tox	Instant	-	4 Uncommon	Pharmaceutical, Imperium, <Any>
Dryas	1d6 Minutes	-	2 Very Rare	Pharmaceutical, Imperium, <Any>
Eazielle	Instant	3	6 Rare	Pharmaceutical, Imperium, Addictive, Inquisition, Rogue Trader Fleet, Recidivist
Holdfast	1d6 Minutes	-	2 Very Rare	Pharmaceutical, Imperium, Rogue Trader Fleet, Voidfarer
Hyperexia	1d6 Hours	-	3 Very Rare	Pharmaceutical, Imperium, Rogue Trader Fleet, Voidfarer
Inoculatia	1d6 Hours	-	1 Very Rare	Pharmaceutical, Imperium, <Any>
Juvenant	1d6 Hours	-	6 Very Rare	Pharmaceutical, Imperium, <Any>
Karrikian Red-Eye	1d6 Minutes	-	4 Very Rare	Pharmaceutical, Imperium, Rogue Trader Fleet, Voidfarer
Leatherwort	1d6 Minutes	-	4 Very Rare	Pharmaceutical, Imperium, Recidivist, Scum
Panimune	Instant	-	4 Rare	Pharmaceutical, Imperium, <Any>
Psytroprene	1d6 Minutes	-	1 Unique	Pharmaceutical, Imperium, Inquisition
Rainbow Sandstone	Instant	-	6 Uncommon	Pharmaceutical, Imperium, <Any>
	1d3 Minutes	-	4 Uncommon	Pharmaceutical, Imperium, Nobility
Scav-Glysten	1d6 Minutes	-	8 Uncommon	Pharmaceutical, Imperium, Outcast, Scum
Scraper-Ripper	Instant	-	2 Very Rare	Pharmaceutical, Imperium, Nobility
The Truth Revealed	1d3 Minutes	-	6 Very Rare	Pharmaceutical, Imperium, Inquisition, Recidivist, Scum
Zumthorian Greyve	1d3 Minutes	-	5 Rare	Pharmaceutical, Imperium, Rogue Trader Fleet, Voidfarer

Name	Speed	Strength	Value	Keywords
Stimulants				
Attention Spanner	Instant	-	1 Rare	Stimulant, Imperium, Addictive, <Any>
Barrage	Instant	2	2 Very Rare	Stimulant, Imperium, Addictive, Recidivist, Scum, Outcast
Crash	Instant	4	1 Rare	Stimulant, Imperium, Addictive, Recidivist, Scum, Outcast
Cold Fire	1d3 Rounds	1	4 Rare	Stimulant, Imperium, Addictive, <Any>
Cyanomorphide	1d3 Minutes	-	4 Very Rare	Stimulant, Imperium, Outcast, Mutant
Fervor	Instant	2	4 Very Rare	Narcotic, Imperium, Addictive, Redemptionist
Frenzon	Instant	2	5 Rare	Stimulant, Imperium, Addictive, <Any>
Fury	Instant	1	3 Very Rare	Stimulant, Imperium, Addictive, Chaos, Recidivist, Scum, Outcast
Halo	Instant	2	1 Rare	Stimulant, Imperium, Astra Militarum, Adeptus Arbites
Kick	Instant	2	4 Rare	Stimulant, Imperium, <Any>
Psychon	Instant	2	2 Rare	Stimulant, Imperium, Addictive, Recidivist, Scum, Outcast
Rage	Instant	4	6 Rare	Stimulant, Imperium, Adeptus Ministorum
Reflex	Instant	-	6 Uncommon	Stimulant, Imperium, Scum, Outcast
Stimm	Instant	1	6 Common	Stimulant, Imperium, Addictive, <Any>
Slam	Instant	2	7 Rare	Stimulant, Imperium, Addictive, Recidivist, Scum, Outcast
Slaughter	Instant	3	4 Uncommon	Stimulant, Imperium, Addictive, Recidivist, Scum, Outcast
Spook	Instant	1	7 Rare	Stimulant, Imperium, Addictive, Scum, Outcast
Spur	Instant	4	5 Uncommon	Stimulant, Imperium, Addictive, Recidivist, Scum, Outcast
White Void	Instant	2	5 Uncommon	Stimulant, Imperium, Addictive, <Any>
Wideawake	Instant	3	3 Uncommon	Stimulant, Imperium, Addictive, <Any>

Narcotics

Since the dawn of time, humanity has used narcotics to alter their psychical and psychological state. This is true of the 41st Millennium. The most common abused substance during this time are lho-leaf. Easy to obtain, the stick version (which is lit and inhaled via filters) is popular among the Imperium citizenry and military (in the case of the Imperial Guard and the various PDFs). It is a generally understood fact that every hive has a obscuraden located somewhere in its massive structure, as obscura has become the second most widely abused narcotic in the whole of the Imperium.

Narcotics are addictive, albeit illegal, substances used for their pleasurable side-effects, as opposed to combat drugs that are used to

strengthen the body and mind for battle (notable on the battlefield, or in gladiatorial arenas). Narcotics can be ingested in a variety of forms. Most notable are being inhaled by smoking or injected directly into the bloodstream. Narcotics can take many forms: rocks, glass, plants, gases, liquids, etc.

The trade in illegal drugs is a constant thorn in the side of the imperial authorities, being as it is a goad to lawlessness and an abetment to laxity, disobedient thought and spiritual pollution. Such drugs may be local (restricted to one planet or part of) or more widespread (system- or even sector-wide).



Aletheias Root

The root of the aletheias plant is well-known to have certain narcotic effects. While relatively short-acting and not particularly addictive, the aletheias root can be distilled into a virtually tasteless substance used by some as a truth serum. If properly administered, aletheias root can lower a person's inhibitions to such a degree that he spills his deepest secrets and confesses his wickedest sins.

Distilling the root into tasteless, odorless form requires a Medicae (DN 3) Test that requires at least ten minutes, and administering it in the correct dose requires a Scholar (DN 3) test. Attempts to detect the drug in food or drink suffer a +3 DN penalty. Once ingested by or injected into an individual, that character must

make a Toughness (DN 3) Test or suffer a +2 DN penalty to Opposed Interaction Tests for one minute, plus one additional minute per Shift on the Scholar test.

Speed: 1d6 Minutes

Strength: -

Value: 4 (Very Rare)

Keywords: Narcotic, Imperium, Rogue Trader Fleet

Azure Cap

A peculiar fungus native to a few oases on Sideria II, azure cap has bizarre hallucinogenic and physiological effects on humans. Consumed by certain tribes of the indigenous population as part of spiritual or religious rituals, the strange aftereffects of eating the brightly-hued blue mushroom have been noted by certain traders who have visited the world.

Any character who ingests a dose of azure cap must make a Toughness (DN 4) Test or suffer severe hallucinations. Roll on the Hallucinogen effects (see Hallucinogen) to see how the character behaves for the next 1d6 Rounds.

Any character who ingests azure cap gains a +2d bonus to all Strength Tests and suffers a +1 DN penalty on all Awareness Tests for 1d6 hours, regardless of whether any hallucinogenic effects occur. When the effects of the azure cap wear off, the user gains 1d3 points of Shock.

Speed: Instant

Strength: 1

Value: 4 (Very Rare)

Keywords: Narcotic, Addictive, Imperium, Rogue Trader Fleet, Voidfarer

Baby Blues

Baby blues are a strong narcotic prohibited by the Imperium and popular with lower class society. These drugs induce a heightened euphoria and seemingly insane behavior. Users are often described as 'crazy-mad' or 'kill-hyped'.

Speed: 1d6 minutes

Strength: 2

Value: 7 (Uncommon)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Black Lethe

Prohibited and the subject of widespread crackdowns, black lethe remains a widely used and addictive narcotic among Imperial subjects. Black Lethe produces an intense sense of euphoria and mild psychosis for $2d6 \times 5$ minutes.

Speed: Instant

Strength: 3

Value: 2 (Rare)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Blissout

This drug is highly addictive and prohibited, inducing a state of extreme euphoria in its users. Blissout produces an extreme euphoria and delirium for 1d6 hours.

Speed: Instant

Strength: 4

Value: 3 (Rare)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Crystal Ersatz

Crystal Ersatz is a narcotic drug. Heavy use of the drug during pregnancy can result in the child developing prodigious mathematical abilities and an indefatigable memory.

Speed: 1d3 Minutes

Strength: 2

Value: 4 (Uncommon)

Keywords: Narcotic, Imperium, Addictive, Scum, Outcast

Deadfall

Extracted from the bark of the apate tree of Biryonox Prime, deadfall had a peculiar toxic effect. If ingested in the proper dosage, deadfall can place a person in a comatose state, slowing their heart rate, breathing, and other vital signs so as to be virtually indistinguishable from death.

A character who ingests deadfall must make a Toughness (DN 5) Test; if he fails, he immediately falls into a temporary, death-like state for 3d6 hours. Tests made to find any signs of life in the imbibers (Awareness, Medicae, or Insight) suffer a +3d penalty. If a character wishes to awaken a character under the effects of deadfall, he can do so by making a Medicae (DN 5) Test. If he succeeds, the target awakens immediately; if he fails, the target continues to slumber. This Test can be repeated once per hour on a given character.

Speed: 1d6 Minutes

Strength: -

Value: 2 (Very Rare)

Keywords: Narcotic, Imperium, Rogue Trader Fleet, Voidfarer

Desoleum Fungus

A hallucinogen made from unusual narcotic mushrooms that grow in ancient aquifers deep in Hive Desoleum's lower reaches, this drug has a disorienting, intoxicating effect that causes users to stumble about despite retaining the full spectrum of their senses.

Depraved gangers particularly enjoy dosing themselves and then instigating extended gunfights, whirling about drunkenly and watching the havoc of their wayward shots.

A dose of Desoleum Fungus lasts 2d6 rounds, and the user immediately suffers 1 Shock as his body spins wildly. A character under the effects of the drug can take advantage of the skewed perspective this gives him: once during this time, he may invert the result of any single 1d6, exchanging a failure into a success.

Speed: Instant

Strength: 1

Value: 3 (Rare)

Keywords: Narcotic, Imperium, Recidivist, Scum, Outcast

Dreamjuice

Dreamjuice is a popular recreational drug upon Archaos in the Drusus Marches. Aspiring philosophers often make use of the drug for insight into the universe or to gain an edge in the debates that occur amongst differing schools of thought within the planet's hives. For psykers of the Ordo Malleus the drug is of far greater use as it dulls its users' resistance to interrogation.

Dreamjuice is a clear, bitter liquid that takes effect within six minutes. A dose of Dreamjuice adds +1d to all Intellect-based Tests made by the target for its half hour duration. However, all Willpower Tests made under its effects suffer a +2 DN Penalty. After the effects have worn off, the user has distorted perceptions, suffering a +1 DN penalty to all Awareness Tests until he has rested. While it is not physically addictive, many users take multiple doses throughout each day, leading to the common description of Archaen philosophers: "dreamed up."

Speed: 1d6 Minutes

Strength: -

Value: 2 Rare

Keywords: Narcotic, Imperium, Addictive, Inquisition, Academic

Dreamstimm

Dreamstimm is a narcotic known to be used by conscripts aboard the Imperial Navy's many vessels, often to the ire of the command staff and resulting in contraband sweeps.

Dreamstimm produces a dulling effect and sense of calm for 1d3 hours.

Speed: Instant

Strength: -

Value: 5 (Uncommon)

Keywords: Narcotic, Imperium, Addictive, Imperial Navy

Explication Serum

Highly effective in interrogations, this drug puts the victim into a mental state that effectively prevents deception. The drug decreases the subject's effective Willpower by -2d for resisting interrogations (including Opposed Tests). A single dose of Explication serum lasts for 1d6 hours.

Speed: Instant

Strength: 2

Value: 2 (Very Rare)

Keywords: Narcotic, Imperium, Addictive, Inquisition

Flects

A powerful, illegal and highly addictive drug, that comes in the form of tiny shards of dirty glass wrapped in scraps of red tissue. Staring into the flect allows a fleeting glimpse of a reflection in the glass, a reflection of something wondrous that brings on a transcendent high.

Flects are in fact the product of Chaos, recovered from the dead and tainted planet of Spica Maximal in the warp polluted Mergent World of the Scarus sector. They are shards of shattered glass that lay in the wreckage of Spica while the miasma of Chaos engulfed it, and the unnatural reflection that the glass bore remained imprinted in it, waiting for human gaze to draw its influence out. A single 'dose' of flect lasts for 1d6 hours, and requires a Corruption test (DN 3).

Speed: Instant

Strength: 4

Value: 7 (Very Rare)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Chaos, Scum Outcast

Geist

A psycho-reactive compound derived from ghostfire pollen harvested on the world of locanthos and combined with a pre-existing psycho-active drug known as Spook, Geist is known for its ability to boost the powers of psykers. Geist is extraordinarily dangerous when used on non-psykers, who lack the necessary mental discipline to control the sudden surge in power.

In psykers, the increase in power the drug induces can be unpredictable, but valuable. Such stimulants, often blended with tiny amounts of slaughter, and human blood, have been used by notorious witches and sorcerers, making the Calixian Ordos ever more eager to outlaw them. In any character without the Psyker keyword, use of Geist causes an immediate Perils of the Warp result. In characters with the Psyker keyword, a dose of Geist grants the character +2d bonus to Psychic Mastery for 1d6 minutes. However, the character may not use powers at the bound level while under the influence of the drug.

Speed: 1d6 Minutes

Strength: 3

Value: 8 (Very Rare)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast, Psyker

Gladstones

Gladstones are rocks that are slightly psyk-reactive. They can be held in the users palm of either hand, or held under the tongue. They have been documented to provide a sense of well-being (described as a warm, blissful sensation) and sublime for days, possibly weeks on a single use. However, as they alter the users state of mind, the Imperium has deemed them illegal. They are usually a pale stone (commonly yellowish in color), of small form, smooth sided, rounded and warm to the touch. They are mined on distant outworlds and are found to be extremely popular in twist clubs and lounges.

Speed: Instant

Strength: -

Value: 2 (Very Rare)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Glimmer

A particularly unusual narcotic, Glimmer is a mildly toxic substance which seems to have no other discernible effects when injected, inhaled or ingested. However, when light is filtered through a small quantity of this orange-red fluid, it induces a state of extreme relaxation and apparent intoxication upon any who are exposed to the light. The chemical dries up after a few moments of exposure to bright light, but the resultant luminescence lingers for far longer.

Most users are known to share the drug, setting up mirrored rooms and loading glass filters filled with the fluid into the front of glow-lamps. The diffuse ruddy glow of these rooms leaves its occupants in a dreamlike state for around an hour after initial exposure.

Addicts often go a step further, applying the substance as eye-drops and taking in the filtered light directly, experiencing the effects far more swiftly and more strongly. Those who use in this way soon become blind, as the substance damages their eyes beyond repair.

Using Glimmer imposes a +1d6 DN penalty to Awareness and Willpower-based tests for about an hour, and users must make a Toughness Test (DN 3) or become unconscious (fall asleep).

Nobody is entirely certain of where Glimmer comes from; it simply appeared on the black markets on several worlds about five years ago, proving to be particularly popular amongst the light-obsessed nobles of Scintilla. Rumors persist that vast lakes of the substance exist on a world deep in the Koronus Expanse, under the faint light of an old and dying star. Of similar concern is the fact that the drug seems to have no discernible effects on any creatures except humans.

Speed: Instant

Strength: 2

Value: 4 (Very Rare)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Grinweed

Grinweed is a cheap and illegal narcotic, common in Imperial space. Little is known about Grinweed except that it makes the user lose all sense of reality. The name "grinweed" originates from the fact that it is known to make the user "grin" upon ingestion. Grinweed may be smoked, ingested, or rendered into a bitter liquid.

Speed: 1d6 Minutes

Strength: -

Value: 3 (Uncommon)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Haze

Though this drug is not as common as Obscura, Haze dealers nonetheless become extremely prosperous within the Imperium's many hive worlds, and other locations where crime is rife. Normally inhaled or ingested, Haze can produce an addictive delirium that lasts for hours.

A single dose of Haze causes a +3 DN penalty to Intellect, Willpower and Awareness tests, which lasts for 1d6 hours. After regaining his wits, the character becomes irritable and sensitive to bright lights and loud noises for 1d6 hours.

Speed: 1d6 Minutes

Strength: 2

Value: 5 (Rare)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Idea

Idea is a low grade drug that is frequently used by the poor denizens of the Downside on the

planet Persana. It causes a narcotic euphoria for its users, which causes them to make spontaneous and often violent actions, they wouldn't normally do. It is even more potent in a vaporized form which is delivered in an inhaler.

Speed: Instant

Strength: 1

Value: 5 (Uncommon)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Imperium's Fervor

This drug is a long-term mind-altering substance which inures soldiers to some of the horrors they might encounter while acting for the Holy Ordos. Typically given as an injection, it is also available in tablets although taking the drug orally reduces its duration by half.

Users of Imperium's Fervor gain a measure of resistance to Fear and Insanity at the cost of their memories. While under its effects all Fear and Terror Tests are resisted with an additional +1d bonus to their Resolve. Awareness Tests while using the drug have a +1 DN penalty, and users are prone to acts of insane courage and have little instinct for self-preservation.

After the effects wear off, memories of any events that took place while drugged become hazy. It requires a Intellect Test (DN 4) to recall anything that took place while under the effects of the drug, increasing by +2 DN after a month. Each dose of the drug lasts for 24 hours and troopers seconded to the Inquisition's service are typically drugged with Imperium's Fervor before any missions.

Speed: 2d6 Minutes

Strength: 4

Value: 2 (Unique)

Keywords: Narcotic, Imperium, Addictive, Inquisition

Kalma

Kalma is the hive name for a general group of euphoric sedatives which lower the state of

consciousness and induce a state of well-being. Such drugs are often ground up and used in small quantities in food. A tablet of kalma renders the individual docile and compliant. A 'kalmed' character can be led about and will remain passive while unattended.

Once consumed, the character reduces his Initiative to 1 and gains the *Stupidity* condition until its effects wear off in 1d3 hours.

Value: 6 (Uncommon)

Keywords: Imperium, Scum, Outcast

Kyxa

Kyxa is a mild narcotic and aphrodisiac that is smoked. The plant extract that forms the drug is taken from worlds in the Ultima Segmentum; and is far too costly for the average citizen to acquire. Constant use results in noticeable yellowing around the edges of the user's eyelids. Kyxa lasts for 1d6+2 x 10 minutes

Speed: 1d6 Minutes

Strength: -

Value: 4 (Very Rare)

Keywords: Narcotic, Imperium, Addictive, Nobility

Lho

Very similar in effect to Lho-Sticks, Lho can be injected or applied via dermal patch. The substance gets into the user's system, causing the same distinctive scent as the smoked variety, though of lesser intensity. The subject will enter a very relaxed state for 2d6 x 5 minutes.

Speed: Instant

Strength: -

Value: 2 (Common)

Keywords: Narcotic, Imperium, Addictive, Astra Militarum, Lower Class

Lho-sticks

Lho-sticks are common with Imperial Guard troopers and many menial workers. Each rolled paper tube contains a scented, mildly narcotic (and addictive) plant-derived substance, which is then lit and the resulting smoke inhaled through the tube. The subject will enter a relaxed state for 1d6 minutes.

Speed: Instant

Strength: -

Value: 2 (Common)

Keywords: Narcotic, Imperium, Addictive, Astra Militarum, Lower Class

Night Dust

Usually burned as incense or, for a more powerful effect, dissolved in amasec, the dream-racked stupor that night dust induces can last for days. A single dose imposes a +2 DN penalty on all Tests, while the imbiber experiences mild hallucinations and becomes disassociated from their emotions. After 2D6 minutes, the afflicted character slips into a deep feverish slumber filled with vivid and often violent dreams reflecting the darkest facets of their own mind. This state lasts for 2D6 hours. Drinking the dust is far more potent and dangerous: the effects last 4D6 hours.

Speed: Instant

Strength: -

Value: 5 Rare

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Obscura

Though often illegal, obscura is popular in many fighting units where combatants are eager for respite from constant battle, as well as among civilians seeking relief from the drudgeries of harsh life. Those taking obscura enter a dream-like state for 1d3 hours (if required to engage in combat consider them under the effects of a hallucinogen). Then for 1d6+2 hours after the

effects wear off, they enter a deep depression, unless another dose of obscura is taken.

Speed: Instant

Strength: 2

Value: 3 (Rare)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Opiatix

Opiatix is a highly addictive and prohibited narcotic in the Imperium, which often leaves its user in states of raving madness and can lead to permanent psychosis. It is most commonly used in inhalers. Those taking Opiatix enter a euphoric state 1d3 hours, during which time users exhibit strong effects of delirium. Then, for the next 1d6+2 days after the effects wear off, they temporarily reduce their Soak value by 1 unless another dose of Opiatix is taken.

Speed: Instant

Strength: 4

Value: 3 (Rare)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Phetamote

Also known as "thrill pills," this drug enhances the subject's senses at the expense of physical abilities. Some high-born nobles use this substance prior to intense or immersive experiences, such as a play or symphony. Others, however, have discovered it acts as an effective supplement to interrogation, allowing the victim to more fully "appreciate" the skills of the interrogator. Phetamote increases the user's Awareness by +1d, but decreases Strength, Toughness, and Agility by -1d each for 1d6 hours.

Speed: 1d6 minutes

Strength: -

Value: 6 (Uncommon)

Keywords: Narcotic, Imperium, Addictive, Nobility

Qash

Qash was a potent and toxic drug that existed in the early days of the Imperium, made from nematode venom. It was popular among migou laborers. A relatively small amount was capable of killing a normal human being or sending a member of the Adeptus Custodes into a brief, death-like trance.

Taking more than one dose of Qash within 24 hours is treated as if it were biological or chemical agent with the Lethal trait. Astartes, Primaris, and Custodes treat Qash similarly but with the Sedative trait, unless they take a third dose within that period, which then becomes Lethal.

Speed: Instant

Strength: 4

Value: 4 (Unique)

Keywords: Narcotic, Imperium, Addictive, Scum, Outcast

Redliners

Redliners are a strong narcotic prohibited by the Imperium and popular with lower class society. Like baby blues, these drugs induce a heightened euphoria and seemingly insane behavior. Users are often described as 'crazy-mad' or 'kill-hyped'.

Speed: Instant

Strength: 1

Value: 6 (Uncommon)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Redux

This powerful psychoactive drug causes its victims to repeat the last moment of their actions until it wears off. The embiber usually does not even notice that they have done anything odd. Common amongst nobility as a means to embarrass their lessers, Redux can be deadly if given in large doses. Redux is distilled from the local sulfuric plant life that grows on the dark side of Barsapine. The plant grows near

locations rich in underground magma pools or rivers and is only visible above ground as a single knee high black reed about as big around a man's finger. Rumors abound that a beast capable of surviving in the lava feeds upon these plants, but as of yet no expedition has successfully located such a creature. The thin reeds produce toxins as a waste product. Spaced meters apart, they can go unnoticed until it is too late. Large patches of the plant can cause travelers to become lost as they inhale the toxin without knowing it and simply continue to walk without stopping until they do not know where they are.

The smell and taste of Redux is extremely potent, overpowering most food or drink. It tastes sweet, however, and in circles where it is used frequently bitter or sour foods become popular. However, once ingested via food it is likely that the target will continue laughing and eating, repeating the last bite until death unless the dose is closely monitored.

When a character first embibes Redux he must make a Toughness Test (DN 3) or suffer 1 shock and immediately repeat the last action he took, which often involves consuming whatever had the drug in it. Recognizing the flavor of the poison requires an Awareness Test (DN 3) and does not require the character to taste enough to be affected.

If used in combat, this drug causes the victim to repeat their last action. Redux can be coated on a weapon or ingested.

Speed: Instant

Strength: 2

Value: 4 (Very Rare)

Keywords: Narcotic, Imperium, Addictive, Nobility

Rhodopis Juice

Distilled from the rhodopis plant that grows on Everharvest, this strange brew has peculiar effects on human physiology. Quickening the neurotransmission of synaptic impulses and increasing the levels of serotonin in the brain,

rhodopis juice can temporarily increase the mental acuity and memory retention of the imbiber, as well as alter his social interactions with others, generally in a positive (albeit slightly more aggressive) manner. However, a peculiar fugue state and general sense of malaise tends to follow, and long-term use of rhodopis juice can lead to addiction.

A character under the effects of rhodopis juice scores an additional 2 Icons on any successful Fellowship or Intellect Tests for 1d6 hours after ingesting it.

However, when the effects of the juice wear off, the user must make a Toughness (DN 3) Test or suffer a +2 DN penalty to Awareness Tests for 1d6 hours. If the user fails this Test with a complication, he is struck particularly hard by his cravings for the substance and suffers an additional +2 DN penalty to Willpower Tests for 1d6 hours (or until he receives another dose of the drug).

Speed: 1d6 Minutes

Strength: 1

Value: 6 (Very Rare)

Keywords: Narcotic, Imperium, Addictive, Rogue Trader Fleet, Voidfarer

Sisk Ash

Imported from Sisk, "Ash" is made from the burnt remains of a common bush-plant. These grey flakes are mixed with Iho and smoked, producing a sweet distinctive scent which is so thick and cloying that it can even throw off Cybermastiff's attempting to track the original user. It induces a relaxed, calming state, primarily in the smoker but also in those around him if the smoke is allowed to gather. If not mixed with Iho it is much more powerful, and can cause unconsciousness.

The relaxing effects of Ash generally last 1d6 hours, and may require a Willpower Test (DN 2) when the consumer is required to do something they chose not to do (such as go marching). Those using the pure drug must take a

Toughness Test (DN 3) or fall unconscious for 1 hour.

Speed: Instant

Strength: 1

Value: 4 (Rare)

Keywords: Narcotic, Imperium, Addictive, Rogue Trader Fleet, Voidfarer

Sniff-Musk

Sniff-Musk is another little understood psychoactive drug. It is inhaled through the nose as an inhalant gas. It is usually concentrated and may be able to be utilized in injection style ingestion. There are various purities ranging from cheap, dangerous concentrations to expensive, "pure" doses. The effect it has is relatively unknown, except that it alters the users mind-state and is deemed illegal by the Imperium. It is generally understood that sniff-musk is frequented among wealthy aristocrats, much like obscura. A single dose of Sniff-Musk lasts for 1d3 hours.

Speed: Instant

Strength: 3

Value: 5 (Rare)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Somna

In its refined form, Somna is capable of producing a powerful coma-like effect in the subject, shutting down the metabolism and life processes, almost to the verge of death, and plunging the mind into a bottomless oblivion beyond the deepest sleep. The subject of somna appears to all but the most probing medical examination to be dead and can survive in this state for days or weeks without food or water and with almost no air. Aside from its medical uses, somna has been put to numerous nefarious purposes in the past from kidnapping, feigning death to evade capture and even as a particularly cruel murder weapon (with the victim waking up to find themselves buried alive.)

Safely using somna, (the exact dosage must be calculated for each subject), requires a successful Médicae Test (DN 4). A failed Test leads to unpredictable results, such that a failure with a complication automatically results in death. A successful Test places the subject into a deathlike trance for a period of time between 2d6 days. The subject can be roused before this predetermined time by applying a stimm directly to the heart, but this is risky, and the subject must succeed on a Toughness Test (DN 3) or die from cardiac arrest.

Speed: 2d6 Minutes

Strength: 3

Value: 1 (Very Rare)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Spiral Black

The more vicious narco-gangs of the Imperium's underhives have also used heavily adulterated somna to create 'spiral black', a highly potent and extremely dangerous variant of obscura. Spiral Black's effects are similar to Obscura's, but last between 1d6 days, and require a user to make a Toughness Test (DN 3) or slip into a complete coma. A failed Test with a complication automatically results in death.

Speed: Instant

Strength: 4

Value: 7 Rare

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Torpor

Long used by the masters of the Black Ships to control their harvest of charges, torpor is a chemical cocktail of neural-inhibitors and narcotics deigned to render the subject docile and, more importantly, negate their ability to use Psychic Powers. Likewise the Holy Ordos maintains it own supplies of Torpor for prisoner control and other uses, while hereteks and some cults have been known to manufacture their

somewhat unreliable version for their own dark purposes.

- A single dose of torpor lasts for 2d6 minus the subject's Toughness Bonus in hours, during which time the subject is overcome by a grey anxiety-ridden haze in which he counts as *Exhausted* and must succeed in a Willpower Test (DN 5) to perform any Actions of his own volition.

In addition, psychic characters suffer a +4 DN penalty to all Psychic Mastery skill tests while under this drug's effects

Speed: 1d6 Rounds

Strength: 4

Value: 4 (Very Rare)

Keywords: Narcotic, Imperium, Inquisition, Adeptus Astra Telepathica

Verita

The existence of verita is largely a secret and the Holy Ordos are very happy to keep it that way. A powerful and singular hallucinogenic, once taken, the drinker's perceptions shift slowly to reveal the seeming interplay of distant realms, past, present and future; leading its addicts to claim that they can "see through time" to uncover unknown truths and witness incredible visions. Whether verita's gifts are mere illusions or a sudden immersive vision unfettered by the mortal perceptions of time, is a matter that remains unresolved, but its effects alone are enough to have the Ordos declare it a Moral Threat.

The substance's composition is unknown with many of its trace constituents completely defying analysis. When encountered, it usually takes the form of a viscous deep blue liquid, with a scent suggestive both of flower blossoms and subtle rot. Verita is a drug restricted by its rarity and cost to the very wealthy.

Consuming verita imposes a +1 DN penalty on Willpower Tests and a +2 penalty on Awareness Tests for 1d6 x 5 minutes. While affected, the imbiber experiences visions and altered perceptions as determined by the GM. The user

is always convinced of the truth of these visions and indeed, the contents of their "waking dream" can be valuable for overcoming some challenge or difficulty. Once the drug has run its course, the imbiber must succeed on a Willpower Test (DN 3) or be subjected to a Corruption Test as well.

Speed: Instant

Strength: 2

Value: 1 (Unique)

Keywords: Narcotic, Inquisition, Addictive

Yelloces

Slang name for a prohibited stimm, a mood enhancer. Usually found in the form of small, yellow pills and is popular with the lower classes of Imperial society. The Inquisition has found the presence of Yelloces tied to many cultic activities.

Speed: 1d6 minutes

Strength: 1

Value: 4 (Uncommon)

Keywords: Narcotic, Imperium, Addictive, Recidivist, Scum, Outcast

Pharmaceuticals

A pharmaceutical is a drug used to diagnose, cure, treat, or prevent disease. Millennia of experimentation have led to thousands of curative drugs commonly available to humanity, from simple stimulants to arcane potions that can imbue miraculous recovery.

Anti-Intoxicant

Available either as tablets or liquid, this uncommon and sometimes black-market drug neutralizes alcohol in the bloodstream, although it leaves its recipient nauseous and prone to vomiting for 1d6 x 5 minutes.

Speed: 1d6 Minutes

Strength: -

Value: 7 (Common)

Keywords: Pharmaceutical, Imperium, <Any>

Admylladox

Admylladox is a pain-killing and mind clearing drug. A single dose restores 1 Shock and grants a +1d bonus against mental effects, such as intrusive telepathy, for 1d3 hours.

Speed: 1d6 Minutes

Strength: -

Value: 4 (Uncommon)

Keywords: Pharmaceutical, Imperium, Inquisition

on any Tests made to resist disease or infections for six hours.

Speed: 1d6 Minutes

Strength: -

Value: 4 (Uncommon)

Keywords: Pharmaceutical, Imperium, <Any>

De-Tox

This drug can negate the effects of most dangerous gases and toxins if administered fast enough. A dose of de-tox immediately ends the ongoing effects, both positive and negative, of any drugs, toxins or gases affecting the character (unless the effect states that de-tox is not effective against them). Using de-tox, however, is both painful and debilitating, causing such unpleasant side effects as vomiting, nose bleeds and a great voiding of the bowels. Upon taking this drug, a character becomes *vulnerable* (3) for a number of Rounds equal to 1d6 minus his Toughness Attribute. A result of 0 or less means that the character suffers no ill effects.

Speed: Instant

Strength: -

Value: 4 (Uncommon)

Keywords: Pharmaceutical, Imperium, <Any>

Dryas

Dryas is a compound originally derived from a series of desert dwelling lizards native to the agri-world of Dreah, synthesized by Mechanicus explorators and available commercially as an emergency survival tool. Dryas causes biochemical changes in the human body enabling extended periods of survival in arid atmospheres or when there is no fresh water. Side effects of taking dryas include atrophied taste and smell, and a very unpleasant sense of weakness and lassitude. Few take dryas without an extreme need to do so.

A single dose of dryas lasts for three days. During that time, the character taking it receives a +2d bonus to Survival Tests made in arid environments and he requires only half of his

Counterseptics

Counterseptics is a general term that includes a broad range of antiseptics and analgesics to fight off infections, either injected via a pre-packaged needle or ingested in tab form. When taken, a counterseptic drug gives a +2d bonus

usual water intake. However, he suffers a +1 DN penalty to all Awareness and Strength based Tests while under its influence. In addition, those under its effects also suffer a +1 DN penalty to all Fellowship based Tests due to their slurred speech and vacant manner. Dryas is not addictive, but extended use can cause permanent systemic damage.

Speed: 1d6 Minutes

Strength: -

Value: 2 (Very Rare)

Keywords: Pharmaceutical, Imperium, <Any>

Eazille

A powerful inhibition reducer, Eazille or Eaze is smuggled in through Port Wander from regions still unknown; rumors have it as possibly alien in origin. Users report being much more comfortable with even the most depraved or illicit actions when under its influence, with little or no sense of conscience or even devotion to the Emperor. Hive nobles use it to engage in galas catering to the basest of desires. Agents of the Throne might use it to steel themselves for the deepest of undercover work where the slightest hesitation towards heretical sights might spell their death. Repeated use seems to increase the effects and some have forever fallen to this state. Often they realize their danger and attempt to disguise their new behaviors from their peers. Others may simply abandon their old lives and become the worst of wretches, becoming infamous across the sector for their atrocities.

When under the effects of Eazille, users will simply ignore the dictates of morality and must succeed on a Willpower Test (DN 3) to ignore their baser instincts. The effects last 1d6 hours +1 hour for every dose taken in the last week.

Speed: Instant

Strength: 3

Value: 6 (Rare)

Keywords: Pharmaceutical, Imperium, Addictive, Inquisition, Rogue Trader Fleet, Recidivist

Holdfast

This drug is smuggled in from Elros, despite the dangers of operating on the feudal planet. It goes by many names, such as Puremind in the hives of Samson IV, but no matter the name any user will recognize the greasy feel of the bluish liquid. When injected, it flows into the neural byways and makes the mind rigid, causing users to be stubborn.

Any neurological drugs that would inflict Frenzy, Stupidity, or similar mind altering effects (such as Eazille) are unable to affect the mind of a user of Holdfast for 2d6 hours but the user will also suffer +2 DN penalty to all Willpower-based tests for that duration.

Speed: 1d6 Minutes

Strength: -

Value: 2 (Very Rare)

Keywords: Pharmaceutical, Imperium, Rogue Trader Fleet, Voidfarer

Hyperexia

Also known as Glob in the common Penopass hive-slang, Hyperexia is a refined chemical from the wastelands. When ingested in frequent measured doses, it will thicken the skin into a rubbery texture. Consumers will gain a greater tolerance for extremes of heat and cold, allowing them to function normally where others would require specialized clothing. This is especially useful as the Penopassian days can reach sweltering temperatures, and the nights can freeze blood.

Hyperexia consumers gain a +2d bonus against the extremes of cold or heat, and as it drives a much higher metabolic rate, they will suffer 1 temporary point of Shock that lasts as long as the effects of the drug are present. Hyperexia must be taken at least a dozen times over the course of many days before it takes effect. After which the user must take one dose every week to maintain their thickened skin.

Speed: 1d6 Hours

Strength: -

Value: 3 (Very Rare)

Keywords: Pharmaceutical, Imperium, Rogue Trader Fleet, Voidfarer

Inoculatia

This drug is a broad spectrum inoculation against a variety of diseases. It grants a +2d bonus to Resistance Tests made to resist diseases and infections for 1d6 weeks.

Speed: 1d6 Hours

Strength: -

Value: 1 (Very Rare)

Keywords: Pharmaceutical, Imperium, <Any>

Juvenant

The use of rejuvenating drugs, usually referred to as "juvenat" treatments, is commonplace amongst the middle and upper classes of all technologically advanced Imperial worlds. With regular use they can slow or even reverse human aging dramatically for centuries by repairing damaged DNA strands with specific enzymes and regularly cleansing the build-up of cellular and metabolic toxins from the human body. But sooner or later even the most expensive chemical treatments fail to hide the ravages of age. At that point the subject becomes more vulnerable to infections and organ failure. After 400 standard years of life few human beings within the Imperium can survive without mechanical assistance.

The use of juvenat drugs in specialized treatments can reverse the effects of aging, both cosmetic and practical, and extend lifespans. Their effects have no practical mechanical, but due present human characters with opportunities to sustain themselves past an otherwise short lifespan.

Speed: 1d6 Hours

Strength: -

Value: 4 (Very Rare)

Keywords: Pharmaceutical, Imperium, <Any>

Karrikian Red-Eye

Despite the name, this drug doesn't change eye color. It gets its name from the Ogryn of Karrik, who some say, have the ability to see the heat of tanks from miles away. The drug does allow the user to see slightly more into the infra-red spectrum than normal humans. They are able to detect heat signatures from departed vehicles for example or notice which door a suspect is hiding behind.

Users gain a +2d bonus to Awareness tests to detect heat-based images for 1d6 hours.

Overuse though dims eyesight, and users will require excessive light to see properly. If used more than once per day a Toughness Test (DN 3) is required. A failure results in a +2 DN penalty to all vision-based tests for that day.

Speed: 1d6 Minutes

Strength: -

Value: 4 (Very Rare)

Keywords: Pharmaceutical, Imperium, Rogue Trader Fleet, Voidfarer

Leatherwort

A fungal derivative found on Loss, where the growth was often simply eaten raw as an emergency foodstuff, Leatherwort is now more frequently used by gangs throughout the Malfian sub of the Calixis sector and is often called Tuff. When allowed to decay, then dried and pressed, the thick powdery slabs can be rubbed into skin. Applied areas turn a mottled dark green as the chemicals seep in, then slowly return to normal coloration. The pain receptors in those areas are deadened for 1d3+2 hours, and the skin is much tougher than normal with the consistency of hard leather. While its effects persist, the user gains +1d to Toughness based tests and gains +1 Resilience against weapons with the Impact keyword.

Speed: 1d6 Minutes

Strength: -

Value: 4 (Very Rare)

Keywords: Pharmaceutical, Imperium, Recidivist, Scum

Panimune

This highly potent medicinal compound serves to greatly enhance resistance to most forms of toxins, contaminations, micro-parasites and infection for a period of hours after its application, although repeated use can cause physiological damage. Panimune is found in the med-kits of many enforcer squads, tech-priests and other parties wishing to descend into the underhive or travel through hazard zones.

The dose is usually applied by pressure-hypo directly to the neck and provides a +3d bonus on Resistance Tests made to resist toxins and diseases. The effects of a single dose lasts 2d3 hours. After the dose expires, the subject gains D3 Shock.

Speed: Instant

Strength: -

Value: 4 (Rare)

Keywords: Pharmaceutical, Imperium, <Any>

Psytroprene

Psytroprene is a memory-wiping drug, often employed by the Inquisition. A correct dosage wipes approximately forty minutes of memory in average humans. The lost memories can never be recovered, even by psychic means.

Administering psytroprene requires a Medicae (DN 3) test. Failure on this indicates memory loss of 2d6 minutes, and a failure with a complication results in these memories being recoverable. For every Shift on this test, an additional ten minutes may be wiped from a targets memory.

Speed: 1d6 Minutes

Strength: -

Value: 1 Unique

Keywords: Pharmaceutical, Imperium, Inquisition

Rainbow

A somewhat dangerous all-in-one injection covering almost anything that can be wrong with

someone. It includes an anti-bacterial serum, a blood clotting agent, an allergen, poison and radiation antidote broad-band immune booster, vitamins, a white cell stimulator and a sedative. This much stimulation to the body's system can also cause massive shock, but when faced with a life or death situation against an unknown ailment some medicae take the gamble.

An application of this drug allows the patient to immediately re-roll any failed Tests to resist disease or toxins, cure rad poisoning and automatically stops Blood Loss. However, users must also immediately succeed on a Toughness Test (DN 4) or take 1d3 Mortal Wounds.

Speed: Instant

Strength: -

Value: 6 (Uncommon)

Keywords: Pharmaceutical, Imperium, <Any>

Sandstone

This drug is made from a pollen extract from what was thought to be a worthless plant on Cryus Vulpa. The Pleasuremeisters on Quaddis heard tales chewing the flowers granted odd neurochemical effects, but could never produce any useful extracts. Their failures though lead to Sandstone, the result of distilling the pollen into yellowish granules which are then packed into hard bricks. The grains can then be rubbed into the gums raw or ground into powder for injection. Sandstone induces a state of heightened mental determination, allowing the user to shrug off fearsome opponents, bleeding wounds, hunger, or other now lesser concerns. It also lets them withstand brutal interrogations and even chemicals designed to weaken their resistance.

Sandstone lasts 1d6+3 hours, and grants +3d bonus to all Willpower based tests plus another +1d to resist Interrogation attempts. Failure to pass a Toughness Test (DN 3) will result in taking 1 point of Shock after it wears off.

Speed: 1d3 Minutes

Strength: -

Value: 4 (Uncommon)

Keywords: Pharmaceutical, Imperium, Nobility

Scav-Glysten

This drug is an unexpected by-product of the polluted effluent dumped by the forges on Synford. Scavengers found pools of the oily liquid, and discovered that drinking it lessened some of their normally foul body odours. The hives of Clove refined the liquid to create Scav-Glysten, which is injected for maximum effectiveness. Once in the bloodstream it moves to the pores, altering sweat glands and other natural processes from emitting any scents, pheromones, or anything else that could be used for tracking. After repeated doses the user's eyes will take on an unnatural appearance like an oil film, with rainbow patterns across the cornea.

Scav-Glysten use imposes a +3 DN penalty to any tracking attempts to detect the user via scent for 1d6+4 hours.

Speed: 1d6 Minutes

Strength: -

Value: 8 (Uncommon)

Keywords: Pharmaceutical, Imperium, Outcast, Scum

Scraper-Ripper

Scintilla is known for many grand things, but also for its seedy underbelly. Scraper-Ripper is crafted from rare blind fish found in the underhive lakes of Hive Sibellus. The pallid flesh is rendered down into a paste, and once dried can be injected or inhaled. Ripper is relatively common there, and has slowly spread across the Calixis sector by nobles who have dared visit its underhives in search of thrills. Scraper-Ripper speeds up reaction times but does not speed up corresponding thinking, so while the user can move away from sword strikes or duck away from incoming fire, they are also liable to leap at unknown noises or even attack a friend who surprises them.

Ripper grants +3d bonus to all Agility-based tests for 1d6 hours, but users must pass a Willpower Test (DN 3) to avoid reacting violently when surprised by any stimuli.

Speed: Instant

Strength: -

Value: 2 (Very Rare)

Keywords: Pharmaceutical, Imperium, Nobility

The Truth Revealed

This drug is a powerful serum that depresses resistance to questioning. Also known as Verity to Throne agents and more simply as Veal to underhivers, it is used when normal physical pain is either not effective or not practical and is in high demand across the Imperium by agents on both sides of the scales. Those under its effects are at +5 DN penalty to tests against Interrogation or other tests designed to garner information for 2d6+6 hours minus their Toughness Attribute.

Speed: 1d3 Minutes

Strength: -

Value: 6 (Very Rare)

Keywords: Pharmaceutical, Imperium, Inquisition, Recidivist, Scum

Zumthorian Greyve

While "in the Greyve", everything simply exists in a thick fog that removes all external stimuli from care. Users may ignore Shock induced from physical stress for 2d6 hours; they also gain +4d bonus to all Toughness based tests and to resist any Interrogation attempts. Once the effect wears off though, they must pass a Toughness Test (DN 5) or gain 2 points of Shock.

Speed: 1d3 Minutes

Strength: -

Value: 5 (Rare)

Keywords: Pharmaceutical, Imperium, Rogue Trader Fleet, Voidfarer

Stimulants

Millennia of experimentation and degradation have led to thousands of drugs commonly available to humanity, from simple stimulants to arcane potions that can imbue unholy effects. Known colloquially as stimms, stimmers or just combat drugs, stimulants are developed to improve or alter a character's physical or mental performance in some way. Unfortunately, such stimms are rarely without a side effect and must be administered carefully to make best use of them. There is a variety of drugs which have differing benefits and shortcomings.

Attention Spanner

This drug induces a state of near monomania, allowing the user to totally focus their concentration on a single subject. It is not to be used carelessly; if the mind wanders while the drug takes effect there is no telling what topic may become the fixation. Still, when a deadly puzzle must be solved or an ancient scroll deciphered it can literally become a lifesaver.

Users taking the drug must first take a Willpower Test (DN 4) to see if they successfully focus on the desired topic. If they succeed, then they take all Intelligence-based tests at +3d bonus for 3d6 rounds. If they fail however, for the same period of time they take all tests at a +2 DN penalty, perhaps concentrating more on an attractive shipmate or the pattern of the stars through the glassteel void portals.

Speed: 1d3 Rounds

Strength: -

Value: 1 (Rare)

Keywords: Stimulant, Imperium, Addictive, <Any>

Barrage

Barrage is a particularly nasty stimm generally not used on a voluntary basis because of its horrendous side effects. It works by bombarding the user with a cocktail of chemicals that power muscle strength, pain resistance and sensory

acuity, but at the same time these functions are slowly destroyed by the drugs.

A character on Barrage gains +3d to their Strength, Toughness and Initiative values. However, at the end of every turn it is used, he must deduct -1 from all of his Attributes (including those affected by the drugs). This is a permanent loss and cannot be recovered.

Speed: Instant

Strength: 2

Value: 2 (Very Rare)

Keywords: Stimulant, Imperium, Addictive, Recidivist, Scum, Outcast

Crash

Crash is a highly addictive, illegal and lethal cocktail of 'slaught and spur, filled with various impurities that enhances physical and mental endurance for short periods. Crash combines both effects for Slaught and Spur. If the user rolls a complication on the Toughness Tests from the Effects of Spur, the character immediately drops unconscious and begins to make Defiance Checks on his next round.

Speed: Instant

Strength: 4

Value: 1 (Rare)

Keywords: Stimulant, Imperium, Addictive, Recidivist, Scum, Outcast

Cold Fire

As long as Ghostfire has been used to produce Frenzon and many of the other combat stimulants in Calixis, there has been the refined extract commonly called Cold Fire. While Frenzon induces a near-suicidal state of aggression (which is fine for Penal Legionaries), Cold Fire allows for more self-control, although it is still illegal unless issued by regimental commanders. Users gain the *Battle Rage* condition, lasting for 3d6 rounds per dose.

Speed: 1d3 Rounds

Strength: 1

Value: 4 (Rare)

Keywords: Stimulant, Imperium, Addictive, <Any>

Cyanomorphide

Cyanomorphide is a physically altering drug, also known as Shift, which in combination with ingested samples of genetic material, allows certain mutants to mimic the physical form of others. A single dose of cyanomorphide, with a sample of genetic material, lasts for 1d3 hours, during which time a mutant may alter his appearance to mimic other humanoids.

Speed: 1d3 Minutes

Strength: -

Value: 4 (Very Rare)

Keywords: Stimulant, Imperium, Outcast, Mutant

Fervor

The drug Fervor is distilled from a winding vine found on the sunward half of the tidally locked world of Barsapine. The vine is known only to a small group of the Redemption Cult in the Calixis Sector. The "Gifted Fervor of the God-Emperor," as they call the plant, is both the main ingredient for the potent drug and finding it, in the scorched wasteland, a right of passage into the cult. The drug allows the cultists to move, for a short while, with nearly supernatural grace, as their joints and ligaments bend at unnatural angles. The Redemptionists who use the drug in battle, called Narco-Dervishes, use Auto-Injectors filled with additional dosages to make the effects of the drug last longer.

A single dose of Fervor lasts for 1 Round. A character under the influence of Fervor, unless they are immobilized or restrained, may attempt to soak Mortal Wounds, and may substitute their Agility for their Soak when doing so.

Speed: Instant

Strength: 2

Value: 4 (Very Rare)

Keywords: Narcotic, Imperium, Addictive, Redemptionist

Frenzon

A generic name for a variety of combat drugs most often used within penal legion units. Once administered, the subject becomes fearless and fanatical in combat. A character using frenzon becomes Frenzied and also gains immunity to Fear and Terror. A single dose of frenzon lasts for 1d6+4 minutes.

Speed: Instant

Strength: 2

Value: 5 (Rare)

Keywords: Stimulant, Imperium, Addictive, <Any>

Fury

Fury is an illicit alchemical combat drug which induces fits of berserk rage. The Imperial military experimented with its use, but banned it after concluding that it made soldiers unreliable, and also susceptible to the corruption of Chaos. Since then, it has been used by several heretic cults fomenting rebellion on Imperial worlds.

A person under the influence of Fury will do almost anything, including attacking a fully armored Space Marine with his bare fists. A single dose lasts for 1d3 hours and during which time a user is completely immune to sources of Fear or Terror, but will gain the Frenzy condition whenever a Complication is rolled and will attack allies as well as enemies.

Speed: Instant

Strength: 1

Value: 3 (Very Rare)

Keywords: Stimulant, Imperium, Addictive, Chaos, Recidivist, Scum, Outcast

Halo

Commonly given to Penal Legionaries, Halo creates a compliant state suitable for combat prisoner indoctrination. Users can be better readied and even made enthusiastic to meet their coming fate on the battlefield. Other heavily

stressed troopers use it to forcibly induce a calmer frame of mind. A dose of Halo adds +1d bonus on all tests to resist Fear, Pinning and Terror, but reduces Awareness by -2. The effects of a dose of Halo lasts for 1d6 hours.

Speed: Instant

Strength: 2

Value: 1 (Rare)

Keywords: Stimulant, Imperium, Astra Militarum, Adeptus Arbites

Kick

A potent combination of neural accelerants and stimulants, Kick makes the user feel supercharged with energy. It is ideal for short-term assaults as the effects burn off rapidly inducing profound fatigue and listlessness for the next several hours. A single dose of Kick restores all Shock and provides immunity to becoming *Exhausted* for 2d6 Rounds. Once it wears off, the user becomes *Exhausted* for 1d6 hours.

Speed: Instant

Strength: 2

Value: 4 (Rare)

Keywords: Stimulant, Imperium, <Any>

Psychon

Stimulating the instinctual centers of the brain stem, Psychon works by boosting strength through sudden adrenal rushes. However, it drastically reduces one's ability to make rational decisions.

A character which is under the influence of Psychon adds +2d to their Strength and Toughness Attributes, but also become Frenzied and cannot tell the difference between allies and enemies. A single dose of Psychon lasts for 2d6 Minutes.

Speed: Instant

Strength: 2

Value: 2 (Rare)

Keywords: Stimulant, Imperium, Addictive, Recidivist, Scum, Outcast

Rage

Rage is a combat stimm used frequently in arco-flagellants. It is designed to increase awareness and response time, but results in widespread and irreversible damage to a recipient's nervous system.

A dose of Rage lasts 2d6 Rounds. During this time a character ignores any negative effects from combat conditions and cannot become *Exhausted*. During this time, the user gains +4d to combat actions. When the stimm wears off, the character takes a +2 DN penalty to Strength, Toughness and Agility based Tests for one hour. Users who roll a Complication on their Addiction Tests must permanently reduce their Agility or Strength Attribute by -1.

Speed: Instant

Strength: 4

Value: 6 (Rare)

Keywords: Stimulant, Imperium, Adeptus Ministorum

Reflex

This stimulant, like Slaught, targets the user's reaction times, speeding up their mental processes; unfortunately it also renders them highly susceptible to suggestion and psychic attack.

Taking a dose increases the user's Athletics and Awareness Skills by 3 for 2d6 minutes, but halves their Willpower Attribute (rounding up). Note this does not increase the actual skill values. When the drug runs its course, the user must pass a Toughness test (DN 4) or suffer a +2 DN penalty to Athletics and Awareness tests for 1d6 hours.

Speed: Instant

Strength: -

Value: 6 (Uncommon)

Keywords: Stimulant, Imperium, Scum, Outcast

Stimm

Stimm, Gamma AE, and Satrophine are all names of different combat drugs inducing similar effects: speeding up the user's reflexes and movement and increasing physical strength and endurance; the longer the drug remains in effect, the greater the chance of the drug causing injury. Stimm is known to mask pain and push the user past the point where their body would give up.

A dose of stimm lasts 3d6 Rounds. During this time a character ignores any negative effects from combat conditions and cannot become *Exhausted*. When the stimm wears off, the character takes a +2 DN penalty to Strength, Toughness and Agility based Tests for one hour.

Speed: Instant

Strength: 1

Value: 6 (Common)

Keywords: Stimulant, Imperium, Addictive, <Any>

Slam

Slam is the worst kind of combat drug imaginable. Slam triggers a biological reaction, causing a massive boost in pain resistance and physical power. The user's muscles and veins visibly spasm and pulse under its influence. Though the effects are short-lived, it is highly sought after despite the long-term damage to the nervous system that even the smallest dose induces.

A character who consumes a dose of slam gains the benefits of +3d to Strength and Toughness based tests for 2D3 Rounds. Once the drug has run its course, a user permanently reduces either their Strength or Agility Attributes by -1.

Speed: Instant

Strength: 2

Value: 7 (Rare)

Keywords: Stimulant, Imperium, Addictive, Recidivist, Scum, Outcast

Slaught

This combat drug (also known as onslaught) is frequently taken to heighten awareness and improve reaction time. It literally speeds up the user, but causes neural and physiological damage with prolonged application.

Taking a dose increases the user's Athletics and Awareness Skills by 2d for 2d6 minutes. Note this does not increase the actual skill values. When the drug runs its course, the user must pass a Toughness test (DN 4) or suffer a -2 penalty to Athletics and Awareness tests for 1d6 hours.

Speed: Instant

Strength: 3

Value: 4 (Uncommon)

Keywords: Stimulant, Imperium, Addictive, Recidivist, Scum Outcast

Spook

A highly-proscribed drug, spook creates and augments that most hazardous of effects: psychic abilities. Even the briefest of connections to the Warp and the Ruinous Powers that dwell within can allow daemonic incursions or worse, but in desperate instances, even these horrific effects are brushed aside.

If a character without the Psyker keyword takes a dose of this drug, he must successfully make a Willpower test (DN 4) or suffers 1 Mortal Wound due to his mind being filled with terrifying visions of the Warp. If he succeeds, the user gains the Psyniscience psychic power, or if he succeeds with a complication a random minor power from the table below. The power lasts for 1d6 hours, and the user gains access temporarily to the Psychic Mastery skill to manifest it.

If a character with the Psyker keyword uses spook, he must make a Willpower test (DN 3). If he fails, he manifests a Perils of the Warp effect and the drug has no further effects. If he passes, he gains a 2d bonus to manifesting his psychic powers for the next hour. However, the character adds +1 to the tens digit when rolling on **Table 7-2: Perils of the Warp**.

Spook is addictive, and depending on the setting, its mere possession can incur intense and even lethal punishment from local authorities.

Roll	Result
1	Chameleon
2	Compel
3	Fortune
4	Inflict Pain
5	Phantom Grip
6	Voices

Speed: Instant

Strength: 1

Value: 7 (Rare)

Keywords: Stimulant, Imperium, Addictive, Scum, Outcast

Spur

A common drug for those who live by the sword, spur infuses the user with boundless energy until he feels ready to tackle any situation. The powerful stimulant increases reaction times and overall stamina for a short period, with the inevitable crash of depression and weariness following soon after. Each dose lasts 2d6 minutes, during which the user cannot be Stunned and takes no Shock (even when Soaking damage). Afterwards, however, the character takes a +2 DN Penalty for Toughness and Agility Tests for one hour, as well as one Shock for every two they would have received while the drug was active. Only a single dose of spur may be taken in a single encounter or the cumulative effects will kill the user.

Speed: Instant

Strength: 4

Value: 5 (Uncommon)

Keywords: Stimulant, Imperium, Addictive, Recidivist, Scum, Outcast

White Void

An addictive and illegal drug mostly found amid front line units entrenched in seemingly endless combat, White Void creates a beatific feeling of

well-being. Common methods of usage involve sprinkling the powder onto damp lho sticks, or immersing the sticks in dissolved powder then smoking them once dry. Long-term usage slowly removes coloration from the eye, eventually leaving a small black dot surrounded by white.

Users gain +2d to Willpower tests for 2d6 minutes per dose.

Speed: Instant

Strength: 2

Value: 5 (Uncommon)

Keywords: Stimulant, Imperium, Addictive, <Any>

Wideawake

A simple drug made in numerous styles from many different ingredients, Wideawake acts to ward off feelings of drowsiness and keeps the user alert for many hours beyond his normal limit. While multiple doses will keep the user awake even longer, once the effects wear off the resulting collapse will last much longer and lead to feelings of listlessness for several days.

Wideawake allows the user to stay awake and alert, ignoring one Shock (and preventing the *Exhausted* condition) for 1d6 hours. Additional doses prolong the affect, but do not counteract more than one point of Shock. After the drug wears off the user suffers two Shock.

Speed: Instant

Strength: 3

Value: 3 (Uncommon)

Keywords: Stimulant, Imperium, Addictive, <Any>

FOLLOWERS



Table: Followers

Name	Value	Keywords
Bestial Companions		
Canid	6 Uncommon	Imperium, Beast, Companion
Caryatid	Special	Imperium, Beast, Companion, Necromunda
Companions		
Comrade	3+Tier Very Rare	Imperium, Companion
Devoted Attendant	5+Tier Uncommon	Imperium, Companion
Retainer	3+Tier Rare	Imperium, Companion
Serf	3+Tier Uncommon	Imperium, Companion
Slave	3+Tier Special	Imperium, Companion
Cyber Familiars		
Ambot	6 Very Rare	Imperium, Scum, Servitor
Arco-Flagellant	4 Very Rare	Imperium, Adeptus Ministorum, Servitor
Bomb Disposal Unit	3 Rare	Imperium, Adeptus Mechanicus, Automata, Servitor
Calligraphus Servitor	2 Rare	Imperium, Adeptus Ministorum, Inquisition, Servitor
Cherub	4 Rare	Imperium, Adeptus Ministorum, Familiar, Servitor
Combat Servitor	7 Rare	Imperium, Adeptus Mechanicus, Servitor
Cyber Mastiff	5 Rare	Imperium, Adeptus Arbites, Servitor
Grapplehawk	5 Rare	Imperium, Adeptus Arbites, Familiar, Servitor
Guardian Skull	5 Rare	Imperium, Adeptus Mechanicus, Familiar, Servitor
Haemoncolyte	7 Uncommon	Imperium, Adeptus Mechanicus, Servitor
Janus Simulacra	5 Very Rare	Imperium, Adeptus Mechanicus, Familiar, Servitor
Medicae Servitor	6 Rare	Imperium, Officio Medicae, Adeptus Mechanicus, Servitor
Ministorum Choir Drone	6 Uncommon	Imperium, Adeptus Ministorum, Servitor
Monotasked Servo-Skull	5 Rare	Imperium, Adeptus Mechanicus, Familiar, Servitor
Praetorian Battle Servitor	6 Very Rare	Imperium, Adeptus Mechanicus, Servitor
Servo-Automata	5 Rare	Imperium, Adeptus Mechanicus, Automata, Servitor
Suppressor Servitor	8 Uncommon	Imperium, Government, Magistratum, Servitor
Technical Servitor	6 Rare	Imperium, Adeptus Mechanicus, Servitor
Mounts		
Riding Horse	7 Common	Imperium, Beast, Mount
Scrag-Bear	5 Uncommon	Imperium, Beast, Mount
Psyber Familiars		
Psyber-Eagle	6 Rare	Imperium, Adeptus Mechanicus, Nobility, Familiar, Servitor
Psyber-Raven	6 Rare	Imperium, Adeptus Mechanicus, Familiar, Servitor

"Every servant has his place, no matter how lowly or modest. To know it is his greatest comfort, to excel within his greatest solace, and his master's contentment is his greatest reward."

- Anonymous Imperial servant

The greatest champions and heroes of the Imperium seldom stand alone, nor do they perform all their feats on their own. Instead they can call upon the aide of their fanatical servants and followers, each one enamored of the hero

and willing to spend their life for his cause.

Characters are no different, and as they grow in power they can gather a following of creatures and warriors to their side to aid them in their rise to glory, using the strong backs and sharp blades of their underlings to advance their own interests, and even compel them to die in their stead should the need arise - as it so often does in the eternally warring state of Imperium.

Bestial Companions

A variety of native animals, indigenes, and beasts can be found across any given sector, alongside many species introduced by humanity during the Imperium's millennia of existence. Some are even thought to be the result of forbidden gene-sculpting from the Dark Age of Technology.

A bestial companion is an animal chosen by a hero to accompany them as an adventuring aide. The nature of the bond between the individual and their animal companion is (usually) particularly strong and loyal. While most such companions are animalistic, tending to behave instinctively rather than rationally, due to the wide scope of evolution throughout the galaxy it is possible to be joined by deceptively intelligent creatures of alien origins.

Bestial companions are controlled by their masters through the use of simple commands. These are generally single words, short sentences or the equivalent, and so giving a command is generally a Free Action. At the GMs discretion, the bestial companion may have to succeed on an Intellect Test to interpret a contradictory or complex order.

Canid

Mankind has utilized canines for many millennia. From the earliest proto-humans living a primitive existence on Ancient Terra, throughout the great expansion and colonization of the stars during the Dark Age of Technology and beyond, wherever humanity has gone, it has taken its trusty hound.

Over the millennia, canines have continually evolved. From careful breeding programs to enhance certain beneficial traits and reduce undesirable qualities, to enhancing and cloning, dogs have in no way been excluded from practices Mankind has proven ready and willing to try upon itself.

On hive worlds, dogs are no less common than anywhere else in the Imperium, though it must be said that they often provide a food source

more readily than they provide their traditional roles of companion, guard or hunter. Merchants breed and keep large hounds to protect their caravans and holdings, and many hivers take great pride in the breeding of dogs as guards and fighters.

Strength	4	Intellect	4
Agility	4	Willpower	4
Toughness	3	Fellowship	5
Initiative	4	Defense	3
Speed	12	Wounds	2
Shock	3	Soak	3
Resolve	4	Conviction	2
Passive Awareness		4	
Resilience		6	
Skills	Weapon Skill 5, Awareness 7, Intimidation 5, Default 4		
Size	Average		
Keywords	Imperium, Beast, Companion		

Attacks

Savage Bite (3+1ED; AP -2; Range M; Brutal)

Special Abilities

Loyal Protector: Whilst the Canid is within 6 meters of its owner, enemy characters that attack its controlling character in melee will trigger an automatic attack of opportunity - the canid will surrender its action in the following Turn in order to do so, even if the Canid itself was engaged in melee, and move to the attacking enemy.

Caryatid

Caryatids are small, winged, blue humanoid creatures which infest the many air-ducts and vents throughout Necromunda's hives in great numbers. They are seen as good luck charms by many hivers, as they tend to attach themselves to charismatic, powerful and successful individuals: for example, very successful gang leaders and their henchmen are often attended by several Caryatids and Necromunda's Planetary Governor Lord Helmawr was known to have at least one.

Mildly psychic, they are particularly attracted to the soon-to-become-powerful and can penetrate human minds, usefully recognizing malicious

intentions against their companions (and sometimes even fighting alongside those they latch onto. Although they are a sign of good fortune of those they adopt, an individual whose 'pet' caryatid leaves them is regarded as waiting for death, as the departure is seen as an omen of doom

Caryatids' blue skin is generally covered by an intricate, tattoo like pattern, and some are known to paint their faces (such as Lord Helzmawr's) and wear bracelets, bangles, anklets and ear rings. As well as fighting with small auto weapons, they have also been seen to carry light sources, such as a candle.

A Caryatid is not acquired like other items or wargear, instead one may decide of its own volition to make a companion of a character or not.

Strength	4	Intellect	6
Agility	7	Willpower	7
Toughness	4	Fellowship	6
Initiative	4	Defense	7
Speed	6	Wounds	2
Shock	3	Soak	2
Resolve	4	Conviction	3
Passive Awareness		6	
Resilience		4	
Skills		Ballistic Skill 8, Default 5	
Size		Small	
Keywords		Imperium, Beast, Necromunda	

Attacks

A Caryatid carries no weapons unless given one (must have the pistol or one-handed keywords) and will always make unarmed attacks if necessary.

Special Abilities

Omen of Fortune: A Caryatid is able to sense bad fortune and forewarn its chosen-companion, giving them a flash of precognition. Whilst the Caryatid is within 6 meters of its owner, the character may gain an additional +2 defense when using the Full Defense combat option.

Symbol of Renown: So long as a character is accompanied by a Caryatid, the character's Influence is increased by +1. However, should the Caryatid ever be killed, or should it ever

abandon its companion, the character's Influence is reduced by -2.

Abandonment: Should the character reduce their Influence for any reason, roll a D6 and subtract the number of Influence lost from the result. If the total is 1 or less, the Caryatid will abandon its companion. A natural roll of a 6 is always a success, regardless of modifiers.

Flight: A Caryatid ignores all terrain, may move freely between levels without restriction, and can never fall.

Companions

Companions are special followers which characters can gain for themselves much as they might acquire a lasting reputation or a piece of valued equipment. Unlike the aid of friendly NPCs which may be fleeting and half-hearted (and still subject to the control of the GM) a Companion is under the direct control of the player just like his own character and though it might not always follow his orders to the letter it is as loyal as followers are likely to get. In time players can even gather a number of companions for their character which bolsters his fighting abilities; grants him access to Skills and Talents he might not have; and - most importantly – fight or die for him should he so choose.

Comrade

Warriors of the Imperium rarely march onto the battlefield alone to face the countless enemies of the Imperium. Imperial guardsmen march in force, shoulder to shoulder with their comrades-in-arms, the Astartes assault enemy formations alongside their brothers, the sororitas channel their faith and fury alongside their sisters, and so on. These warriors fight and die alongside their peers, trusting them with their lives.

A Comrade is a companion gained as an Adversary NPC (see page 404 of the Wrath & Glory core rulebook), with an equal or less Tier level to the character, that uses the appropriate

Quick NPC stat arrays found on page 408 and an appropriate archetype if applicable.

Comrades are named characters, whom possess their own motivations and origins, and once their loyalty is acquired begin to earn Build Points alongside their fellows.

Lastly, when acquired, the comrades Focus and initial wargear and equipment is determined as appropriate by the characters background and approved by the game master.

Devoted Attendant

Devoted attendants are inherently zealous followers whose loyalty transcends mere comradery, oaths, or bartered services. These individuals are truly devoted to another's cause, and are willing to lay down their own lives to ensure the focus of their fanatical attentions survives.

A Devoted Attendant is a companion gained as an Elite NPC (see page 404 of the Wrath & Glory core rulebook), with an equal or less Tier level to the character, that uses the appropriate Quick NPC stat arrays found on page 408 and an appropriate archetype if applicable. Devoted Attendants are named characters, who 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 a devoted attendant may make a Challenging (3) Initiative test as a free action any time an attack damages them. On a success, the attack strikes the devoted attendant instead, and the character suffers no damage. This works for area effect weapons as well, assuming the devoted attendant has imposed their body between the attack and the character.

Lastly, when acquired, the devoted attendants Focus and initial wargear and equipment is determined as appropriate by the characters background and approved by the game master.

Retainer

Retainers are paid servants, often those who must serve another for durations of time that may last months or even years. These individuals work for hire off contracts, which often falls between one-off contracts and permanent employment. Due to the bewildering array and bizarre disparity between Imperial worlds, most people of the Imperium have little to no idea of how to deal with ordinary troubles when they find themselves on strange and distant worlds. Hence, those offering particular services to off-worlders can make a lucrative living as a retainer.

A Retainer is a companion gained as an Elite NPC (see page 404 of the Wrath & Glory core rulebook), with an equal or less Tier level to the character, that uses the appropriate Quick NPC stat arrays found on page 408 and an appropriate archetype if applicable. Retainers are named characters, who sell their services to the character rather than following from straightforward loyalty, unlike comrades or other companions. The Influence test to acquire a retainer must be made periodically to maintain a retainer's continued support, or half the listed value, rounding up, may be spent in wealth to automatically pass this upkeep test. A failure indicates a parting of ways – either from a lack of payment resulting in the retainer leaving, to the prospective retainer finding the occupational hazards too great to risk any further. The exact durations required for each upkeep test is determined by the nature of the contract binding the retainer to a character, and may be made once every day, week, month or so forth.

Lastly, when acquired, the retainers Focus and initial wargear and equipment is determined as appropriate by the characters background and approved by the game master.

Some common examples of retainers are:

Retainer	Description
Chronicler	A chronicler records an employer's glorious deeds. He may compose songs or heroic poems, or write epic histories of their accomplishments to

Guard	bolster one's reputation. Fame has its benefits - a well-known warrior usually attracts additional patrons and allies. Hired muscle can guard a camp, an object or even a character's very life if sufficiently motivated. The price of a guard can vary greatly (at the GMs discretion) depending on their ability and disposition.
Guide	Whether a cunning huntsman, streetwise hiver or turncoat native, a guide is invaluable in navigating the foetid forests of a feral world or the narrow streets of a hive city.
Hunter	Hired to pursue prey ranging from beasts, fugitives, xenos scum or even prized relics and artifacts, hunters specialize in tracking down whatever their employers wish on their behalf.
Medicae	Equipped with tools such as scalpels, pliers and leeches or advanced diagnostors and medkits, a skilled chirurgeon can heal a character.
Mercenary	War is profitable, and many earn their wages serving as sell-blades and hired guns. Unlike guards, mercenaries specialize in warfare or enforcing the wills of others.
Porter	Hired from the local populace, often for little more than the price of a meal, porters can carry an unfeasibly large amount of goods and equipment upon their shoulders.
Sage	A sage is a master of learning. They have studied musty books of lore and memorized rhymes, sagas, and histories. Different sages specialize in different fields. Given time, a sage can puzzle out the answer to almost any question or riddle relating to their area of expertise.
Scribe	A scribe is a literate person with clear handwriting or transcribing skills who can take dictation or transcribe text

Valet	documents or data-slate entries.
	This title includes valets, butlers, lady's maids, ladies-in-waiting, secretaries, stewards, concierges, majordomos, manservants, body-servants, and other skilled, trusted servants and employees who work closely with an employer or run a household or business, sometimes without direct supervision.



Serf

The Imperium is ultimately built on the blood and toil of trillions of unskilled workers. They mine the ore, they harvest the crops, they build the machines and they process the data that keeps 41st millennium life moving. They wear simple, functional uniforms and robes marking them as

bondsmen in the service of various organizations and noble houses. For these lower-caste workers the law is an abstract concept, all that matters is the will of their superiors.

A Serf is a companion gained as a Troop NPC (see page 404 of the Wrath & Glory core rulebook), with an equal or less Tier level to the character, that uses the appropriate Quick NPC stat arrays found on page 408 and an appropriate archetype if applicable. While serfs possess names, it is their services and functions that are seen as more important to most masters. Lastly, when acquired, a Serf's Focus and initial wargear (if any) and equipment is determined as appropriate by the character's background and approved by the game master.

Some common examples of retainers are:

Serf	Description
Ammo-Serf	Ammo-serfs are trusted servants who accompany their lord's into battle, carrying a selection of munitions, blades, or other weapons to ensure their master's capability in battle.
Armory Thrall	Armory Thralls are servants bonded to the Adeptus Custodes and are capable warriors in their own right, who carry ammunition and armor sealant for the Custodes, while they are in battle. They follow close behind the Custodian they are serving and when the Bolt Casters built into their Guardian Spear or Sentinel Blade are empty, the Custodian throws the weapon to the Armory Thrall; who then reloads it and is strong enough to throw the weapon back to the Custodian.
Footmen	A footman is a house servant in good physical shape, who is dressed in his master's livery and capable of running ahead of his lord to make arrangements at a destination. Menials are unskilled workers of the Adeptus Terra who may be shifted from job to job as
Menial	

Chapter Serf

required. They serve as transport drivers, laborers, sanitizers and in the myriad other non-skilled jobs. Chapter serfs are the normal human bondsmen and servants of a Space Marine Chapter. The Space Marines themselves are too few in number to manage all the tasks required to maintain all the aspects of the Chapter, its fleet, fortress, and other myriad aspects. It is the serfs who perform most of these vital functions.

Slave

Serfs, at least on paper, are still free subjects of the Emperor, however limited those freedoms might be. But slaves are actual property. Many are mind-wiped or lobotomized to keep them docile and modified with bionics and implants to make them better able to do their job. Some are condemned as criminals or rounded up from among the unwanted. Some poor souls even sell themselves or their children into bondage for a handful of currency. Sentient creatures sold to perform a multitude of tasks all fall under the category of slaves. Most slaves are kept to do menial jobs, but sometimes slaves perform specialized tasks such as unsanctioned psychics or teaching.

As an uncommon rarity, a slave is gained as a Troop NPC (see page 404 of the Wrath & Glory core rulebook), with an equal or less Tier level to the character, that uses the appropriate Quick NPC stat arrays found on page 408 and an appropriate archetype if applicable. As a rare, the slave is gained as an Elite NPC, and as a very rare rarity is gained as an Adversary NPC.

Slaves vary in quality; their value may be half as much for old or infirm slaves, or several times more for healthy, attractive specimens. Unlike other companions, slaves are unlikely to remain loyal unless lobotomized or mind-wiped; their trust is earned, or otherwise made compliant. Slaves may, at the GM's discretion, act in deliberately counter-intuitive ways to their

owner's commands on tests with complications, attempt to escape or resist their fate defiantly, depending on the nature of their servitude and their owner's intent.

Cyber Familiars

Cyber-familiars are semi-intelligent machine versions or cybernetic adaptations of living creatures controlled by a master, loyalty to whom is hardwired in the creature's brain. Some cyber familiars are created as assistants to serve prominent adepts and the Mechanicus, or merely as amusements for the wealthy, while others are fitted for war with implanted weapon systems and all manner of crude but effective augmetics.

Familiars are controlled by their masters through the use of simple commands. These are generally single words, short sentences or the equivalent, and so giving a command is generally a Free Action. At the GMs discretion, the familiar may have to succeed on an Intellect Test to interpret a contradictory or complex order.

Should a master come under attack, the familiar automatically moves to its master's defense, attacking the assailant unless it receives specific instruction (or possesses an instinct) to the contrary.

Upon completing a task, the familiar returns to its master's side unless it's received prior instructions or some other instinct applies.

Ambot

The Luther pattern Excavation Automata is a heavy construct built in imitation of the Ambull, a huge, roughly humanoid xenos creature common to hot, arid worlds. Thought to have evolved in the endless deserts of Luther McIntyre IX in the Segmentum Solar, the Ambull is now common across the Imperium, Humanity having attempted to domesticate the Brutes to make use of their traits. Ambulls are natural

tunnelers, their powerful limbs ending in diamond-hard claws that enable them to dig through soft rock at a surprising speed. Their eyes see into the infrared spectrum, making impeccable use of even the faintest levels of light, and they are even able to detect heat signatures as a visual stimulus.

The transport and trade in Ambulls is, extremely heavily controlled throughout the Imperium, due to how dangerous they are as hunters and how unsuitable to domestication they have proven, escaping from any form of captivity and wreaking havoc upon human populations in mining colonies the galaxy over.

The greatest successes in domesticating the Ambull lie in using the creatures as the organic component of a heavy mining construct.

Specially crafted instrumentalities are fused with the brain and nervous system of the Ambull, in a process perfected by the Adeptus Mechanicus, to circumvent the most ancient of laws proscribing the 'machina malifica', the dreaded 'machine that thinks'. When the creature awakens in its new robotic shell, it retains the natural tunneling instincts it had when it was flesh, whilst its aggression and hunting impulses are suppressed by cranial governors.

Strength	10	Intellect	5
Agility	6	Willpower	10
Toughness	10	Fellowship	3
Initiative	10	Defense	2
Speed	4	Wounds	9
Shock	10	Soak	8
Resolve	5	Conviction	3
Passive Awareness		4	
Resilience		13 (Armor plating 3)	
Skills		Weapon Skill 15, Stealth 12, Default 6	
Size		Huge	
Keywords		Imperium, Scum, Servitor	

Attacks

Ambots are armed with either Tunneling Claws or Grav-Fists, but not both.

Tunneling Claw (22+3ED; AP -2; Range M; Brutal, Melta)

Grav-Fist - Melee (20+3Ed; AP 0; Range M; Graviton)

Grav-fist – Ranged (15+2ED; AP -1; Range 12m; Blast [Small], Graviton)

Special Abilities

Cranial Governors: In normal circumstances, an Ambot's behavior will be heavily governed to protect other workers from the aggressive instincts of the Ambull. Those who have no such safety concerns will frequently switch off the inhibitors on an Ambot in their possession. Should the controlling character wish, this safe mode can be switched off as a Simple Action. Whilst Safe Mode is off, the Ambot gains the Brutal trait to its melee weapons and gains +2bd to its melee attack rolls. However, when engaged in melee, the Ambot must attempt to strike all characters it is within 1 meter of, including friendly characters. Once Safe Mode is off, it cannot be reinitiated during a combat.



Arco-Flagellant

The great church of the Ministorum has almost as many different ways of dealing with heretics as there are types of heresy. All their methods include torture or death (or torture and death) to physically expunge the sin from the heretic's soul so that they may strengthen the Emperor when they die. The more extravagant punishments include the Rat Pit, skin-purging, deathmasking and arco-flagellation.

In this last instance, the heretic undergoes extensive physical surgery and mental reconditioning, turning them into frenzied berserkers. The guilty person can be implanted with a variety of weapons, such as cutting claws, pneu-mattocks and the ever popular electro-flails. The Arco-flagellant is fitted with a sealed pacifier helm containing implants that connect into the cerebrum and spinal cord, which keeps them in a calm, barely conscious state. When in this mode the Arco-flagellant's mind is filled with sacred images and verses, such as symbols of the Ecclesiarchy, pictures of Saints and looped hymnals and prayers, which enter directly into the heretic's subconscious. The helm can be deactivated by means of a trigger word, releasing inhibitors and unleashing the full fury of the Arco-flagellant. Another trigger word activates the pacifier helm again, rendering the Arco-flagellant passive once more.

They are almost unstoppable once activated as their bodies are awash with combat stimulants, pain suppressants and adrenal pumps, making them virtually immune to all pain and bordering on the unkillable except when inflicted by the most horrendous injuries. Brainwave pattern regulators turn them into psychopathic maniacs, suffused with inner agony and anguish, removing any thoughts of fear or self-preservation.

Arco-flagellants are normally used by the Ecclesiarchy's fighting forces in suicide attack units. However, an Inquisitor can request (or demand if they are confident enough) that a Cardinal turn over an Arco-flagellant or two to their authority.

As the Ministorum holds those Inquisitors who possess a more radical turn of mind in some suspicion, it is usually the more puritan and outwardly pious agents of the Inquisition who will be able to include them as part of their warrior band.

An Arco-flagellant is not a subtle weapon, and they are much appreciated by the more destructive and bloodthirsty Inquisitors, who are not afraid of some collateral damage and a few innocent casualties.

Strength	8	Intellect	2
Agility	6	Willpower	4
Toughness	6	Fellowship	1
Initiative	10	Defense	4
Speed	4	Wounds	5
Shock	8	Soak	8
Resolve	5	Conviction	5
Passive Awareness	4		
Resilience	8 (Armor 2)		
Skills	Weapon Skill 10, Athletics 7, Default 5		
Size	Average		
Keywords	Imperium, Adeptus Ministorum, Servitor		

Attacks

Arco-Flails (10+3ED; AP 0; Range M; Brutal, Agonizing)

Special Abilities

Trigger Word: Until the trigger word is detected by the pacifier helm (within Passive awareness range) the Arco-flagellant acts at half Speed and responds only to vocal commands from the controlling character. Arco-flagellants are frenzied once the character controlling the Arco-flagellant speaks the appropriate trigger word (some pacifier helms may have a telepathic pick-up instead). Any combat drug dispensers and other implants will also automatically activate at the same time. This frenzied state can be ended by the controlling character uttering the trigger word within earshot, reverting the Arco-flagellant to its dormant state. Sample trigger words include: *Annihilatum; Dominesti; Rage; Exculpator; Sanguinatus; Shrive; Imperator Dei*.

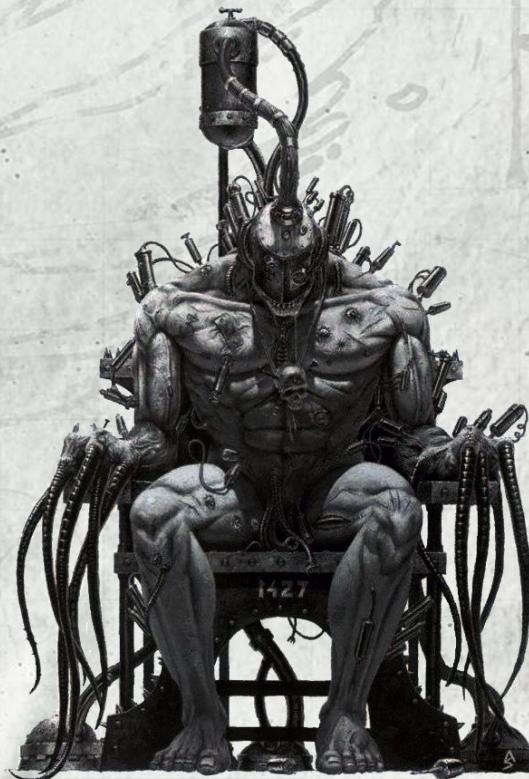
Blind: Some heresies are such that even to look upon them is to condemn oneself. The arco-flagellant is one of these people. The conversion process removed the eyes, replacing them with an augury array, which is only active when the arco-flagellant is in active mode. When in passive mode, the arco-flagellant's sealed helmet renders it unable to see in any way, shape, or form.

Unnatural Senses: The arco-flagellant's augury array allows it to "see" objects and people out to a range of 30 meters, ignoring darkness and all but the densest of obstruction.

Berserk Killing Machines: Arco-Flagellant have an Armor Rating of 2 which is *Invulnerable* and are always under the effects of *Frenzy* when activated

Enhancement Drugs: Roll a D6 at the beginning of each combat Turn and look up the result on the following table:

Roll	Description
1-2	Adrenalin Boost: The Arco-Flagellant gains an additional Move.
3-4	Pain Suppression: Restore a single Wound or D3 Shock suffered earlier in the combat.
5-6	Frenzy: The Arco-Flagellant gains +4 bonus dice to his combat actions.



Bomb Disposal Servitor

The Adeptus Mechanicus within manufactorum originally crafted this servitor to dispose of volatile substances (which are common in firearms manufacturing). These designs are regarded as relatively disposable, and are usually based around the lobotomized bodies of

former arsonists and bomb makers. An up-armored general purpose servitor chassis is fitted with a small limb-mounted shotgun pistol (for destroying explosive devices at close range), a combi-tool, and a pict-recorder.



Contego-Pattern

The Contego-Pattern bomb dispersal servitor is optimized for the analysis and defusing of suspect explosive devices. The underhives of a hive city are notoriously unstable, and explosive devices can cripple production for months or years. The local Precinct Fortresses have repurposed these servitors for explosive disposal. When fitted for this purpose the servitor is issued a demolition charge for controlled explosions.

The Contego servitor is slaved to a specialized data-slate with a 200-metre range, which enables the servitor's controller to use his or her own Tech Skill at a distance when attempting to disable explosive devices. There is, however, a +1 DN penalty to the Skill Test to represent the slightly awkward nature of the controls.



Calligraphus Servitor

Outfitted with a cluster of manipulator arms, each tipped with various writing instruments, a calligraphus servitor is capable of copying practically any document they are given. They can also transcribe spoken words, and are often used to preserve sermons and speeches as well as taking dictation for letters, orders, and regulations. Many high-ranking members of the Holy Ordos have at least one calligraphus servitor on hand, while large monasteries and abbeys may have hundreds, usually engaged in replicating and preserving ancient texts.

Strength	4	Intellect	1
Agility	2	Willpower	3
Toughness	4	Fellowship	1
Initiative	2	Defense	2
Speed	3	Wounds	4
Shock	2	Soak	4

Resolve	1	Conviction	2
Passive Awareness		2	
Resilience		6 (Armor plating 2)	
Skills	Scholar 5, Default 4		
Size	Average		
Keywords	Imperium, Adeptus Mechanicus, Inquisition, Servitor		

Attacks

None

Special Abilities

Incantation of the Iron Soul: Calligraphus Servitors are unaffected by powers and abilities that affect the mind. They never need to make Resolve Tests to continue fighting.

Programmed Instinct: Calligraphus servitors have no combat programming and are unable to use their spidery limb for anything other than holding a quill or turning the pages of a book. If attacked (or if combat occurs around them) they'll continue to work as directed unless damaged too severely to continue or destroyed.

C.A.T. (Cyber Altered Task) Unit

A wondrous invention that stretches back into the earliest days of Mankind's exploration of space, the Cyber Altered purpose built to infiltrate derelict space ships, enemy installations, and space hulks. C.A.T.s generate complete layouts they have been sent into, ascertain the presence of hostiles and other life forms, and then, most ingenious of all, tap into any local computer or cogitator system in order to download every single shred of data before recovery. Small and unassuming, they are often ignored by enemy forces, able to skulk about gathering data without alerting anyone to its presence. Many areas of the Imperium utilize these rugged machines, from Chartist Captains and Explorator Fleets, to Adeptus Astartes.

Strength	3	Intellect	3
Agility	2	Willpower	2
Toughness	3	Fellowship	1
Initiative	1	Defense	3
Speed	8	Wounds	4
Shock	2	Soak	2
Resolve	1	Conviction	1
Passive Awareness		4	

Resilience	3 (Armor plating 1)
Skills	Stealth 6, Awareness 6, Default 4
Size	Small
Keywords	Imperium, Adeptus Mechanicus, Automata, Servitor

Attacks

Small Manipulator Claw (3+1ED; AP 0; Range M)

Special Abilities

Incantation of the Iron Soul: C.A.T. units are unaffected by powers and abilities that affect the mind. They never need to make Resolve Tests to continue fighting.

Data Thief: The C.A.T.'s primary purpose is to gather and store information, and it is remarkably adept at breaking into computer systems, even ones not of human design, and raiding them for information. By making a Stealth Test as an Action, a C.A.T. can log into any computer system, and then spend several minutes downloading everything available within. The GM should determine how difficult it would be to break into the system (the more alien the computer system, the harder the Test would be); once the system has been cracked, the C.A.T. needs to spend one full minute per DN downloading (for example, a Stealth (DN 3) Test means would take 3 minutes to fully download the data).



Cherubim

The bio-constructs known as Cherubim are of uncertain origin, but they are one of the few permitted examples of such biosculpted homunculi allowed within the Imperium. Taking the form most commonly resembling that of somewhat corpulent and unwholesome looking genderless children, they are also often implanted with augmetic feathery wings (and a grav generator) allowing limited flight. Cherubim are not truly alive at all and their synthesized, bloodless and waxen flesh needs neither to eat nor sleep and is fed from their internal power-cell. They are controlled by an augmented cortex and nervous system usually harvested from some lesser creature such as a simian, bird, swine or felid, and implanted with a set of programmed commands that allows them to perform some simple task such as copying text, fetching and carrying small items or tirelessly singing the Emperor's praises with augmetic vocal cords.

Outside the rarefied noble houses and Imperial hierarchy (most notably the Ecclesiarchy) where they are used, most citizens view Cherubim with a degree of distaste and superstitious fear. This is not entirely without cause as it is a matter of record that in rare instances Cherubim have been known to "devolve" allowing some corrupted and mangled version of their organic cortex to take over their behavior with unpleasant consequences.

Strength	2	Intellect	2		
Agility	2	Willpower	2		
Toughness	2	Fellowship	1		
Initiative	1	Defense	3		
Speed	5 (Flight)	Wounds	3		
Shock	2	Soak	2		
Resolve	1	Conviction	1		
Passive Awareness		2			
Resilience		5 (Armor plating 1)			
Skills	Weapon Skill 5, Awareness 7, Default 4				
Size	Small				
Keywords	Imperium, Adeptus Ministorum, Servitor, Familiar				

Attacks

Balled Fist (2; AP 0; Range M)

Special Abilities

Programmed Instinct: Cherubim will not attack or engage in violence unless specifically ordered to do so. They flee if injured or startled, and left to their own devices they are indolent creatures, often perching in high places and simply watching until called for or set a task. Some might even regard them as sly, and stories flourish in noble households and churches of them filching small shiny objects and hiding them in the rafters.



Nephilim Cherubim

are without-doubt the most complex Familiar constructs routinely created in the Imperium, but not all Cherubim are created equal. Some are more complex and versatile than others. Some are Nephilim. Nephilim is a term used to describe any advanced-form of Cherubim; this could be caused by a quirk of the tissue-growth tanks, the work of a Master-Magos, a specially commissioned design or even the God-Emperor smiling upon His newly-created servant.

Whatever the reason, Nephilim function at a higher capacity than other Cherubim. There is no consistent way to get a vat-grown Nephilim, it is as much a matter of luck and skill as any work of art and often it may not be apparent whether a Cherub is 'advanced' until it has been in service to its Master for some-time. Nephilim is a term used almost exclusively by Adeptus-Biologicus Adepts and Cherubim-connoisseurs and is an abstract-label for an ideal not a class of Cherubim; even most Masters of Nephilim are unaware of the distinction or terminology. Nephilim is a high-gothic word and literally-translates as 'Half-Breed' (though it has connotations of holiness). The reason for some Cherubim to be called this name is unclear even to most Biologicus-Adepts. Those who do know the origins of the term generally keep-quiet because the truth is less-than palatable.

True Nephilim

Originally the term Nephilim applied only to a very-small number of Cherubim who were created not from vat-tissue but from children enslaved into Servitors, hence the practice of referring to them as an angelic 'half-breed'. Because Nephilim created in this way have already formed a natural neural-system that is infinitely more complex than any created by the Adeptus-Biologicus, they tend to produce the most advanced and capable Cherubim and eventually the label was corrupted to indicate any high-functioning Cherub. To create a True-Nephilim, the child must be below age-6, due to problems with bone-density after this age. The

child is then, for lack of better-terminology, lobotomized and embalmed. They are fed growth-retardant chemicals and what brain is left, is thoroughly mind-scrubbed. A set of wings is retrofitted to the spine, which must be severed in several-places before being re-spliced. Finally, they are implanted with inhibitors, fitted with cranial-pacifiers and other bionic-equipment as required. The procedure is not without its problems though; there have been recorded incidents where the embalming-process has resulted in death, as the skin suffocates under the chemical treatment. Other problems have led to persistent-vegetative states of the brain-stem so that not even an entire bionic-brain replacement will work, effectively leaving the child as an artificially-sustained carcass.

Combat 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 lobotomized, 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 armored mesh that wraps their vital organs.

The modifications rest 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.

Strength	4	Intellect	1
Agility	2	Willpower	1
Toughness	3	Fellowship	1
Initiative	3	Defense	2
Speed	5	Wounds	3
Shock	2	Soak	4
Resolve	1	Conviction	2
Passive Awareness		2	
Resilience		7 (Armor plating 2)	
Skills		Weapon Skill 5, Default 4	
Size		Average	
Keywords		Imperium, Adeptus Mechanicus, Servitor	

Attacks

Servo Arm (9+2ED; AP -3; Range M; 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)

Gun Servitors

Gun Servitors are intended to provide fire support for a Tech-priest as he works, and often they will have whole limbs replaced with implant weapons. Many will have ammunition hoppers mounted somewhere on their bodies so they can lay down continuous curtains of fire without needing to reload. These servitors 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)

Cyber-Mastiff

Cyber-mastiffs are usually deployed under the control of Adeptus Arbites or enforcer units to bring down recidivists and heretics. Shaped in the form of a hound made of metal and guided by the brain and nervous system of a hunting creature, they are a fearsome extension of the Emperor's law, and a truly terrible sight to see unleashed.

Commonly known as kill-dogs, razorfangs and rending rovers, Cyber-Mastiffs have an in-built hunting and attack instinct and can only respond to the simplest of commands from their assigned handler, but are still fully capable of defending themselves and their masters.

Strength	4	Intellect	2		
Agility	3	Willpower	3		
Toughness	4	Fellowship	2		
Initiative	4	Defense	3		
Speed	10	Wounds	4		
Shock	4	Soak	4		
Resolve	5	Conviction	2		
Passive Awareness		4			
Resilience		9			
Skills.	Weapon Skill 6, Awareness 7, Intimidation 5, Default 4				
Size	Average				
Keywords	Imperium, Adeptus Arbites, Servitor, Familiar				

Attacks

Metallic Jaws (6+1ED; AP -2; Range M; Brutal)

Special Abilities

Incantation of the Iron Soul: Cyber-Mastiffs are unaffected by powers and abilities that affect the mind. They never need to make Resolve Tests to continue fighting.

Take them down!: A target hit by a successful Charge Action from a Cyber-Mastiff must make a successful Agility test (DN 4) or is knocked Prone.



Bloodhound Cyber-Mastiff

This variant of the Cyber-mastiff makes use of rare chemicals used to translate airborne particles in quantifiable data. These chemical "sniffers" make the Bloodhound optimized for scent-based tracking roles. While many Cyber-mastiffs have some tracking ability, the programming and routines implanted within the Bloodhounds are trained by some of the finest handlers available. Once implanted in a light Cyber-mastiff chassis, the animal instinct and repetitive training is linked to some of the most sophisticated olfactory sensors available in the Imperium. This formidable equipment suite is combined with an insidiously effective training regimen, which electrically stimulates the cogitator's cortical centers upon completion of a successful "find". This practice causes the Bloodhound to become obsessive and tireless in its duties; the creatures have been rumored to track targets for hundreds of Terran miles without sleep or rest, although this may be a tall tale used to intimidate criminals into submission.

Bloodhound cyber-mastiffs replace their special ability with the following:

Olfactory Augur Array: Bloodhound cyber-mastiffs may re-roll failed Awareness and Survival tests based on smell. The new result must be accepted.

Bullpup Cyber-Mastiff

This heavy duty Cyber-mastiff is carefully crafted as a true terror weapon, a massively built and heavily-armored steel construct of considerable bulk. Equipped with sub-sonic voxhailers that continually emit a selection of low frequency vocalizations designed to trigger fear in the local

population where they are deployed, this model finds frequent use during intense riots. Capable of shrugging off most small arms fire, and of bringing down even large groups of well-armed opponents, the Bullpups tend to be used as a final weapon to launch at their foes preventing a civil uprising from turning into a civil war.

Bullpups are equipped with shock jaws can also double as chainblade weapons. The construct also has magnetic locking feet and jaws which enable the creature to lock on to a target and hold it in place.

Bullpup cyber-mastiffs come with two vox-hailers, shock jaws (as metallic jaws above, replacing the brutal trait with agonizing) and replace their special ability with the following:

Magnetic Jaw: The bullpup cyber-mastiff may magnetically attach itself to any metal surface and lock its jaws around an opponent. If the Bullpup Cyber-mastiff successfully hits with a bite attack, it may lock itself in position instead of dealing damage. Freeing oneself from a Bullpup's magnetic jaws requires a Strength Test (DN 5). If ordered to, the Bullpup may activate its chainbite (treated as a chainblade), dealing damage to the target, and releasing it.

Eliminator-Mastiff

Though planetary enforcers are known for being generally as corrupt and amoral as the rest of their planet, certain precincts have a particularly dark reputation. These enforcers are known to eliminate anyone in the name of "justice," so long as they receive sufficient payment in return. Through their actions, the Eliminator-Mastiff has come to represent their twisted perversion of justice. A heavily modified Cyber-Mastiff, the Eliminator-Mastiff has no protocols or programming for bringing down its targets alive. It simply tracks, hunts, and kills any target loaded into its sophisticated spoor-identifying protocols. Most are equipped with a pair of overcharged lasweapons in pods mounted on the shoulders, leaving the head free to mount a mouthful of reciprocating chainblades. However,

some models have been modified to carry even more powerful weaponry.

Eliminator-mastiffs come with two shoulder mounted weapons and replace their special ability with the following:

Linked Targeting: The Eliminator-Mastiff may fire both of its shoulder mounted weapons as part of a single attack as per the Duel Wielder talent.

Replacement Weapons: The weapons on the Eliminator Mastiff may be replaced with any ranged weapon without the Heavy trait with a Tech Test (DN 5), subject to the GM's discretion.

Grapplehawk

Rarely used outside the Arbites, these exotic cyber-familiars take the form of elegant shining steel hawks. Their glittering crania contain the transplanted instincts of avians trained to seize moving targets without damaging them. These instincts, transferred to mechanical constructs fitted with powerful suspensors and talons capable of tearing through cast-iron, enable Arbites handlers to arrest suspects quickly (if brutally) on the streets of the a hive city.

Grapplehawks are designed to be carried on the hip, or to perch elsewhere on the handler's armor.

Strength	6	Intellect	5
Agility	6	Willpower	5
Toughness	5	Fellowship	6
Initiative	4	Defense	3
Speed	12 (Flight)	Wounds	2
Shock	5	Soak	4
Resolve	4	Conviction	2
Passive Awareness	4		
Resilience	6		
Skills	Weapon Skill 5, Awareness 7, Default 4		
Size	Tiny		
Keywords	Imperium, Adeptus Arbites, Servitor, Familiar		

Attacks

- **Shock-Pulse Claws** (5+1ED; AP -1; Range M; Agonizing)
- **Rending Claws** (6+1 ED; AP -2; Brutal)

Special Abilities

Incantation of the Iron Soul: Grapple-Hawks are unaffected by powers and abilities that affect the mind. They never need to make Resolve Tests to continue fighting.

Powerful Suspensors: The Grapplehawk is treated as size Average for the purpose of Grapple Actions.

Guardian Skull

Designed with a somewhat reinforced structure and fitted with a single efficient weapon system and targeting selection programs, guardian-skulls (also known as gun-skulls and combat-skulls depending on their armament) are uncommon but prestigious and effective bodyguard devices. Their small size, tireless vigilance, and ability to hover in the shadows silently make them surprisingly discreet and effective servants.

Strength	3	Intellect	3		
Agility	3	Willpower	3		
Toughness	3	Fellowship	3		
Initiative	4	Defense	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	Imperium, Adeptus Mechanicus, Servitor, Familiar				

Attacks

Unarmed (3+1ED; AP 0; Range M)

Special Abilities

Search and Destroy: Guardian Skulls can be given this order and will methodically search a given area and terminate everything not on a predetermined list of exceptions.

Sentry: Guardian Skulls can be ordered to guard a specific location, object or patrol a given area.

Programmed Instinct: Unless the guardian-skull has been expressly ordered otherwise, it attacks and destroys anything that directly attacks or threatens its charge (with a "tolerance level" set by its master). In addition, it defends itself with deadly force if attacked. If its master is seriously injured, it interposes itself preventing further harm at the cost of its own destruction if needs be.

Incantation of the Iron Soul: Servo-skulls are unaffected by the powers and abilities that affect the mind. They never need to make Resolve Tests to continue fighting.



Gun-Skulls

A gun-skull is fitted with a single ranged weapon, such as an las pistol, although conceivably any Pistol weapon could be fitted

Gun-Skull las-pistol: (Damage 7+1ED; AP 0; Range 24m; Salvo 1; Pistol, Steadfast)

Dissector Skulls

Articulated limbs tipped with mono-edged blades dangle from the combat-skull. At their master's word, the combat algorithms embedded in the skulls circuits can be activated and it becomes a murderous device of whirling and slicing razor edges and mono-blades.

Dissector-Skull mono-blade: (Damage 7+1ED; AP -1)

Harrier-Skull

Mockingly known as "Grapple-mice" by the underhive gangers, these modified Servo-skulls actually have nothing to do with mice, but earned the nickname because of their unique purpose -- serving as Grapple-hawk decoys. Certain reclaimators can spend a great deal of wealth to learn how to re-program a salvaged Servo-skull's primitive cogitator-engine with a very specific series of evasion patterns. Something about the evasion patterns triggers a

Grapple-hawk's threat/targeting routines, sending the Servitors diving after the nimble Harrier-Skulls instead of their actual targets. As their popularity grows, increasingly frustrated Arbitrators make a point of targeting any Harrier-Skulls first during a suppression raid.

Servo-Hunter

A Servo-hunter, when activated and released, will float silently on tiny lift-motor gravitic suspensors and begin to search a nominated area for any targets which match preset parameters (usually human-sized heat sources). When these are located, it will provide its handler with some audible alarm, and will remain alongside the target, sounding that alarm, until deactivated. The Servo-hunter can also be used to patrol an area for intruders, or simply alert the controller if anyone approaches.



Haemoncolyte

Haemoncolytes are a special type of familiar created by members of the Adeptus Mechanicus. They are vat-grown creations from a Tech priest's own flesh and blood, typically designed to absorb any tumors of poisons generated by the Tech priest, effectively cleansing their bodies and allowing them to live longer. The imperfections are passed on to the Haemoncolyte through an umbilical connection. Haemoncolytes rapidly age as they become covered in liver spots and lumpen growths taken from their Tech priest counterpart.

Strength	2	Intellect	1		
Agility	2	Willpower	2		
Toughness	3	Fellowship	1		
Initiative	2	Defense	1		
Speed	1	Wounds	1		
Shock	1	Soak	2		
Resolve	1	Conviction	1		
Passive Awareness		2			
Resilience		3			
Skills	Awareness 3, Default 4				
Size	Tiny				
Keywords	Imperium, Adeptus Mechanicus, Servitor, Familiar				

Attacks

None

Special Abilities

Incantation of the Iron Soul: Haemoncolytes are unaffected by powers and abilities that affect the mind. They never need to make Resolve Tests to continue fighting.

Regulatory Sacrifice: A Haemoncolyte may be sacrificed to ignore the effects of poisons, toxins, and other viral contaminants. Once this is performed, the Haemoncolyte darkens and shrivels as the umbilical connection is severed, leaving behind only a rotting husk of misshapen flesh.



Janus Simulacra

These human-form servers are advanced indeed, often containing only the barest minimum of living tissue. They skirt the edge of the direst techno-heresy with their cogitator-assisted cortex functions and seeming parody of human responses. Playthings of the most fantastically wealthy, simulacra are often fashioned in the shape of gilded works of art - human-sized dolls come to life or seemingly animate statuary. But beneath their resplendent finery lives a clockwork heart and hydraulic-fed piston limbs slaved to a harvested living cortex and spliced in nerve ganglia. Despite the wonder and sophistication of these creations, only the most depraved or foolhardy would attempt the sin of passing one as human or aping sentience too closely, for to do so would provoke the unbridled wrath of the Cult Mechanicus, and entire worlds have burned for this transgression in the past.

Strength	4	Intellect	3
Agility	3	Willpower	3
Toughness	5	Fellowship	3
Initiative	3	Defense	3
Speed	6	Wounds	4
Shock	3	Soak	3
Resolve	3	Conviction	3
Passive Awareness	3		
Resilience	5		
Skills	Deception 6, Persuade 5, Scholar 5, Default 4		
Size	Average		
Keywords	Imperium, Adeptus Mechanicus, Nobility, Servitor		

Attacks

Unarmed (7+1ED; AP 0; Range M)

Special Abilities

Incantation of the Iron Soul: Janus Simulacra are unaffected by powers and abilities that affect the mind. They never need to make Resolve Tests to continue fighting.

Medicae Servitor

One of a number of patterns used throughout the Imperium, the Medicae servitor is known for

its reliability and steady hands (such as they are). Often used when true medical staff is absent, these servitors can perform numerous common procedures, including basic cybernetic implantation.

Strength	4	Intellect	1
Agility	2	Willpower	1
Toughness	3	Fellowship	1
Initiative	3	Defense	2
Speed	5	Wounds	3
Shock	2	Soak	4
Resolve	1	Conviction	2
Passive Awareness	2		
Resilience	7 (Armor plating 2)		
Skills	Medicae 5, Default 4		
Size	Average		
Keywords	Imperium, Officio Medicae, Adeptus Mechanicus, Servitor		

Attacks

Medicae Tools (4+2ED; AP -2; Range M; Toxic[1])

Special Abilities

Medicae Assistant: If an ally is treating the same target as the Medicae servitor, the ally gains +2 dice to all related Medicae Skill Tests.

Incantation of the Iron Soul: Medicae 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)

Ministorum Choir Drone

A light-weight form of servitor drone, choir drones are found in cathedrals and Shrine Worlds across the Imperium. Most are configured to sing (in some extreme cases only a single note) and then gathered into choirs numbering anywhere from a few dozen to a thousand or more. Other Ministorum drones may be set to repeat a sacred chant or prayer over and over, swing incense censers, turn prayer wheels, wave prayer flags, or play an instrument (such as blowing a sacred horn or beating on a drum).

Strength	4	Intellect	1
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Agility	2	Willpower	1
Toughness	3	Fellowship	1
Initiative	3	Defense	2
Speed	5	Wounds	3
Shock	2	Soak	4
Resolve	1	Conviction	2
Passive Awareness	2		
Resilience	6 (Armor plating 2)		
Skills	Default 4		
Size	Average		
Keywords	Imperium, Adeptus Ministorum, Servitor		

Attacks

Unarmed (3+2ED; AP 0; Range M;)

Special Abilities

Incantation of the Iron Soul: Ministorum Choir Drones 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)

Programmed Instinct: Choir Drones are noted for being totally devoted to their programming. Unless otherwise commanded they will not attack intruders or engage in violence, and will virtually ignore attacks made against them or their fellow choir members. Thus, if fired on or otherwise attacked, a choir drone will normally continue to perform its duty until it's totally disabled.

Monotask Servo-Skull

Servo-skulls are human skulls (often that of a favored 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 maneuverability, 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.

Strength	3	Intellect	3
Agility	3	Willpower	3
Toughness	3	Fellowship	3
Initiative	4	Defense	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	Average		
Keywords	Imperium, Adeptus Mechanicus, Servitor, Familiar		

Attacks

Unarmed (3+1ED; AP 0; Range M)

Special Abilities

Assistant: If an ally is within 10 meters of a servo-skull, the ally gains +2 dice to all related Skill Tests to its pertinent functions (See below).

Programmed Instinct: The skull will not attack or even defend itself unless expressly ordered to do so by its master, and even then it removes itself from harm's way if damaged. Likewise if stymied, interfered with or damaged, a skull returns to its master's side or base of operations.

Incantation of the Iron Soul: Servo-skulls are unaffected by the powers and abilities that affect the mind. They never need to make Resolve Tests to continue fighting.

A servo-skull performs a single function, some examples of which are:

Function	Description
Auger	The skull is fitted with an auspex and vox-data system to relay its findings.
Courier	This skull is used as a messenger and comes fitted with a specialized identity scanner as well as extensive programmed maps of the local area and the like. The skull may simply carry a physical message such as a scroll or data-slate, or replay a recording from an internal holo-system.

Hunter Skull	The skull is fitted with a battery of detectors to locate its master's enemies. The skull has an inbuilt auspex and its master is aware of anything that the servoskull is aware of.
Illuminator	The skull is fitted with a powerful lamp-pack or glow-globe, or indeed a burning brazier of coals (A particular favorite with the Ecclesiarchy).
Lingua-Vox	Useful to diplomats and explorers, a Lingua-Vox Servitor is a specially designed Servo-skull equipped with an advanced linguistic cogitation engine. The Lingua-Vox hovers just over the shoulder of its master, aiding him in translating and understanding unfamiliar tongues.
Loud Hailer	The skull is fitted with a powerful public address system, and may replay recorded messages or sounds, or its master may speak through it.
Medicae-Skull	These are servo-skulls fitted with drug-filled syringes and small manipulative appendages for stitching and cauterizing. The skull has a built in medi-kit and medical scanner and will administer first aid at its master's direction.
Utility-Skull	The skull is fitted with a multi-tool, and while it can perform simple programmed maintenance tasks, its real use is via its master operating the skull remotely as an extra pair of hands and to reach areas he could not otherwise access.

Praetorian Battle-Servitor

While the more commonly encountered basic models of gun- and combat-servitors serve as powerful guardians and foot soldiers, the Praetorian class represents another order of power entirely. Massive in stature they are heavily armed and armored, mounted on a tracked or otherwise augmented chassis for

stability and possessed of wrathful and destructive machine-spirits.

Strength	10	Intellect	2		
Agility	3	Willpower	4		
Toughness	10	Fellowship	1		
Initiative	4	Defense	4		
Speed	5	Wounds	7		
Shock	6	Soak	6		
Resolve	1	Conviction	2		
Passive Awareness		3			
Resilience		10 (Armor plating 3)			
Skills		Weapon Skill 10, Ballistic Skill 10, Default 4			
Size	Large				
Keywords	Imperium, Adeptus Mechanicus, Servitor				

Attacks

Praetorian Battle Servitors are typically armed with a red-dot sight and any two of the following weapons: Breacher, Chain Axe, Electro-Flail, Flamer, Heavy Bolter, Heavy Stubber, Melta Gun, Missile Launcher (Frag and Krak), Plasma Gun, or Webber).

Unarmed (16+2ED; AP 0; Range M)

Special Abilities

Incantation of the Iron Soul: Praetorian Battle-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 3)

Self-Flagellants

A Cherubim variant, Self-Flagellants are designed to inflict constant corporal mortification on an individual. Normally, this is accomplished through the use of Scoriada, but a particular Self-Flagellant may be programmed to take a character's food away, interrupt his sleep, howl constantly, tug at his clothes and hair, or otherwise engage in nonstop acts of annoyance. In extreme cases, the Self-Flagellant has been set to inflict actual physical harm, usually by cutting the targeted individual with a small knife or replacing the Scoriada with a Excoriare. However, the Ecclesiarchy takes a dim view of such practices.

A variant Self-Flagellant consists of a harness worn on the character's back. Attached to this harness are one or more arms, each driven by a simple geared mechanism and a power cell, that lash the character with Scoriada. The harness can also act as a cilice if desired.

Strength	2	Intellect	2		
Agility	2	Willpower	2		
Toughness	2	Fellowship	1		
Initiative	1	Defense	3		
Speed	5 (Flight)	Wounds	3		
Shock	2	Soak	2		
Resolve	1	Conviction	1		
Passive Awareness		2			
Resilience		5 (Armor plating 1)			
Skills	Weapon Skill 5, Awareness 7, Default 4				
Size	Small				
Keywords	Imperium, Adeptus Ministorum, Servitor, Familiar				

Attacks

Balled Fist (2; AP 0; Range M)

Scoriada (3+1ED; AP 0; Range 4m; Agonizing, Flexible)

Special Abilities

Command: Self-Flagellants, as they are a form of Cherubim, may be ordered to carry out any pre-programmed tasks it understands (i.e. "lay out my vestments," "copy that tract," "hold aloft the prayer scroll," "commence corporal mortification," etc.).

Programmed Instinct: Self-Flagellants, while they will administer corporal mortification per their programming, will not otherwise attack or engage in violence, unless specifically ordered to do so. Unlike normal Cherubim, Self-Flagellants will not flee if attacked, but will evade instead - provided the attack is a reaction to their corporal mortification programming. If fired upon, or attacked with melee weapons, the Self-Flagellant will depart with all due haste. Depending on their programming, the Self-Flagellant may use their Scoriada constantly, or may lurk about, waiting for a character to attempt to eat, dress, or engage in an activity requiring some measure of concentration, before launching into their corporal mortification routine.

Servo-Automata

Servo-Automatas are a special type of robot used by the Adeptus Mechanicus. These automations are a type of logistical and repair robot used by the Imperium. Unlike Servitors, these servants are mechanical rather than biological in origin.

Strength	5	Intellect	4		
Agility	3	Willpower	4		
Toughness	5	Fellowship	2		
Initiative	4	Defense	2		
Speed	5	Wounds	4		
Shock	5	Soak	5		
Resolve	1	Conviction	1		
Passive Awareness		2			
Resilience		7 (Armor plating 2)			
Skills	Weapon Skill 5, Default 4				
Size	Average				
Keywords	Imperium, Adeptus Mechanicus, Automata, Servitor				

Attacks

Servo Arm (9+2ED; AP -3; Range M;

Unwieldy[2])

Special Abilities

Assistant: If an ally is within 10 meters of a servo-automata, the ally gains +2 dice to all Skill Tests.

Incantation of the Iron Soul: Servo-Automata are unaffected by powers and abilities that affect the mind. They never need to make Resolve Tests to continue fighting.

Suppressor Servitor

When planetary enforcers or magistratum needs to disperse crowds of rioters or belligerent hive residents, they employ Suppression Servitors to aid their enforcers. Designed for intimidation and maximum semi-lethal force, these hulking brutes stand two and a half meters tall with a hunched, ape-like posture. Their faces have been replaced with the gilded seal of the local Lord Sector, and one hand has been replaced with a massive pneumatic piston launcher capable of scattering rioters like leaves or tossing a single malefactor through the air with a crushed chest.

The other arm has been removed entirely, replaced with a complicated dual weapon attachment. The enforcers and magistratum knows that a squad of these can scatter a rampaging crowd of thousands, and they make a point of turning the instigators of these riots into the next batch of Suppression Servitors.

Strength	5	Intellect	1
Agility	2	Willpower	1
Toughness	5	Fellowship	1
Initiative	4	Defense	3
Speed	5	Wounds	5
Shock	2	Soak	4
Resolve	1	Conviction	2
Passive Awareness	2		
Resilience	7 (Armor plating 2)		
Skills	Weapon Skill 6, Default 4		
Size	Large		
Keywords	Imperium, Government, Magistratum, Servitor		

Attacks

Auto-Grenade Launcher with Choke

Grenades (Damage -; AP 0; Range 60m; Salvo 2; Blast (Medium))

Pneumatic Piston Launcher (See Below)

Special Abilities

Incantation of the Iron Soul: Suppressor 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)

Dual Attack Mode: Instead of attacking normally with its Pneumatic Piston Launcher, the Suppression Servitor may make choose to make one of the following attacks.

Area Burst: The servitor raises his launcher and fires a tremendous burst into the ground, knocking its opponents away with a powerful blast. The servitor does not roll to hit with this attack. Anyone within one meter must make an Agility Test (DN 3) or take 7+1ED damage with 0 Pen. Average sized targets and smaller are also knocked directly away 1d6 meters then fall prone.

Focused Strike: The servitor aims his launcher at a single opponent, and discharges the entire

pneumatic charge into their chest. The servitor makes a normal melee attack. If it hits, it deals 12+3ED Impact damage with Pen -4. Large sized targets and smaller are knocked directly away 2d6 meters and fall prone.

Technical Servitor

Technical Servitors are a common sight in the Imperium; they are not intended for combat but are very useful in assisting battlefield operations. These are referred to as "mono-tasks", being physically changed and augmented to perform a specific function. Commonly they are used as load lifters and cranes, but more exotic mono-tasks include the heavy weapon mount and the mobile weapons rack. These are the standard Servitors that accompany a Tech-priest.

While many are vat-grown, often a criminal, particularly one who has offended the Cult Mechanicus, will be sentenced to "Servitude Imperituis" and will be handed over to the Tech-priests to be mind-wiped, reprogrammed, and cybernetically-enhanced to serve some specific, rudimentary function. Servitors are mindless, possessing only the most basic of instincts. Their brains are programmed to perform only the task they were designed for. The altered and fragmented brain of a Servitor functions poorly unless constantly supervised. Most will go into a state of mindlock, babbling incoherent nonsense as the Servitor tries to assert some form of awareness.

Strength	4	Intellect	1
Agility	2	Willpower	1
Toughness	3	Fellowship	1
Initiative	3	Defense	2
Speed	5	Wounds	3
Shock	2	Soak	4
Resolve	1	Conviction	2
Passive Awareness	2		
Resilience	7 (Armor plating 2)		
Skills	Weapon Skill 5, Default 4		
Size	Average		
Keywords	Imperium, Adeptus Mechanicus, Servitor		

Attacks

Servo Arm (9+2ED; AP -3; Range M;
Unwieldy[2])

Special Abilities

Assistant: If an ally is within 10 meters of a servitor, the ally gains +2 dice to all related Skill Tests to its pertinent functions (See below).

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)

There are many types of Servitor, each designed for a certain task, some examples of which are:

Function	Description
Drone	These servitors are living robots – stupid and essentially mindless slaves ideal for menial work and little else.
Ecclesiarchal	These servitors are exclusively used by the Adeptus Sororitas. They are specially modified by the Adeptus Mechanicus to suit the Sisters' needs and are dispatched first into combat zones to provide essential

infrastructure for their campaigns; as well as providing maintenance for damaged vehicles and buildings.

Holomat

These servitors act as holographic recordists.

Lexomat

These servitors are like human computers with tremendous calculating powers.

Technomat

These servitors operate and service machines.

Xenolinguitor

These servitors are designed to translate xeno texts and write down the translations for the Imperium's use.

Mounts

Perhaps the most basic form of "vehicle," the use of riding animals of one sort or another is commonplace on worlds without the technological capacity to produce or maintain their own mechanized transport. Creatures capable of bearing riders are often purpose bred, large and strong enough to travel considerable distances. However, unless the mount is trained to fight in combat, they can be more of a liability than a boon in a fight.



Mounts can carry one or more riders, depending on how much weight they can bear. While riding a steed, you substitute your mount's Movement rates for your own. A mount can carry a rider for up to 8 hours plus a number of hours equal to its Toughness attribute before it must make a Toughness Test (DN set by gm) to avoid becoming Exhausted. If an Exhausted mount fails a second Toughness Test, it collapses from fatigue. At the GMs discretion, such cruel treatment may also carry a risk of injuring the mount.

If a mount is slain, its rider is in trouble. Make a Pilot test (DN 5). If you succeed, you leap or roll away from the collapsed steed, unharmed and on your feet. If you fail this test, roll d6 and consult the results below. A complication on the test increases the result by +2.

D6	Description
1	Narrow Escape: You manage to roll out from underneath your steed just in time. You must take an Action to stand and regain your footing.
2-3	Thrown: In your steed's death throws, it flings you 1d6 meters away in a scattered forward direction. Take 1 Shock when you land.
4-5	Partially Trapped: One of your legs becomes trapped by your steed, dealing 1 Shock. Each Round, on your Turn, you may spend an Action to Test Strength (DN 3) to pull yourself free.
6	Completely Trapped: Your mount falls completely on top of you, crushing you beneath its bulk. You take 1d3 Shock. Each Round on your Turn, you may spend an Action to attempt a Strength Test (DN 4) to pull yourself free. If you fail, you suffer an additional point of Shock each Round that you remain trapped. While trapped, you have cover. Consider what sort of character, you'll play next.

Riding Horse

The standard riding beast of the Imperium, the horse has seeded far and wide across the galaxy, imported by colonists in need of an adaptable, docile and hardy beast of burden.

Strength 5 | Intellect 2

Agility	3	Willpower	2
Toughness	4	Fellowship	3
Initiative	3	Defense	3
Speed	12	Wounds	4
Shock	3	Soak	4
Resolve	3	Conviction	2
Passive Awareness		2	
Resilience		4	
Skills		Weapon Skill 4, Default 3	
Size		Average	
Keywords		Imperium, Beast, Mount	

Attacks

Hoof (3+2ED; AP 0; Range M;)

Special Abilities

Bred for War: The Imperium has been in a state of constant war for thousands of years. Over such a vast span of time the methods of breeding and training riding beasts have improved significantly, allowing riders to turn instinctual creatures into living weapons of war. This mount is used to the rigors of combat and the din of battle, and thus automatically passes all Willpower Tests to avoid fleeing or pinning.

Scrag-Bear

Scrag-bears are omnivorous demi-ursids, with long, lank and ragged fur, shovel-like fore claws and a continuously slavering snout. An example of one of the many vicious animals that have been semi-domesticated by humanity, the so-called Scrag-Bear, is a native to the brutal feral world of Endrite but since has been successfully bred elsewhere. It is a foul tempered and notoriously shortsighted but phenomenally strong and durable beast. Difficult to train and temperamental scrag-bears must be reared from birth to be used as mounts, but can be extremely loyal to their masters who they recognize by scent and well-suited to battle.

Strength	5	Intellect	3
Agility	3	Willpower	3
Toughness	5	Fellowship	2
Initiative	6	Defense	5
Speed	8	Wounds	6
Shock	5	Soak	6
Resolve	3	Conviction	3
Passive Awareness		5	

Resilience	7 (Thick Pelt: 2)
Skills	Weapon Skill 7, Default 3
Size	Average
Keywords	Imperium, Beast, Mount

Attacks

Rending Claw (7+2ED; AP -1; Range M;)

Special Abilities

Bred for War: The Imperium has been in a state of constant war for thousands of years. Over such a vast span of time the methods of breeding and training riding beasts have improved significantly, allowing riders to turn instinctual creatures into living weapons of war. This mount is used to the rigors of combat and the din of battle, and thus automatically passes all Willpower Tests to avoid fleeing or pinning.

Psyber Familiars

The Imperium makes use of domesticated animals for a variety of purposes. Grox are harvested for their meat and used as beasts of burden, whilst gene-enhanced mastiffs provide scent hounds for aristocratic hunting parties and vox-implanted avians are used as couriers. In more esoteric roles, too, a number of creatures are sought after, and few are more iconic than the psyber-eagle which accompanies high-ranking individuals such as Imperial Inquisitors. These Familiars can boost the abilities of people with psychic powers and are used by all manner of psykers, from the battle-hardened Librarians of the Adeptus Astartes to the unsanctioned Warp witches that lurk in the underhives.

Familiars take many forms. Those used by Imperial psykers are commonly cybernetically-augmented or mechanical animals or creatures. They are mentally linked with their master, which allows its master to command it, see and hear through its senses and use its powers. The master is aware of everything the familiar is aware of, and vice-versa. If the familiar is injured, psychic feedback will hurt the master as well. Every time the familiar suffers damage, add +D3 to the controlling character's Shock total.

Familiars are generally treated in the same way as player characters, but due to their nature as servile creatures there are some exceptions.

Psychic Familiars are normally controlled by their master via complex psy-receptive circuitry known as a "psyber lure," which is implanted in both master and Familiar. With this particular method of command, the master is able to perceive everything that the Familiar does and can remain in control of it even over large distances.

Commands must be issued in order for the Familiar to perform specific tasks. These are generally made up of single words or a short sentence by the controlling character (although it can also be done in an instant by a mind-impulse with the psyber-lure, provided the Familiar is equipped for use with such a device). Issuing a command is a Free Action. At the GM's discretion, a Familiar may have to succeed on an Intellect Test to carry out a complicated order. The range at which a Familiar can follow mental orders is equal to its master's Willpower in kilometers, but this may be adversely influenced by local conditions, again at the GM's discretion.

If the Familiar's master comes under attack, the Familiar will automatically move to his defense, attacking the assailant until it receives instructions otherwise, or the assailant is vanquished. Upon completing a task, a Familiar will return to its master's side unless it has received prior orders.

A psychic Familiar is obviously of greatest use to a psyker. A character with the Psyker keyword may treat a Familiar as a psy focus so long as it is within a number of meters equal to his Psychic Mastery. A psyker may choose to use any Psychic Power with the range of Self on his Familiar instead of on himself. Finally, the psyker may use his Psychic Powers through his Familiar, treating it as the origin point of any power so long as it is within a number of meters equal to his Willpower x 5. The psyker is still considered the point of origin for Perils of the Warp.

Psyber-Eagle

Psyber-Eagles are genetically and cybernetically enhanced familiars created as gifts from the Adeptus Mechanicus to the grandees of the Imperium. They are often utilized by psykers to extend and channel their powers, and their uncanny (and intentional) resemblance to the imperial aquila grants their owner an aura of regality in imperial society.

Strength	6	Intellect	5
Agility	6	Willpower	5
Toughness	5	Fellowship	6
Initiative	4	Defense	4
Speed	12 (Flight)	Wounds	4
Shock	5	Soak	4
Resolve	4	Conviction	2
Passive Awareness		4	
Resilience		7 (Armor Plating 2)	
Skills	Weapon Skill 5, Awareness 7, Default 4		
Size	Small		
Keywords	Imperium, Adeptus Mechanicus, Familiar, Nobility		

Attacks

Rending Claws (6+1 ED; AP -2; Brutal)

Special Abilities

Incantation of the Iron Soul: Psyber-Eagles are unaffected by powers and abilities that affect the mind. They never need to make Resolve Tests to continue fighting.

Loyal Protector: Whilst the Psyber Eagle is within 12 meters of its owner, enemy characters that attack its controlling character in melee will trigger an automatic attack of opportunity - the psyber eagle will surrender its action in the following Turn in order to do so, even if the Psyber Eagle itself was engaged in melee, and move to the attacking enemy.

Psyber-Raven

A psyber-raven is a psyber familiar, a common choice of familiar among the Adeptus Astartes, particularly with Librarians. These dark-winged creatures are excellent for scouting objectives,

their keen eyes picking out enemy ambushes and relaying troop positions. The bird's brooding appearance atop a shoulder pauldron and its occasional muttering of ominous phrases can be useful side effects as well.

Strength	2	Intellect	2
Agility	5	Willpower	2
Toughness	2	Fellowship	2
Initiative	3	Defense	6
Speed	12 (Flight)	Wounds	2
Shock	2	Soak	2
Resolve	2	Conviction	2
Passive Awareness		4	
Resilience		4 (Armor plating 2)	
Skills	Weapon Skill 3, Awareness 8, Default 3		
Size	Tiny		
Keywords	Imperium, Servitor, Familiar, Adeptus Astartes		

Attacks

Rending Claws (3+1 ED; AP -2; Brutal)

Special Abilities

Incantation of the Iron Soul: Psyber-Ravens are unaffected by powers and abilities that affect the mind. They never need to make Resolve Tests to continue fighting.

TOOLS & EQUIPMENT



Table: Tools & Equipment

Name	Value	Keywords
Anti-Gas & Viral Protective Gear		
Filtration Plugs	3 Common	Protective Gear, Imperium, Scum, Lower Class
Gas Mask	4 Common	Protective Gear, Imperium, <Any>
Pheromone Nasal	7 Uncommon	Protective Gear, Imperium, Nobility
Filtration-Plugs		
Re-Breather/Respirator	2 Uncommon	Protective Gear, Imperium, <Any>
Automata		
Nexomat	2 Very Rare	Automata, Imperium, Adeptus Astra Telepathica, Inquisition, Adeptus Mechanicus
Shade-Servitor	3 Rare	Automata, Imperium, Rogue Trader Fleets, Navis Nobilite, Nobility
Sky Eye	4 Very Rare	Automata, Imperium, Adeptus Mechanicus, Inquisition
Vox-Drone	1 Uncommon	Automata, Imperium, Middle Class, Nobility
Augers		
Auspex	5 Rare	Auger, Imperium, Adeptus Mechanicus
Bio-Scanner	2 Rare	Auger, Imperium, Imperial Navy, Adeptus Mechanicus
Hand-Held Targeter	5 Uncommon	Auger, Imperium, Astra Militarum, Military
Long-Range Auspex	Varies	Auger, Imperium, Adeptus Mechanicus
Motion Tracker	5 Uncommon	Auger, Imperium, Adeptus Arbites
Poi-Savant	2 Rare	Auger, Imperium, Nobility
Psi-Tracker	6 Very Rare	Auger, Imperium, Inquisition, Imperial Navy, Adeptus Astra Telepathica
Psyocculum	5 Rare	Auger, Imperium, Adeptus Astra Telepathica, Inquisition, Ordo Hereticus, Adeptus Sororitas
Rad Counter	5 Uncommon	Auger, Imperium, Scum
Salvation Auger	5 Uncommon	Auger, Imperium, Middle Class, Nobility
Consumables		
Amasec	4 Common	Consumable, Intoxicant, Imperium, Nobility
Belly-Churn	2 Common	Consumable, Imperium
Blush	2 Uncommon	Consumable, Intoxicant, Imperium, Rogue Trader Fleet
Civilian Relief Rations	2 Common	Consumable, Imperium, Astra Militarum, Departmento Munitorum
Combat Ration Pack	3 Common	Consumable, Imperium, Astra Militarum, Departmento Munitorum
Daily Prayers	2 Common	Consumable, Imperium, Astra Militarum, Departmento Munitorum, Adeptus Ministorum
Dammassine	3 Common	Consumable, Intoxicant, Imperium, <Any>
Emergency Rations	4 Common	Consumable, Imperium, Astra Militarum, Departmento Munitorum
Gorsk White Gyn	2 Uncommon	Consumable, Intoxicant, Imperium, Rogue Trader Fleet
Long Duration Rations	6 Common	Consumable, Imperium, Astra Militarum, Departmento Munitorum
Ploin Juice	3 Uncommon	Consumable, Imperium, Imperial Navy, Voidfarer
Raenka	5 Uncommon	Consumable, Intoxicant, Imperium, Rogue Trader Fleet
Rahzvod	5 Uncommon	Consumable, Intoxicant, Imperium, Rogue Trader Fleet
Ration Grubs	6 Very Rare	Consumable, Imperium, Rogue Trader Fleet
Ration Packs	1 Uncommon	Consumable, Imperium, Astra Militarum, Departmento Munitorum
Recaf	6 Uncommon	Consumable, Imperium
Rotgut Booze	3 Common	Consumable, Intoxicant, Imperium, <Any>
Sacra	7 Very Rare	Consumable, Imperium, Astra Militarum

Name	Value	Keywords
Soylens Viridiens	2 Common	Consumable, Imperium, Astra Militarum, Departmento Munitorum, Military, Adeptus Mechanicus
Styger Milk	6 Common	Consumable, Imperium, Rogue Trader Fleet
Tanna	6 Uncommon	Consumable, Imperium, Astra Militarum
Theosophist's Philtre	7 Very Rare	Consumable, Intoxicant, Imperium, Academic, Nobility
Tranq	2 Common	Consumable, Intoxicant, Imperium, Astra Militarum, Military, Scum, Outcasts
Wines of Quaddis	Varies	Consumable, Intoxicant, Imperium, Nobility, Rogue Trader Fleet
Dispensers		
Inhaler	4 Uncommon	Dispenser, Imperium, Recidivist, Scum, Outcasts
Injector	5 Uncommon	Dispenser, Imperium, Recidivist, Scum, Outcasts
Pheromone Mister	6 Uncommon	Dispenser, Imperium, Nobility
Tox-Mister	7 Uncommon	Dispenser, Imperium, <Any>
Field Kits		
Bio-Sample Kit	4 Uncommon	Field Kit, Imperium, Adeptus Administratum, Officio Medicae
Chirurgeon's Tools	4 Uncommon	Field Kit, Imperium, <Any>
Demolition Kit	2 Rare	Field Kit, Imperium, Inquisition, Astra Militarum, Military
Disguise Kit	7 Uncommon	Field Kit, Imperium, Inquisition, Officio Sabatorum
Emergency Kit	7 Uncommon	Field Kit, Imperial Navy, Voidfarer, Rogue Trader Fleets, Void Pirate
Excruciator Kit	5 Rare	Field Kit, Adeptus Ministorum, Inquisition
Feral Healer's Kit	3 Uncommon	Field Kit, Imperium
Feudal Healer's Kit	3 Uncommon	Field Kit, Imperium
Forgery Kit	3 Uncommon	Field Kit, Imperium, Scum, Inquisition
High Provender	5 Very Rare	Field Kit, Imperium, Nobility
Hospitaller Medicae Kit	3 Rare	Field Kit, Imperium, Adeptus Sororitas
Hostile Weather Gear	6 Common	Field Kit, Imperium, Astra Militarum, Departmento Munitorum, Military
Medicus Ministorum	3 Rare	Field Kit, Imperium, Adeptus Ministorum
Medikit	3 Uncommon	Field Kit, Imperium, Astra Militarum, Departmento Munitorum
Mess Kit	3 Common	Field Kit, Imperium, Astra Militarum, Departmento Munitorum
Officio Medicae Medi-Kit	3 Rare	Field Kit, Imperium, Adeptus Administratum, Officio Medicae
Personal Grooming Kit	2 Common	Field Kit, Imperium, Astra Militarum, Departmento Munitorum
Physik Kit	5 Common	Field Kit, Imperium, Astra Militarum, Departmento Munitorum
Ryboth Travel Survival Kit	Varies	Field Kit, Imperium, Astra Militarum, Voidfarer
Saboteur's Supplies	7 Rare	Field Kit, Imperium, Officio Sabatorum, Rogue Trader Fleet
Survival Kit	5 Uncommon	Field Kit, Imperium, Astra Militarum, Voidfarer
Tool Kit	2 Common	Field Kit, Imperium, Lower Class, Middle Class
Weapon Maintenance Kit	3 Common	Field Kit, Imperium, Astra Militarum, Military
Writing Kit	2 Common	Field Kit, Imperium, Adeptus Administratum, Government
Medical Gear		
Bio-Booster	2 Uncommon	Medicae, Imperium, <Any>
Excruciator	3 Very rare	Medicae, Imperium, Inquisition
Field Suture	2 Common	Medicae, Imperium, Astra Militarum, Military
Resusatrix Chamber	7 Very Rare	Medicae, Imperium, Adeptus Mechanicus
Screaming Tourniquet	6 Common	Medicae, Imperium, Astra Militarum, Military

Name	Value	Keywords
Synth-Skin	3 Uncommon	Medicae, Imperium, Astra Militarum, Military
Toxin Wand	1 Rare	Medicae, Imperium, Officio Medicae
Personal Gear		
Auto Quill	4 Uncommon	Personal Gear, Imperium, Adeptus Administratum, Government
Auto-Ledger	3 Uncommon	Personal Gear, Imperium, Adeptus Administratum, Commercia, Rogue Trader Fleet
Axe-Rake	3 Common	Personal Gear, Imperium, Lower Class, Middle Class
Bedroll	1 Common	Personal Gear, Imperium, Astra Militarum, Military, Departmento Munitorum
Bulkhead Cutters	3 Uncommon	Personal Gear, Imperium, Rogue Trader Fleets, Imperial Navy, Voidfarer
Bypass Spike	3 Common	Personal Gear, Imperium, Lower Class, Middle Class
Chem Lamp	2 Common	Personal Gear, Imperium, <Any>
Clip/Drop Harness	5 Common	Personal Gear, Imperium, <Any>
Coded Hab-Slate	1 Uncommon	Personal Gear, Imperium, Adeptus Administratum
Cognomen	1 Common	Personal Gear, Imperium, Adeptus Administratum, Government
Comm Leech	4 Rare	Personal Gear, Imperium, Inquisition, Scum, Recidivist
Compass/Orientation Device	2 Common	Personal Gear, Imperium, Astra Militarum, Military
Concealed Holster	Varies	Personal Gear, Imperium, Any, Scum, Voidfarer
Control Collar	5 Uncommon	Personal Gear, Imperium, Recidivist, Scum
Dark Mask	5 Very Rare	Personal Gear, Imperium, Recidivist, Scum
Data-Loom	2 Very Rare	Personal Gear, Imperium, Adeptus Mechanicus
Eikon	4 Common	Personal Gear, Imperium, Adeptus Ministorum, Middle Class, Military
Emperor's Tarot	Varies	Personal Gear, Imperium, Adeptus Astra Telepathica
Excruciator	6 Uncommon	Personal Gear, Imperium, Adeptus Ministorum, Inquisition
Explosive Collar	4 Uncommon	Personal Gear, Imperium, Adeptus Arbites, Astra Militarum, Military, Scum
Field Sack	1 Common	Personal Gear, Imperium, Astra Militarum, Military
Flak Spray	5 Rare	Personal Gear, Imperium, Officio Sabatorum, Inquisition
Gene Printer	4 Very Rare	Personal Gear, Imperium, Adeptus Mechanicus, Adeptus Arbites
Glidewing	3 Very Rare	Personal Gear, Imperium, Nobility
Glow-Glob/Lamp Pack	2 Common	Personal Gear, Imperium, <Any>
Grapnel & Line	5 Common	Personal Gear, Imperium, <Any>
Hand Vox	4 Common	Personal Gear, Imperium, <Any>
Heavy Rock Cutter	4 Common	Personal Gear, Imperium, Lower Class, Construction
Heavy Rock Drill	6 Common	Personal Gear, Imperium, Lower Class, Construction
Heavy Rock Saw	4 Uncommon	Personal Gear, Imperium, Lower Class, Construction
Holo Wafer	1 Rare	Personal Gear, Imperium, Hired Gun, Scum
Hunting Musk	3 Common	Personal Gear, Imperium
Infantry Lamp Pack	2 Common	Personal Gear, Imperium, Astra Militarum, Military
Lascutter	4 Rare	Personal Gear, Imperium, Imperial Navy, Rogue Trader Fleets, Voidfarer
Laud Hailer	3 Common	Personal Gear, Imperium, Adeptus Arbites, Adeptus Ministorum
Lock Punch	3 Very Rare	Personal Gear, Imperium, Government, Adeptus Arbites, Voidfarers, Recidivist, Scum
Long-Distance Extendable Retraction Rod	Varies	Personal Gear, Imperium, Rogue Trader Fleet, Voidfarer

Name	Value	Keywords
Luma-Crete	4 Very Rare	Personal Gear, Imperium, Adeptus Mechanicus
Magnacles	4 Uncommon	Personal Gear, Imperium, Adeptus Arbites, Government, Hired Gun
Magnetic Harness	6 Rare	Personal Gear, Imperium, Adeptus Arbites, Government, Hired Gun
Manacles	3 Common	Personal Gear, Imperium, Adeptus Arbites, Government, Hired Gun
Melta Gel	2 Very Rare	Personal Gear, Imperium, Imperial Navy, Rogue Trader Fleet, Voidfarer, Construction
Melta-Drill	6 Very Rare	Personal Gear, Imperium, Adeptus Mechanicus, Rogue Trader Fleet, Construction
Mining Laser	6 Uncommon	Personal Gear, Imperium, Lower Class, Construction
Money Pouch	2 Common	Personal Gear, Imperium, <Any>
Multicompass	3 Very Rare	Personal Gear, Imperium, <Any>
Multikey	6 Rare	Personal Gear, Imperium, Scum
Nephitic Acid	7 Rare	Personal Gear, Imperium, Adeptus Mechanicus
Null Rod	3 Unique	Personal Gear, Imperium, Inquisition, Adeptus Astra Telepathica
Ocular Catechizer	4 Common	Personal Gear, Imperium, Adeptus Administratum
Pass Tokens	1 Common	Personal Gear, Imperium
Photo-Contacts	5 Uncommon	Personal Gear, Imperium, <Any>
Photo-Visor	3 Rare	Personal Gear, Imperium, <Any>
Pict Recorder	5 Common	Personal Gear, Imperium, <Any>
Pinner	Varies	Personal Gear, Imperium, Recidivist, Scum
Portable Gravity Adjustment Panel	5 Rare	Personal Gear, Imperium, Voidfarer
Power Board	2 Unique	Personal Gear, Imperium, Archeotech
Psy Focus	4 Rare	Personal Gear, Imperium, Adeptus Astra Telepathica
Psychic Hood	6 Very Rare	Personal Gear, Imperium, Adeptus Astra Telepathica
Psycrystal	2 Rare	Personal Gear, Imperium, Rogue Trader Fleet, Voidfarer
Regicide Set	2 Common	Personal Gear, Imperium, <Any>
Reliquary	4 Common	Personal Gear, Imperium, Adeptus Ministorum, Ordo Hereticus, Adeptus Sororitas
Remuneration Engine	7 Very Rare	Personal Gear, Imperium, Adeptus Mechanicus, Commercia, Rogue Trader Fleet
Sacred Incense	3 Very Rare	Personal Gear, Imperium, Ordo Malleus
Shock Collar	4 Common	Personal Gear, Imperium, <Any>
Simulacrum Imperialis	4 Unique	Personal Gear, Imperium, Adeptus Ministorum, Adeptus Sororitas, Inquisition
Skeleton Keys	1 Uncommon	Personal Gear, Imperium
Spyrer Wings	6 Rare	Personal Gear, Spyrer
Straight-Cape (Canvas)	4 Rare	Personal Gear, Imperium, Government, Hired Gun, Adeptus Arbites
Straight-Cape (Mem-wire)	6 Rare	Personal Gear, Imperium, Government, Hired Gun, Adeptus Arbites
Teleportation Pack	7 Very Rare	Personal Gear, Imperium, Rogue Trader Fleet
Vertical Spindle Set	Varies	Personal Gear, Imperium, Rogue Trader Fleet, Commercia, Scum
Vid-Relay	7 Common	Personal Gear, Imperium, Astra Militarum, Military
Vox-Caster	3 Rare	Personal Gear, Imperium, Astra Militarum, Military
Vox-Pickup	4 Rare	Personal Gear, Imperium, Adeptus Arbites
Vox-Thief	7 Rare	Personal Gear, Imperium, Adeptus Mechanicus
Ward Accessor	5 Common	Personal Gear, Imperium, <Any>
Web Solvent	5 Common	Personal Gear, Imperium, <Any>

Name	Value	Keywords
Whistle	1 Common	Personal Gear, Imperium, <Any>
Witch Cage	4 Rare	Personal Gear, Imperium, <Any>
Publications & Records		
Book of Saint Lucius	6 Uncommon	Record, Imperium, Adeptus Ministorum
Carta Sanguine	3 Rare	Record, Imperium, Adeptus Ministorum
Digesta Emporia Calixia	5 Rare	Record, Imperium, Adeptus Ministorum
Elseways Charts	5 (Very Rare)	Record, Imperium, Navis Nobilite, Rogue Trader Fleet
Liber Heresiis	7 Very Rare	Record, Imperium, Ordo Hereticus
Litanies of Faith	Varies	Record, Imperium, Adeptus Ministorum, Adeptus Sororitas, Ordo Hereticus
Navis Prima	Varies	Record, Imperium, Imperial Navy, Rogue Trader Fleet, Voidfarer
Penthriif Dreadfuls	3 Common	Record, Imperium
Planetary Codex	2 Unique	Record, Imperium, Commercia, Rogue Trader Fleet, Voidfarer
Rule of Sororitas	3 Rare	Record, Imperium, Adeptus Sororitas
Thorian Missal	3 Rare	Record, Imperium, Adeptus Ministorum, Adeptus Sororitas
Shelter & Habitation		
Arms Coffer	6 Common	Sheltering, Imperium, Military
Beast Cages	Varies	Sheltering, Imperium, Rogue Trader Fleet, Recidivist, Voidfarer
Bloodlock Bolt	1 Unique	Sheltering, Imperium, Rogue Trader Fleets
Cameleoline Grid	4 Unique	Sheltering, Imperium, Rogue Trader Fleets
Camp Warders	4 Rare	Sheltering, Imperium, Rogue Trader Fleets, Voidfarer
Cogitator System	5 Common	Sheltering, Imperium, Adeptus Administratum, Government
Decryption Cogitator	5 Rare	Sheltering, Imperium, Adeptus Mechanicus, Rogue Trader Fleet, Voidfarer
Emergency Hab	Varies	Sheltering, Imperium, <Any>
Flex-Tent	Varies	Sheltering, Imperium, <Any>
Gravity Generator	2 Very Rare	Sheltering, Imperial Navy, Adeptus Mechanicus, Rogue Trader Fleet, Voidfarer
Holo-Projector	1 Rare	Sheltering, Imperium, <Any>
Isotropic Fuel Rod	1 Rare	Sheltering, Imperium, Adeptus Mechanicus
Jovian-Pattern Modular	Varies	Sheltering, Imperium, Adeptus Mechanicus, Astra Militarum, Rogue Trader Fleets, Military
Hab Base		
Mantle-Shrine	1 Common	Sheltering, Imperium, Adeptus Ministorum, Lower Class
Occlusive Vault	Varies	Sheltering, Imperium, Rogue Trader Fleet, Voidfarer, Void Pirates
Perimeter Defense System	Varies	Sheltering, Imperium, <Any>
Proximity Alarm	4 Uncommon	Sheltering, Imperium, <Any>
Rapid Deployment Shelter	7 Very Rare	Sheltering, Imperium, Adeptus Mechanicus, Rogue Trader Fleet, Voidfarer
Razor Wire	4 Common	Sheltering, Imperium, Military, Government
Sandbags	1 Common	Sheltering, Imperium, Astra Militarum, Military
Signal jammer	7 Rare	Sheltering, Imperium, Adeptus Mechanicus, Inquisition, Scum
Stasis Pod	5 Very Rare	Sheltering, Imperium, Adeptus Mechanicus, Rogue Trader Fleet
Static Generator	2 Rare	Sheltering, Imperium, Adeptus Mechanicus, Inquisition, Scum
Stummers	3 Uncommon	Sheltering, Imperium, <Any>

Name	Value	Keywords
Tent	2 Common	Sheltering, Imperium, Astra Militarum, Military
Vox-Phonograph	5 Uncommon	Sheltering, Imperium, Nobility, Adeptus Ministorum
Voidship & Orbital Equipment		
Lord-Captain's Baton	2 Very Rare	Voidship Gear, Personal Gear, Imperium, Imperial Navy, Rogue Trader Fleet, Voidfarer
Lumenmould	1 Uncommon	Voidship Imperium, Personal Gear, Imperial Navy, Rogue Trader Fleet, Voidfarer
Prognosticator	6 Very Rare	Voidship Gear, Imperium, Void Pirate, Recidivist
Void Abacus	7 Unique	Voidship Gear, Imperium, Archeotech
Voidbait	Varies	Voidship Gear, Imperium, Void Pirate, Recidivist
Void Coffer	9 Very Rare	Voidship Gear, Imperium, Void Pirate, Recidivist
Voidbane Generator	6 Unique	Voidship Gear, Imperium, Adeptus Mechanicus

"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.

Anti-Gas & Viral Protective Gear

There are a number of anti-gas and antitoxin devices available, giving a greater or lesser degree of protection.

Filtration Plugs

Filter plugs or flugs, are simple filters which hivers stick firmly up their nostrils to purify the air they breathe. Cheap and disposable, these are used in their millions throughout the lower regions of a hive city and the underhives, where hive smog, pollutant clouds and toxic gases are constant hazards.

Flugs sieve out the worst of the pollution including most harmful substances. They are fairly effective against breathable toxins as long as the character remembers to keep his mouth shut, but have no effect on skin absorbed poisons.

A character wearing flugs can re-roll a failed Resistance test against dangerous gases.

Value: 3 (Common)

Keywords: Protective Gear, Imperium, Scum, Lower Class

Gas Mask

A gas mask is a mask used to protect the user from inhaling airborne pollutants and toxic gases. The mask forms a sealed cover over the nose and mouth, but may also cover the eyes and other vulnerable soft tissues of the face.

Pheromone Nasal Filtration-Plugs

These simple devices are inserted into the nasal cavities, innocuously hidden from casual view. These nasal plugs give a +1d bonus to resisting airborne toxins and allow a character to ignore the effects of a pheromone mister. Due to their easily concealable nature, it requires an Awareness Test (DN 4) to perceive their use.

Value: 7 (Uncommon)

Keywords: Imperium, Nobility

Re-breather/Respirator

Re-breathers or 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: Imperium, <Any>



Automata

The specialist equipment listed here are autonomous devices, that while may be capable of being held on one's person, can operate independently from their owners.

Nexomat

Nexomats appear to be crucified and tormented, vat-cultured servitors whose frames are shot through with aerials and antenna, the telescopic tips of which extended from their fingers and the base of their neck. Embedded in their chests are systems of loudspeakers. Nexomats are

specialized receptors, allowing for communication via astropaths and utilized for interstellar conferences. A Nexomat allows an Astropath to project and receive auditory and visual information in real time, relaying the words of others, of distances up to the sub- or sector level (roughly 100-200 light years).

Value: 2 (Very Rare)

Keywords: Automata, Imperium, Adeptus Astra Telepathica, Inquisition, Adeptus Mechanicus

Shade-Servitor

Hot environments are often doubly dangerous to travelers because they can compel visitors to a new planet to strip off their armor in order to withstand the heat, almost invariably a fatal mistake. Shade-servitors have no organic parts and are not, in fact, servitors in the strict Imperial sense of the word. They are relatively small devices resembling a cone surmounted by a series of ceramic lamellar blades that swiftly rotate in different directions. The devices hover about their master, using their blades as natural fans and parasols, occasionally supplemented with a cold blast of air sent over an internal cooling coil. Shade servitors have a small internal battery with a 12-hour reserve that constantly recharges via a series of photonic cells along their blades, allowing them to function near ceaselessly in hot, sunlit environments.

A shade-servitor is as much a statement of wealth as a practical device. They do assist in removing penalties due to heat and help to fend off exhaustion in hot environments (GMs discretion). Otherwise, they are merely a clear indicator of a given individual's wealth and tend to be adorned with intricate wood engravings or careful scrimshaw work. There are rumors of severely upgraded models, ones capable of hurling their blades to inflict lethal cuts or installed with a powered shield, but the veracity of such rumors is difficult to confirm.

Value: 3 (Rare)

Keywords: Automata, Imperium, Nobility, Rogue Trader Fleet, Navis Nobilite

Sky Eye

A techno-arcane device of great sophistication, a sky eye incorporates a small hovering sphere slightly less than two fingers wide with an elegant docking station containing a variety of holo-display modules. The sphere scouts out a chosen area within 15 kilometers of the docking station, a process that can take anywhere from a few minutes to several hours depending on the distances involved and the level of stealth asked of the sphere component. Upon the eye's return, the docking station produces perfect three-dimensional holomaps of the scouted area that can be downloaded to standard data-slates. Within the Imperium, only the Adeptus Mechanicus are known to be capable of producing such devices. Rumor has it the Inquisition has access to ultra-quiet sky eyes that incorporate camouflaging materials, which they use to scout out the interiors of rooms and buildings before entering.

The sky eye drone is a minuscule object that can sustain only a single hit before it is destroyed. It has the Speed of 8 (Flying). Attempts to detect the sky eye either by sight or hearing are at a +3 DN penalty.

Value: 1 (Uncommon)

Keywords: Automata, Imperium, Adeptus Mechanicus, Inquisition

Vox-Drone

A Vox-drone is a mobile communications platform used commonly with the Imperium of Man to carry recorded messages. The Vox-drone is an oblate metal unit about the size of a citrus fruit that has an anti-gravity emitter built within it.

The Vox-drone carries messages to people it is programmed to find by using a recorded pheromonal trace to track down the person for whom its message is intended. The drone can record short audio and holographic messages that will only be played for the person whose pheromonal markers match the drone's data set.

Because it carries a relatively small power cell, the Vox-drone can only be used for short-range communications and is generally used within the spires of wealthy hive cities to carry personal or business-oriented messages between the members of the hive's nobility.

Value: 1 (Uncommon)

Keywords: Automata, Imperium, Middle Class, Nobility

Augers

There are a variety of scanners and detectors in use across the Imperium, which is known by the collective title of augers.

Auspex

An auspex, a versatile handheld scanner, detects energy emissions, motion, and life signs up to a range of 50 meters with a high degree of accuracy. These can be given two settings: *active* and *passive*. If on *active*, the character uses an action to activate the auspex and makes an Awareness test with a +2d bonus straight away. If on *passive*, the auspex makes a Passive awareness (3) test at the start of every turn.

Value: 5 (Rare)

Keywords: Auger, Imperium, Adeptus Mechanicus

Bio-Scanner

These specialized augers detect the life signs of biological creatures, and can filter out differences between flora and fauna up to range of 50 meters. It can detect any living creature, but cannot detect any non-organic object.

Unlike auspexes, bio-scanners are always passive scanners, and automatically detect signatures within its radius unless specifically shielded.

Value: 2 (Rare)

Keywords: Auger, Imperium, Imperial Navy, Adeptus Mechanicus

Hand-Held Targeter

A hand-held targeter is a small device used in most forces of the Imperium. It is capable of detecting ranges to targets using optical sights for zooming, prediction systems for firing, and so on. It is commonly used by spotters assisting with artillery fire. A character with a hand-held targeter may spend an Action to grant another character a +2d bonus to his next Ballistic Skill test when firing a weapon indirectly (such as with an artillery emplacement).

Value: 5 (Uncommon)

Keywords: Auger, Imperium, Astra Militarum, Military

Long-Range Auspex

This is a larger and more powerful version of the hand-held auspex devices used by Imperial agents, usually mounted on a large, transportable chassis for added stability. Though bulky, it can scan huge areas of terrain as well as the sky above and the ground below to detect movement patterns, vox signals, seismic disturbances, and other programmed criteria. Its onboard cogitators analyze and display detected information. The Long-range Auspex counts as an Auspex in all respects, save its range is 5 kilometers and it can penetrate walls up to a meter thick. Very Rare versions increase the range to 10 kilometers, and Unique grant a +3d to Awareness Tests made with the device, instead of +2d.

Value: 7 (Rare), 5 (Very Rare), 1 (Unique)

Keywords: Auger, Imperium, Adeptus Mechanicus



Motion Tracker

A motion tracker detects movement up to a range of 50 meters, and the faster targets are moving, the more likely they are to be detected. The dedicated scanners are able to lock on to selected targets, filtering out other signatures, with a simple action, and will remain locked on until a target leaves the trackers range. In clustered locations, such as a sprawling hab block, an Awareness test may be required to detect specific individuals.

Value: 5 (Uncommon)

Keywords: Auger, Imperium, Adeptus Arbites

Poi-Savant

Spending time in xenos environments means that sooner or later one will have to sample the “local” cuisine, which may not resemble anything one is used to. Indeed, some travelers try to opt for a plant or creature that has a “familiar” appearance, but this is no less dangerous - for the assumption that a given thing must be safe to eat based on resemblance is a foolhardy one. Enter the poi-savant. A hand-held cogitation device, the poi-savant measures various levels of bio-chemicals and searches for signs of a diverse number of dangerous toxins in any substance that it is used to analyze. Any substance the poi-savant clears as “edible” is safe for human consumption, though not necessarily appetizing.

Poi-savants tend to be remarkably accurate devices as they have had well over a thousand years of field-testing. Indeed, many nobles make a point of commissioning their own personally tailored poi-savant, generally by miniaturizing them into elegant wands or ornate rings that they can simply pass over their meals without appearing unduly concerned (or rude).

Personal poi-savants must be updated regularly as new toxins are identified, leading to an ongoing race between their cogitators and the cunning of the countless assassins who constantly seek out new poisons in the hope that

they will thwart their target's poi-savant. Poi-savants were specifically designed to be easy to use; their operator need only make a Tech Test (DN 2) to employ them correctly.

A failed Test gives inconclusive readings, while a failure with a Complication indicates that a blameless substance is toxic or vice versa (GM decision).

Value: 2 (Rare)

Keywords: Auger, Imperium, Nobility

Psi-Tracker

Sometimes referred to as aetherscopes, these are a particular form of scanner designed to monitor disturbances in the empyrean and detect and analyze psychic energies. These sophisticated and tricky devices are used extensively by adepts and savants attached to the Holy Ordos, although very similar scanners are actually used as a common part of the engineering equipment of major starships to monitor the status of the ship's Geller field and its generators.

The Tech skill is required to be able use one of these scanners. Awareness Tests taken in conjunction with the device enable the user to determine the presence and relative strength of psychic force, Daemons, the lingering effects of warp disturbances and the like. Psi-trackers are somewhat temperamental devices with an operating range of no more than a few hundred meters (although they might register very powerful spikes and signals from far beyond that). They are also easily clouded and confused by powerful energy fields and psychic "background noise".

This is a very arcane device that can read shifts in warpspace, essentially detecting the souls of those nearby. A psi-tracker has the Psyniscience psychic power, and counts as having a Psychic Mastery 4 for making its test (which is used instead of Awareness).

Value: 6 (Very Rare)

Keywords: Auger, Imperium, Inquisition, Imperial Navy, Adeptus Astra Telepathica

Psyocculum

A form of photo-visor, psyocculum are designed to enhance the emanations made by psykers into a visual form. Commonly called witch-glasses, a Psyocculum grants the wearer a measure of sight into the Immaterium.

An Awareness Test (DN 3) reveals any psychic individuals or manifested Warp-creatures within the area to the wearer, highlighting them in a corona of white light. Following a successful Test, the wearer is able to see in the dark for the purpose of perceiving psykers and gains a +1d bonus to Ballistic Skill Tests when firing at the revealed psyker or Warp-creature. Any other sight-based Awareness Tests made while using a psyocculum suffer a +2 DN penalty due to the distorted images and traces of the Warp perceived by the wearer. Using a Psyocculum for more than a minute causes the wearer to gain one point of Shock and they may not remove this Shock or otherwise rest while it is worn.

Value: 5 (Rare)

Keywords: Auger, Imperium, Adeptus Astra Telepathica, Inquisition, Ordo Hereticus, Adeptus Sororitas



Rad Counter

A rad counter is a piece of technology often found in the form of an amulet or bracelet. It warns of dangerous emissions of radiation which would normally be invisible and undetectable with a change of color or a loud clicking noise. A character equipped with a rad counter can move around underhives in greater safety and explore its more heavily contaminated areas by using the rad counter to warn him of the radioactive hazards.

Value: 5 (Uncommon)
Keywords: Auger, Imperium, Scum

Salvation Auger

About the size of a pocket chrono, the salvation auger is designed to detect the presence of harmful radiation, airborne toxins and pollutants. These devices are common on most hive worlds, particularly for up-hivers venturing into the depths. Augers alert the wearer when danger is encountered, coming in a variety of patterns and makes, varying from ornate hololithic dials to utilitarian lapel-boxes that shriek alarms when triggered. Basic models do nothing more than signal danger, while the better models can be read with a Tech Test (DN 4) to determine the exact nature of the hazard.

Value: 5 (Uncommon)
Keywords: Auger, Imperium, Middle Class, Nobility

Consumables

There is a wide variety of food stuffs, nutrient sources, intoxicants and other consumables across the Imperium.

Some of these items have no direct game rules, but can add to the narrative roleplaying experience for both player characters and NPCs. Many can be used as trade items on many worlds, or to embellish a character's behavior or background. If the GM desires, special rules can also be created for specific items based on local variants; an especially potent regional recaf blend, for example, might keep a character from restful sleep for several days.

Amasec

Amasec is a popular alcoholic drink distilled from wine. It can range from lesser brews barely fit for firebombs to well-aged and flavorful brands suitable for only the finest of the Emperor's servants.

Value: 4 (Common)
Keywords: Consumable, Intoxicant, Imperium, Nobility

Belly-churn

Popular with nomadic peoples, the belly-churn is an animal stomach filled with milk, sewn shut and then flung over the side of a riding beast to slowly curdle. The resulting cheese is regarded as a delicacy and also keeps "fresh" a remarkably long time, making it the ideal ration for a lengthy journey.

Value: 2 (Common)
Keywords: Consumable, Imperium

Blush

This intoxicating drink is made from a rare small yellow fruit found on some worlds on the rimward edges of the Calixis Sector. Fermented properly in raw stone vats, it gives a very pleasant glowing feeling when imbibed. This glow is quite literal - as intoxication sets in, the drinker actually emits a soft reddish hue that diminishes as the effects fade and sobriety sets back in. Popular amongst debauched young nobles, it is a favorite drink at their parties, where they compete to see who can glow the brightest before passing out.

Value: 2 (Uncommon)
Keywords: Consumable, Intoxicant, Imperium, Rogue Trader Fleet

Civilian Relief Rations

Ration bricks made from recycled food waste or any other organic materials, used for civilian relief in areas of intense fighting. Also known as "Emperor's Mercy" bars, each can just barely keep a person alive for a day. The less said about their taste the better.

Value: 2 (Common)
Keywords: Consumable, Imperium, Astra Militarum, Departmento Munitorum

Combat Ration Pack

Each metallic pouch contains foodstuffs for one complete meal (including vitamin supplements) along with salt and water puri-tabs, a protein bar and minor medical supplies. No cooking is required but most troops either use open flames, squad hexamine stoves or their tank armor to heat them where possible. These packs are more or less sufficient to keep a soldier fighting, albeit flavorless (or worse bad tasting) and unappealing for extended use.

Value: 3 (Common)

Keywords: Consumable, Imperium, <Any>

Daily Prayers

Another civilian relief item, these parchments can be airdropped into cities or even rolled up and fired from grenades or mortars. Each contains inspirational addresses to maintain spiritual wellbeing and morale. Each is also heavily imprinted with nutrients - chewed they can sustain physical well-being as well.

Value: 3 (Uncommon)

Keywords: Consumable, Imperium, Astra Militarum, Departmento Munitorum, Adeptus Ministorum

Dammassine

Dammassine is an alcoholic beverage that has a sweet herbal taste with a hint of almond.

Value: 2 (Common)

Keywords: Consumable, Intoxicant, Imperium, Astra Militarum, Departmento Munitorum

Emergency Rations

Just a step above relief rations, these are generally stowed in tanks or aircraft to supplement individual packs. When a unit must wait for relief or rescue, they can stretch daily packs into weeks of sustenance.

Value: 4 (Uncommon)

Keywords: Consumable, Imperium, Astra Militarum, Departmento Munitorum

Gorsk White Gyn

Originating from the Fenksworld hive of Magnagorsk and distilled from modified engine coolant (hence its name), this caustic, ice-cloudy spirit is an extremely powerful brew and favored by those with a taste for something with a bigger kick than even triple-stilled amasec can provide. As well as making you feel as if your head has been staved in, Gorsk White, as a dilute measure, can also mitigate the effects of some tainted water and foods. Such "gyn mixes" are popular in the Metallican Infernis, the rookeries of Solomon and in the Soot Warrens of Tranch for this reason, though the Gorsk White remains the most infamous. Drinking unmixed Gyn requires an Intoxication Test (DN 4).

Value: 2 (Uncommon)

Keywords: Consumable, Intoxicant, Imperium, Rogue Trader Fleet

Long Duration Ration Pack

Much the same as a regular pack, but includes higher-energy items for troopers conducting forced marches or intense activities away from central command.

Value: 6 (Uncommon)

Keywords: Consumable, Imperium, Astra Militarum, Departmento Munitorum

Munsk Spirit Tonic

Originating from the planet of Munsk in the Calixis Sector, spirit tonic is an alcoholic brew produced mainly on the northern continent. Its ingredients are not widely known, though, there are rumors that the corpses of the small rodents dominating that area of the planet may be the primary ingredient, however, such whispers have yet to be proven. Regardless, steed tonic is infamous for its wretched flavor, inspiring

many theories about just what exactly is in it. Known to its detractors as "coward juice", consuming a measure of this foul fluid inspires a degree of "courage" to the imbiber. The natives of Munsk believe a swig can dull the pangs of fear and thus nearly all warriors drink the fluid before hunting, waging war or confronting their spouse.

This vile concoction conceals a powerful narcotic poison, once ingested it grants a +1d bonus on all Fear or Terror Tests made for the next 1d6 hours. However, it impairs judgment, inflicting a +2 DN penalty on all Intellect based Tests during this period. This substance is also addictive and more than capable of inflicting permanent brain damage in a frequent user.

Value: 6 (Uncommon)

Keywords: Consumable, Imperium, Rogue Trader Fleet

Ploin Juice

A common non-alcoholic beverage popular with many ship's crews as it combats many common illnesses brought on by the habitual poor diets most find in space travel. Made from the lopsided ploin fruit, it is rich in many vitamins and has an extended shelf life. It can be added to most poor quality distillations to add much-needed flavor, or even used as the basis for its own strong drink commonly known as "wobble" (as this is both what the fruit does when set upright, and what most users do after imbibing a few shots).

Value: 3 (Uncommon)

Keywords: Consumable, Imperium, Imperial Navy, Voidfarer

Raenka

Raenka is a highly prized brandy made from fermented Ploin juice and crafted through careful distillation in used amasec barrels. On several feudal worlds, it is a main export and secures a great percentage of yearly revenues. Prized for its rich dark yellow hue and subtle bouquet,

raenka connoisseurs eagerly watch for news each season on the stages of ageing and which areas are releasing their vintages. Many traders make a small but tidy profit carrying barrels by special request from fermentation yards to impatient buyers willing to circumvent the normal flow of the liqueur.

Value: 5 (Uncommon)

Keywords: Consumable, Intoxicant, Imperium, Rogue Trader Fleet

Rahzvod

Rahzaod is a clear alcoholic drink from the planet Vostroya. There are many varieties depending on region of origin - some are slightly colored by their ingredients

Value: 5 (Uncommon)

Keywords: Consumable, Intoxicant, Imperium, Rogue Trader Fleet

Ration Grubs

The world of Dusk is far more famed for its extreme deadliness than the rare few creatures that can aid one's life instead of quickly ending it. Still, it is from the swamps of Dusk that the exceedingly useful ration grubs hail. Originally discovered during a survey by an Adeptus Mechanicus Genetor explorator team, ration grubs are a phenomenally rich source of nutrients. A single freeze-dried grub, which is about the size of a man's thumb, provides a subsistence level of nutrients sufficient for a full day, however, the grub's indescribably foul taste and trace toxins make it a poor choice for a long-term diet. Some seasoned travellers like to joke that, as natives of Dusk, ration grubs continue to be deadly to one's appetite if nothing else.

Value: 6 (Very Rare)

Keywords: Consumable, Imperium, Rogue Trader Fleet

Ration Packs

Most food in the Imperium is packaged, processed and usually completely

unrecognizable as anything edible. The quality of ration packs varies widely, from simple and poor fare such as corpse starch (CS) rations and cultured algae up to flavored strips of grox meat and finest nutrislurry. Each pack contains enough nutrients to sustain an adult human for one day.

Value: 1 (Common)

Keywords: Consumable, Imperium, Astra Militarum, Departmento Munitorum

Recaf

Recaf is a popular hot beverage, made from crushed and brewed leaves. The composition can vary from planet to planet, but most blends have a stimulant such as caffeine as a basic release agent.

Value: 6 (Uncommon)

Keywords: Consumable, Imperium

Rotgut Booze

Alcohol comes in many shapes and sizes throughout the Imperium, and most cultures are noted for at least one kind of fermented liquid. The catch-all term for these more basic brews (especially by travelers) is rotgut booze.

Value: 3 (Common)

Keywords: Consumable, Intoxicant, Imperium, <Any>

Sacra

A spirit originally brewed on Tanith, before the planet was destroyed. The beverage of choice for the surviving men of Tanith.

Value: 7 (Very Rare)

Keywords: Consumable, Imperium, Astra Militarum

Soylens Viridiens

A bland but otherwise filling and somewhat nutritious vat-grown foodstuff. It is also known as

"Corpse-Starch" as it is said to be made from human corpses, mixed with random dead animals, plants, and other sources of dead biomatter typically disposed of in Hive cities to be recycled into food to lessen waste. Soylens Viridiens is a common staple among underhives, military rations, and other places where high demand for food meets low standards for taste. Several Mechanicus worlds favor it, considering it a far more efficient means of ingesting nutrients than plain animal tissue.

Value: 2 (Common)

Keywords: Consumable, Imperium, Astra Militarum, Departmento Munitorum, Military, Adeptus Mechanicus

Styger Milk

The Styger is a beast of burden found on the world of Fervious. Shortly after a Styger gives birth to a whelp, it produces a viscous fluid on which its young feeds. So thick is this vile substance that when a human consumes it, the milk coats the throat, windpipe and stomach for up to a day after being ingested. As well as being full of nutrients and proteins, the people of Fervious have found that the milk engenders resilience to poisons and toxins.

The Styger milk is so effective at neutralizing toxins that all Fervious's nobles, as a matter of course, drink it before eating. This has led to substantial trade for Styger dairy farmers who, before the discovery of the milk's benefits, were nothing more than just peasants. Now the dairy farmers have grown rich and powerful in their own right, fighting amongst themselves in the hopes of gaining a monopoly.

Anyone who drinks a dose of Styger milk gains a +2d Resistance to ingested poisons. The effects of Styger milk last for 1d6 hours, however, its long-term effects can be unpleasant, and aside from degrading the user's sense of taste, every time it is used the drinker must take a Toughness Test (DN 3) or suffer 1 point of permanent Toughness Damage.

Value: 6 (Common)

Keywords: Consumable, Imperium, Rogue Trader Fleet

Tanna

Tanna is a leafy plant native to the underground ice caverns of Valhalla. The planet's native inhabitants use the leaves to brew a tea, which is traditionally served in bowls. It is a fragrant tea with a strong, bitter aftertaste. Few non-Valhallans seem able to tolerate the beverage, and as such it is considered a bit of an acquired taste.

Value: 6 (Uncommon)

Keywords: Consumable, Imperium, Astra Militarum

Theosophist's Philtre

A heady, thick liquor of Archaos, forbidden by ancient law upon that world. It is said to give a drinker depth and clarity of thought, and though this is likely no more than the mystique that attends any forbidden item, this rare intoxicant is prized as a sign of culture and wealth amongst Calixian sophisticates.

Value: 7 (Very Rare)

Keywords: Consumable, Intoxicant, Imperium, Academics, Nobility

Tranq

Tranq covers an array of artificial, alcoholic chem-distillates brewed by underhive scum, criminals, and even Guardsmen desperate for respite from their wretched lots. It numbs the body and mind, which provides a very different feeling than being drunk on amasec, rotgut, or other spirits. Though similar in the end result, the effects of tranq are unpleasant, depressive, and require an acquired taste.

Value: 2 (Common)

Keywords: Consumable, Imperium, Intoxicant, Astra Militarum, Military, Scum, Outcasts

Wines of Quaddis

Although amasec may be the most popular fine spirit across the Calixis sector, and many local ales and vintages hold sway where they are made, the most sought-after alcohol is the wine of Quaddis. The garden world of Quaddis is considered by most to be nothing more than a myth, or perhaps a place that once did exist but is now long gone to dust. Regardless, the wines produced by its viniculture are valued above all others and almost preternaturally potent. Many hive nobles and guilders pay huge sums for them and, in some cases, plot, murder and steal to attain them; seeing them both a mark of ultimate opulence and good taste.

Three such wines are described here: the first, the Sorrowful Vintage, is widely regarded as a pale imitation of the real thing (but still highly desirable), the second, the Golden Tokay, is perhaps the most accessible "true" Quaddis wine, while the last, the Kataline Malmsey, is the stuff dreams are made off - hugely valuable and, legend holds, capable of killing an over-indulgent drinker with pure pleasure.

Value: 5 (Uncommon) (Sorrowful Vintage), 5 (Rare) (Golden Tokay), 6 (Very Rare) (Kataline Malmsey)

Keywords: Consumable, Intoxicant, Imperium, Nobility, Rogue Trader Fleet

Dispensers

There are several ways of introducing combat stimms into a character's body, as described in the entries below.

Inhaler

Inhalers are simple devices that allow a combat stimm to enter the respiratory system quickly, although the effects of each are greatly reduced from this method. One deep breath is all it takes! With a simple action, the inhaler is used and the effects of the stimm comes into effect immediately but only last for that turn.

Value: 4 (Uncommon)

Keywords: Dispenser, Imperium, Scum, Outcasts

Injector

Injectors can take many forms from cheap low-tech disposable syringes up to sophisticated hypo-sprays and even bio-attuned skin patches. An injector can hold a single dose of any drug, which a character may administer as a Simple Action.

Value: 5 (Uncommon)

Keywords: Dispenser, Imperium, Scum, Outcasts

Pheromone Mister

Often mistaken for perfume canister, these devices frequently expel a hugely concentrated cloud of mind-altering substances, wreathing their owner in an undetectable cloud of powerful pheromones and psychoactive drugs. These will often cause nearby people to react in a certain way to a person's presence. Coming in several varieties, the effects can vary. However, the mister's cloud is designed for use on humans, and so has a lesser effect on aliens. The misters are often supplied with a set of nasal-plugs to prevent their users from falling under their effects. These are most commonly used by nobles to influence those around them to act in much more favorable ways than they normally would.

Pheromone Misters make use of a variety of gases and toxin. Characters with equipment that gives them bonuses to resisting airborne toxins get their usual bonus when taking any tests forced by a pheromone mister. However, bonuses from bionics do not apply, as the pheromones and drugs affect nerve centers inside the nostrils and sinuses. Non-humans (not including abhumans and mutants) gain a +2d bonus against all tests caused by a pheromone mister, and have an active radius of 2 meters surrounding the character.

Pheromone Misters can be loaded with any chemical or biological agents, but are most commonly loaded with specialized pheromones.

Value: 6 (Uncommon)

Keywords: Dispenser, Imperium, Nobility

Tox-Mister

A tiny device that vaguely resembles a hypo-spray unit, tox-misters convert liquid poisons into sprays of mist that quickly disperse and evaporate, making them effective tools for delivering a poison swiftly at close range and leaving little evidence behind. The small size and portability of the device makes it a valuable tool for assassins, and a useful last-ditch weapon for pirates and other ruthless criminals.

A tox-mister contains a tiny replaceable reservoir that can be filled with any liquid; these reservoirs are sealed and easily interchangeable, allowing a would-be poisoner to switch quickly between payloads. A tox-mister can only deliver a poison up to a meter away, creating a tiny cloud of droplets that hang in the air momentarily. A tox-mister can be used to administer poisons even in close combat, requiring a Weapon Skill Test as normal for any attack performed at such a short range. A creature caught within the spray must then test to resist the poison used as normal.

Value: 7 (Uncommon)

Keywords: Dispenser, Imperium, <Any>

Field Kits

Field kits are bundled, collections of tools, equipment, and supplies tailored to fit specific purposes. Whether for emergencies or as essential tools, these kits provide characters with a variety of tools and materials.

Bio-Sample Kit

This commonly carried satchel of the Officio Medicae carries three small bio-storage tubes and a small bio-auspex with a range of about a

meter. Set for human tissue, the indicator on the auspex will flash red and whine with increasing volume in the proximity of anomalous tissue. The kit also comes with a long bladed, razor edge mono scalpel (this counts as a mono knife).

Value: 4 (Uncommon)

Keywords: Field Kit, Imperium, Adeptus Administratum, Officio Medicae

Emergency Kits

Most ships have emergency kits scattered about, and crewmen often carry around smaller versions. A full kit can include all of the following items:

- **Glowstick:** Good for 1d5 hours of steady illumination.
- **Universal Power Cell:** Using either integral plugs or adaptor leads, it can power a glowstick or emergency vox for 1d6 hours or as a Reload for a laspistol.
- **Ration pack and water canister:** Not much, but it will keep you from starving for an extra day. Hopefully your air is lasting that long.
- **Emergency Vox:** Adjustable for any of the shipboard comm frequencies or can broadcast a standard "Prayer for Aid" on emergency channels.
- **Air bottle and Mask:** Will keep you breathing for about 30 minutes.
- **Anti-radiation Tabs:** Good for what ails you, if you've been exposed to hard radiation. The kit includes five tablets, each staving off the effects of exposure to such things as plasma engines or solar flares.
- **Hull Sealant Spray-Gel:** A small tube of foul-smelling gel, it can be sprayed onto a hull breach. Enough is in each tube to cover twenty or so small (10 sq. cm) punctures.

Be wary of any ship where you see most of the crew carrying a full kit all of the time, or where these kits cannot be located.

Value: 7 (Uncommon)

Keywords: Field Kit, Imperial Navy, Voidfarer, Rogue Trader Fleets, Void Pirate

Excruciator Kit

These devices are used in the questioning of captured enemies of the Imperium, or in revealing to those who have turned away from the Emperor the nature of their sins. Each is a dazzling array of blades, needles, chemicals, drugs, thermal prongs, neural links and other devices any expicator would need in his duties. A character with an excruciator kit gains +2d bonus to all Tests involved in interrogations.

Value: 5 (Rare)

Keywords: Adeptus Ministorum, Inquisition

Chirurgeon's Tools

Implements of either salvation or torture, these superb sets of surgical instruments includes all of the scalpels, lancets, forceps, clamps, needles, dilators, retractors, and probes necessary to conduct most general surgery. While of little application to those not trained to use such tools, in the hands of a skilled chirurgeon, these instruments can be the difference between life and death. Likewise, in the equally skilled hands of an interrogator, these tools can inflict the most heinous pain and torture.

Once per game session, a character with chirurgeon's tools may re-roll a failed Medicae Test involving surgery (staunching Bleeding, saving or amputating limbs, attaching bionics or implants, etc.) or Interrogation-related Tests.

Value: 4 (Uncommon)

Keywords: Field Kit, Imperium, <Any>

Demolition Kit

Some investigations end with explosive results, and these kits are essential for such a conclusion. They contain the tools for a character to more easily set up sophisticated

detonation devices and explosives. Each kit includes the following:

- **Five demolition charges:** These detonate with the same profile as krak grenades.
- 100 meters of det-cord: This thin rope can be lit with any fire source or detonator, and burns at a rate of 10 seconds per meter, useful for setting a delay on an explosive or activating it at a distance.

- **Five pressure-release detonators:** These can be used to light a det-cord line or trigger explosives directly.

All of the materials in this kit can be refilled to these quantities without the use of a Influence test as long as the character is in a location they would be available.

Value: 2 (Rare)

Keywords: Field Kit, Imperium, Inquisition, Astra Militarum, Military

Disguise Kit

Acolytes of the Inquisition often conceal their true identity as part of their investigation, either to create new personas or impersonate others. These kits contain the following:

- **Basic makeup:** Grants a +1d bonus to Deception tests made to visually disguise the character.
- **Prosthetic appliances:** Allow the character to impersonate individuals with different facial structures.
- **Skin dyes:** Allow the character to impersonate individuals with different skin colors.
- **Vocal augmenter:** Grants a +1d bonus to tests made to impersonate another voice.
- **Retina lenses:** Allow the character to impersonate individuals with different eye colors.

All of the materials in this kit can be refilled to these quantities without the use of a Requisition test as long as the character is in a location they would be available.

Value: 7 (Uncommon)

Keywords: Field Kit, Imperium, Inquisition, Officio Sabatorum

Feral Healer's Kit

On feral worlds, healers rely upon herbs, poultices and other primitive methods to tend to their patients. A typical kit will contain the following: sleep moss to staunch bleeding, stitchticks to close wounds, sleep bark to numb pain, splints and soft leather bandages, bone tweezers and flint knife, and a heavy cosh for untreatable cases.

Value: 3 (Uncommon)

Keywords: Field Kit, Imperium

Feudal Healer's Kit

On feudal worlds, there is usually a modicum of medical theory and surgical techniques, often taught by secretive guilds or academic schools. Occasionally there are folk practitioners using ancient wisdom and common sense, however, most of these are usually burnt as witches. A typical healer's kit would contain the following items: leeches to staunch bleeding, needle and thread to close wounds, alchemical tincture to numb pain, cloth bandages, splints and plaster, metal scalpel, probes, clamps and pliers, saw for amputations and a stout leather apron to stop the stains.

Value: 3 (Uncommon)

Keywords: Field Kit, Imperium

Forgery Kit

This represents a catch-all category of tools and materials, from special parchment inks to task-dedicated codifiers intended to help the user forge or duplicate official documents, cognomen, passes and permits. Using this kit in conjunction with the relevant Skill grants a +2d bonus to copy, forge or fabricate such items, depending on the quality of the materials involved and the difficulty of the task.

Value: 3 (Uncommon)

Keywords: Field Kit, Imperium, Scum, Inquisition

High Provender

The nobility of the Imperium dine upon such delicacies as real, unprocessed meat from strange beasts, fruits won from death worlds at the cost of many lives, and exotic grains from private hydroponic gardens. Some intricate delicacies are created solely for the purpose of demonstrating great wealth, but no self-respecting noble would sink so low as to eat and drink the same rations as their servants - or, Emperor forbid, the filth that serfs and mid-hivers consume.

Value: 5 (Very Rare)

Keywords: Field Kit, Imperium, Nobility

Hospitaller Medicae Tools

The Order Hospitaller equips its Sisters with the best battlefield medicine tools found outside the Apothecaries of the Adeptus Astartes. The kit has a variety of sacred oils, unguents, surgical tools, and sterilizers to help those who lay wounded in battle. The Hospitaller Medicae Tools count as a medikit, 2 doses of De-tox, and 2 doses of Stimm. In addition the Sister Hospitaller may amputate a damage limb (or what remains) and inject a cocktail of drugs that provide succor and cauterizes the wound.

The amputation is a Medicae Test (DN 3). If successful the patient is missing the limb but removes all other effects caused by damage to the limb, including Shock, blood loss and (per GM discretion) heals 1d6 wounds suffered in the loss of the limb.

Value: 3 (Rare)

Keywords: Field Kit, Imperium, Adeptus Sororitas

Hostile Weather Gear

Depending on the battlefield, additional items such as tent liners, heating bricks, sunscreen, extra blankets, insect repellent, heavy gloves, greatcoats or parkas, filtration plugs, rad pills and more can be issued.

Value: 6 (Common)

Keywords: Field Kit, Imperium, Astra Militarum, Departmento Munitorum, Military

Medicus Ministorum

Prized by those who tend to the sick and wounded, the medicus ministorum is a superb medikit containing some of the finest medicae supplies the Imperium can offer. In addition to containing the same supplies as an advanced medikit, a character using a medicus ministorum scores an additional 2 Icons on successful Medicae Tests.

Value: 6 (Rare)

Keywords: Field Kit, Imperium, Adeptus Ministorum

Medikit

This is vital bit of equipment for any medic. A typical medikit contains various cataplasma patches, contra-septics and synth-skin. A medikit is required to treat battlefield injuries and can be used to perform basic medical procedures in the field. Standard medikits also come with 6 doses of stimm, which must be replaced separately when used.

Value: 3 (Uncommon)

Keywords: Field Kit, Imperium, Astra Militarum, Departmento Munitorum

Mess Kit

A mess kit contains a combination spoon and fork, knife and collapsible mug, all fitting into a clamshell container that doubles as tray. Often a meal is simply placed in the container, closed

tightly, and dropped into an open fire for rapid cooking.

Value: 1 (Common)

Keywords: Field Kit, Imperium, Astra Militarum, Departmento Munitorum

Officio Medicae Medi-kit

These medi-kits contain synth-skin patches, antiseptics, self-sealing bandages, pressure tourniquets, and other medical aids. tox wands, synth-skin spray, diagnostic cogitators, and additional high-quality supplies. This device adds a +2d bonus to all Medicae tests.

Value: 3 (Rare)

Keywords: Field Kit, Imperium, Adeptus Administratum, Officio Medicae

Personal Grooming Kit

These kits include shaving gear, soap, dental care items and other things as deemed appropriate by Astra Militarum regimental commanders, such as anti-fungal and parasite powders.

Value: 2 (Common)

Keywords: Field Kit, Imperium, Astra Militarum, Departmento Munitorum

Physik Kit

Though indeed primitive, in skilled hands it can operate as effectively as any advanced medikit. Filled with basics such as needles, scalpels, bandages, antiseptics, gauze, pain-killers, synthetic flesh spray, wound glue, and more, it is ideal for most minor wounds suffered in combat. A Physik Kit grants +1d bonus when using the Medicae skill for first-aid treatment.

Value: 5 (Common)

Keywords: Field Kit, Imperium, Astra Militarum, Departmento Munitorum

Ryboth Travel Survival Kit

A staple for many air and ground transports, the Ryboth kit is relatively lightweight and transportable (as many crashed pilots will need to quickly remove themselves from their wreckage to safety before enemy troops arrive). Typical kits contain basics such as fishing gear and animal snares, firestarter tabs, flares, compass and signal mirror, water purification tabs, antibiotic and detox pills, insect repellent, sunscreen gel, flextent shelter, limited med kit, exposure cloth depending on the projected travel locations, multitool, disposable handgun, a booklet on survival tips, prayer scrolls, vox hailer, combat blade, and more. Rations included are basic in the extreme but will keep body and soul in the Emperor's Embrace until rescue can arrive. Ryboth kits grant a +1d bonus to Survival Tests, providing the tools (but not the knowledge) to aid the user in staying alive longer than he would otherwise. Rare versions grant a +2d bonus instead.

Value: 4 (Uncommon), 2 (Rare)

Keywords: Imperium, Astra Militarum, Voidfarer

Saboteur's Supplies

Including several elegantly wrought lock picks, sound amplification and nullification devices, and specialized drills, such kits are designed to aid the user in opening even the most complicated locks. Though they are most often used for skullduggery (both in the underworld and in the intrigue-ridden circles of politics that surround Rogue Traders and highborn nobles), there are more legitimate uses for these items.

Any character who undertakes frequent salvage operations (or ventures into lost ruins or forgotten husks of voidships) occasionally needs to remove a door, unfasten a valuable object, or otherwise break ancient security methods that are still in place long after the ones who set them have vanished.

A character with saboteur's supplies gains a +2d bonus to Stealth Tests made to open physical locks, remove objects that are secured, or

otherwise defy similar mechanical obstacles. Additionally, saboteur's supplies make such attempts significantly quieter, and impose a +2DN penalty on the Awareness Test of any character who might overhear the interloper's attempts to pick the lock.

Value: 7 (Rare)

Keywords: Field Kit, Imperium, Officio Sabatorum, Rogue Trader Fleet, Voidfarer

Survival Kit

One of the most basic pieces of gear any traveler should have, a survival kit contains a wide variety of equipment and supplies, all of which are intended to help their users survive in less than optimal conditions. Generally, if the owner of a survival kit is forced to rely upon their kit's contents, something has gone wrong - a particularly deadly prospect on an alien world. Several trade guilds within the Imperium manufacture portable survival kit. There are many variants to be had and well-travelled users frequently tailor their personal survival kits to the specific environments they intend to find themselves within.

A typical kit includes: two blade razors, an igniter, a flexible wire saw, 14 multi-shape fishing hooks, five press weight lures, 25 meters of heavy fishing line, 1 very large hook, 10-meters brass snare wire, 1 high-powered pocket illuminator, one calibrated button compass with an Imperial world specific guide page, four doses of stimm, six Alozith tabs (Alozith is a strong general-purpose antibiotic), 20 Ionis water purifying tablets, two flexi bags, one meter adhesive tape, three meters long Spinlin cord, half a meter of reinforced ceramite-woven tape, three meters of cotton sewing thread, three sewing needles of various sizes, one surgical needle, eight safety fasteners of various sizes, a meter square piece of foil, one narrow-quill with Watersure ink, two sheets of rolled Sure-Write paper, a mirror-finished plasteel case to hold the kit's contents and serve as an impromptu signaling device.

Survival kits add a +2d bonus to Survival Tests - the kit itself doesn't supply knowledge of how to survive, but it can provide the tools to do so.

Value: 5 (Uncommon)

Keywords: Field Kit, Imperium, Astra Militarum, Voidfarer

Tool Kit

A small set of screwdrivers, wrenches, wire and other items for maintenance and routine repairs, tool kits often contain rolls of "mud tape" (named as it sticks to everything and never comes off) and a small multi-purpose axe as well.

Value: 2 (Common)

Keywords: Field Kit, Imperium, Lower Class, Middle Class



Weapon Maintenance Kit

Most commonly designed around the ubiquitous lasgun, each kit includes items such as blessed oils and lubricants, swabbing cloths, cleaning gels, weapon-specific tools and spare parts such as a spare stock and barrel. As standard, these kits are calibrated to local-patterns, but generally work on all Munitorum-issued lasguns. Bear in mind, without the proper litanies and invocations, however, even the finest efforts will not ensure that the weapon maintains its proper function.

Value: 3 (Common)

Keywords: Field Kit, Imperium, Astra Militarum, Military

Writing Kit

A writing kit contains papers, inks and quills, common instruments valued by planetary governments and the Adeptus Administratum's teeming billions of scribes and auditors across the Imperium. Simple and basic, standard writing kits allow characters to transcribe confessions, diagram important finds, and leave messages for their fellows.

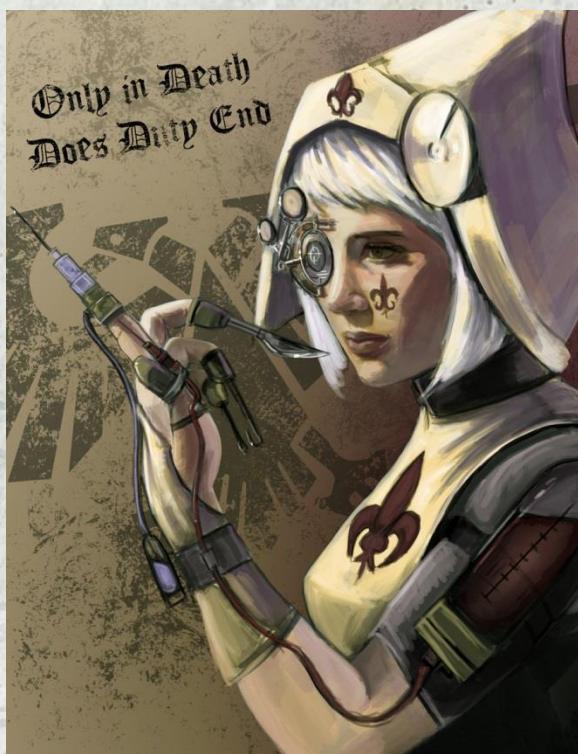
Value: 2 (Common)

Keywords: Field Kit, Imperium, Adeptus Administratum, Government



Medical Gear

There are a wide variety of healing devices, tools, and specialist equipment to treat battlefield injuries throughout the Imperium.



Bio-Booster

A bio-booster is a small chemical charge that fits into a wrist band or similar. The booster's bio-sensor is activated when the wearer is injured, administering a shot of booster chemical into the bloodstream by means of a pressure diffuser. The bio-booster is self-administering and completely automatic.

Once per encounter, if a character wearing a bio-booster would become *Exhausted* from being reduced to 0 Shock, the character regains 1 point of Shock automatically. I

Value: 2 (Uncommon)

Keywords: Medicae, Imperium, <Any>

Excruciator

The contrary to popular reputation, the Inquisition frowns on crude physical coercion and torture, finding information extracted by such methods to be ultimately flawed and utterly unreliable, not to mention often entirely inadequate against those whose minds and bodies have been given over to dark forces. However, when direct interrogation is called for in extremis and more thorough methods (such as psychic probing) are unavailable, devices that induce mental discomfort, terror and illusory agonies through neural and chemical manipulation without unneedful injury are employed. The most common (and mobile) of these devices are known as excruciators, and consist of a variety of long monofilament induction needles and auto injectors linked to a control unit and a specially modified medicae auspex.

Using such a device requires about an hour to set up on a subject (who must be restrained) and can only be employed by a character with both the Medicae and Tech skills at 3 or higher.

The use of an excruciator adds a +2d bonus to skill tests for the questioner and a +1 DN penalty to Deception Tests for the subject. Individuals who are immune to Fear or Terror are immune to this device's effects.

Value: 3 (Very Rare)

Keywords: Medicae, Imperium, Inquisition

Field Suture

Common implements found on battlefields across the Imperium, field sutures are used to quickly sew shut wounds to prevent blood loss. They can vary in form, from a simple needle and thread to archaic devices which staple shut the injury. Field sutures provide a +3d bonus for Medicae tests used to stop the Bleeding combat effect.

Value: 2 (Common)

Keywords: Medicae, Imperium, Astra Militarum, Military

Resusatrix Chamber

A medicae device intended to speed and aid the healing process. The resusatrix takes the shape of an upright tube-chamber in which the subject is placed and hooked up to sedation, drug-regulation and life-support systems, suspended in a thick curative solution of fluids, antinecrotics and proteins. Thanks to the level of sophisticated technocarcana required in their construction and maintenance, these chambers are often confined to the medicae facilities found on hive worlds and other tech-advanced locales, although some noble houses, ship's captains and guilds are resourced enough to have their own.

The chamber halves the length of time normally taken to heal Wounds naturally. It also prevents infection and adds a +1d bonus to Toughness Tests to overcome the effects of most poisons and diseases. In the case of serious injuries, surgery and other attention may still be needed as appropriate. While in the chamber, the character may do nothing but float in a drugged sleep. The various bio-auguries fitted to the chamber also count as a medical auspex and grant +2d bonus to Medicae Tests to diagnose the patient.

The chamber may only be operated successfully by a character possessing both the Medicae and Tech skills at 4 points each.

Value: 7 (Very Rare)

Keywords: Medicae, Imperium, Adeptus Mechanicus

Screaming Tourniquet

This advanced item is a staple in many medi-kits. It uses sonic waves that penetrate deep into the flesh to staunch bleeding. Wrapped around a limb, it closes off arteries and can be tuned to stop bleeding without interfering with regular blood flow, thus preventing anoxia and possible loss of the limb. When used to stop bleeding, this device grants a +1d bonus to any Medicae Test. Very Rare versions grant a +2d instead.

Value: 6 (Common)

Keywords: Medicae, Imperium, Astra Militarum, Military

Synth-Skin

Thin foam sprayed over burned flesh wounds to staunch bleeding and promote new skin regeneration, synth-skin is commonly issued to troopers for their own battlefield dressings. An application of synth-skin, as an Action, automatically negates the Bleeding condition.



Cast Spray

A variation of synth-skin, cast spray forms a tough rigid coating over broken limbs so the wounded can be more easily transported. The temporary cast has coagulants and counter septic drugs laced into the material to help fight bleeding and infection.



Value: 3 (Uncommon)

Keywords: Medicae, Imperium, Astra Militarum, Military

Toxin Wands

Easy to use by untrained personnel, toxin wands work to detect poisons and recommend counter-agents and immunizers. A character can use a toxin wand to determine whether or not someone has been poisoned or not by succeeding at a Medicae Test (DN 3). With a Shift, the toxin wand grants enough information to identify an antidote (if one exists).

Value: 1 (Rare)

Keywords: Medicae, Imperium, Officio Medicae

Personal Gear

The following devices are found throughout the Imperium of Man. This section includes all manner of devices that may prove useful in a warband's adventures. In general, personal gear

can be worn or carried upon a character's self without much worry or considerations.

Axe-Rake

A heavy multi-purpose tool, common to hive smelters, foundries and work crews. The axe-rake is taken almost universally to symbolize labor and the manual workforce of the hive in the Imperium. The axe-rake is frequently rendered as an icon both in industrial architecture and guild livery on most hive worlds. The genuine article can also make for a handy weapon in skilled hands.

The axe-rake grants a +1d bonus to Athletics Tests where climbing is involved, as well as on Tests made to force doors or locks open. It can also be used as a melee weapon with the following profile;

Axe-Rake (Damage 4+2ED; AP 0; Range: M; Unwieldy [1])

Value: 3 (Common)

Keywords: Personal Gear, Imperium, Lower Class, Middle Class

Auto-Ledger

A clacking, wheezing contraption of brass, steel, and wood, the auto-ledger can do the job of a hundred clerks. The calculus logi, variable cogitators, and data recorders built into the auto-ledger can greatly assist Rogue Traders and Seneschals in managing cargos and inventories, as well as the accountancy of the myriad business ventures and trade pacts traders are likely to undertake. Though not completely fool-proof, the auto-ledger can help prevent mistakes and financial calamities from befalling those who have access to one of these devices.

Value: 3 (Uncommon)

Keywords: Personal Gear, Imperium, Adeptus Administratum, Commercia, Rogue Trader Fleet

Bypass Spike

Bypass spikes are machine interfaces intended to circumvent electronic security systems. The complex matrices and algorithms embedded in the spike assail the machine spirit of any cogitator or electronic device it is connected to, seeking a weakness it can exploit. Once it passes through the electronic defenses, the bypass spike provides limited access and control over a machine spirit, allowing the user to disable security systems or access data hidden behind techno-arcane barriers.

A character with a bypass spike gains a +2d bonus to Tech or Stealth Tests when attempting bypass security systems.

Value: 5 (Rare)

Keywords: Personal Gear, Imperium, Adeptus Mechanicus, Recidivist, Scum

Auto Quill

Often elaborate devices of ink-stained brass and vat-grown or artificial quills, these devices allow a user to copy text or transcribe speech with impressive speed and accuracy. Many scribes carry portable units, suitable for recording interrogation sessions or xenos translations. A character can use it to gain a +1d bonus to his tests relevant to recording data, and a +2d bonus to tests made to forge or alter documents.

Value: 4 (Uncommon)

Keywords: Personal Gear, Imperium, Adeptus Administratum, Government

Bedroll

Bedrolls are one of the infantrymen's favored possessions, for it offers a modicum of comfort at night or whenever there is a change to catch a few winks. Bedrolls include heavy blankets.

Value: 1 (Common)

Keywords: Personal Gear, Imperium, Astra Militarum, Military, Departmento Munitorum

Bulkhead Cutters

As the name suggests, these are designed to rip open tough metal bulkheads and deck plating. They consist of an elaborate harness with a huge row of mechanical teeth running along the forearm and extending roughly 30 centimeters outwards. Often a torso support is also worn to make operating this heavy and cumbersome device easier for extended durations. Bulkhead cutters are too unwieldy to be used in combat.

Value: 3 (Uncommon)

Keywords: Personal Gear, Imperium, Imperial Navy, Rogue Trader Fleets, Voidfarer

Chem Lamps

These small portable lamps use a chemical reaction to provide light and operate continuously while their shutters are open. Such lamps will illuminate an area of about a three meter radius around it or provide a six meter directed beam of whitish light.

Value: 2 (Common)

Keywords: Personal Gear, Imperium, <Any>

Clip Harness/Drop Harness

A compact spool-stored safety line, with a magnetic or hooked clasp. These are ideal for safety on rooftops or rappelling down buildings. A character using a clip harness to descend a vertical surface gains a +2d bonus to Athletic Tests and cannot fall if he fails.

Value: 5 (Common)

Keywords: Personal Gear, Imperium, <Any>

Coded Hab-Slate

These worn-looking brass cased dataslates carries a series of maps and data about a particular hab section with addresses provided by a local Administratum register. The slate also has basic short range audio and visual recording and playback functions. These slates feature a

five key input code. If it is accessed without this, its core memory will be locked.

Value: 1 (Uncommon)

Keywords: Personal Gear, Imperium, Adeptus Administratum, Government

Cognomen

"Cognomen" is the official Administratum designation in the Imperium for a hiver's identity card. In a hive, it is one of the only viable means of tracking, taxing and identifying the citizenry. Cognomen are usually blank iron-grey, punched-metal squares (about the size and shape of a playing card) and designed to be read by data-slates and cogitator systems. The only feature on the face of a Cognomen is the symbol of the issuing hive, guild or Adepta whom the citizen serves. In some ways, ownership of a cognomen is frighteningly important: it represents the only legal proof of identity, a right to work and even to be fed and housed for the average mid-hiver. Its loss might genuinely mean starvation, abandonment, arrest or even being cast down into the underhive in the blind face of Imperial bureaucracy. There is, of course, a thriving trade in the theft and falsification of cognomen, the price for a "face" varies on the identity fabricated or stolen, and can range from a few gelt to thousands.



Mercantile Cognomen

These encrypted metal punch cards are identity markers which include a permit code tag allowing mercantile personnel to carry arms for self-defense. They signify that the bearers are "bonded agents" of the organization of issue. Most mercantile operations are of considerable power, some specializing in tech salvage or 'manpower services'.



Value: 1 (Common)

Keywords: Personal Gear, Imperium, Adeptus Administratum, Government

Compass/Orienting Device

Normally a simple magnetic compass, calibrated to current planetary true and magnetic polar locations, these tools are vital additions to any infantryman's field kit.

Value: 2 (Common)

Keywords: Personal Gear, Imperium, Astra Militarum, Military

Comm Leech

A somewhat heretical item in the eyes of the Mechanicum, these tap into vox signals or data transmissions. After making a successful Tech test (with the GM setting the difficulty based on the situation and signal), the user can use it to receive a signal or transmission within 1km for a number of 2d3 minutes. If the character fails with a complication, the sender and receiver of the signal become aware that someone is attempting to tap in.

Value: 4 (Rare)

Keywords: Personal Gear, Imperium, Inquisition, Scum, Recidivist

Control Collar

A common misnomer for a control device and matching micro-processor inserted into the brainstem of a beast to control its actions. Beasts fitted with control collars function exactly as a Follower so long as they remain within 200 meters of the controlling device.

Value: 5 (Uncommon)

Keywords: Personal Gear, Imperium, Recidivist, Scum

Concealed Holster

It is a fact that very little can move faster than a deal gone bad, so many traders incorporate hidden holsters with fast-action draws to aid in the expeditious and favorable settlement of such negotiations. Basic models attach simply to the small of the back, ankle, or under robes or coat.

Fancier models include mechanical rapid-access devices to quickly slam a pistol into the hand from a forearm or bicep mounting, granting a lightning-quick response to the situation. Such holsters can only be used with compact pistol weapons. A concealed holster imposes a +2 DN penalty to all tests (e.g., Awareness) to discover the weapon on the person. A Rare version also allows the wielder to draw the weapon in the holster as a Free Action.

Value: 5 (Uncommon), 3 (Rare)

Keywords: Personal Gear, Imperium, Scum, Voidfarer

Dark Mask

Throughout the Calixian underworld there is a rare substance commonly referred to as Dark Mask or Lacuna dust, although it is not known if Lacuna is its true world of origin. Said to be a darker than the void itself, the substance can be used to cover a surface, or even a person, rendering him all but invisible in low-light situations. Even active scanners have difficulty locating items coated in Dark Mask. Dark Mask can be applied to anything, including weapons, clothing, and bare skin. When hiding in shadow or during low-light situations, Dark Mask gives a +4d bonus to Stealth Tests. Characters using scanning equipment, such as auspexes, can only locate someone or something covered in Dark Mask if they pass an Awareness Test (DN 7) when using the device. A single canister of Dark Mask contains enough dust to cover a single standard sized human (plus clothing and basic equipment).

Value: 5 (Very Rare)

Keywords: Personal Gear, Imperium, Recidivist, Scum

Data-loom

A limited data-engine and geometric display that has proven useful to those faced with challenging problems of logic or fragmentary information. It gives a +1d bonus to Scholar skill Tests, and at the GM's discretion may reduce

the time taken for research or investigations, provided that the investigator has the Tech (3) skill.

Value: 2 (Very Rare)

Keywords: Personal Gear, Imperium, Adeptus Mechanicus

Eikon

An eikon is a portrait, usually of the Emperor, but also of Saints and other notables of the Imperium. They come in a variety of sizes and styles, ranging from small cameos with locking covers to large triptychs meant to be openly displayed on tabletops and altars. Sold in great numbers throughout the Imperium, eikons are most common among native militia, who often attach them to their weapons and vehicles.

Value: 4 (Common)

Keywords: Personal Gear, Imperium, Adeptus Ministorum, Middle Class, Military

Emperor's Tarot

For ten thousand years the Emperor has sat atop the Golden Throne, still and silent as a corpse. Despite his morbid rest, the wise know that the Emperor communicates His divine will through omens, signs, and oracles, and in particular the Emperor's Tarot. While many are at least familiar with the paper reproductions of the sacred images on the cards, few have ever held the psychoactive crystal wafers of the genuine item. Fewer still are able to actually read the future using the cards. For those gifted (or cursed) with psychic premonition, the divine auguries of these cards can literally change an Explorer's destiny.

Once per Game Session, a psyker with a power from the Divination Discipline can use the Emperor's Tarot to foretell the future of a single individual. The psyker must make a Psychic Mastery Test (DN 3), which requires 3d6 minutes to complete, and must have one of the individual's personal belongings (or the individual himself) nearby during this time. If the

psyker succeeds, the character whose future he foretold gains 1 point of Wrath. At the Game Master's discretion, this reading might also provide the psyker with some insight into events to come in the near future - or at least, in one possible future.

Value: 4 (Uncommon) (Paper), 7 (Very Rare) (Psychoactive Wafers)

Keywords: Personal Gear, Imperium, Adeptus Astra Telepathica

Excruciator

These small devices are used in the questioning and interrogation of heretics, traitors, and other enemies of the Imperium, and are the tool of choice for eliciting confessions from witches and recidivists. A variety of monofilament wires and induction needles protrude from these terrifyingly effective devices, allowing the operator to inflict the most horrific agonies on the subject through neural and chemical manipulation without leaving permanent damage. Though excruciators are normally reserved for Inquisitors and torturers, some Rogue Traders find them useful to extract information from those reluctant to share their secrets.

Use of this device grants a +2d bonus to Interrogation-related Tests, and merely having one present grants a +3d bonus to Intimidation-related Tests. Further, an excruciator imposes a +2 DN penalty on Deception Tests by the subject being interrogated.

Value: 6 (Uncommon)

Keywords: Personal Gear, Imperium, Adeptus Ministorum, Inquisition

Explosive Collar

These unpleasant devices are most often seen attached to penal legionnaires to serve as an additional incentive in fighting for the Emperor. Collars usually come with a remote trigger that can be used to detonate the collar up to, and sometimes over, ranges of 1,000 meters. When

the collar explodes it instantly kills the wearer and inflicts 3+2ED damage on anyone within three meters. The remote trigger can also be used to remove the collar. Removing the collar without the trigger requires a Tech Test (DN 6). A serious failure with a complication indicates that the collar explodes.

Value: 3 (Uncommon)

Keywords: Personal Gear, Imperium, Adeptus Arbites, Astra Militarum, Military, Scum

Field Sack

Heavy and durable, each can hold almost everything an Imperial guardsman requires. For many a Guardsman a field sack also serves as his body bag when his service to the Emperor comes to an end.

Value: 1 (Common)

Keywords: Personal Gear, Imperium, Astra Militarum, Military

Flak Spray

This spray is often used by covert operatives, as it can be dispensed by a seemingly innocuous applicator. Sprayed onto regular fabric it bonds rapidly, turning it into impact armor strong enough to shield against most blows. The effects fade quickly, however, as body movement gradually breaks down the adhesion and the protection wears away. But for someone moving from a civilian event into a firefight (or taking a civilian into a fire-fight), it makes for a perfect accessory.

An application of Flak Spray makes any clothing act as Flak Armor for 3d6 rounds, providing the same Armor Rating as the armor.

Value: 5 (Rare)

Keywords: Personal Gear, Imperium, Officio Sabatorum, Inquisition

Gene Printer

This compact piece of apparatus can be worn as a backpack, and will provide (with reasonable accuracy) confirmation as to whether two pieces of biological residue come from the same person. They are used by the Arbites Verispex teams to prove guilt based upon gene-spoor (hair follicles, skin, etc.) left at crime scenes. While many would-be criminals decry this "evidence" as suspicious at best, the Adeptus Arbites asserts that the devices are serviced regularly by trained Adeptus Mechanicus personnel. Gene printers are relatively simple devices, and lack the nuanced power of the larger, holy Omnissian constructs stored within the great altar-templums of the Mechanicus. These legendary devices are said to be able to unspool a supplicant's genome all the way back to ancient Terra, providing a wealth of genetic information about him and his entire line.

The gene-printer requires a Tech Test (DN 3) to perform the proper rituals of tek-obeyance. A success will confirm whether or not two gene-spoor samples placed within the device come from the same person. The machine-spirits of gene-printers are relatively simple, however, and at the GM's discretion, complex genetic factors (genetic manipulation, twins, xenos tampering, etc.) may interfere with the result.

Value: 4 (Very Rare)

Keywords: Personal Gear, Imperium, Adeptus Mechanicus, Adeptus Arbites

Glidewing

These large metallic folding wings are made of multiple flat plates resembling long feathers. Combined with suspensor fields, they allow the user to glide long distances and even fly for some time. When folded they are bulky and about half a meter thick on the user's back; extended the wings are quite wide and very noticeable, especially when vain users adorn them with real feathers and colorful paint schemes.

Glidewings grants the user the hover trait and a Speed 12. However the user must launch himself from an elevated position (at least 15 meters high) for them to be used. Very Rare Glidewings grant a +1d bonus to Pilot Tests to use them.

Value: 3 (Very Rare)

Keywords: Personal Gear, Imperium, Nobility

Glow-globe/Stab-Light

A common source of light at night or in darkened areas, these handy devices can usually illuminate an area a dozen or more meters in diameter. A typical glow-globe or lamp pack lasts 2d3 hours before it needs to be recharged or have its power cell replaced.

Value: 2 (Common)

Keywords: Personal Gear, Imperium, <Any>

Grapnel & Line

A combination of clip-harness and gas-powered pistol, this can fire a hook or magnetic clasp attached to a thin, strong wire at an overhead target up to 100m away. Once the grapnel attaches to the desired spot such as a rooftop, a user can manually climb the line or activate a powered winch that can lift the user roughly 5m per round.

Value: 5 (Common)

Keywords: Personal Gear, Imperium, <Any>

Hand Vox

These are cheap and battered looking personal communication devices that allow communication over local, secured and often highly regulated and monitored vox networks. These devices are of limited use to voidfaring characters as they are restricted to regional or planetary boundaries, but are useful for communications within those regions.

Value: 4 (Common)

Keywords: Personal Gear, Imperium, <Any>

Heavy Rock Cutter

The Heavy Rock Cutter is a type of construction and mining equipment used by the Imperium. The hydraulic shears of heavy rock cutters were designed to free trapped mine workers from industrial accidents. However it can also be easily utilized as a weapon.

If its wielder has a Strength of 4 or lower (after any modifications, such as wearing Lifter Armor), he gains 1 point of Shock for every continuous minute of use.

However, while quite useful for excavation, the sheer size and weight of the heavy rock cutter makes it difficult to use for any great period of time and quite unwieldy in combat situations. A heavy rock cutter always requires both hands to use.

When wielded in combat, a heavy rock cutter counts as a melee weapon with the following profile; (Damage 7; AP -2; Range M; Crippling (3), Bulky, Two-Handed, Unwieldy (3)). The heavy rock cutter is not truly suited for melee combat, however, and so cannot be used as part of a Multi-Action.

Value: 4 (Common)

Keywords: Personal Gear, Imperium, Lower Class



Heavy Rock Drill

The Heavy Rock Drill is a type of construction and mining equipment used by the Imperium. However it can also be modified and carried into battle as a weapon. Its triple grinders can turn even the stoutest enemy champion to gory goblets of flesh.

If its wielder has a Strength of 4 or lower (after any modifications, such as wearing Lifter Armor), he gains 1 point of Shock for every continuous minute of use.

However, while quite useful for excavation, the sheer size and weight of the heavy rock drill makes it difficult to use for any great period of time and quite unwieldy in combat situations. A heavy rock cutter always requires both hands to use.

When wielded in combat, a heavy rock drill counts as a melee weapon with the following profile; (Damage 7; AP -2; Range M; Bulky, Two-Handed, Unwieldy (3)). Additionally, when a character with a heavy rock drill makes an All Out Attack combat action, it can instead make a single pulverizing attack. If it does so, roll to hit as normal, but resolve the attack at Damage 10, AP -4. The heavy rock cutter is not truly suited for melee combat, however, and so cannot be used as part of a Multi-Action.

Value: 6 (Common)

Keywords: Personal Gear, Imperium, Lower Class

Heavy Rock Saw

The Heavy Rock Saw is a type of construction and mining equipment used by the Imperium. However it can also be utilized as a weapon when needed. The blades of the heavy rock saw are designed to cut through dense boulders of ore - when the time of war comes, they slice through the hulls of enemy vehicles easily.

However, while quite useful for excavation, the sheer size and weight of the heavy rock saw makes it difficult to use for any great period of time and quite unwieldy in combat situations. A

heavy rock cutter always requires both hands to use.

When wielded in combat, a heavy rock saw counts as a melee weapon with the following profile; (Damage 7; AP -; Range M; Armourbane, Bulky, Two-Handed, Unwieldy (3)). The heavy rock saw is not truly suited for melee combat, however, and so cannot be used as part of a Multi-Action.

Value: 4 (Uncommon)

Keywords: Personal Gear, Imperium, Lower Class

Holo Wafers

Intended as fealty-badges, bargaining chips or signal-markers, holo wafers are small ceramic discs, each about as thick as a coin and no wider than a palm. Each is keyed to show a particular small holographic image when triggered. The devices have another, more sinister, use as so-called 'death markers' or 'kill claimers'.

Holo wafers displaying images such as a winking skull, a weeping mother or a burning tower are de rigueur items in the underworld, serving as 'calling cards' for many assassins, gunsells and contracted blades who leave them on the corpses of their victims to enhance their mystique and their reputation.

Value: 1 (Rare)

Keywords: Personal Gear, Imperium, Hired Gun, Scum

Hunting Musk

Tribal hunters are all too aware of the acute senses of their prey. Accordingly, many smear themselves with stench-laden pastes to disguise their natural body odor. Made from all manner of foulness (on which it is best not to dwell), nevertheless, such pastes are a useful tool. Creatures that rely on smell to detect their prey take a +2 DN penalty on Awareness Tests made to detect characters wearing hunting musk. An application of hunting musk lasts for 2d6 hours.

Value: 3 (Common)

Keywords: Personal Gear, Imperium

Infantry Lamp Pack

Rugged and compact, these light sources can be hand-held or fitted to the bayonet lugs on most rifles. A focusing dial on the lens can adjust the beam to either a wide swath for general lighting or a tight longer range illumination. A lamp pack runs for 1d6+5 hours on a standard charge.

Value: 2 (Common)

Keywords: Personal Gear, Imperium, Astra Militarum, Military

Laud Hailer

Whether belting orders over the ferocious roar of combat or addressing a crowd of thousands of the faithful, Imperial officials often require great volume, and a laud hailer is the perfect tool. Each can amplify normal speech levels such that an entire crowd can hear the speaker's words clearly.

Value: 3 (Common)

Keywords: Personal Gear, Imperium, Adeptus Arbites, Adeptus Ministorum

Lascutter

When a door (or more commonly a bulkhead) cannot be opened normally, a lascutter comes into play. Originally used by miners, these short-range devices emit an intense laser beam, which can knife through hard, dense materials such as rock, steel and even armor plate with relative ease. As a general rule, a lascutter can cut through, or weld shut, 10 cm of metal a Turn (this length of time can be adjusted up or down depending on the thickness of the material in question). They are large and cumbersome, and so can only be used on stationary targets (acting as a Meltagun without any special weapon qualities) within 2 meters.

Value: 4 (Rare)

Keywords: Personal Gear, Imperium, Construction, Imperial Navy, Rogue Trader Fleets, Voidfarer

Lock-Punch

A simple two-handed cylinder with a salvaged grav-plate generator built in, the lock-punch is designed to quickly disable door locks. The user presses the cylinder against the lock and triggers the plate, which generates a localized maelstrom of gravitic energies that tear the lock (or occasionally the entire door) apart. The user must be wary, however, as the temperamental mechanism may backfire and throw the user across a room - or into the ceiling.

Using the lock-punch is an Action. The user must press the device's barrel against the lock and make a Tech Test (DN 3). Success destroys a lock on a standard door (this usually includes thin rockcrete, iron, and steel). Particularly flimsy doors, such as wooden ones, are blown apart in their entirety. Tough doors such as adamantium hatches or ceramite vault doors cannot be affected by the lock-punch. If the user rolls a Complication, the device misfires and it throws him 2d6 meters away. This deals damage as if he had fallen from the same height, and may have other adverse environmental effects as well (such as if the user is standing on a ledge!).

Value: 3 (Very Rare)

Keywords: Personal Gear, Imperium, Government, Adeptus Arbites, Voidfarers, Recidivist, Scum

Long-Distance Extendable Retraction Rod

Amongst those who regularly wander into ancient ruins, time-lost cities, and other barrows of terror, the commonly held belief is that an explorer would be hard pressed to find a single piece of equipment more useful than the long distance extendable retraction rod. An otherwise nondescript, hard, 30cm long metal rod with a handle, the extendable retraction rod is capable

of telescopically extending outwards up to a total length of 4 meters at the press of an activation rune. Given reliable anchor points, it has a maximum load capacity of 150kg that it can bear without bending or other signs of stress. To the clever explorer, its uses are truly infinite.

Uncommon and Rare versions increase the range by 1 meter each, and increase the load limit to 175 and 200kg respectively. In its retracted, 30cm form, it can be used as a hefty club (use the profile for the club weapon).

Value: 4 (Common), 3 (Uncommon), 3 (Rare)

Keywords: Personal Gear, Imperium, Rogue Trader Fleet, Voidfarer

Luma-Crete

While most within the Mechanicus look to replace weak flesh with strong machinery, there are those that have found ways of chemically bolstering skin and muscle to make it as hard and resilient as any cybernetic implant. Known as Luma-Crete, the substance is injected into various points of the body, and for a short time, it bolsters exposed flesh, turning it a glowing dullish grey that resists the extremes of temperature and even hard vacuum.

Once injected with Luma-Crete, a character gains +1 to his Resilience. He also gains a +1d bonus to any Tests made to resist the effects of heat and radiation. This effect lasts for 1d6 hours, and once it wears off the character gains 1d3 points of Shock.

Value: 4 (Very Rare)

Keywords: Personal Gear, Imperium, Adeptus Mechanicus

Magnacles

These are magnetized handclamps - a snap-open hoop constructed of hardened and tempered steel that seals around a suspect's wrist and locks together using powerful magnets. These same magnets (controlled by a simple set of buttons operated by the keyholder) allow suspects to be rapidly clamped to lampposts,

Rhino APCs, or other metallic objects. The magnets are intensely powerful, and almost impossible to separate from each other or whatever they are attached to. Arbites officers usually carry at least two pairs of these on their person at any time, and most Arbites vehicles contain dozens. Magnacles are about as advanced and well-constructed as wrist restraints can get. All Tests (Athletics, Stealth, Subterfuge or even pure Strength) to escape the bonds are always taken with a +3 DN penalty, and take three times as long as normal.



Value: 4 (Uncommon)

Keywords: Personal Gear, Imperium, Adeptus Arbites, Government, Hired Gun

Magnetic Harness

The Magnetic Harness finds use on many worlds where Hive structures and readily abundant metal surfaces are not common occurrences, or where an Arbitrator must operate alone. The multiple magnets can either be used as simple surfaces, or as magnetic field generators of their own.



- Each magnetic plate can be activated and deactivated individually, holding a weapon, piece of equipment, or even a suspect to the plate. Simple taps on the center of the plate set the device to release when pressure is applied; or to hold until the Arbitrator inputs a command sequence. An Arbitrator with a magnetic harness is able to freely draw or stow items, usable on any object stored on his magnetic harness.

Value: 6 (Rare)

Keywords: Personal Gear, Imperium, Adeptus Arbites

Manacles

No bounty hunter or Enforcer would be without several sets of these solid restraints, though they are often used to ensure sacrificial offerings do not stray from a cult's altar or for other, darker purposes.

Value: 3 (Common)

Keywords: Personal Gear, Imperium, Adeptus Arbites, Government, Hired Gun

Melta-Drill

An ancient and forgotten tool, rediscovered alongside the Delphis Mark II "Prensio" Lifter Armour, the melta-drill is a remarkably efficient, if cumbersome, excavation tool. Its original design was pieced together from fragmented archeotech descriptions of an attempt to create a melta melee weapon. The result is a device capable of continuous, short-ranged melta energy emissions, permanently connected to a hefty, backpack-mounted fuel source.

This makes the melta-drill excellent for fast, reasonably safe excavation into all but the hardest of materials. Cogitators built into the handle allow for variations in the dimensions of the emissions, from as small as 10cm to as large as 1 meter in diameter. It can bore into all but the hardest of materials, cutting through at a maximum rate of 1 meter per second. It is safe enough (albeit a bit warm) to move into such an opening after a single Round.

However, while quite useful for excavation, the sheer size and weight of the melta-drill makes it difficult to use for any great period of time and quite unwieldy in combat situations. A melta-drill always requires both hands to use.

If its wielder has a Strength of 5 or lower (after any modifications, such as wearing Lifter Armor), he gains 1 point of Shock for every continuous minute of use.

When wielded in combat, a melta drill counts as a melee weapon with the following profile: (Damage 10; Pen -10; Bulky, Unwieldy (3)). The melta-drill is not truly suited for melee combat,

however, and so cannot be used as part of a Multi-Action.

• **Value:** 6 (Very Rare)

Keywords: Personal Gear, Imperium, Construction, Adeptus Mechanicus, Rogue Trader Fleet

Melta Gel

This term covers a wide variety of extruded gelatine similar to dental paste, usually bright red or some other strong color and sticky enough to adhere to most surfaces. Once applied and activated by an electric spark, it rapidly burns through bulkhead plating without the need for oxygen. Ideal for opening up a spacecraft from the outside or working in areas where air has escaped, most repair crews carry several tubes in their kits. A tube of melta gel can cover five meters in a thin line, or a surface area of one meter square. Along this line or area it deals Damage as a melta bomb over the course of about a minute as it burns through whatever it is applied to before becoming inert.

Value: 2 (Very Rare)

Keywords: Personal Gear, Imperium, Imperial Navy, Rogue Trader Fleet, Voidfarer

Mining Laser

When their range limiters are short-circuited, the mining lasers of guilds make powerful weapons. Mining Laser is not formally a weapon, but a tool for breaching tunnels in the mining process. In some cases though the mining laser can be used as a weapon. For example, the Dvarlock pattern Mining Laser, founded and identified by Tempestor Gulack of the Kappic Eagles have been modified so it can blast the hole through a meters-thick bulkhead with a single pull of a trigger. It also features three hand-grips, indicating its use in combination with a tertia pattern servo-arm.

If its wielder has a Strength of 4 or lower (after any modifications, such as wearing Lifter

Armor), he gains 1 point of Shock for every continuous minute of use.

In order for the Mining Laser to operate as a weapon, it requires a Tech Test (DN 3) to short-circuit its range limiters. Otherwise, it operates as a ranged weapon with the following profile: (Damage 18; AP -4; Range 48m; Heavy (4)).

• **Value:** 6 (Uncommon)

Keywords: Personal Gear, Imperium, Construction, Lower Class

Money Pouch

Currencies across the Imperium are disparate and wildly varied. On some worlds, oaths and titles are traded like currency, while on most imperial worlds some form of credits, coins or script are used. Where physical coins or tokens are used, it is common for citizens to possess small pouches to contain their loose coin. These are useful for sundries and bribes, regardless if they actually contain anything of real value.

• **Value:** 2 (Common)

Keywords: Personal Gear, Imperium, <Any>

Multicompass

When exploring new worlds, a device of this ancient tech-pattern is indispensable - but few have the means or influence to acquire one. After a few seconds of analyzing planetary data, a multicompass can display directions, show topographical maps, point out compass bearings, indicate altitude, and much more.

Possessing a multicompass grants a +2d bonus to all Survival tests, and +2d bonus to Scholar tests related to land navigation.

• **Value:** 3 (Very Rare)

Keywords: Personal Gear, Imperium, <Any>

Multikey

As it can open most standard Imperial locks, the multikey is not a standard item for most honest Imperial citizens. For the same reason though,

they are widely sought after by criminals and other disreputable elements. A character with a multikey gains a +3d bonus to any Stealth Test when trying to open or bypass locks.

Value: 6 (Rare)

Keywords: Personal Gear, Imperium, Scum

Nephitic Acid

The origin of Nephitic Acid is one of the many secrets of the Adeptus Mechanicus. It is unknown whether this grey-green liquid was derived from a xenos breed or devised through the aid of ancient STC datavaults. It quickly dissolves most materials in seconds and then fades into an inert grey paste. Only pure silicate glass can hold it effectively and even the most airtight of bottles still emits the acid's strong bitter odor. When applied to other materials, it deals 16+3ED Damage with the Corrosive trait before becoming inert (the damage is applied once during a single Round). A single dose can eat through the equivalent of five centimeter thick square meter of adamantium in that time.

Value: 7 (Rare)

Keywords: Personal Gear, Imperium, Adeptus Mechanicus

Null Rod

Few things invoke terror as much as a psyker calling on the unholy powers of the Warp to twist reality and rend souls. While faith in the Emperor is always essential, a null rod can also be effective in negating such threats. Most null rods appear as short obsidian cylinders, often crawling with arcane icons and glyphs. These mysterious rods crackle and pop with Warp disrupting energy, threatening daemons' hold on reality and filling psykers' heads with nausea and vertigo.

Each can dampen the powers of any psykers within 8 meters, causing them to take all tests to use any of their psychic powers with a +4 DN penalty. If the Null Rod prevents the psychic power from working then no Psychic

Phenomena are invoked. Additionally, for every 10 continuous Rounds a psyker spends within the area of an activated Null Rod, he must make a Willpower Test (DN 5) or gain 1 point of Shock

They also offer a character personal protection from psychic attacks by granting a +3d bonus to resist any psychic power that directly affects him. A null rod acts as a truncheon if used in close combat.

Value: 3 (Unique)

Keywords: Personal Gear, Imperium, Inquisition, Adeptus Astra Telepathica

Ocular Catechizer

A device favored by ranking adepts, sages and Administratum officials, these arcane and intricate-looking eyepieces are designed to magnify objects and help identify and analyze visual patterns and data. They are somewhat temperamental instruments, requiring stillness and concentration to use; their machine-spirits are notoriously easily vexed, much to the pain of the operator. Using these devices gains a character a +1d bonus on Scholar and Investigate Tests where the close examination of objects, symbols and deciphering written text is involved. Other Actions cannot be attempted while using an ocular, and if a failure with a Complication involving the device occurs, feedback through the eyepiece inflicts 1 point of Shock on the user. The eyepiece can also record its impressions to an attached data-slate for later study.

Value: 4 (Common)

Keywords: Personal Gear, Imperium, Adeptus Administratum

Pass Tokens

These coded devices, each about the size of a small thick coin, will allow imperial citizens legal clearance for a particular hive division and free passage on local transit rails around an authorized hive area.

Value: 1 (Common)

Keywords: Personal Gear, Imperium

Pinner

Arbites make extensive use of magnetic latches and holsters to carry their gear and secure prisoners. To help foil their operations, certain criminal factions invest in devices called pinners.



These coil-generators emit a charged fluctuating mag-field. Though it does not magnetically charge items itself, it greatly amplifies the power of existing magnets.

Once activated, the device affects all magnetic devices within 30 meters for 2d6 Rounds, supercharging them. Any attempt to separate the magnet from the surface they are attached to requires a Strength Test (DN 6). Rare and Very Rare versions increase the radius by 5 meters and 10 meters, respectively.

Value: 5 (Uncommon), 5 (Rare), 4 (Very Rare)

Keywords: Personal Gear, Imperium, Recidivist, Scum

Photo-Contacts

Photo-contacts are multi-layered plastic lenses worn on the eyes to enhance vision in poor light conditions. They also incorporate a photochromatic layer which protects the wearer's sight against sudden bright flashes.

A character wearing photo-contacts ignores the penalties of a photon flash flare; instead they become *Hindered* for one round.

Value: 5 (Uncommon)

Keywords: Personal Gear, Imperium, <Any>

Photo-Visor

A photo-visor is a special visor that enhances vision in poor light conditions. It also incorporates a Photo-chromatic layer that protects the wearer against sudden bright

flashes. A fighter wearing a photo-visor is completely immune to the effects of a photon flash flare.

Value: 3 (Rare)

Keywords: Personal Gear, Imperium, <Any>

Pict Recorder

A relatively simple recording device, pict recorders - or picters - can capture audiovisual media. Most models can also display recorded data on integrated screens, with advanced models using holographic imagery. Specialized pict-servitors are essentially ambulatory recorders, brought on hazardous events or missions to autonomously capture occurrences for later codifying.

Value: 5 (Common)

Keywords: Personal Gear, Imperium, <Any>

Portable Gravity Adjustment Panels

Using technology similar to the potent gravity generators present on voidships throughout the Imperium, portable gravity adjustment panels allow for limited control of the forces of gravity within a chosen area. Their original purpose is unknown, but they have been adapted to an extraordinary variety of uses, including specimen entrapment, criminal imprisonment, transportation of sensitive substances, and even combat. Though their sheer weight limits their usefulness in more delicate or time-sensitive situations, the sheer array of possibilities afforded by devices make them popular for countless different uses across the galaxy.

Each panel affects a 1 meter by 1 meter square of space that extends 10 meters above the panel, and can be remotely activated to manipulate gravity within the zone to anywhere between 0.1 and 10x standard Terra gravity. A single remote can be keyed to affect either a single panel, or up to ten panels at the same time. Once activated, a panel requires one full Turn to fully activate, and creates an audible

whining noise as it measures and adjusts itself to the ambient gravity force.

Value: 5 (Rare)

Keywords: Personal Gear, Imperium, Voidfarer

Power Board

Many still refuse to believe these featureless flat planks exist. Power Boards are very much real, most older than many a starship but still gleaming and unmarked. Each allows the user to glide through the air, using anti-grav engines of unknown design. Internal power cells recharge slowly after use, but each charge can last hours depending on the speed and distance desired. Users operate a board with their own body orientation, and most affix footholds to prevent falls. Most users also decorate their boards with bold and colorful patterns and sayings, the better to advertise their reckless nature, as riding a board well is truly the mark of a skillful individual. A Power Board grants the user the Hover Trait, with a Speed of 15 while operating one.

Value: 2 (Unique)

Keywords: Personal Gear, Imperium, Archeotech

Psychic Hood

Psychic hoods are arcane devices that augment the powers of a psyker. Constructed of rare psych-conductive materials, the psy-lattice frame of a psychic hood must connect to the wearer's cranium at numerous points, and is often subdermally anchored for greatest effect.

A character wearing a psychic hood gains a +2d bonus to manifesting psychic powers and to Deny the Witch. A psychic hood cannot be used by, and provides no benefits to, a character who is not a psyker.

Value: 6 (Very Rare)

Keywords: Personal Gear, Imperium, Adeptus Astra Telepathica, Adeptus Astartes

Psycrystal

These small, rare quartz-like crystals emit a soft purple glow when psychic energy is being used nearby, with the intensity varying depending on the degree of power released. They are found mostly on barren worlds devoid of life, an unquietly common phenomenon in the void. Psycrystals perform best when used by non-psychers, paradoxically enough, giving off false indications or even causing mental distress when held by those who can channel the warp. Each crystal glows if psychic powers are being used by an individual within a short distance, usually five meters, or are targeting an individual within the same radius.

Value: 2 (Rare)

Keywords: Personal Gear, Imperium, Rogue Trader Fleet, Voidfarer

Psy Focus

Many psychers use these small, personalized items to steady themselves before accessing the terrible powers of the Warp. Each is different; some might be no more than a carved finger bone or pressed flower, while others could be a softly glowing crystal or void-iron glyph. All, however, are specially attuned to their bearers through long meditation or ritual, allowing them greater control over their abilities. When a psyker with a psy focus manifests a Psychic power, he gains a +1d bonus.

Value: 4 (Rare)

Keywords: Personal Gear, Imperium, Adeptus Astra Telepathica

Regicide Set

A two-player game played across all classes from lowly refresher scrubbers to spire nobility, regicide is simple to learn but difficult to master. Many Imperial Guard officers hone their tactical senses in games with small sets that can fold into their combat kit. A typical regicide game takes 1d6 hours, and while it usually has no in-game effects, the GM can offer benefits to well-

roleplayed games such as a +1d bonus to Social tests with the opponent for the following day.

Value: 2 (Common)

Keywords: Personal Gear, Imperium, <Any>

Reliquary

Reliquaries come in a myriad of forms, such as boxes, caskets, and cases.

They are used to contain relics (authentic or not), charms, or holographic images of actual relics. Quality and price are relative - the most common reliquaries are cheaply made and contain only a holo, model, or painting, while one designed to hold an authenticated holy relic can easily cost an exorbitant amount of wealth.

Value: 4 (Common)

Keywords: Personal Gear, Imperium, Adeptus Ministorum, Ordo Hereticus, Adeptus Sororitas



Remuneration Engine

A tool and symbol of status for wealthy factors and brokers, the optics and prongs of this heavy device rapidly stack, count, and assay the worth of diverse currencies. Any attempt to cheat by Stealth or similar method of distraction suffers a +3 DN penalty where a Remuneration Engine is used. Its temperamental machine spirit requires the constant attention of tech-adepts, however.

Value: 7 (Very Rare)

Keywords: Personal Gear, Imperium, Adeptus Mechanicus, Commercia, Rogue Trader Fleet

Sacred Incense

Before confronting a Daemonic host, Inquisitors and Acolytes of the Ordo Malleus often fill great iron braziers or swinging bronze censers with holy herbs and sacred spices. When battle is joined, these herbs are lit on fire, and the choking cloud of sweet-smelling smoke they

produce over the next hour weakens and disorients daemonkind.

Daemons within ten meters of a character bearing Sacred Incense receive a +1 DN penalty to their Weapon Skill and a +1 DN penalty to all Warp Instability Tests they are forced to make.

Value: 3 (Very Rare)

Keywords: Personal Gear, Imperium, Ordo Malleus

Shock Collar

Equipped with a remote trigger, shock collars contain variable electrical nodes capable of delivering non-lethal jolts of electricity to a beast wearing the collar. Though negative reinforcement might only be part of a training regime, shock collars can significantly aid in keeping savage beasts under control. Of course, some creatures respond better to the threat of pain than others, and some can react violently indeed to a sudden shock.

Any Tests made to influence a creature fitted with a shock collar gain a +2d bonus. However, if a character fails a Test to control a beast wearing a shock collar with a Complication, the creature angrily turns on him. It becomes *Frenzied* and attempts to wreak its vengeance upon him until he passes a Survival Test (DN 5) as an Action to bring the beast back under his control.

Value: 4 (Common)

Keywords: Personal Gear, Imperium, <Any>

Simulacrum Imperialis

Some of the most precious artefacts in the possession of the Holy Ordos, Simulacrum Imperialis are holy symbols of the Ecclesiarchy that were once borne by a Saint of the Imperium, or have been fashioned from the bones of a Saint. Brought out only rarely, usually when the forces of heresy and the warp are at their worst, a Simulacrum Imperialis is often carried at the forefront of an Adepta Sororitas battle group. Considered one of the purest

symbols of the Ecclesiarchy and the might of faith in the God-Emperor, the mere sight of Simulacrum Imperialis is often sufficient to raise the spirit and fighting zeal of any nearby allies.

Whenever a character spends a point of Wrath within 20 meters of a Simulacrum Imperialis he will immediately recover it on a dice roll of 4, 5 or 6. Characters with more than 5 Corruption Points cannot benefit from this effect.

Value: 4 (Unique)

Keywords: Personal Gear, Imperium, Adeptus Ministorum, Adeptus Sororitas, Inquisition

Skeleton Keys

On feudal worlds, the locks of many castles (and sometimes whole towns) have been designed so that one master key, known as the skeleton key, can open them. Given that most primitive locks operate on the same basic mechanism, those who wish easy ingress often keep a collection of such keys on hand.

Value: 1 (Uncommon)

Keywords: Personal Gear, Imperium

Spyrer Wings

A spyrer's wings are made out of hundreds of individual plates of metal connected together by micro-fiber bundles on an articulated frame. The fiber bundles are activated by brainwaves read directly from the wearer's cortex through a series of conductive filaments. With a little training the wearer can make the wings move and flap at will, enabling him to glide exceptionally well or climb upward somewhat more laboriously. Each of the metal plates is wired with crystalline circuitry so that they can change color and meld into the wearer's surroundings as part of the spyrer's defenses.

A spyrer's wings allow its user to fly up to his normal Speed in a turn, or double that if he charges or runs (flaps). Since the spyrer's wings allow it to glide well rather than truly fly the spyrer must land at the end of his move. Flying upwards counts as 4 meters for every 2 meters

moved; flying downwards counts as $\frac{1}{2}$ for every 2 meters moved.

The chameleonic effect of its wings allows a spyrer to hide even if it is not behind cover; the spyrer simply remains stationary long enough for its outline to disappear completely. In addition to this, the chameleonic effect of the wings makes a spyrer difficult to track at long range. Any shooting attack against the spyrer suffers an additional +1 DN penalty to hit if the weapon firing is at long range.

Value: 6 (Rare)

Keywords: Personal Gear, Spyrer

Strait-Cape (Mem-Wire)

Once prisoners (or bounties) are caught, strait-capes are often used to secure them. Made from heavy, durable fabric, each is lined with memory wire so that when thrown over a body and activated they constrict and wrap the foe into a tight bundle. Once locked, they are almost escape-proof and allow for easy transport of the now-mummified target. Strait-capes can be used as a thrown weapon with the Snare (6) trait, and impose an additional +4dn penalty on all tests to escape its coils, no matter what variety.

Value: 6 (Rare)

Keywords: Personal Gear, Imperium, Government, Hired Gun, Adeptus Arbites

Strait-Cape (Canvas)

The Adeptus Arbites know that in order to break the most hardened criminals it is important to carefully manage every aspect of their incarceration. A key early step in this process is to isolate and disorient them. Strait capes are used to achieve this. These are specially made heavy sacks constructed of strong synthetic canvas which are thrown over suspects. Their limbs are then pulled through holes in the sack, immobilized and hogtied using internal chains, and an attached hood containing a blindfold, gag, and earmuffs is then thrown over the suspect's head. Completely helpless, the subject

can then be attached to the exterior hooks and clamps on Arbites vehicles and roared away into the night to await the pleasure of the arbites.

All Tests (Athletics, Stealth or even pure Strength) to escape the bonds of a strait cape are always taken with at least a +4 DN penalty, and take five times as long as normal.

Throughout the course of their incarceration within a strait cape, the subject cannot use any skills which depend upon sight, sound, or use of their voice, limbs, or hands.

Value: 4 (Rare)

Keywords: Personal Gear, Imperium, Government, Hired Gun, Adeptus Arbites

Teleportation Pack

Rogue Traders are known for the extreme nature of their lives, from risky smuggling runs to facing down alien warfleets to closed-room deals for the fate of entire star systems, but even they would cringe from using these archeotech mechanisms. Warp Jump Packs come under a variety of names and in a multitude of shapes, but are usually worn as a backpack under heavy clothing or a cloak. No sane person would deliberately use one unless it was an emergency of the direst sort, for these packs allow the user to make short teleports (usually no more than several hundred meters) through the Warp, unprotected by a Gellar Field or other warding device. Even these short-range jumps through the warp are incredibly risky, and often those teleported are never heard from again, or appear far away from their target spot.

Far worse fates await those who are attacked by the unholy creatures that reside in that unreal dimension. Despite these perils they are highly sought after, and there are always those with more wealth than sense ready to buy one.

Teleportation Packs allow the user to make a Move of up to 4d6 meters - the wearer will always emerge on solid footing and in a suitable empty space. If three of the four dice come up with the same number (e.g. three threes), then the user does not re-emerge for 1d6 Rounds and gains 1 Corruption point from exposure to

strange energies. If all four dice come up as the same number, then the user suffers 1d6 corruption Points instead.

Value: 7 (Very Rare)

Keywords: Personal Gear, Imperium, Rogue Trader Fleet

Vertical Spindle Set

The outer walls of hive cities are often nightmarish drops that can see an unfortunate buffeted by howling winds and toxic gas emissions before falling for kilometers and smashing to death on their armored flanks. However, the very inhospitable nature of this environment can prove appealing, as it can often provide an unexpected means of access to restricted areas. The need to operate on a hive's outer shell gave rise to the invention of the spindle-set. Originally said to have been invented by menial tech-wights of the Vertical Hives of far-distant Hilraxis, the design travelled to distant sectors with a succession of Chartist Captains. Currently, tech-wight menials and reclaimators produce varying versions of spindle sets in several different hives.

Spindle sets consist of heavy, reinforced gloves and boots, connected with feed-lines and power leads to a central unit worn on the user's back. The gloves and boot toes have blunt plates attached to them - powerful electro-magnets, activating when pressed against metal surfaces and deactivating when pulled from the attached surface in a specific fashion. In addition, the plates can detach from the spindle set, allowing the wearer to lower himself on adamantium-weave monoline.

Anywhere from one to all four of the plates (both hands and feet) can detach in this manner. This device allows the user to climb any ferromagnetic surfaces (such as most iron alloys), even upside down. Unfortunately, the clanking of metal on metal, however soft, does impose a +1 DN penalty to any Stealth Tests. By detaching from the magnetic plates, the user can also lower himself up to 50 meters.

Rare versions of spindle sets have inbuilt compressor launchers that allow the user to fire the magnetic plates at distant surfaces and pull himself in. This is an Action requiring a Ballistic Skill Test, although in the case of particularly large targets (such as a wall) the GM can grant a size modifier or waive the Test entirely. Very Rare versions use mono-fiber hairs on the plates that burrow into surfaces, allowing the user to climb any surface. Standard versions do not have detachable plates or monoline at all.

Value: 5 (Uncommon), 4 (Rare), 4 (Very Rare)
Keywords: Personal Gear, Imperium, Rogue Trader Fleet, Commercia, Scum

Vid-Relay

On rare occasions, some Imperial Guard squads are issued helmet- or shoulder-mounted vid-casters, allowing a dispersed squad to coordinate their activities much more accurately than verbal communication alone would allow. In many cases, however, the truth is that vid-casters allow a commanding officer to lead a dangerous mission, perhaps a suicide mission, from the safety of his command bunker. The other half of the vid-relay system consists of a receiver, which can take the form of a helmet-mounted visor or "flip-out" eyepiece.

Most vid-relays have a maximum range of about 10 km, while superior units can often reach 50 km or more. The more advanced units can maintain a connection between a planetary surface and a ship in orbit, with only minor delay. The effective range of a vid-relay, and the quality of the signal, can be greatly impacted by dense, intervening material or environmental conditions (such as operating underground or in the midst of a gravitic storm.)

Vid-relays are usually accompanied by a vox-system.

Value: 7 (Common)
Keywords: Personal Gear, Imperium, Astra Militarum, Military

Vox-Caster

A vox is a simple communication device that can be used to send signals over great distances, up to and including ships in orbit from a planet's surface.

Value: 3 (Rare)
Keywords: Personal Gear, Imperium, Astra Militarum, Military

Vox-Thief

This complex device of the Omnissiah's arts is designed to pick up, store and analyze both vox and data transmissions in the surrounding area. They can either be used by an operator or can be covertly hidden to record in a particular area. Using a vox-thief's basic functions requires a successful Tech Test (DN 5) and may be made considerably harder by the nature of the task. Additionally, heavily encrypted signals need further analysis to break their code. Short-range vox-thieves are the size of a data-slate and have a range of about two to three kilometers, while long-range models are larger units, containing a powerful in-built cogitator and are comparable to military vox-casters in size (a large backpack), with a range of up to 50 kilometers. In both cases, this range can be reduced dramatically by local conditions.

Value: 7 (Rare)
Keywords: Personal Gear, Imperium, Adeptus Mechanicus, Inquisition, Scum

Vox-Pickup

These tiny devices, taking the form of black boxes no larger than the joint of a child's thumb, are technological wonders from a forgotten age. They are capable of eavesdropping upon any conversation within a 10-meter radius. They can either record up to 100 hours of such conversation, or directly transmit them contemporaneously in short, secure bursts to waiting receivers. The Arbites make extensive use of this equipment to obtain damning evidence against suspects. Enforcers make use

of similar devices, though usually they are less sophisticated and easier to detect. The Inquisition also has a great fondness for these machines.

Activating a vox-pickup is an Action, though they are so simple to use that no Tech Test is required. Detecting an activated vox-pickup is a far harder proposition: anyone searching for one that has been planted must make an Opposed Investigate Test, pitting his Investigate Test against an Intellect-based Stealth Test taken by the person who concealed the voxpickup. At the GM's discretion, modifiers may be applied for possessing equipment which can detect burst transmissions, or for having foreknowledge of the actual existence of voxpickups in a given location.

Value: 4 (Rare)

Keywords: Personal Gear, Imperium, Adeptus Arbites

Vox-Privacy Field

Much in demand amongst the secretive underworld crime lords, these energy fields create a shimmering dome of force which sound and light do not penetrate. These fields are used to obfuscate their users from the prying eyes of Arbites and Enforcers alike, the better to smoothly affect the lucrative transactions these underworld lords and ladies thrive upon.

A privacy field generates a dome of flickering blue light with a ten-foot radius that cannot be seen through or eavesdropped upon. The field offers no physical protection whatsoever, other than visual cover. Each is unique, usually mounted in a small handled case or on a Servo-Skull.

Value: 4 (Very Rare)

Keywords: Personal Gear, Imperium, Inquisition, Recidivist, Scum

Ward Accessor

Although often ritualized and little understood by most that use them, ward accessors are

electronic passes that allow access to certain areas that are otherwise restricted. Such security measures are commonplace in hive cities where individual citizens and workers usually find certain places off-limits. Individual accessors vary widely in appearance, from simple cards to holo-coins, badges of office or even great seals, depending on just where the security is located and what is being guarded. The availability listed here is for a 'blank' accessor (a potentially dubious but not illegal item) ready to be programmed with a code.

Value: 5 (Common)

Keywords: Personal Gear, Imperium, <Any>

Web Solvent

Web solvent is used to disintegrate the sticky, constricting mass fired by webbers. Each dose of web solvent is enough to free an individual as an Action. However, a character can never free themselves from such as a web, as the strands are far too tight to allow the character to reach his solvent spray.

Value: 5 (Common)

Keywords: Personal Gear, Imperium, <Any>

Witch Cage

The Witch Cage is an ancient device created on Veneris to control Psykers who would otherwise be killed but who need to be kept alive due to extreme circumstances. This simple iron box is placed over the head of the psyker and restricts both his vision and hearing. Runes inscribed within stop the psyker from effectively using his unholy gifts. In addition the Witch Cage has dozens of rings and spikes so that the psyker is easy to control by slapping the cage or pulling on ropes looped through rings.

A psyker wearing a Witch Cage suffers a 4 penalty to all Psychic Mastery tests and is considered Blind and Deaf.

Value: 4 (Rare)

Keywords: Personal Gear, Imperium, <Any>

Whistle

A surprisingly effective tool for alerting other members of your platoon of dangers or calling for help, whistles are standard issue. Some of the Scintillan regiments have adopted hiver ocarinas to also relay battle instructions in coded tones when electronic communications may be compromised.

Value: 1 (Common)

Keywords: Personal Gear, Imperium, <Any>

Publications & Records

There are countless tomes, grimoires, pamphlets and other recorded publications spread across the Imperium. Presented here are a few notable types.

Book of Saint Lucius

Few orators in the history of the Imperium have equaled the fiery rhetoric of Saint Lucius of Agatha. The sermons of the famed Confessor have been published and republished countless times on thousands of the worlds across the galaxy. The righteousness of the revered saint's words echo through the long centuries and continue to inspire the faithful to greater acts of devotion. In the wilds beyond the Imperium's borders, many missionaries carry this tome as a source of inspiration and guidance as they walk their lonely path in service of the Emperor.

Once per combat, a character in possession of this item can read from the book and make an Fellowship Test (DN 3) as 2 Full Actions to inspire his allies. If he succeeds, any ally within earshot gains a +2d bonus to Tests to resist the effects of Fear and Pinning until the end of the encounter.

If the reader is killed, stunned, or the sermon otherwise interrupted during that time, all friendly listeners suffer a +2 DN penalty to Tests to resist the effects of Fear and Pinning until the end of the encounter, instead.

Value: 6 (Uncommon)

Keywords: Record, Imperium, Adeptus Ministorum

Carta Sanguine

These are bounties placed on the head of notorious criminals by Judges of the Adeptus Arbites. Although such documents are unpopular with the Arbites, they recognize that even they, from time to time, need assistance in tracking down particularly elusive criminals. The introduction of these cartas has created a vast class of interplanetary bounty hunters, who travel from world to world in search of the Imperium's foes. These warrants can be a Judge's nightmare, so complex are the conflicting jurisdictions involved. However, on rugged frontier worlds, they are the readiest form of justice available.

The right to pursue cartas Sanguine can be purchased on certain worlds. The bearer of such a carta is permitted under Imperial law to travel from world to world in pursuit of the individual named in the document, and to carry such weapons as are locally permitted on any Imperial world to facilitate his capture. The precise cost, terms, and effect of each carta, together with the details of the issuing authority, should be determined by the GM. Cartas Sanguine have an availability of Rare on most worlds, even for a simple bounty. Once the terms of the Carta are met, however, the hunter is entitled to redeem the carta for a substantial bounty.

Value: 3 (Rare)

Keywords: Record, Imperium, Adeptus Arbites, Hired Gun

Digesta Emporia Calixia

Within the Koronus Expanse, the laws of the Imperium are rarely applied and trade is usually conducted at the barrel of a gun. However, there are times when Rogue Traders find it more practical to resort to legal agreements and

contracts to conduct business. While the complex trade laws of the Imperium are a dizzying assortment of edicts, commercial decrees, magisterial precedents, and ancient compacts too voluminous to be contained even within the greatest libraries of the galaxy, the laws and regulations most commonly applied to commerce within the Calixis Sector are compiled in a tome known as the *Digesta Emporia Calixia*. The *Digesta* contains several thousand legal rulings and opinions from hundreds of influential jurists, scholars, and magisters pertaining to trade in the Calixis Sector, so ensconced in tradition and precedent that they carry the weight of law. While not all of the information it provides reflects the mercurial conditions of trade in the Koronus Expanse, it can still provide an Explorer with a valuable point of reference in negotiations.

A character with access to the *Digesta* gains a +1d bonus to commerce related Tests. Further, a character in possession of the *Digesta* may spend a point of Glory to automatically pass any Insight Tests he makes during a financial negotiation.

Value: 5 (Rare)

Keywords: Record, Imperium, Academic, Commercia, Rogue Trader Fleet

Elseways Charts

Elseways charts are folios full of ancient maps and warplore that allow a Navigator to plot a course without the aid of the Astronomicon, moving along hidden routes unknown to most. These dark and concealed routes are regarded with dread and foreboding by those who have heard of them, but a few are willing to brave such perilous paths in order to elude the authorities or reach some great prize more swiftly.



These charts allow a Navigator to plot a course to otherwise inaccessible systems, even when

warp storms or the light of the Astronomicon is distant or obscured.

Value: 5 (Very Rare)

Keywords: Imperium, Rogue Trader Fleet, Navis Nobilite

Liber Heresius

Containing the collected writings, philosophies, musings, sayings, and wisdom of thousands of Witch Hunters of the Holy Ordos, the *Liber Heresius* is the definitive guide to heresy in all of its forms. It details the structure, activities, and nature of many infamous heretical cults, as well as how they were detected and destroyed. Treatises can be found on how to identify incipient heresy, the signs and symbols commonly used by heretics, and the various heretical creeds and mottos.

As can be expected, the tome is a closely guarded secret among the Holy Ordos, who realize that not only is the *Liber Heresius* an excellent guide to the nature of heresy, it's also the perfect primer on how to start a heretical cult and keep one hidden. The book is only issued to those Witch Hunters who have proved their loyalty and devotion and even then the owner may be called upon to surrender his copy at a moment's notice.

The *Liber Heresius* normally appears as a massive armored book. The symbol of the Ministorum is set into the outer cover and contains a lock coded to the owner's genetic structure. The *Liber Heresius* provides a +2d bonus on research related Tests involving forbidden cults and heresy.

Value: 7 (Very Rare)

Keywords: Record, Imperium, Ordo Hereticus

Litanies of Faith

These books come in a variety of forms, ranging from massive tomes of hand-written parchment to compact data-slates. They contain the teachings of the Ecclesiarchy, with a special emphasis on chants and hymnals. Compact

versions of the Litanies (concentrating primarily on prayers) are common among the possessions of Ministorum preachers.

A complete copy of the Litanies of Faith provides a +2d bonus on research related Tests involving Ecclesiarchy and Imperial Creed lore. Abridged versions (Common) of the Litanies only provide a +1d bonus.

Value: 5 (Common), 6 (Rare)

Keywords: Record, Imperium, Adeptus Ministorum, Adeptus Sororitas, Ordo Hereticus

Navis Prima

These are perhaps some of the most valuable items a voidfarer can possess, as they outline safe routes through the warp, or at least as safe as warp travel can get. Some cover jump locations and travel times known to many, but others can reveal translation timetable plots known only to a few who guard their secrets with their lives. Even rarer are those maps presumed lost, describing jump passages thought forgotten or only known as hearsay or legend. These are all items that can spur decades-long quests, either establishing new fortunes and houses or wrecking them utterly. These items are exceptionally rare and can be the goals of lifelong pursuits to chase down even the faintest rumor of such a map. Common examples of this item grant no bonus, but rare primas grant a +1d to Tests when navigating the warp. Very Rare primas increase this bonus to +2d.

Value: 6 (Uncommon); 4 (Rare), 2 (Very Rare)

Keywords: Imperium, Imperial Navy, Rogue Trader Fleet, Voidfarer

Planetary Codex

A somewhat dubious counterpart to the eternally sought after charts used by Navigators, Planetary Codices are archeotech data remnants, left over from the Dark Age of Technology. While appearing unremarkable to the eyes of the unenlightened, in the hands of one able to identify them, a Planetary Codex is a

priceless data storage device, capable of providing a near limitless wealth of information about a single, specific planet. Accessing this data, however, is an art unto itself, and the Codices seem to have an almost malicious tendency to mislead those unfit to delve into their secrets.

A successful Tech Test (DN 6) can provide access to this data, including (at the GM's discretion): a full planetary map, a list of common animal and plant species, a list of valuable resources and their quantities, a description of any Xenos activity on the planet and the location of said activity, the planet's historical use by the Imperium of Man, and anything else the GM deems appropriate. If the Tech Test is failed, the GM should feel free to leave out or even falsify some of the information given by the Codex. Each Codex covers only a single planet, and is about the size of a standard dataslate

Value: 2 (Unique)

Keywords: Record, Imperium, Commercia, Rogue Trader Fleet, Voidfarer

Penth rift Dreadfuls

The 'penth rift dreadful' is an imperial slang name for a small, cheaply printed pamphlet containing lurid stories of sordid murders, gang violence, fanciful tales of xenos atrocities and other strange occurrences, all couched in the form of morality tales or scaremongering religious tracts in order to evade censorship by the authorities. A popular, slightly licentious pleasure in the mid-hives, these publications are generally allowed to continue by the powers-that-be as they serve to reinforce the justly held fears and hatreds of the population, although, the Holy Ordos often keep a weather eye on their contents, just to ensure that no dangerous 'truths' slip through amid the purple prose.

Value: 3 (Common)

Keywords: Imperium

Rule of Sororitas

A collection of treatises, litanies and assorted holy directives, this book provides a +1d bonus to all Scholar Tests made on the subject of the Ecclesiarchy, Heretics, Mutants or the Adepta Sororitas.

Value: 3 (Rare)

Keywords: Record, Imperium, Adeptus Sororitas

Thorian Missal

Also known as the "Book of Hours," the Thorian Missal is an illuminated book containing prayers, liturgies, sermons, and a calendar of Imperial feast days. This collection of writings is attributed by some to Sebastian Thor, an ancient holy man who came into his ascendency during a time of great conflict in ages past. Other scholars believe that the book is a compilation of writings by Thor and some of his various contemporaries, pieced together some time after the reformations that followed the Age of Apostasy.

An Explorer with a copy of the Thorian Missal gains a +2d bonus to Scholar Tests related to the Ecclesiarchy and Imperial Creed.

Value: 3 (Rare)

Keywords: Record, Imperium, Adeptus Ministorum, Adeptus Sororitas

Shelter & Habitation Equipment

The tools and equipment listed here are predominantly tailored to accommodating a warband's livelihood – whether it is a make-shift camp, fortified bunker or other arrangements, as well as specialist gear used in expeditions or similar long-term endeavors. Many examples found in this section are too cumbersome, large, or otherwise unwise or impossible to carry on one's person and are usually stowed away on adequate transport.

Aquila Magnificus

One of the sacred duties entrusted to all Rogue Trader expeditions into the unknown reaches beyond the Imperium is to find the lost remnants of humanity and bring them back to the loving embrace of the Adeptus Ministorum, lest their souls be forever lost to the darkness. While this duty is undertaken with varying degrees of enthusiasm and diligence (often depending on how much wealth will be gained in the process), those explorers with close ties to the Ministorum often carry many of these impressive pylon-like apparatuses with them in their travels, as they cannot always tarry behind to see to these lost sheep. Each is planted into the ground using deep spike-anchors. They stand 10 meters tall, with the metallic symbol of the Imperium of Man perched at the top, illuminated day and night via internal batteries and solar cells. A variety of homing beacons, vox broadcasters, and recording auspeX sensors operate inside the wide base to alert any passing Ministorum vessels that this flock is ready to receive its shepherds. Standard versions will operate for five years without repairs, Rare and Very Rare versions operate two and three times as long, respectively.

Value: 9 (Common), 3 (Rare), 6 (Very Rare)

Keywords: Sheltering, Imperium, Rogue Trader Fleet, Adeptus Ministorum

Arms Coffer

A long protective case of many quick-release compartments and sockets for power packs designed to be slung over the back. It is intended to protect the diverse wargear of a professional militant from the environment and pilfering hands.

Value: 6 (Common)

Keywords: Sheltering, Imperium, Military

Beast Cages

An invaluable tool for anyone who seeks to capture the great beasts and xenos

monstrosities that exist on worlds across the Imperium, the most common cages are simple constructions of sturdy metal bars. More advanced versions tend to be fitted with potent shock generators or be reinforced with adamantium plating. The finest examples lack bars altogether, instead using stasis fields to contain dangerous creatures. These cages come in a variety of sizes, sufficient to contain many different creatures.

Common cages, while suffering no mechanical defects, may break open at inopportune times due to shoddy construction. Rare cages are fitted with shock generators and adamantium bars, while Very Rare versions use stasis fields to contain the creatures, freezing them in time and making them invulnerable to harm until the field is deactivated.

Value: 4 (Common), 4 (Rare), 8 (Very Rare)

Keywords: Sheltering, Imperium, Rogue Trader Fleet, Recidivist, Voidfarer



Bloodlock Bolt

Rogue Traders by their very nature deal with the extremely valuable and impossibly precious, items of irreplaceable worth beyond the dreams of mere planetary governors or Imperial warlords. Such things are of course to be guarded heavily, for between the time of taking possession to the time they are sold there could be many opportunities for others to steal them away. To keep such prizes safe, some explorers use the famed bloodlock bolt, a special chest combining stasis technology with sophisticated auspex medicae sensors. Once the chest is secured, the combination lock is set by dripping the user's blood into the lock portal which sequences not only the exact blood makeup and gene-patterns, but also any other chemicals in the blood such as alcohol levels, drug types, and the like. By carefully dosing himself with an exact set of liquids and chemicals, the user essentially sets the exact combination to open the chest back up - for it will take not only his exact blood but also the exact combination of drugs and consumables as well. The stasis field, set within the chest, ensures that until the lock is properly opened the contents remain safe - if the lock is simply blown apart, the field collapses and destroys the contents.

Value: 1 (Unique)

Keywords: Sheltering, Imperium, Rogue Trader Fleets

Cameleoline Grid

The name Cameleoline Grid is actually a way of referring to a series of similar devices that have been located in ancient storage reliquaries and tech-vaults across the Calixis Sector. No two Cameleoline Grids are alike, and they vary in size from several meters to several hundred metres across. Their common features are flexible interlocking screens that are held up by strong tungsten rods. The rods are sometimes up to six meters high, and the screens themselves vary in color from a deep green to pitch black, but this changes once an electrical current is run across their surface. Almost

instantaneously, the screens change color to match their surroundings, effectively hiding everything underneath them, much like cameleoline material. It is not understood how these screens achieve this effect, and repairing the individual screens has proven to be impossible, but those lucky enough to possess even a small Cameleoline Grid have a decisive advantage when it comes to spying or hiding objects from prying eyes.

Cameleoline Grids vary in size, and it is up to the GM to determine how much of an area the grid covers. Cameleoline Grids do not require much expertise to use, and setting one up is similar to setting up a large tent or tarpaulin. Almost any power source can be used to activate a Cameleoline Grid - all the device requires is a steady electrical current. Those under a Cameleoline Grid are effectively invisible, granting a +5d bonus to any Stealth Tests made when hiding under the grid. The grid itself provides no cover, and each panel - usually no more than two meters across - cannot be repaired if damaged.

Value: 4 (Unique)

Keywords: Sheltering, Imperium, Rogue Trader Fleets

Camp Warders

Travelers to the feral worlds of the Imperium often choose devices that encourage passing hostile native creatures to go elsewhere and without a fight if possible. One of the more sophisticated of these is the elegant camp warder, a small techno-arcane device with an appearance reminiscent of clockwork scorpions. Data-linked to a screamer, camp warders are buried within the soil surrounding a campsite. When the screamer detects an intruder, instead of releasing an audible signal it sends a silent alarm to the camp warders, which immediately converge on the intruder by swiftly burrowing underground towards it.

Upon arrival, the camp warders begin quickly stabbing their tails up out of the soil into the intruder. The camp warders then begin "herding"

the creature away from the main campsite with continuous painful jabs. While this doesn't cause any real damage, the frightening nature of the unseen assailants cause any being with the Beast keyword to immediately attempt a Willpower Test (DN 4) or flee the area protected by the camp warders.

Value: 4 (Rare)

Keywords: Sheltering, Imperium, Rogue Trader Fleets

Cogitator Systems

Machines created to sift and consider data, to calculate and to process the sacred language of algorithm, these devices range from small portable models to larger logos tabernacles and matriculation-engines integrated into manufactora, star ships and archive centers.

Using a suitable cogitator grants a bonus on Scholar and Investigate Tests when having to compare or sift through large volumes of data.



Emplaced

These cogitator systems analyze and process vast quantities of data (planetary tithe records, genotype reconstructions, and so on). Most also feature auto-quills to print data-scrolls, machine-spirit shrines and symbiotic operations-savants or holo-projectors incorporated into their structure. They grant a +2d bonus on relevant Tests. Proper rites and rituals must be observed during cogitator operations on this scale or they will become subject to severe inaccuracies and glitches, perhaps even possession by malign spirits.

Personal

These portable units are capable of analyzing the information from data-slates and similar sources, and provide a +1d bonus on relevant Tests.



Value: 5 (Common)

Keywords: Sheltering, Imperium, Adeptus Administratum, Government



Decryption Cogitator

Based on STC design principles, the decryption cogitator is intended to assist in cracking enemy ciphers and battle codes. The chugging, hissing cogitator is about the size of a massive ammo crate and able to run incredibly complex algorithms over which only the red-robed adepts of Mars claim understanding or mastery. While Rogue Traders find these devices useful in reading the secret encoded correspondence of their rivals, voidfaring explorers and explorators have also found the cogitator invaluable in deciphering the writings and hieroglyphs of long-dead xenos races.

A character possession of a decryption cogitator gain a +3d bonus to Scholar or Tech tests related to ciphers, literacy, cryptology or similar linguistic endeavors. However, using a decryption cogitator doubles the usual amount of time required for such translation or code-breaking.

Value: 5 (Very Rare)

Keywords: Sheltering, Imperium, Adeptus Mechanicus, Rogue Trader Fleet, Voidfarer

Emergency Hab

This heavy cloth can be formed into a very durable shelter with the simple addition of water, either from the user or from nature. When exposed to water (or most liquids) one side of the material stiffens into rockcrete, while a layer of silicasheet on the inside acts to keep the hab dry. Most kits come with simple support rods to provide shape to the cloth as it sets, allowing users to form a variety of hab shapes as desired, with room for up to three people. Needless to say, the cloth is stored in a very water-proof container (which can then double as a water bag). Uncommon and Rare versions can contain four and six people, respectively.

Value: 3 (Common), 2 (Uncommon), 1 (Rare)

Keywords: Imperium, <Any>

Flex-Tent

This thin fabric turns utterly rigid when a small electrostatic charge is applied. It is part of many emergency shelter kits, as it is very light weight and needs no supports; users can simply unroll and activate to form a strong shelter against the elements. When the charge is deactivated, the fabric collapses and can be reused if needed, making it a popular item in long distance marches. Standard versions hold two people, while Uncommon and Rare versions hold three and four people, respectively.

Value: 1 (Common), 1 (Uncommon), 1 (Rare)

Keywords: Sheltering, Imperium, <Any>



Gravity Generator

Bulk versions of the standard grav plating found on all Imperial voidships and stations, gravity generators are huge squares of metal which can be laid out on the surface to replicate the feeling of Blessed Terra either by increasing or reducing the local gravity field. They are useful when operating in areas of much greater or lesser gravity than is the norm, for meeting with natives, negotiating trade accords, securing cargo, or other short-term dealings. They can also be used as portable restraining cells, keeping prisoners secure under very high gravitational restraint.

Value: 2 (Very Rare)

Keywords: Imperium, Imperial Navy, Adeptus Mechanicus, Rogue Trader Fleet, Voidfarer

Holo-Projector

Cased in brass, crawling with chrome-sheathed cables and hissing steam, a holo-projector is a feature common to the briefing rooms of the various arms of the Adepta. The rituals of constructing and maintaining these devices are some of the most ancient and sacred. The flickering cone of blue-tinged imagery it projects is the product of muttered prayers and burning tapers. A holo-projector can be linked to a cogitator or other data feed.

Value: 1 (Rare)

Keywords: Sheltering, Imperium, <Any>

Isotropic Fuel Rods

A basic building block of Imperium technology, and truly a surviving wonder of the High Dark Age, these meter-long metal rods contain a concentrated liquid metal storage medium

capable of holding vast quantities of energy. A single fully-charged rod is able to power a small settlement or entire hab-block for several weeks. The technology to create isotropic fuel rods is a jealously guarded Mechanicus secret, and the rods themselves are highly valuable commodities.

Value: 1 (Rare)

Keywords: Sheltering, Imperium, Adeptus Mechanicus

Jovian-Pattern Modular Hab Base

Designed for speed of deployment and ease of assembly, these pre-fabricated units can be set into place by landing craft or even drop pods. Once in the desired location, rocket pinions anchor each unit into place, then each is connected into the larger overall base via enclosed corridors. Modular habs such as these (or the Phaeton pattern) can be used in a variety of environments including inhospitable or even toxic atmospheres.

A standard Modular Hab Base includes: one barracks for up to 40 people, commissary, medicae facility, command and communications hub (complete with vox and auspex arrays), two storage sheds, a small genitorium, and a prefab landing pad. Rare version bases include a prefabricated bulwark, capable of surrounding the base, and two Sabre defense platforms armed with two twin-linked heavy stubbers. Very Rare versions also include a laboratory facility.

Value: 9 (Uncommon); 6 (Rare), 5 (Very Rare)

Keywords: Sheltering, Imperium, Adeptus Mechanicus, Astra Militarum, Rogue Trader Fleets, Military

Mantle-Shrine

Common devotional items in the Imperium, these small portable shrines take the form of a triptych wooden or flakboard box that can be closed into a case for carrying. Traditionally, mantle-shrines feature three hand-painted icons, the central being one of the aspects of the God-

Emperor and at his right and left hands an image or saints determined by the painter. The base unfolds to hold candles, an incense burner or a tack for votive papers. Most of these mantle-shrines are crafted in the pilgrim shantytowns of imperial worlds and exported by the Ecclesiarchy across each sector. One can find mantle-shrines even in the homes of the very poor on many worlds – indeed families often club together to buy them as wedding gifts.

Many hive scummers, intent on robbery, also know that a locked mantle shrine is a favored hiding place for many a poor stack-family's few coins, if they dare desecrate it.

Value: 2 (Common)

Keywords: Sheltering, Imperium, Adeptus Ministorum, Lower Class

Occlusive Vault

Used by certain cold traders to secretly transport small quantities of material, occlusive vaults are created from advanced and arcane technology and are extraordinarily rare. Normally taking the form of a large heavily-armored chest, an occlusive vault conceals its true contents behind sophisticated holo-blinds and force barriers, projecting the appearance of false contents, controlled by a micro-cogitator.

While not entirely flawless, the false imagery projected by an occlusive vault is good enough to deter most searches. Any character searching for items concealed within an occlusive vault suffers a +2 DN penalty on Awareness Tests. Very Rare versions suffer a +4 DN penalty, and Unique versions suffer a +6 DN penalty.

Value: 4 (Rare), 6 (Very Rare), 8 (Unique)

Keywords: Sheltering, Imperium, Rogue Trader Fleet, Voidfarer, Void Pirates

Perimeter Defense System

Used frequently on many newly-colonized planets, these systems are formed from dozens of large pylons bristling with power relay nodes, all linked together in line to form an invisible protective barrier around important installations

or structures. They draw a great deal of power and can easily keep most native animals or civilians at bay, but will normally falter against aggressive attacks from armed forces or monstrous creatures. The field causes 14+1ED Damage with the Agonizing trait. Rare Craftsmanship versions do an additional +2ED damage.

Value: 5 (Common), 6 (Rare)

Keywords: Sheltering, Imperium, <Any>

Proximity Alarm

Proximity alarms come in many shapes and sizes, and can detect sound, movement, and even odors, alerting those who emplaced them of incoming dangers such as ground-based attacks.

Most set off a horrendous noise, but others can use silent or visual alerts linked to portable or emplaced receptor units.



Screamers

These proximity alarms set off a piercing wail when they detect intruders. To activate, the player must succeed on a Tech test (DN 3), but the GM rolls this test in secret; players will not know how well the device is working until later on. Once set, a screamer has a Passive Awareness of 7 for the purposes of detecting sounds or motions. If it detects an intruder, it sounds its alarm, which can be heard anywhere out to one kilometer. Doors, walls, and other barriers reduce the alarm's range.



Value: 3 (Uncommon)

Keywords: Sheltering, Imperium, <Any>

Rapid Deployment Shelter (Synthford-Pattern)

Though there are countless variants on the concept of the portable structure scattered across the yawning width of the Koronus Expanse, the Synthford-pattern Rapid Deployment

Shelter is particularly renowned for its rugged durability. These devices of rockrete and plasteel, which range in size from a meter across to much larger constructions, allow unaugmented humans to survive some of the worst weather, rad-storms, and even small-scale bombardments that the Koronus Expanse can throw at them. They are popular amongst Rogue Traders as both short-term bases of operations in hostile environments and as cramped housing for colonists on planets with regular rad-storms or other predictable hazards.

The Synthford-pattern Rapid Deployment Shelter, in its compact form, appears to be a plank roughly a meter thick and several meters long and wide. Once activated, however, it begins to unfold, internal servo-motors cranking it into a rough shape, usually rectangular.

While the solid rockrete slabs provide a good deal of the protection this device offers, it also features a number of other, more potent defenses. Thrice-blessed rad-scrubbers built into the walls hiss and whir in the secret cant of the Omnissiah, granting his august protection from the most ravaging effects of wide-spread regional radiation and cleansing this taint from those inside the shelter. The slabs of rockrete are also veined by sacred technology that allows the shelter to generate its own defensively charged zone for a few brief moments at a time in response to the rage of storms or artillery.

Of course, the machine spirits that govern this protection are often fickle, and respond best to the Priests of Mars themselves. A Synthford-pattern Rapid Deployment Shelter can go from flattened to assembled in the span of a half-hour, if activated and left to its own devices.

Alternately, a character can make a Tech Test (DN 3) to guide it through this process, in which case the assembly time is reduced by five minutes, plus five minutes per Shift on the Test. Once activated and assembled, the shelter provides a haven against extremes of atmosphere, temperature, and radiation and grants a 5 invulnerable armor rating against attacks made from outside to anyone within its shielding walls. Once per encounter, an

character inside can make a Tech Test (DN 3) to increase this armor rating to 10 for 1d6 Rounds. It can operate for 1d10 months without power replenishment.

Value: 7 (Very Rare)

Keywords: Sheltering, Imperium, Adeptus Mechanicus, Rogue Trader Fleet, Voidfarer

Razor Wire

A decidedly crude yet effective way to protect an installation, razor wire sees extensive use in both war and urban zones.

Value: 6 (Common)

Keywords: Sheltering, Imperium, Military, Government

Sandbags

Doubly useful in the field as they can be filled with earth or sand to provide protection, or filled with clothing to create a makeshift pillow.

Value: 1 (Common)

Keywords: Imperium, Astra Militarum, Military

Signal Jammer

As the name suggests, this device acts to overpower local vox, data, or other transmissions within a range of roughly 1km. Basic models are overt and obvious, such that the transmitting agencies know they are being jammed. Sophisticated versions emit precisely-tuned frequencies that dampen out transmissions without anyone detecting the action.

Value: 7 (Rare)

Keywords: Sheltering, Imperium, Adeptus Mechanicus, Inquisition, Scum

Stasis Pod

While fabulously rare, the stasis pods produced by the Adeptus Mechanicus are exceedingly well crafted. Each will preserve one humanoid-sized item in a state of unchanging time for as long as

power can be maintained. Though used infrequently given the more widely-available nature of savior systems, stasis pods are ideal for containing dangerous xenos or animal life during transport without the risk of escape or damage. Rogue Traders who specialize in beast hunts may have many dozens of pods lining their cargo holds, containing everything from the nightmare creatures of Burnscur to savage Genestealers stolen from drifting space hulks.

Value: 5 (Very Rare)

Keywords: Sheltering, Imperium, Adeptus Mechanicus, Rogue Trader Fleet

Static Generator

Simple but obvious, this emits a powerful sphere of white noise across commonly used transmission frequencies within 30 meters. Comm devices do not function, but it is also clear to all users that they are being disrupted, and the device can be easily located. Still, when set on a timer and placed next to a transmission tower, they are effective for short-duration sabotage.

Value: 2 (Rare)

Keywords: Imperium, Adeptus Mechanicus, Inquisition, Scum

Stummers

The reverse of a screamer, a stummer blankets sound within 5m through sonic detection and dampening projectors. A character carrying an active stummer gains a +3d bonus to Stealth tests. A stummer typically has enough power for 20 minutes of continuous use before needing to be recharged, a process that takes about one hour.

Value: 3 (Uncommon)

Keywords: Sheltering, Imperium, <Any>

Tent

Simple and durable, this tent can fit two people and their gear. Standard issue tents are

waterproof with a reflective side for sun-baked climates.

• **Value:** 2 (Common)

Keywords: Sheltering, Imperium, Astra Militarum, Military

Vox-Phonograph

A domestic toy of the wealthy, phonographs are bulky table-piece devices of clockwork-cogs, switches, vox-grills, sounding horns and lens-projectors, built to play music or provide flickering holo-lantern shows. The usual fare for a vox-phonograph is orchestral symphonies, inspirational Ecclesiarchy sermons, issued guild reports and pict-slides, each recorded on a micro-etched metal cylinder which plugs into the machine's loom to be played. Better models may record cylinders of their own and play media from other sources such as data-slates.

Sadly such entertainment is well beyond the price of the masses in most hives.

• **Value:** 5 (Uncommon)

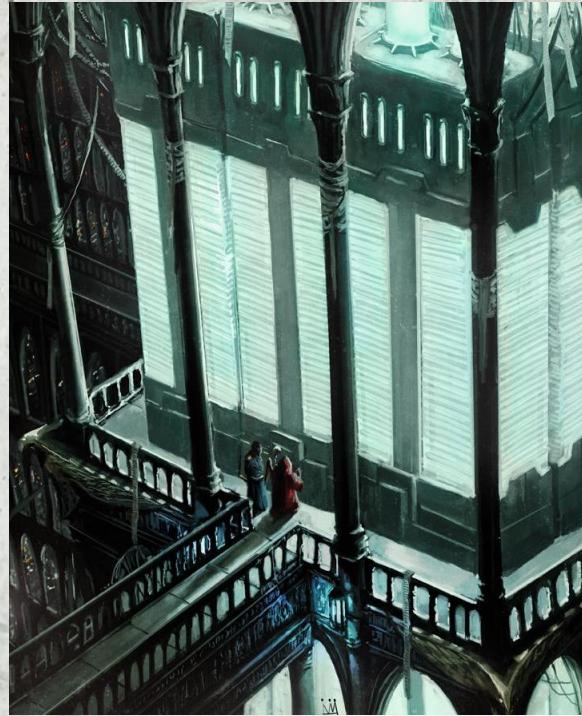
Keywords: Sheltering, Imperium, Nobility, Adeptus Ministorum

Voidship Equipment

The tools and equipment listed here are predominantly found on voidships, orbital stations, and similar craft. Many serve a specialist function that would otherwise be useless in conventional situations.

Lord-Captain's Baton

Many officers of the Imperial Navy carry one of these short rods as an insignia of rank and station. Most are highly engraved and ornamented with the heraldry of their ship and fleet. What most do not know - and only find out too late - is that naval batons are often strongly reinforced and can easily shatter bones. Some even contain specialized micro-cogitators or



data vaults - for example, the bridge baton of the Rogue Trader ship Aigarn contains the codeprayers for the bridge machine spirits. It is ceremoniously re-inserted into the main helm station as part of each shift change in an elaborate ceremony of phrases and counter-phrases. Failure to properly perform this ritual results in the lockdown of all command systems - a means of preventing piracy or mutiny.

A Lord-Captains' baton may be used in combat using the profile of a Club.

• **Value:** 2 (Very Rare)

Keywords: Voidship Gear, Personal Gear, Imperium, Imperial Navy, Rogue Trader Fleet, Voidfarer

Lumenmould

This phosphorescent fungus provides reliable lighting for most of the Black Holds and the lower bilge decks of imperial voidships, where it thrives in the toxic sludge lining most decks. By scraping the mold and sludge into clear containers, crude light sources can be created to offer this greenish-yellow glow in areas without other sources of illumination. Others simply use

the slime as body paint, making themselves terrifying. A patch of lumenmould lights an area dimly for five meters.

Value: 1 (Uncommon)

Keywords: Voidship Gear, Personal Gear, Imperium, Imperial Navy, Rogue Trader Fleet, Voidfarer

Prognosticator

The services of Navigators are not easily or cheaply secured, and many pirate vessels plying the warp cannot obtain such rare and valuable individuals to guide their ships through the warp. While most warp-capable vessels are able to make short hops through the Immaterium, covering four or five light-years at a time along stable routes, some pirates and smugglers desire the means to travel farther and along the more dangerous routes to better elude those who hunt them. A prognosticator is a forbidden device using minor examples of blasphemous maletek to more accurately map and predict the tides and flows of the warp than conventional cogitators can, though not as precisely as a Navigator. Nobody knows for certain where they were created, although some suspect hereteks on Iniquity. Others whisper stories about a forgotten civilization based on sorcery that exists within the heart of the Great Warp Storms of the Halo Margins, but few give this nonsense any credence.

A character using a prognosticator can attempt Pilot Tests in regards to navigating the warp, and may attempt to do so as if a Navigator, but they must make a Corruption test from brief glimpses of the Immaterium.

Value: 6 (Very Rare)

Keywords: Voidship Gear, Imperium, Void Pirate, Recidivist

Void Abacus

While the search for priceless archeotech is one of the most profitable endeavors a Rogue Trader can undertake, there are those who dedicate

their lives to the suppression and elimination of many wondrous items from the Dark Age of Technology. One such item sought after by both camps is the Void Abacus, most famously unearthed on the cursed Munitorum planet of Soloman in the Calixis but also recovered in the bowels of many an ancient hive spire or nameless space hulk. For these can do something very valuable indeed - when integrated into a ship's auspex and propulsion systems they can allow a ship to make accurate void jumps four or five times longer than normal without a Navigator's aid. This allows many more types of ships to travel safely, something the Navigator's Guild cannot allow. While the Guild cannot directly outlaw their use, they can act to buy, destroy, or sabotage any and all they can find. That they will arrange for the same fate to befall to any vessel found using one is an open secret as well. Having an Abacus networked into a ship's systems allows the crew to safely plot warp jumps of up to 5-10 days in duration with a Pilot Test (DN 3).

Value: 7 (Unique)

Keywords: Voidship Gear, Imperium, Archeotech

Voidbait

A common tactic of pirates is the use of a lure to entrap prey, conveying the false appearance of something desirable or of interest to the prey. Voidbait is a collective term for these lures, a range of devices that project false signals discernible by unsuspecting vessels. Fraudulent distress hymns, augur readings and even astropathic messages - though the latter requires particularly exotic and blasphemous technology - are all common tricks, easily replicated using the right systems and a suitably cunning heretek.

A voidbait device can be set given an hour of work and a Tech Test (DN 6), to send out a false signal of the operator's choosing. This can be detected by starship augur systems up to 500,000 kilometers away. It takes an Awareness Test (DN 6), with a +2 DN penalty for every Shift

on the Tech Test, to determine that the signal is false.

- More advanced versions (Very Rare), crafted using blasphemous technology and scraps of the brains and blood of psykers, can send weak psychic signals, discernible by astropaths and Navigators from nearby star systems. The Tech Test to craft the signal with these devices is DN 10; and takes 1d6 hours, and it can be detected by astropaths up to ten light years away. The test to determine whether or not the signal is a fake remains the same.

Value: 7 (Rare), 9 (Very Rare)

Keywords: Voidship Gear, Imperium, Void Pirate, Recidivist

Void Coffer

Void coffers are chests or safes, often elaborately decorated, that are sealed by an internally powered void shield. Thus protected, void coffers are nearly impenetrable and virtually indestructible - tales tell of void coffers surviving the complete destruction of starships and being recovered intact amidst the floating debris. Few items are precious enough to keep hidden away in these expensive, custom strong boxes, but virtually anything so protected is bound to be of incomparable value. The intricate locks and shields on void coffers are most often keyed to the biometric information of the owner (fingerprints, retinal scans, DNA samples, etc.), through the use of specific, sophisticated keys. Such triggers can take nearly any form, from finely-wrought sigils to the fragrance of a particular flower that blooms only once every decade on the far-off hive world of Desoleum to the exact pitch of the whirr of an ancient, inherited chainsword.

Attempts to open a void coffer without the key require a Tech Test (DN 7) to disable the void shield, followed by a Stealth Test (DN 5) to open the physical lock holding the lid shut. Trying to open the coffer while the void shield is operational is virtually impossible. Trying to open it using brute force (blasting at it several times with a battle cannon, for instance) might

overload the shield but would undoubtedly obliterate the coffer and its contents in the process.

Value: 9 (Very Rare)

Keywords: Voidship Gear, Imperium, Imperial Navy, Rogue Trader Fleet, Voidfarer, Void Pirate

Voidbane Generator

Officially listed as the Hades-Pattern Rotating Gravimetric Harmonic Disruption Device, a Voidbane Generator is a lethal weapon of sabotage and terror. Rediscovered during the dark days of the Malygrisian Heresy, Voidbane Generators use gravimetric and soundwave transmissions to disrupt and eventually overload a voidship's Gellar Field, spilling the raw stuff of the Warp into the ship. Worse, each generator can shut down a Gellar Field from almost anywhere inside the craft, and the devices are easily hidden. Far too destructive to leave in the wrong hands, the generators were all but banned by the end of the Malygrisian Heresy. Now, only the Inquisition can authorize their use, but even they are unsure of just how many generators were created or how many have spread throughout the Calixis Sector.

Voidbane Generators can be set to activate the moment a voidship enters the Warp and take around an hour to achieve full power once active. The larger the ship, the more likely they are to detect the disruptions to their Gellar Field before it is too late, but once active the generator must be destroyed before it completes its task and the ship becomes vulnerable to the fury of the Warp. Tracking down a Voidbane Generator is quite difficult, requiring an auspeX and an Awareness Test (DN 8) taken every five minutes as the generator constantly switches frequencies. Voidbane Generators make for excellent narrative devices, either as something characters must find and stop, or as a piece of assigned wargear to use against the enemies of more radical Inquisitors.

Value: 6 (Unique)

Keywords: Voidship Gear, Imperium, Adeptus Mechanicus



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 armor. Hits from this weapon ignore an amount of armor 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. Most melee weapons have a range 1 meter. Some specialized melee weapons have a range of 2 meters.



- The range of a ranged weapon indicates its medium effective range.
 - 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 meters 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.
- 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.

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.

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.

Aerial Bomb

A weapon with this trait is delivered as an aerial payload. Its range is determined by multiplying the Cruising Speed of a vehicle by 5 when moving in Low Altitude, or by 10 when moving in High Altitude.

Armourbane

This weapon has been crafted with one aim in mind: to pierce the hides of armored vehicles. Weapons with this trait ignore armor value altogether.

Bulky

A character using a melee weapon with this trait can only ever make a single attack with it, and cannot target multiple enemies (even against a mob).

Concussive (X)

Concussive weapons strike with a powerful impact strong enough to temporarily knock a foe senseless. When a target is struck by a Concussive weapon, he must take a Toughness test with a DN equal to the number in parentheses (X). For example, a weapon with Concussive (2) would impose a DN 2 Toughness test. If he fails, the target is *Stunned* for 1 round. If the attack also inflicted an amount of damage greater than the target's Strength attribute, the target is knocked *Prone*.

Corrosive

These weapons utilize highly caustic acids which cause damage to both the target and his equipment. If a target is struck by an attack from a Corrosive weapon, the Armour value of any armor worn by the target are reduced by 1d3 points. If the Armour value of the armor are reduced below 0 or the target is not wearing any armor, the excess amount of Armour value damage (or the whole amount if the target is wearing no armor in that location) is dealt to the target. This excess damage is added to the weapon's base damage. A target's armor can be reduced multiple times by the effects of a Corrosive weapon, and the Armour value damage is cumulative. A suit of armor damaged in this way can be repaired with a successful Tech test with a DN equal to the amount of damage sustained (note, damage below 0 counts towards this DN).

Crawling Fire

When a hit is scored from a weapon with this quality, it creates a blast at the point of impact with a radius in meters equal to the number in parentheses (X). After the blast location target is determined, the blast radius moves up to 4 meters in any direction so long as this would cover more living targets than previously.

Crippling (X)

Designed for cruelty and viciousness, crippling devices are favorites amongst those who prize pain and suffering. When a target suffers at least one wound from this weapon, he is considered *Crippled* for the remainder of the encounter or until healed of all damage. If a Crippled character takes more than a Move on his turn, he suffers a number of Wounds equal to the number in parentheses (X).

Deflagrate

Deflagrating attacks have a devastating effect on organic matter, explosively burning flesh into

ash and jetting fire: When a weapon with this trait rolls ED, each result of 6 deals an additional Mortal Wound to the target of the attack in addition to any normal damage.

Dual-handed

A Dual-Handed weapon can be wielded in one hand using the appropriate profile. Alternatively a character can choose to wield a Dual-handed weapon with both hands, in which case it receives a further +1ED. Of course, this requires the wielder to have his other hand free and cannot benefit from dual wielding.

Fleshbane

Many are the weapons and creatures whose merest caress is fatal. These felling weapons make a mockery of even the most resilient enemies, cutting dense tissue and bone with ease. Weapons with this trait ignore resilience (except from armor) altogether.

Flexible

These are often made of linked metal, rope, or other non-rigid materials that deny defensive counters. These weapons negate the benefits of the Parry trait.

Graviton

Graviton weapons alter the target's local gravity field, transforming protective armor into crushing force. When a weapon with the Graviton quality hits a target it deals a number of additional ED equal to the resilience (including armor) of the target divided by 2.

If a weapon with the Graviton trait also possesses the Blast trait, every target caught in the gun's blast is violently pressed to the floor and must take a Strength Test (DN 3) or be knocked down, although what the character or object is thrown against and how far they fall may well make this effect far worse.

At the GMs discretion, the flux may shatter brittle objects, collapse loose flooring, rupture containment vessels, damage vehicles and machinery, plus wreak any other chaos deemed appropriate.

Graviton Pulse (X)

Instead of rolling damage normally with this weapon, any target caught in its blast is violently pressed to the floor and must take a Strength Test (DN 3) or suffer a number of Mortal Wound equal to the number in parenthesis and be knocked down, although what the character or object is thrown against and how far they fall may well make this effect far worse.

At the GMs discretion, the flux may shatter brittle objects, collapse loose flooring, rupture containment vessels, damage vehicles and machinery, plus wreak any other chaos deemed appropriate.

Guided (X)

Weapons with this quality add +1d to the firer's Ballistic Skill when fired for every (X) value. This means that a Guided (2) would grant a bonus of +2d. Weapons with this trait cannot be aimed, however, and gain no further bonuses from that combat option.

Gyro-Stabilized

The weapon has a small auto-stabilization unit that is typically built towards the end of the barrel. While not as powerful as a suspensor, the gyro-stabilizer helps keep the weapon levelled at the optimal angle for firing. A Gyro-Stabilized weapon never counts its target as being further than Optimal Range (normal maximum range still applies). Heavy weapons with this trait reduce the penalty for firing without meeting the strength requirement to +1 DN.

Haywire (X)

A foul affront to the Omnisiah in the eyes of many Tech-Priests, devices with this quality seek to cripple machine spirits and make metal as weak as flesh. Everything within the field's radius, indicated by the number in parentheses, is affected; Haywire (3), for example, would affect an area with a three meter radius. Roll 1d6 on the Haywire Field Effects table below (adding any modifiers from the weapon) to determine the strength of the effect. As the field slowly dissipates, the strength lessens one step in severity each round until it becomes Insignificant (i.e., a result of Major Disruption would become Minor Disruption the following round and then cease to have an effect the round after that). Additional Haywire attacks in the same area do not stack but instead create a new effect that is either ignored if lower than the current effect or replaces the old one if higher.

D6 Field Strength

- | | |
|-----|---|
| 1 | Insignificant: Though some machine spirits are unsettled, there is no noticeable effect on nearby technology. |
| 2 | Minor Disruption: All actions utilizing powered technology, including firing ranged weapons without the Low-Tech keyword, Tech tests, and any physical actions attempted while wearing power armor or employing cybernetics, suffer a +1 DN penalty. The Speed of anyone in power armor is reduced by 1. |
| 3-4 | Major Disruption: All actions utilizing technology, including firing ranged weapons without the Low-Tech keyword, Tech tests, and any physical actions attempted while wearing power armor or employing cybernetics, suffer a +2 DN penalty. The Speed of anyone in power armor is reduced by 3. Melee weapons with technological components function as a low-tech of the analogous type. |
| 5 | Dead Zone: Technology within the affected area completely ceases to function. Power armor becomes unpowered, reducing the wearer's Speed to 1. Characters with cybernetic replacements to any internal organ(s) suffer one Shock each round they remain in the Dead Zone. Melee weapons with technological components (i.e. power |

swords) function as a Low-Tech weapon of their type.

- 6** **Prolonged Deadzone:** As Dead Zone, but lasting for 1d6 rounds before lessening to a Major Disruption (and then dissipating as normal).

Hellfire Targeting

A weapon with this trait is designed to strike at terrestrial targets from an aerial trajectory to inflict maximum damage and carnage. When a weapon with this trait targets a ground target, it gains a +1d bonus to its Ballistic Skill test. Weapons with this trait suffer a +2 DN penalty to hit aerial targets, however.

Hefty

This weapon isn't much larger than other personal weapon, but its firing characteristics mean that it cannot be fired unsupported. If the attacker does not brace before firing a weapon with this trait, he suffers a +1 DN penalty to his Ballistic Skill test. The Powered trait negates this as normal.

High Recoil

This weapon's recoil is higher than weapons of a comparable class. A pistol-class weapon with this quality takes a +1DN penalty to be fired one-handed, unless the wearer possesses appropriate recoil compensation. A normal or heavy weapon with this trait suffers a -+2 DN penalty to ranged attacks without appropriate recoil compensation

Homing

This weapons ammunition is capable of changing its trajectory in-flight, tracking its target to ensure a hit. Against homing weapons, targets cannot benefit from the Full Defense combat option.

Inaccurate

Poorly manufactured with often shoddy construction, inaccurate weapons are common in underhive gangs and heretical cults. A character gains no benefit from the Aim action when attacking with a weapon with this trait.

Indirect

Many weapons are designed to be fired in high arcs at unseen foes or thrown from protective cover at charging enemies. Indirect weapons do not require line of sight to their target, but the attacker must still be aware of his intended target's location, either through last known position, use of a spotter, or other means.

When making any ranged attack action with an Indirect weapon, the attack does not have to target a location in line of sight of the active player, but is made at a +2 DN or greater penalty. The GM makes the final determination on whether the character is aware of his target's location, and can add penalties to this ranged attack based on how aware the character is of his target. Allied characters in line of sight to the target and able to communicate with the firer can relay information, as a Leadership test (DN equal to the penalty), negate the DN penalties associated with indirect firing.

Intercontinental

Weapons with this quality are designed to be fired in planetary ranges. When a weapon with this quality is fired at a target over a minimum of 5,000 km away, it takes 1 Round for the attack to hit its intended target for every 2,000m it travels past its minimum distance, and the firer suffers a +1 DN penalty for every 2,000 km it must travel past its minimum distance to his Ballistic Skill test.

Lingering Death

When a hit is scored from a weapon with this quality, it permanently affects the point of impact with a radius in meters equal to the number in

parentheses (X). This area is now treated as dangerous terrain

Rad-Phage (X)

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. Whenever a character is wounded by such a weapon, they must make a Resistance Test (Toughness test) with a DN equal to the number in parenthesis. If they fail this test, the character suffers from light rad poisoning (see page 248 of the Wrath & Glory core rulebook). When dice are shifted from the attack to damage, weapons with this trait increase the intensity by one higher (making light rad poisoning to medium, etc).

Recharge

Some weapons lack continuous power or ammunition supplies, and each strike drains capacitors or empties fuel reservoirs. When a weapon with this quality is used to make an attack, that weapon cannot be used to attack again until the end of the next round (in effect, it can only be used once every other round).

Revolver

These weapons rely not on recoil and magazines for their operation, but on hand-cocked hammers and large cylinders. To fire a weapon with this trait at more than one target in a round (such as using the multi-attack action), the attacker must have a free off-hand.

Sanctified (X)

These weapons are blessed against the forces of Chaos. When attacking creatures with the Daemon or Chaos keywords, weapons with this trait add a bonus to each ED result equal to the rating.

Skyfire (X)

The weapon is optimized for long range against aerial targets. Skyfire weapons increase the bonus of aiming by +2d against vehicles with the hover trait and similar aerial targets. After using the Aim action, skyfire weapons add a number of extra damage dice equal to the rating.

Smoke (X)

Rather than inflicting damage, these weapons throw up dense clouds to create cover. When a hit is scored from a weapon with this quality, it creates a smokescreen at the point of impact with a radius in meters equal to the number in parentheses (X).

This screen lasts for $1d6+10$ rounds, or a shorter time in adverse weather conditions. Ballistic Skill tests made to attack targets concealed by smoke suffer a +4 DN penalty. Individuals within a smoke cloud can see nothing so suffer the same penalty. While concealed by the smoke, a character gains a +1d bonus on Stealth skill tests

Snare (X)

These ensnaring devices use masses of fibrous webbing, adhesive fluids, and other entangling materials to bring an enemy down. When a target is struck by a weapon with this quality, it must make an Agility test with a DN equal to the number in parentheses (X) or become *Restrained*. For example, a weapon with Snare (4) would impose a DN 4 on this test. An Immobilized target can attempt no actions other

than trying to escape the bonds. As an Action, he can make a Strength or Agility test, with a difficulty equal to the number in the parenthesis. If he succeeds, he bursts free or wriggles out.

Characters within 1 meter with a snared character at the start of their turn can help cut away the steely webbing, adhesives or similar materials. They cannot do anything else that turn.

In either case, the target is considered *Vulnerable* until he escapes.

Two-Handed

It requires two hands to swing a massive weapon so weapons with this trait can never be used together with another weapon. Additionally, characters wielding a two-handed weapon may choose to suffer a -2 defense penalty until the start of their next Round in exchange for a -1 Armor Penetration value, representing the character sacrificing caution for a momentous swing, thrust or crushing blow.

Unreliable

A clear affront to the Omnessiah, Unreliable devices represent poorly designed, badly manufactured, or improperly consecrated weapons that are perhaps better than no weapon at all, but not by a great measure. An Unreliable weapon suffers a weapon jam result on a complication, in addition to any other complication results.

BIOLOGICAL & CHEMICAL AGENTS



In the 41st Millennium, unpleasant bio-alchemical weaponry is used by a variety of individuals -generally those with few scruples or little concern about the uncontrollable nature of such weapons.

Any character exposed to a biological or chemical agent must take a Resistance test to see if he succumbs to its effects each Round he is exposed to the agent. A Resistance test is a Toughness test (DN 3), with other modifiers as appropriate from the character's equipment (a complication always mean the character is affected). If the test is failed, then the character suffers the effects of the agent. If the test is passed the exposure has had no effect.

Like characters, all agents have a profile. These vital statistics are as follows

Speed: Speed defines how quickly the agent will enter the victim's system. Some effects occur instantly, while others may not manifest their effects for hours or days.

Strength: The strength of the agent is the modifier to the Resistance Test. Each point of Strength imposes a cumulative +2 DN penalty on any Resistance or Medicae Tests made to resist or cure the effects of the agent. Note that “_” denotes that the agent has no Resistance Test modifier.

Value: The DN for Influence tests made to acquire the agent and the agent's rarity. Each acquisition provides enough for a single reload, coating, or loading of the agent.

Keywords: Descriptive keywords that indicate overall agent type and factions associated with the agent in question.

Agent Traits

In general, biological and chemical weapon agents are organized into several categories according to the physiological manner in which they affect the human body. Division may also

be by tactical purpose or chemical structure. The names and number of categories varies slightly from source to source, but in general, types of warfare agents share similar traits as follows:

Irritant

These are agents that are not intended to kill or injure. They are often referred to as Riot Control Agents (RCAs) and may be used by local enforcer cadres or the Adeptus Arbites forces against recidivists and rioters, or in the military for training purposes. These agents also have tactical utility to force combatants out of concealed or covered positions for conventional engagement, and preventing combatants from occupying contaminated terrain or operating weapons. The victims of these agents immediately become *hindered* and *vulnerable*, and remain under these conditions so long as they are exposed to the afflicting agent. The effects of these agents will wear off after 2d6 minus the characters Toughness Attribute in rounds once they are no longer exposed to the agent.

Debilitating (X)

These agents, typically virulent pathogens and other diseases, have crippling effects on the mind or body. These agents reduce a character's Attribute or Skill dice pools by -1, where X is equal to the Attribute or skill affected. Unless stated otherwise (as with diseases & infections), the effects of these agents are temporary and last until the end of an encounter.

Lethal

These agents cause harm by directly attacking the body's functions; damaging the nervous system, causing cardiac arrest, etc. The victim immediately becomes unconscious and begins to make Defiance checks as normal. They will

die unless they receive immediate medical help. If the test is failed with a complication, they will also become comatose for 1d6 hours.

Necrotic

These agents cause localized damage to the body by corroding or otherwise damaging tissue and cells. Many acids and industrial pollutants cause damage this way, as do many natural types of venom intended to liquefy and digest flesh. Victim's failing a Resistance Tests against this form of agent suffers a variable amount of Mortal Wounds (1d3).

Paralytic

These poisons paralyze the musculature, rendering the victim immobile or helpless without rendering them unconscious. The victim reduces his Shock to 0 and becomes Exhausted and Vulnerable (3) with a failed Resistance Test. If the test is failed with a complication, they are completely paralyzed and unable to act. This paralysis wears off in 2D6 minus the victim's Toughness Attribute in hours.

Sedative

These agents incapacitate and render the victim unconscious. Those failing the Resistance Test are *Stunned* for 1d6 x 10 minutes, however, if the Test is failed with a complication the victim falls unconscious for 1d6 hours.

Diseases & Infections

Diseases, viruses and other biological pathogens operate similar to other biological and chemical agents for the most part, but are distinguished by their longer incubation periods and long term effects.

For virulent agents, their Speed characteristic is their incubation period. This is the length of time it takes for the disease to go from one stage to the next, as described below.

Initial Infection

This is the initial point of contact between the disease and the character. The character makes his first Resistance Test to see if the infection will be able to take hold. Whether the character knows he's been infected or not is at the GM's discretion, but it is rare that any symptoms will manifest at this stage.

Stage One

After the incubation period the character makes another Resistance Test. If successful the character has fought off the disease. If the character fails he will suffer the first symptoms of the agent's traits. Any Attribute damage from the Debilitating trait cannot be removed until the disease has been healed.

Stage Two

The character makes another Resistance Test. If successful the character has recovered, and may now begin to heal. If the character fails he suffers again from the agent's traits.

Stage Three

The character makes a final Resistance Test. If successful the character has fought off the disease and may begin to recover. If he fails he suffers again from the agent's traits. The plague has now run its course. Assuming the character has survived, his Attribute Damage is now permanent.

Medicae & Contagion

A character may attempt a Medicae Test (DN 3 base) to counter the effects of the infection once per stage. Any character that has prolonged exposure to an infected character should be required to make an Initial Contact Test (at the GM's discretion). A character that has been infected with a disease cannot contract the same disease again.

Table: Biological & Chemical Agents

Name	Speed	Strength	Traits	Value	Keywords
Biological Agents					
Bone Ague	2 Days	1	Debilitating (Initiative)	2 Common	Imperium
Creeping Buboës	4 Days	2	Debilitating (Fellowship)	4 Common	Imperium
Eye Rot	3 Days	1	Debilitating (Ballistic Skill)	3 Common	Imperium
Grey Fever	1 Week	-	Debilitating (Intellect)	2 Common	Imperium
Meme-Virus	1 Week	-	Debilitating (Initiative)	4 Uncommon	Imperium, <Any>
Ochre Pox	5 Hours	2	Debilitating (Toughness)	3 Uncommon	Imperium
Tears of the Dragon	1 Day	3	Debilitating (Fellowship)	7 Very Rare	Adeptus Mechanicus
The Shakes	1 Day	1	Debilitating (Agility)	3 Common	Imperium
Chemical Agents					
Bloodfire	Instant	2	Lethal	5 Uncommon	Imperium, Astra Militarum, Military
Choke	Instant	2	Irritant	3 Uncommon	Imperium, Adeptus Arbites, Astra Militarum, Military, Government
Hallucinogen	Instant	2	Irritant	7 Uncommon	Imperium, Astra Militarum, Military
Psykotroke	Instant	3	Irritant	8 Very Rare	Imperium, Astra Militarum, Military
Scare	Instant	4	Irritant	4 Uncommon	Imperium, Astra Militarum, Military
Stun	Instant	3	Irritant, Sedative	2 Uncommon	Imperium, Astra Militarum, Military
Pheromones					
Amorouso	1d6 minutes	1		2 Rare	Imperium, Nobility
Mors Ira	1d6 minutes	3		3 Rare	Imperium, Nobility
Mors Ventus	1d6 minutes	2		4 Rare	Imperium, Nobility
Tremora	1d6 minutes	1		2 Rare	Imperium, Nobility
Poisons & Toxins					
Ars Imperialis	Instant	4	Lethal	5 Unique	Officio Assassinorum
Mortua					
Ash Slug Secretion	Instant	-	Paralytic, Necrotic	4 Uncommon	Imperium
Black Janix Venom	Instant	1	Lethal	5 Rare	Imperium
Burnscour Rain	Instant	2	Lethal	7 Very Rare	Imperium, Rogue Trader Fleet, Void Pirate, Voidfarer
Deadlock	Instant	3	Paralytic	5 (Rare)	Imperium, Adeptus Astartes
Dusk Lotus	1d6 Hours	1	Lethal	6 Rare	Imperium

Name	Speed	Strength	Traits	Value	Keywords
Genophage	Instant	3	Lethal, Necrotic	-	Imperium, Adeptus Astartes
Morphia-V	Instant	-	Sedative	8 Uncommon	Imperium
Necromundan Blade Venom	Instant	1	Lethal	3 Very Rare	Imperium
Plaguewort Venom	Instant	4	Paralytic	4 Rare	Imperium
Powdered Maidensfoil	1d6 Hours	-	Sedative	5 Rare	Imperium
Silver Anathema	1d3 Days	1	Lethal	9 Rare	Imperium, Adeptus Mechanicus
Spinebark Sap	Instant	1	Lethal, Paralytic	7 Very Rare	Imperium, Rogue Trader Fleet, Void Pirate, Voidfarer
Sump Vine Sap	1d6 Days	-	Lethal	3 Rare	Imperium
Tox-Jack	Instant	-	Necrotic	6 Common	Imperium
Tyche's Kiss	1d6 Days	3	Paralytic	3 Rare	Imperium

Binary Agent

Skilled apothecaries can turn virtually any biological or chemical agent (including drugs) into a binary agent, where the effect will not be felt till both components are mixed. Normally, such mixing occurs in the stomach or bloodstream. Transforming a drug into a transient binary agent increases its value per dose by four. Transient agents will remain in the target's system for 1d6 days. If the second half of the drug isn't administered within this timeframe, there will be no effect. Changing agents into persistent binary agents increases its value by four and increases its rarity to the next higher per dose, but these remain in the victim's system for 1d6 years, making them far more effective in blackmail or threats.

may be cut with a delay agent, causing it to take effect 1d6 hours after it is administered, by increasing its acquisition value by +2.



Delay Agent

Not a toxin in and of itself, a delay agent encapsulates the molecules of drugs and poisons with a slowly decaying non-reactive microshell that allows the payload to take effect substantially after delivery. Any drug or toxin

Biological Pathogens

The galaxy is filled with all manner of plague and pestilence. Diseases, viral agents and infections are serious concerns for characters operating in the Imperium. Each biological agent is unique, and curing them is often of the utmost importance.



Bone Ague

The victim's bones painfully twist and warp. Strenuous exertion becomes increasingly difficult.

Speed: 2 Days

Strength: 1

Traits: Debilitating (Initiative)

Value: 2 (Common)

Keywords: Imperium

Creeping Buboës

This disease manifests as hideous and painful sores, bursting with black, foul-smelling bile.

Speed: 4 Days

Strength: 2

Traits: Debilitating (Fellowship)

Value: 4 Common

Keywords: Imperium

Eye Rot

The character's eyes fill with liquid, blurring and distorting vision.

Speed: 3 Days

Strength: 1

Traits: Debilitating (Ballistic Skill)

Value: 3 (Common)

Keywords: Imperium

Grey Fever

There are no visible outward signs of this plague, but the unfortunate character's brain begins to waste away.

Speed: 1 Week

Strength: -

Traits: Debilitating (Intellect)

Value: 2 (Common)

Keywords: Imperium

Meme-Virus

A meme-virus is a viral idea which re-writes the neural pathways of the brain which contracts it. Infection with a Meme-Virus results in an addiction to collecting information and data. It alters the normal, balanced cognitive function of those afflicted. People with a meme-virus are known to be hungry for knowledge of any sort, from the most rudimentary trivia to daemonic secrets, doing anything and everything they can to acquire it. They often travel with note taking tools of some sort, such as a data slate. Many Tech-Adepts are infected by the Meme-Virus

and it is said that many infect themselves deliberately.

Those who fail to resist the infection at Stage 3 are permanently afflicted by a thirst of knowledge. Whenever the afflicted character rolls a complication in combat with a double result on **Table 4-3: Combat Complications**, the character is effected by the following complication instead of the normal result. Outside of combat, the character may suffer this result as well at the GM's discretion.

Inconvenient Curiosity

Some obscure trivia about the current battle has caught the character's attention. The character must verbalize a sentence or quick tangent about an aspect of the battle. If the character does not, he becomes *Stunned* on his next round.

Speed: 1 Week

Strength: -

Traits: Debilitating (Initiative)

Value: 4 (Uncommon)

Keywords: Imperium, <Any>

Ochre Pox

This pox causes ochre brown spots and pulsating pimples.

Speed: 5 Hours

Strength: 2

Traits: Debilitating (Toughness)

Value: 3 (Uncommon)

Keywords: Imperium

Tears of the Dragon

The Adeptus Mechanicus makes extensive use of artificial psycho-viral infection to condition the minds of their servants via the use of so-called meme-viruses. The Tears of the Dragon is the name of one such rare and hazardous agent, used most often on the elite Skitarii Centurions. Once infected, the subject falls into a deathly fever, and is confronted with pre-programmed

visions and sense-recordings of the worst horrors the Mechanicus have encountered in its long history. Those that survive this meme-virus fever with their minds intact have conquered fear and the frailties of human sanity.

After infection, the subject must succeed on a Willpower Test (DN 5). A successful Test grants the character immunity to Fear.

Speed: 1 Day

Strength: 3

Traits: Debilitating (Fellowship)

Value: 7 (Very Rare)

Keywords: Adeptus Mechanicus

The Shakes

This disease causes uncontrollable shaking fits.

Speed: 1 Day

Strength: 1

Traits: Debilitating (Agility)

Value: 3 (Common)

Keywords: Imperium

Chemical Agents

Chemical warfare involves using the toxic properties of chemical substances as weapons. These are primarily used to demoralize, injure, and kill entrenched defenders, against whom the indiscriminate and generally very slow-moving or static nature of gas clouds is most effective. These types of weapons employed range from disabling chemicals, such as choke, scare or stun gas, to lethal agents such as Bloodfire.

Bloodfire

At sufficient concentrations, bloodfire can quickly saturate the blood and cause death in a matter of minutes or seconds. This agent causes powerful gasping for breath, violent convulsions and a painful death that can take several minutes. The immediate cause of death is usually respiratory failure.



Until he can pass a Resistance Test, the character is *Stunned*.

Speed: Instant

Strength: 2

Traits: Lethal

Value: 5 (Uncommon)

Keywords: Imperium, Astra Militarum, Military

Choke

A particularly indiscriminate and potentially lethal weapon designed for crowd control and riot dispersal, choke gas contains a powerful irritant that attacks the eyes and respiratory system. A few lungfulls of the thick bluish gas can reduce the most ardent of mobs to a sobbing, coughing

morass. Despite its undoubted effectiveness, choke gas is not a weapon of first choice for the Adeptus Arbites and is usually relegated to heavy raids or serious civil crackdowns, as it has a tendency to spread through the air filtration systems common to many hives, and is powerful enough to kill or seriously harm those of weak constitution.

Each Round that a character is caught in the blast radius of choke gas, they must make a Resistance Test. If the character fails for five turns in succession, he falls unconscious.

Speed: Instant

Strength: 2

Traits: Irritant

Value: 3 (Uncommon)

Keywords: Imperium, Adeptus Arbites, Astra Militarum, Military, Government

Hallucinogen

Characters affected by this dangerous hallucinogenic gas become subject to all kinds of strange delusions and can behave in an extraordinary manner. Persons affected by Hallucinogen undergo a dramatic hallucination and sense of displacement, often making them a danger to themselves or those nearby. Roll 2D6 on the Hallucinogen Effects table below.

Roll	Result
2	Resist! Wild and dizzying visions spin before the victim's eyes as he battles to overcome his inner madness. The character must take a Willpower test (DN 4). If passed the victim resists the visions and is unaffected. If failed, roll again on this chart with a +2 penalty to the result.
3	Bugsbugsbugs! The character drops to the floor, flailing and screaming as he tries to sweep off imaginary insects. He counts as being <i>Stunned</i> .
4	My hands! The character thinks that his hands have turned to tentacles, or perhaps the flesh is slowly stripping off them in bloody lumps. Whatever his particular nightmare, the character immediately drops everything he is carrying in his hands.
5	They're coming through the walls! The

- character suddenly sees gruesome aliens bursting through the walls/ ceiling/ floor/bushes and opens fire. The character must spend the whole of his next turn using to fire at a random terrain feature in his line of sight.
- 6** **Nobody can see me!** The character believes he is invisible and for the next turn wanders aimlessly, pulling faces at other characters. He must spend his round walking; generate a random direction.
- 7** **I can fly!** The sky looks so big and inviting, that the character flaps his arms trying to imitate a ptero-squirrel. He may do nothing in his next turn as he jumps up and down on the spot. If he is standing above ground level, he will throw himself off in a random direction. Roll for falling damage as normal.
- 8** **They've got it in for me!** The character is overcome with paranoia, believing that even his own comrades are out to get him. The character must spend all of his actions of his next turn finding somewhere to hide out of line of sight from any other characters.
- 9** **They got me, mother!** The character believes the gas is toxic and collapses to the floor as if dead - he is stunned for his next turn. Any other character who sees him 'die' must pass an Insight test (DN 4) or they think that the character is dead too.
- 10** **I'll take you all on!** The character is filled with a burning rage and a desire for violence. He is subject to *frenzy* in his next turn.
- 11** **I'm only little!** The character believes that he has shrunk to half his normal size, and everything else is so big and frightening now. All other characters are *terrifying* to the character until the end of the turn.
- 12** **The worms!** The character desperately tries to remove a massive fanged worm which he thinks is slowly winding its way up and around his leg. If he is currently holding a gun, he shoots himself with it, otherwise he hits himself in the leg with whatever close combat weapon he is holding. If the character is currently holding no weapon whatsoever, he draws a random weapon from those which he is carrying and attacks himself with it.

Speed: Instant

Strength: 2

Traits: Irritant

Value: 7 (Uncommon)

Keywords: Imperium, Astra Militarum, Military

Psykotroke

Psykotroke is a nerve agent that is incredibly psycho-reactive. The smallest amount can cause hallucinations or even a psychotic breakdown through its mere presence - there is no need to breathe it in. Thus, sealed suits are useless against it.

A character who has failed a Willpower-based Resistance test suffers a Hallucinogen effect (See Hallucinogen above). As stated before, sealed suits and other protective gear is useless against Psykotroke.

Speed: Instant

Strength: 3

Traits: Irritant

Value: 8 (Very Rare)

Keywords: Imperium, Astra Militarum, Military

Scare

Containing fast-acting psychotropic toxins that induce intense feelings of dread and paranoia, scare is prized by pirates and raiders seeking to terrify their prey into submission. This has a result of induced, involuntary and sometimes irrational fear in the victim's minds, driving them to flee or in extreme cases, insane. As scare toxins are absorbed through the skin, those in sealed or self-contained environments or armor suits (void suits, carapace armor with rebreathers, or sealed power armor) are immune to the effects.

A character affected by scare gas who has failed his Resistance Test is sent into a mindless panic and is immediately broken, fleeing from all around him. The affected character treats everything within line of sight as a source of Terror, and must make individual Terror Tests, which includes enemies, allies, and even

inanimate objects or local terrain. If the character rolls a complication on the individual Terror Tests, then he becomes frenzied against the source of his force of terror instead.

Speed: Instant

Strength: 4

Traits: Irritant

Value: 4 (Uncommon)

Keywords: Imperium, Astra Militarum, Military

Stunner

Milder than most gas types, this disorients the target through neurological bio-agents which cause a stupefying effect but no actual physical harm. Covert operatives and high-end thieves make use of these devices in situations where no permanent harm is required but only incapacitation for a short while. This incapacitating agent operates largely through its calmative, sedative properties. Although designed to be a non-lethal agent, continual exposure to Stun can result in the loss of life.

Characters who are rendered unconscious by Stun's sedative trait and are exposed to the agent further than three rounds must begin take defiance checks, as if the agent were also *Lethal*.

Speed: Instant

Strength: 3

Traits: Irritant, Sedative

Value: 2 (Uncommon)

Keywords: Imperium, Astra Militarum, Military

Pheromones

Pheromones are synthesized chemicals capable of acting like hormones outside the body of the secreting individual, to impact the behavior of the receiving individuals. There are varied, subtle and overt effects, of these pheromones.

Pheromones are always olfactory in nature, and characters wearing appropriate gear that prevents nasal inception negate the effects of these pheromones.

Amorous

This pheromone mist is a sweet-smelling cloud that gives unsuspecting victims nearby a sudden and overwhelming sense of trust and affection towards those in the immediate area. Characters within range of Amorous cannot perform hostile actions against others who they are immediately aware of without first passing a Resistance Test.

Speed: 1d6 minutes

Strength: 1

Value: 2 (Rare)

Keywords: Imperium, Nobility

Mors Ira

These pheromones block higher cerebral functions, leaving those under its effect as little more than beasts with an irresistible urge to kill. Unlike other pheromones, Mors Ira are rarely used intentionally or willingly, as the effects of these pheromones puts the user at a high risk of danger - often ending in a brutally and violent fashion.

Characters who fail the Resistance test gains the *Frenzied* condition and immediately counts the closest person he is aware of as an enemy. The effects of this pheromone persist until the victim passes a test to snap out of the state. If the victim renders the closest person to him unconscious or kills him, the victim will seek out the next nearest character and launch a new attack.

Speed: 1d6 minutes

Strength: 3

Value: 3 (Rare)

Keywords: Imperium, Nobility

Mors Ventus

These pheromones provoke an instinctive reaction. Most people will instantly begin to back away, their subconscious screaming out that the source is deadly. The pheromones and drugs used activate fear centers in the brain, and often trigger an adrenal surge in those nearby,

regardless of whether or not they can overcome the fear that grips them.

Characters exposed to Mors Ventus Pheromones who fail the Resistance Test immediately count all others they aware of as sources of *Terror*.

Speed: 1d6 minutes

Strength: 2

Value: 4 Rare

Keywords: Imperium, Nobility

Tremora

These pheromones cause a powerful and sudden mental reaction in anyone nearby. The user appears to be shrouded in an aura of dread and despair, making them difficult to face. This feeling often lingers even if a pheromone mister ceases to function.

Characters exposed to Tremora pheromones who fail the Resistance Test immediately count all others they aware of as sources of *Fear*.

Speed: 1d6 minutes

Strength: 1

Value: 2 (Rare)

Keywords: Imperium, Nobility

Poisons & Toxins

Poisons and toxins are substances that attack the body's natural systems causing harm. There are endless varieties of poisonous substances within the Imperium; from natural venoms to toxic pollutants that can kill as quickly and surely as any blade.

Ars Imperialis Mortua

An Officio Assassinorum signature poison, Mortua is very rare, hard to trace and highly valuable. The "grey death" as it sometimes known, is quick enough to kill its victim's mid-word while speaking; their pallor greying visibly and their eyes whitening over in the moments after their death.



Speed: Instant

Strength: 4

Traits: Lethal

Value: 5 (Unique)

Keywords: Officio Assassinorum

Ash Slug Secretion

A caustic slime that is secreted by the carrion-eating Ash Slugs found in the waste zones of many of the Imperium's hive worlds. This foul ichor is enough to make the slow-moving beasts a serious danger to the unwary. Some scavengers and dregs harvest this toxic filth to coat their blades and set poisoned traps.

Speed: Instant

Strength: -

Traits: Paralytic, Necrotic

Value: 4 (Uncommon)
Keywords: Imperium

Black Janix Venom

This is derived from the venom of the Black Janix snake found on the death world of Woe in the Calixis Sector. Victims, who survive, are traumatized by the horrific hallucinations this deadly venom brings (victims must also roll on the Hallucinogen Effects Table under Hallucinogen).

Speed: Instant
Strength: 1
Traits: Lethal
Value: 5 (Rare)
Keywords: Imperium

Burnscour Rain

Almost everything on the death world of Burnscour is inimical to non-native life, and even the water is highly caustic and filled with toxic spores, yet purity augurs and tox-wands struggle to locate these lethal impurities. Carefully stored and contained, it can be used as a debilitating and potent poison. However, so dangerous is this poison that it takes an Agility Test (DN 3) to successfully apply it to a weapon, load it into a dispenser or otherwise handle a dose. Failure means that the character has been exposed to the poison and must test to resist its effects.

Speed: Instant
Strength: 2
Traits: Lethal
Value: 7 (Very Rare)
Keywords: Imperium, Rogue Trader Fleet, Void Pirate, Voidfarer

Deadlock

This paralytic chemical causes the target's muscles to seize, immobilizing him for easy elimination or capture without rendering him unconscious. This toxin is most commonly found in the form of needler rounds.

Speed: Instant
Strength: 4
Traits: Paralytic
Value: 5 (Rare)
Keywords: Imperium, Adeptus Astartes

Dusk Lotus

Another example of the foul and deadly flora and fauna of the feral world of Dusk in the Calixis Sector. The toxin is extracted from the beautiful white flower of the Dusk Lotus, a plant also known as the "death's head bloom" by the natives of that troubled planet. Dusk Lotus is also called "the wrack" because the victim is literally wracked with pain as the toxin courses through the system.

Speed: 1d6 Hours
Strength: 1
Traits: Lethal
Value: 6 (Rare)
Keywords: Imperium

Genophage

Lethally effective, every dose of genophage is tailored to attack the weaknesses in the molecular structure of a particular individual. As such, it may never be simply acquired, and must always be custom made. Victims of genophage stand little chance of resisting the quick-acting enzymes that immediately shut down circulatory and respiratory functions. Genophage is so deadly that it only needs to make contact with its intended target to be effective.

If used in weapon form, this means the attack must deal at least 1 Wound. If contact is made, the target must pass a Resistance Test as normal. Genophage incurs a -2 penalty to Defiance checks, to a minimum of 1. If genophage is used upon a creature other than the individual it was made for, it simply has the standard Toxic (1) trait.

Speed: Instant
Strength: 3
Traits: Lethal, Necrotic

Value: -

Keywords: Imperium, Adeptus Astartes

Morphia-V

Widely utilized by highborn and nobles wishing to send their enemies a “warning” - the next time the poison is used it won’t incapacitate, it will kill!

Speed: Instant

Strength: -

Traits: Sedative

Value: 8 (Uncommon)

Keywords: Imperium

Necromundan Blade Venom

A lethal toxin distilled from the numerous mutant strains of fungus found at the bottom of the Hives on Necromunda such as Widowmaker, Scarlet Feng, Grey Lattice, or the much coveted Black Death which has developed a coating which will kill any creature that comes into contact with it. The Black Death will then grow off the bodies of its victims, drawing nutrients and hopefully attracting more victims in the form of carrion creatures coming to feed on the body.

Used by Ratskins to kill large, dangerous beasts and mutants who will not succumb to lesser methods, and other outlaws for an advantage in combat, the distilled venom is a viscous purple and is carefully coated onto blades. However, it is not unknown for particularly inept fighters to accidentally stab themselves or their comrades with blades coated in these dangerous venoms.

Plaguewort Venom

This deadly poison is extracted from the neurotoxic sap of the widespread Calixian plaguewort plant’s crushed leaves. Skin contact causes numbing, and if introduced into the bloodstream (for example by coating a bladed weapon or spear with the sweet smelling liquid) it can lead to paralysis and death.

Speed: Instant

Strength: 4

Traits: Paralytic

Value: 4 (Rare)

Keywords: Imperium

Powdered Maidensfoil

Powdered Maidensfoil must be ingested in food or drink for it to take effect. Taken from the pollen and ground-down petals of maidensfoil, a common hedge plant found on the feudal world of Acreage, the plant is exported by enterprising traders and has many medicinal as well as nefarious uses.

Speed: Instant

Strength: 1

Traits: Lethal

Value: 3 (Very Rare)

Keywords: Imperium

Silver Anathema

A rare example of a machine-poison, Silver Anathema’s discovery quickly resulted in it being banned by the Mechanicus leaders of every Forge world in the Calixis Sector. The method by which it functions is a secret known only to very few within the Cult of the Machine, but what can be determined from rumor and hearsay is that it somehow reacts with the victim’s body, leaving metallic thorns protruding from their body where it has done its deadly work. A creature exposed to silver anathema who fails its resistance test is also considered Crippled (4), as the poison reacts and tears through the creature’s tissues with sharp metallic growths.

Speed: 1d3 Days

Strength: 1

Traits: Lethal

Value: 9 (Rare)

Keywords: Imperium, Adeptus Mechanicus

Spinebark Sap

Another deadly substance from Burnscur, the sap of the Spinebark tree is an extremely potent neurotoxin. The Spinebark tree, from which this

sap exudes, proceeds to grow over and consume the paralyzed, still-living victim. A contact poison, Spinebark Sap must be handled extremely carefully: it takes an Agility Test (DN 3) to successfully apply it to a weapon, load it into a dispenser or otherwise handle a dose of Spinebark Sap. Failure means that the character has been exposed to the poison and must test to resist its effects. A creature exposed to Spinebark Sap must pass a Hard (-20) Toughness Test or suffer 1d10 Strength damage, plus an additional 1d10 Strength damage for every degree of failure.

Speed: Instant

Strength: 1

Traits: Lethal, Paralytic

Value: 7 (Very Rare)

Keywords: Imperium, Rogue Trader Fleet, Void Pirate, Voidfarer

Sump Vine Sap

A straightforward naturally occurring poison, usually consumed by drinking water contaminated with the sap of the Sump Vine (found on the agri-world of Dreach). There is a lucrative black market trade in exporting Sump Vine sap off-world.

Speed: 1d6 Days

Strength: -

Traits: Lethal

Value: 3 (Rare)

Keywords: Imperium

Tox-Jack

This is the standard "load" for many of the needle pistols and rifles to be found in imperial

arsenals. The reason that tox-jack is so prevalent is its ease of availability as it is derived from the standard industrial coolant used in factorums and hives across the Imperium.

Speed: Instant

Strength: -

Traits: Necrotic

Value: 6 (Common)

Keywords: Imperium

Tyche's Kiss

This poison's effects last for days rather than hours and victim will appear dead unless examined medically. Ground from the seed pods of a strange blood-red orchid reputedly to have first been hybridized from the Ghostfire flowers of locanthos, its ability to "fake" death has been used to cheat justice and as a particularly sinister tool of murder; with victims coming round to find themselves buried alive.

Speed: 1d6 Days

Strength: 3

Traits: Paralytic

Value: 3 (Rare)

Keywords: Imperium



In a galaxy raked by war and disorder there is a high demand for extremely destructive ordnance. To that end the forge worlds of the Imperium send out a steady stream of explosives, grenades and similar weaponry, some of which may find its way into the hands of the heroes and their foes.

Blowing Things Up!

A character may wish to blow up something other than an opposing character, i.e., breaching a wall or destroying a communications relay. Most objects are too sturdy to be damaged by casual fire or thrown grenades, although some lightweight materials, such as a wooden fence, might be breached with these weapons. To work out how damaged the object is, use the following method:

Look up the object's Armour rating (some examples are given in the Adventure section). To destroy the object you must score more than double this value.

For walls and similar obstacles, this is enough to open a hole large enough for a man-sized creature to crawl through. If the attack scores more damage than triple the object's Armor value, it opens a hole large enough for a man sized creature to walk through.

Manufacture Explosives

Given enough time and resources you may use the Explosives skill to make an explosive device from scratch, or rig an otherwise normal device to explode. The difficulty number of the Test varies according to what ingredients you have available and how long you have to manufacture it. Rigging a frag grenade to explode when primed is a simple matter, but building a melta bomb from scratch is considerably harder. Generally, manufacturing explosives uses the rules for Crafting items. A test made to



manufacture an explosive takes at least one minute, and usually considerably longer, depending on the complexity of the device.

Planting Explosives

Explosive devices such as demolition charges, melt bombs and krak grenades are far more effective when planted on a target. To plant an explosive make an Explosives Test. Success indicates that you have successfully planted the explosive, with a trigger mechanism and condition of your choice (unless using pre-fabricated explosives such as grenades).

Possible triggers include timers, fuses, proximity sensors or remote controls. Failure indicates that you believe the explosives to be planted properly, but when triggered they fail to go off. If you fail with a complication, you accidentally set the explosives off yourself! Boom!

For every Shift on the Explosives Test, the explosive is harder to detect and to defuse. Note the number of Shifts when you plant an explosive - it will be used in any Opposed Explosives Tests made to defuse or discover the bomb.

An Explosives Test to plant an explosive is usually an Action.

Booby-Traps

A booby-trap is an explosive device intended as a trap. It is planted as a normal explosive, but typically with a proximity trigger designed to go off when a door or package is opened. An Awareness Test Opposed by the Explosives Test to plant the booby-trap may be made to notice it before it goes off.

Planting Explosives in Combat

Occasionally a character will wish to set a delayed explosion in the midst of combat. Many explosives have a set fuse and cannot be adjusted, so the GM must decide which grenades and explosives have variable timers

as part of their construction. They must also specify the minimum and maximum time that the explosive can be set at.

It takes one Simple Action to set a timer. Declare how long you want to set the fuse for. This is specified in game turns, starting with the beginning of the next turn. So, a one turn fuse explodes at the start of the next turn, a two turn fuse explodes at the start of the turn after next, and so on.

When setting an explosive, you may voluntarily make the Test more difficult, for example increasing the time to plant a bomb in a more vulnerable location. By doing so, the Damage dealt is increased by +2 for each Shift or additional minute (6 rounds) spent setting the explosive in combat.

Explosive Entry

Sometimes, when there isn't enough time to bypass a lock manually or a doorway proves too much of an obstacle, only a well-placed explosive charge will do. If you have a small amount of explosive, either in the form of a shaped charge or a carefully placed grenade, you may make an Explosives Test instead of a Stealth Test to bypass a lock. Success indicates that the lock or door is destroyed, allowing access but probably alerting any guards. Failure indicates that the lock is destroyed but the door remains sealed, the explosives failed to detonate, or that the explosion emanates outwards instead of inwards, catching anyone nearby in the blast.

Detecting Explosives

Normally an explosive device is located using the Awareness skill (to physically notice the device or to detect it using sensors). You may use the Explosives skill to find an explosive device (if you are using your own knowledge of planting explosives to find the most logical place where it could be placed). In all cases, the Test to detect the explosive is opposed by the Explosives Test made to plant the explosive.

Repurpose Explosive

Whenever you successfully locate a bomb or some other explosive device, you can alter its trigger mechanism so that it detonates when you want it to rather than when the original demolitionist wanted. Resolve this as an Opposed Explosives Test, with a success on your part allowing you to reset the bomb as if you had planted it, thereby allowing you to make all decisions about the explosive as normal.

A failed Test indicates that you are unable to alter the explosive without first defusing it. A catastrophic failure with a Complication indicates that the bomb goes off.

Defusing a Bomb

A character can also use the Explosives skill to defuse a bomb. To defuse a bomb before it explodes requires you to make an Opposed Explosives Test against the Explosives Test of the character who set the bomb in the first place. Success means that the bomb has been defused in time. Failure means that you have not disarmed the bomb yet, although in all but a catastrophic failure you can try again next Round, if you still have the time. Failing with a Complication indicates that you have accidentally set the bomb off by mistake!

An Explosives Test to defuse an explosive is usually an Action.

Throwing Grenades

Throwing grenades requires no special training or talents, and is resolved using a Ballistic Skill test including any modifiers (such as range). On a miss, the thrown grenade deviates instead in a random direction using the Scatter Diagram (see page 217 of the Wrath & Glory core rulebook).

Fumbling Grenades and Duds

Whenever a weapon jam complication results from throwing a grenade or firing a grenade

launcher or similar weapon, something unfortunate has happened. Roll 1d6; on any result other than 1, the explosive is simply a dud and nothing happens. On a 1, the explosive detonates immediately with the effect centered on the attacker. If the explosive was fired from a launcher, it detonates in the barrel, halving its normal effect as well as destroying the weapon.



Table: Explosive Weapons

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Emplaced Explosives							
Astra Militarum Demo-Charge	16+2ED	-3	None or Strength x5m	-	Bulky	5 Uncommon	Grenade, Explosive, Imperium, Astra Militarum
Demolition Charge	14+2ED	0	-	-		4 Uncommon	Emplaced, Explosive, Imperium
Hopper Mine	10+2ED	0	-	-	Brutal, Blast [Medium]	3 Uncommon	Emplaced, Explosive, Imperium
Limpet Mine	12+1ED	-4	-	-	Melta, Blaze, Blast [Small]	4 Rare	Emplaced, Explosive, Imperium
Melta Bomb	15+3ED	-6	-	-	Blaze, Melta, Blast [Small]	6 Very Rare	Emplaced, Explosive, Imperium
Mine	As Grenade	As Grenade	-	-	As Grenade	Varies	Emplaced, Explosive, Imperium
Nail Bomb	5+1ED	-1	None or Strength x5m	-	Crippling (2)	4 Uncommon	Emplaced, Explosive, Imperium, Recidivist, Scum, Outcast
Stasis Mine	-	-	-	-	Special	6 Very Rare	Emplaced, Explosive, Imperium, Adeptus Mechanicus
Tox Bomb	-	As Gas	-	-	As Gas	Varies	Emplaced, Explosive, Imperium
Demolition Materials							
Bomb Spray	5	0	-	-		4 Uncommon	Demolition, Explosive, Imperium
Det-Cord & Det-Tape	3+1ED	0	-	-		4 Common	Demolition, Explosive, Imperium
Firewater	8	0	-	-	Blaze	7 Uncommon	Explosive, Imperium, Demolition
Fyceline	7	0	-	-	Blaze	6 Common	Demolition, Explosive, Imperium
Promethium	14	0	-	-	Blaze	8 Common	Demolition, Explosive, Fire, Imperium
Grenades							
Anti-Plant Grenade	12+3ED	0	Strength x5m	-	Blast (Medium)	5 Rare	Grenade, Explosive, Mortar, Imperium
Bilge Grenade	10+1ED	0	Strength x5m	-	Blast (Medium), Toxic (3), Unreliable	4 Common	Grenade, Explosive, Imperium
Blind Grenade	-	-	Strength x5m	-	Smoke (2)	2 Uncommon	Grenade, Explosive, Mortar, Imperium
Egerian Geode	4+1ED	-	Strength x5m	-	Armourbane, Blast (Medium), Crippling (2)	6 Very Rare	Grenade, Explosive, Xenos, Imperium
Empyrian Brain Mine	-	-	M or Strength x5m	-	Special	4 Very Rare	Grenade, Explosive, Imperium
Fire Bomb Grenade	8+2ED	-4	Strength x5m	-	Blaze, Blast (Medium)	2 Common	Grenade, Explosive, Imperium

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Gas Canister	As Gas	As Gas	Strength x5m	-	Blast (Medium)	Varies	Grenade, Explosive, Imperium
Haywire Grenade	-	-	Strength x5m	-	Haywire (2)	4 Very Rare	Grenade, Explosive, Imperium
Howler Grenade	-	-	Strength x5m	-		6 Common	Grenade, Explosive, Imperium
Inferno Grenade	10+1ED	0	Strength x5m	-	Blaze, Blast (Medium)	5 Rare	Grenade, Explosive, Fire, Imperium
Kinetic Grenade	10+1ED	0	Strength x5m	-	Blast (Medium)	2 Rare	Grenade, Explosive, Imperium
Micro Grenade	9+1ED	0	Strength x5m	-	Blast (Small)	4 Rare	Grenade, Explosive, Imperium
Phosphex Grenade	10+2ED	-	Strength x5m	-	Armourebane, Fleshbane, Blaze, Lingering Death, Crawling Fire	8 Unique	Grenade, Explosive, Imperium, Archeotech
Photon Flash Grenade	-	-	Strength x5m	-	Blast (Large)	1 Rare	Grenade, Explosive, Imperium
Plasma Grenade	15+1ED	-3	Strength x5m	-	Blast (Medium)	6 Very Rare	Grenade, Explosive, Imperium
Psyk-Out Grenade	-	-	Strength x5m	-	Blast (Medium), Smoke (6)	9 Very Rare	Grenade, Explosive, Imperium
Rad Grenade	11+2ED	0	Strength x5m	-	Blast (Small), Rad (3), Toxic (2)	7 Rare	Grenade, Explosive, Imperium
Radphage Grenade	12+1ED	0	Strength x5m	-	Blast (Medium), Radphage (4)	6 Very Rare	Grenade, Explosive, Imperium
Smoke Grenade	-	-	Strength x5m	-	Smoke (4)	4 Common	Grenade, Explosive, Mortar, Imperium
Stasis Grenade	-	-	Strength x5m	-	Special	8 Very Rare	Explosive, Grenade, Adeptus Mechanicus, Imperium
Stun Grenade	-	-	Strength x5m	-	Blast (Medium)	4 Common	Explosive, Grenade, Imperium, Government, Adeptus Arbites
Tanglefoot Grenade	-	-	Strength x5m	-	Blast (Medium)	6 Very Rare	Explosive, Grenade, Imperium
Virus Grenade	12+2ED	0	Strength x5m	-	Blast (Medium), Fleshbane	4 Very Rare	Explosive, Grenade, Imperium
Vortex Grenade	-	-	Strength x5m	-	Special	6 Unique	Explosive, Grenade, Imperium
Web Grenade	-	-	Strength x5m	-	Blast (Medium), Snare (4)	3 Common	Explosive, Grenade, Imperium, Government, Adeptus Arbites
Xenos Filament Grenade	10+2ED	-1	Strength x5m	-	Blast (Medium), Crippling (2), Snare (3)	6 Very Rare	Explosive, Grenade, Xenos, Imperium

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Missiles							
Cyclonic Missile	16+3ED	-1	-	-	Blast (Very Large), Blaze, Spread	5 Unique	Missile, Fire, Explosive, Imperium
Life-Seeker Missile	16+3ED	-2	-	-	Blast (Small)	8 Rare	Missile, Explosive, Imperium
Psyk-Out Missile	-	-	-	-	Blast (Very Large), Smoke (12)	8 Unique	Imperium, Adeptus Custodes
Rad Missile	13+1ED	0	-	-	Blast (Large), Rad (3), Toxic (4)	7 Very Rare	Missile, Explosive, Imperium
Mole Mortar Torpedo							
Airburst	10+1ED	0	-	-	Blast (Large), Brutal, Indirect	5 Rare	Torpedo, Explosive, Imperium, Adeptus Mechanicus
EMP	-	0	-	-	Haywire (6), Indirect	6 Very Rare	Torpedo, Explosive, Imperium, Adeptus Mechanicus
Incendiary	13+2ED	0	-	-	Blast (Large), Blaze, Indirect	4 Very Rare	Torpedo, Explosive, Fire, Imperium, Adeptus Mechanicus
Standard	12+1ED	-4	-	-	Blast (Medium), Indirect	3 Rare	Torpedo, Explosive, Imperium, Adeptus Mechanicus
Mortar Shells							
Heavy Frag Shell	12+3ED	0	-	-	Blast (Very Large), Brutal, Indirect	8 Rare	Heavy Mortar, Explosive, Imperium
Heavy Inferno Shell	14+3ED	0	-	-	Blast (Large), Blaze, Indirect	6 Very Rare	Heavy Mortar, Fire, Explosive, Imperium
Heavy Smoke Shell	-	-	-	-	Smoke (25)	3 Uncommon	Heavy Mortar, Explosive, Imperium
High Explosive Shell	14+1ED	-4	-	-	Blast (Large), Indirect	4 Rare	Heavy Mortar, Explosive, Imperium
Illumination Shell	-	-	-	-	Special	4 Rare	Heavy Mortar, Explosive, Imperium
Melta Shell	14+2ED	-4	-	-	Indirect, Penetrating (4)	14 Very Rare	Heavy Mortar, Melta, Explosive, Imperium
Minefield Round	14+1ED	-1	-	-	Brutal, Indirect	2 Rare	Mortar, Explosive, Imperium, Missile
Scatter Round	10+2ED	0	-	-	Blast (Very Large), Indirect	4 Rare	Mortar, Explosive, Imperium, Missile
Siege Round	14+1ED	-	-	-	Blast (Large), Indirect	6 Very Rare	Heavy Mortar, Explosive, Imperium
Starflare Round	-	-	-	-	Indirect	2 Uncommon	Mortar, Explosive, Imperium, Grenade

In the 41st Millennium, grenades, missiles and other explosive rounds don't necessarily just explode and shower shrapnel over the target. Some contain small field generators, while others contain gases and toxins to disable the enemy.

Emplaced Explosives

Emplaced explosives are explosive weapons that are not designed to be thrown like an ordinary grenade and its size, mechanism of explosion, or construction prevents its use in a grenade or missile launcher. Instead these weapons may be affixed to any stationary structure.

Astra Militarum Demo-Charge

Astra Militarum "Demo charges" are primarily used as anti-personnel weapons, although the power of the typical explosive charge can damage or destroy tanks and fortifications. A standard-type charge looks similar to a flattened cylinder and weighs around two kilos and detonates upon impact after being activated and thrown. It is effective simply because of its strength but has a dangerously short range (as far as a person can throw it). This short range makes it just as dangerous for the attacker as it is for the defender. Guardsmen who volunteer to carry a demolition charge are authorized to request better food and ration allowances.

When a demolition charge explodes, anyone (or anything) caught within its blast radius takes suffers the damage listed below. The blast radius of the demo-charge is equal to 10 meters.

Astra Militarum Demo-Charge (Damage 16+3ED; AP -3; Range Strength x4; Salvo -; Bulky)
Value: 5 (Uncommon)
Keywords: Grenade, Explosive, Imperium, Astra Militarum

Demolition Charge

A demolition charge is a simple explosive device, commonly used for blowing open doors, breaching walls and destroying bridges. The value and rarity for a demolition charge represents 1 kg of explosives, though it is possible to rig charges together thus increasing their destructive potential.

When a demolition charge explodes, anyone (or anything) caught within its blast radius takes suffers the damage listed below, plus an additional 2ED Damage for every kilogram used. The blast radius of the charge is equal to the number of kilograms used times 5 meters.

Demolition Charge (Damage 14+2ED; AP 0;

Range -; Salvo -;)

Value: 4 (Uncommon)

Keywords: Emplaced, Explosive, Imperium

Hopper Mine

Hopper mines are a nasty but relatively uncommon anti-personnel weapon used by some Imperial Guard sapper teams. Used to devastating effect on massed infantry formations or tight-packed hordes of xenos, they appear to be little more than a discarded heavy bolter shell or other roughly cylindrical piece of detritus. Typically hidden in piles of debris along heavily traveled routes, they are equipped with sensitive bio-monitors that can sense even the weakest bio-signs at a range of two meters. Once a bio-sign has been detected, a small shaped charge propels the hopper roughly two meters into the air where it detonates, spraying an area five meters across with lethal shrapnel.

Hopper Mine (Damage 10+2ED; AP 0; Range -; Salvo -; Brutal, Blast [Medium])

Value: 3 (Uncommon)

Keywords: Emplaced, Explosive, Imperium

Limpet Mine

A less powerful and less expensive directional explosive similar to the meltabomb, it is applied directly to the target structure and focuses the

blast against it. The resulting explosion is more powerful than a regular krak detonation. When a limpet mine explodes, it deals 4d10 X Damage to anything within one meter, with a Penetration of 8.

Limpet Mine (Damage 12+1ED; AP -4; Range -; Salvo -; Blaze, Melta, Blast (Small))

Value: 4 (Rare)

Keywords: Emplaced, Explosive, Imperium

Special: Due to the lack of range, a Limpet Mine is always considered Close Range for its Melta trait.

Melta Bomb

Perhaps the most powerful portable explosive in existence, melta bombs use magna-adhesives to adhere to metallic surfaces where they detonate with a lethal shaped charge of intense heat, similar in effect to a melta weapon. They are ideal for destroying bulkheads, vehicle hulls, and other heavily armored targets. The common Imperial variety is roughly domed in shape but heavy and unwieldy. Handles on the casing allow the user to heft the bomb and slap it into place against the target surface, but it is not practical to throw (especially should the explosive side be facing the user when it detonates).

Melta Bomb (Damage 15+3ED; AP -6; Range -; Salvo -; Blaze, Melta, Blast (Small))

Value: 6 (Very Rare)

Keywords: Emplaced, Explosive, Imperium

Special: Due to the lack of range, a Melta Bomb is always considered Close Range for its Melta trait.

Mine

Mines can be made from pretty much any of the explosives and grenades listed in this section, and use triggers from simple pressure-sensors to advanced bioscanners. Most are placed just under the ground and are designed to explode underground, whilst others spring into the air when triggered to maximize shrapnel damage. Imperial Guard troopers are trained in using frag

grenades to fashion improvised mines and booby traps. Only careful observation of your surroundings (or a good mine-detector) can pick out a well-hidden mine.

Mine (Damage As Grenade; AP As Grenade; Range -; Salvo -; Traits as Grenade)

Value: 2+ Weapon Value (Uncommon, or weapon's rarity, whichever is higher)

Keywords: Emplaced, Explosive, Imperium

Nail Bomb

The confines and dense crowds of a hive make weapons such as frag grenades perfectly suited to sowing terror and destruction there. For this reason anti-personnel devices are usually heavily proscribed, but that doesn't stop the more inventive criminal scum from fashioning their own. The nail bomb presented here is an explosive charge packed around with rusted nails, metal spoil, crushed glass and other assorted nastiness, all packed into a convenient length of pipe or an old food canister and fitted with a home-made fuse that hopefully is reliable enough not to kill the user.

Nail Bomb (Damage 5+1ED; AP -1; Range None or Strength x5 meters; Salvo -; Crippling (2))

Value: 4 (Uncommon)

Keywords: Emplaced, Explosive, Imperium, Recidivist, Scum, Outcast

Stasis Mines

An excellent defensive measure for those able to afford them, Stasis Mines make fantastic alarm systems. Far larger than a Stasis Grenade, the power systems within the Stasis Mine can hold their victims for almost an hour, and can even be recharged and reused. Stasis Mines have a variable detection radius of up to 5 meters and can be set to detect creatures of a specific size (e.g., it can be set to detect Size Large and above, but ignore smaller-sized creatures). Once they detect the preset target they activate automatically, interrupting the

Actions of whatever character triggered the mine.

The radius for a Stasis Mine is 6 meters, and anything within this radius is trapped and unable to take any Actions for 2d3 x 10 minutes. Those outside cannot attack or interact with anyone within the stasis field's radius. Stasis Mines come with a remote detonator that allows the user to activate and deactivate the stasis field at will.

Once used, a stasis field can be recharged with a Tech Test (DN 3). Failure with a complication means that the field generator has burnt out and the mine is now useless.

Stasis Mine (Damage -; AP -; Range -; Salvo -; Special)

Value: 6 (Very Rare)

Keywords: Emplaced, Explosive, Imperium, Adeptus Mechanicus

Tox Bomb

A tox bomb is an explosive device that releases a noxious chemical compound (such as bloodfire) upon detonation. When a tox bomb explodes, anyone (or anything) caught within its blast radius suffers the effects of a biological or chemical agent contained within, unless adequately protected with sealed environmental gear. The effective radius of the tox bomb is equal to 20 meters. This screen lasts for 1d6+10 rounds, or a shorter time in adverse weather conditions.

A tox bomb can be loaded with any biological or chemical agent.

Tox Bomb (Damage -; AP -; Range -; Salvo -; Traits as Gas)

Value: 2+ Gas Value (Uncommon, or weapon's rarity, whichever is higher)

Keywords: Emplaced, Explosive, Imperium

Demolition Material

The materials listed in this section are designed to explode violently. Unlike other most other

explosive devices, these materials are used to manufacture bombs, allowing a demolitionist to tailor the effects, timers, and other factors into the inevitable explosion.

Bomb Spray

Also known as Dry Death, this concoction of several liquids can be sprayed as an aerosol or even simply poured directly onto almost any surface. As long as it stays liquid it is safe, but once dry it will react to any sudden impact (such as a bullet strike or even a thrown rock) with a violent detonation. While not as powerful as regular manufactured explosives, it is very useful for setting surprise attacks or ambushes, or sabotaging a vehicle.

When a surface coated in bomb spray explodes, anyone (or anything) caught within its blast radius takes suffers the damage listed below, plus an additional 2 points of Damage for every kilogram used, and has a blast radius of two meters per their weight in kilograms. The value and rarity for bomb spray represents 1 kg of liquid.

Bomb Spray (Damage 5; AP 0; Range -; Salvo -;)

Value: 4 (Uncommon)

Keywords: Demolition, Explosive, Imperium

Det-cord & Det-Tape

The two most common types of explosives timer used in the Imperial Guard due to their reliability and simplicity, often used in conjunction with tube-charges. The delay is set by either peeling back the tape or cutting the cord to the desired length. Both can be used as a low-grade explosive material in an emergency as well, inflicting the damage below +2 Damage per kilogram used, and a blast radius of five meters per their weight in kilograms. The value and rarity for Det-Cord or Det-Tape represents 1 kg of the material.

Det-Cord & Det-Tape (Damage 3+1ED; AP 0; Range -; Salvo -;)

Value: 4 (Common)

Keywords: Demolition, Explosive, Imperium

Firewater

Found primarily in gas giants, this oily blue-green liquid is rather unremarkable except that it spontaneously bursts into a dark blue flame when exposed to oxygen. Rebel and recidivist strike forces sometimes use it in booby traps, or simply throw glass bottles of the liquid at their enemy.

Firewater explosions inflict the damage listed below, plus an additional +2 Damage per kilogram used, and a blast radius of two meters per the weight in kilograms. The value and rarity for Firewater represents 1 kg of the liquid.

Firewater (Damage 8; AP 0; Range -; Salvo -; Blaze)

Value: 7 (Uncommon)

Keywords: Explosive, Imperium, Demolition

Fyceline

A chemical used in many standard Imperial explosives, it is mined from rare ores and its production often becomes the primary tithe for many planets. Refined fyceline can be used to fashion crude explosives.

Fyceline explosives inflict the damage below, +2 Damage for every kilogram used in their construction and have a blast radius of five times their weight in kilograms.

Fyceline (Damage 7; AP 0; Range -; Salvo -; Blaze)

Value: 6 (Common)

Keywords: Demolition, Explosive, Imperium

Promethium

The common Imperial petrochemical-based liquid fuel, most often used to refer to the jelly-like chemical used to power most Imperial Flamer weapons. It can also be used to create antipersonnel explosives and bombs as it is

often readily available in most war zones. Most voidships carry huge reserves as well, both to power many systems as well as for trading with local systems. Refined Promethium is valued across the stars, and is the basis for many bartering cultures.

Promethium explosives inflict the damage below, +2 Damage for every kilogram used in their construction and have a blast radius of four times their weight in kilograms.

Promethium (Damage 14; AP 0; Range -; Salvo -; Blaze)

Value: 8 (Common)

Keywords: Demolition, Explosive, Fire, Imperium

Grenades

Most grenades are designed to be thrown, although modified munition rounds can be fired from various forms of launchers.

The explosives listed here can either be thrown by hand or loaded in a grenade launcher as grenades, used in missile launchers as missiles, or fired from mortars as rounds. If a grenade is used in a launcher, its range becomes the range of the launcher. Throwing grenades are tracked separately from Reloads.



Anti-Plant Grenade

These explosives release a wide range of toxic and viral agents that quickly reduce almost any type of flora to a foul smelling muck, depriving the enemy of cover while not seriously harming other materials. Larger versions are also used to create improvised landing zones and clear foliage for quick camp sites or building locations.

Anti-Plant Grenade (Damage 12+3ED; AP 0; Range Strength x5; Salvo -; Blast (Medium))

Value: 5 (Rare)

Keywords: Grenade, Explosive, Mortar, Imperium

Special: Damage only effects flora and has no other effect.

Bilge Grenade

These are generally crude bombs containing a mix of poisonous fungi, chemical waste, and diseased flesh. The canisters burst open on impact, showering the area with caustic sludge and noxious vapors. While their effect is not very powerful, unprotected targets can be brought down by the toxins, if not by the sheer nauseating smell of the attack. Bilge grenades count as frag grenades with the Unreliable and Toxic qualities.

Bilge Grenade (Damage 10+1ED; AP 0; Range Strength x5; Salvo -; Blast (Medium), Toxic (3))

Value: 4 (Common)

Keywords: Grenade, Explosive, Imperium

Blind Grenade

Blind explosives detonate with a burst of dense smoke, IR bafflers, and broadband EM-spectrum chaff, all of which is designed to block detection through the cloud. Sensors and vision that would pierce normal smoke cannot see through haze thus created.

Blind Grenade (Damage -; AP -; Range Strength x5; Salvo -; Smoke (2))

Value: 2 (Uncommon)

Keywords: Grenade, Explosive, Mortar, Imperium

Egerian Geode

Recovered from xenos crystalline maze-cities, these grenades are filled with compacted shards of diamantine glass. On detonation the area is showered with cutting projectiles, which can slide through most armor.

Egerian Geode (Damage 4+1ED; AP -; Range Strength x5; Salvo -; Armourbane, Blast (Medium), Crippling (2))

Value: 6 (Very Rare)

Keywords: Grenade, Explosive, Xenos, Imperium

Empyrian Brain Mines

These small grenade-sized devices are of unknown origin, though rumor traces them to a distant ghost world. When activated they latch onto the victim's body and send a pulse of disruptive energy directly into his brain, causing a momentary catatonic state. The mines are not re-usable, as their power core burns out after only a few seconds of use.

A Brain Mine must be attached to an enemy with a melee attack or Called Shot. If it hits, it acts as a grenade that affects only the target. The target must make an Agility Test (DN 5) each round or be unable to take any action. The mine cannot be removed safely; removing it deals 6+1ED damage that is not reduced by armor. The Brain Mine burns out and ceases to function after 3 Rounds, dislodging itself from the target in the process.

Empyrian Brain Mine (Damage -; AP -; Range M or Strength x5m; Salvo -; Special)

Value: 4 (Very Rare)

Keywords: Grenade, Explosive, Imperium

Fire Bomb Grenade

A relatively primitive explosive, the fire bomb is normally a breakable canister of flammable liquid with a fuse made from cloth or other material that the liquid can soak into and is the preferred weapon of rioters and recidivists. Once the fuse is set aflame, the bomb is hurled at the

- enemy; the canister breaks open on impact to release the now burning liquid.
- Fire bombs take a Simple Action to ready before use, and cannot be loaded into launcher weapons.

Fire Bomb Grenade (Damage 8+2ED; AP -4; Range Strength x5; Salvo -; Blaze, Blast (Small))

Value: 2 (Common)

Keywords: Grenade, Explosive, Imperium

Gas Canister

There are many different kinds of gas grenades or gas bombs. Some of these weapons are made in the factories of the Hive City; others are fabricated by cunning armorers in underhives. All of these weapons are rare and somewhat specialized in nature.

Gas canisters can be filled with any gaseous biological or chemical agents. Anyone hit by the grenade suffers the effects of a biological or chemical agent contained within, unless adequately protected with sealed environmental gear.

Gas Canister (Damage As Gas; AP As Gas; Range Strength x5m; Salvo -; Blast (Medium))

Value: 2+ Gas Value (Rare, or weapon's rarity, whichever is higher)

Keywords: Grenade, Explosive, Imperium

Haywire Grenade

Haywire grenades ignore the flesh and instead seek to injure machine spirits and technological devices through a shower of harmful electromagnetic radiation. Machines that suffer such indignities are often crippled, leaving their users helpless against attacking foes.

Haywire Grenade (Damage -; AP -; Range Strength x5m; Salvo -; Haywire (2))

Value: 4 (Very Rare)

Keywords: Grenade, Explosive, Imperium

Howler Grenade

These grenades are designed to explode with a sustained burst of sonic energy lasting 1d6 rounds, intended more to deafen and disorientate than wound. They generally cause no actual harm except for loss of hearing and are used more for incapacitating enemies, though the piercing noise can also be extremely painful and debilitating.

Anyone within 10 meters of the weapon is deafened, and must pass a Toughness Test (DN 3) or be *Stunned* while the grenade is active.

Howler Grenade (Damage -; AP -; Range Strength x5m; Salvo -)

Value: 6 (Common)

Keywords: Grenade, Explosive, Imperium

Inferno Thermal Grenade

These thermal devices use a powerful incendiary fuel designed to violently melt their outer casing, causing an explosion of liquefied metal shards to fill the blast area. While they are not as powerful as standard melta-bomb technology and can only be used to destroy smaller barricades or doorways, they offer a wider area of destruction and can easily ignite enclosed areas into blazing conflagrations.

Inferno Grenade (Damage 10+1ED; AP 0; Range Strength x5m; Salvo -; Blaze, Blast (Medium))

Value: 5 (Rare)

Keywords: Grenade, Explosive, Fire, Imperium

Kinetic Grenade

An example of lost miniaturized repulsor technology, a Kinetic Grenade releases a rapidly-expanding sphere of kinetic energy.

Anyone caught within the blast of a kinetic grenade suffers the damage below and must pass a Strength or Agility Test (DN 3). On a failed Test, the blast throws the target to the ground and renders him Prone.

Kinetic Grenade (Damage 10+1ED; AP 0; Range Strength x5m; Salvo -; Blast (Medium))

Value: 2 (Rare)

Keywords: Grenade, Explosive, Imperium

Micro

A wonder of ages past, and still produced in tiny quantities in certain remote corners of the Imperium, micro-grenades are tiny, marble-like devices that detonate almost as fiercely as full-size grenades. They are normally stored in a tube-like container that dispenses and primes a handful of grenades simultaneously, allowing them to be thrown immediately.

Each dispenser contains 12 micro-grenades, and the listed value is for a single dispenser.

Micro Grenade (Damage 9+1ED; AP 0; Range Strength x5m; Salvo -; Blast (Small))

Value: 4 (Rare)

Keyword: Grenade, Explosive, Imperium

Special: A number of micro-grenades may be thrown at once. This is treated as a Salvo with a rating between 1-6, expending the grenades normally.

Phosphex Grenade

Phosphex has the capacity to burn without oxygen and with next to no fuel source. It's capable of burning underwater (being also able to set water alight) and can burn through solid rock, adamantium, and ceramite. Known as the 'living fire', 'crawling death' and 'ice-fire' due to its attraction to movement and sub-zero burning temperature, once unleashed the green cloud of Phosphex expands exponentially, burning everything in its path. The taint of Phosphex residue is far more enduring even than radiation from nuclear fallout, rendering any area exposed to its touch uninhabitable.

Phosphex (Damage 10+2ED; AP -; Range Strength x5m; - Armourbane, Fleshbane, Blaze, Lingering Death, Crawling Fire)

Value: 8 (Unique)

Keywords: Grenade, Explosive, Imperium, Archeotech

Photon Flash Grenade

Also known as the flash bomb, these grenades explode with an intensely brilliant light that overloads unprotected eyes with temporary blindness, and make for excellent non-lethal weapons. A Photon grenade can dazzle fighters and damage sensitive range finding equipment such as Targeters.

Any character affected by the blast of a photon flash grenade when it detonates must succeed on an Agility test (DN 3) or be blinded for 1d3+1 rounds.

Photon Flash Grenade (Damage -; AP -; Range Strength x5m; Salvo -; Blast (Large))

Value: 1 (Rare)

Keywords: Grenade, Explosive, Imperium

Plasma Grenade

Imperial plasma grenades make use of a deliberate plasma containment failure to unleash a highly lethal blast of heat and light similar to a miniature sun which can take out almost any target.

Plasma Grenade (Damage 15+1ED; AP -3; Range Strength x5m; Salvo -; Blast (Medium))

Value: 6 (Very Rare)

Keywords: Grenade, Explosive, Imperium

Special: Throw the grenade as normal and establish where it lands. Once casualties have been determined, the area indicated is undergoing a matter energy transformation and is glowing like a small sun.

A plasma ball can persist for several turns. Test at the beginning of each turn. At the start of each turn roll a D6.

D6 Effect

1-3 The plasma ball collapses in upon itself and disappears causing no further damage.

- 4-5 The plasma ball remains in place. Any fighters that move into the ball or end their turn in contact with it suffer damage.
- 6 The plasma ball expands to a 6 meter wide gas cloud before collapsing in upon itself. Any that come into contact with it are hit and suffer damage. Any that started the turn inside the ball also suffer a hit.

Because of the nature of the shining plasma ball it's not possible to see or to shoot through it. The height of the plasma ball is assumed to be 4 meters.

Psyk-Out Grenade

Terrifying to psykers, Psyk-Out grenades are extremely rare and controlled weapons, typically available only to the most fervent and loyal of the Imperium's servants. Manufactured solely on Holy Terra, Psyk-Out grenades contain minute dust particles which are impregnated with negative psychic energies. The exact manufacture of these items is a secret to all but the highest powers of the Imperium, and the loss or battlefield theft of these weapons has been cause for entire Imperial Guard regiments to be dispatched to ensure they do not fall into the hands of xenos or heretical forces.

Any Psyker affected by the blast of a psyk-out grenade when it explodes, or entering the dust field before it dissipates, must make a Willpower Test (DN6). Psykers who fail the Test suffer a +4 DN penalty to their Psychic Mastery skill tests. This penalty slowly lessens in severity by 1 every six hours.

In addition, a Psyker who fails the test above with a Complication from the Psyk-Out grenade automatically suffers Perils of the Warp when manifesting a psychic power for 10 rounds minus half his Willpower Attribute (rounding up) after being affected by the grenade.

The dust from the Psyk-Out grenade lingers in the area of the blast for five rounds after the explosion. Any Psyker who attempts to manifest a psychic power within the area of the blast

before the dust has dispersed automatically fails.

Psyk-Out Grenade (Damage -; AP -; Range Strength x5m; Salvo -; Blast (Medium), Smoke (6))

Value: 9 (Very Rare)

Keywords: Grenade, Explosive, Imperium

Rad Grenades

Rad grenades detonate in a shower of tiny, radioactively-contaminated fragments. Each particle's radioactive emissions have a millisecond half-life, ensuring that the thrower can charge in without exposing himself to contamination. Nevertheless, those enemies caught in the initial blast will feel the rad grenade's debilitating influence for some time afterwards.

Rad Grenade (Damage 11+2ED; AP 0; Range Strength x5m; Salvo -; Blast (Small), Rad (3), Toxic (2))

Value: 7 (Rare)

Keywords: Grenade, Explosive, Imperium

Radphage Grenade

Wrought by ancient and arcane technologies, rad grenades produce intense pulses of lingering, deadly radiation. While somewhat erratic, few things can protect fully against these grenades' emissions, making them a powerful weapon against any foe. The effects of a rad grenade are invisible and insidious, and cannot be detected without an auspex or similar equipment.

The tiny radioactive particles housed within this grenade create a cloud of dense radiation with such a minuscule duration that only those in the initial blast radius are affected. It is powerful enough, however, to leave those affected severely weakened and vomiting blood for hours.

Radphage Grenade (Damage 12+1ED; AP 0; Range Strength x5m; Salvo -; Blast (Small), Radphage (4))

Value: 6 (Very Rare)

Keywords: Grenade, Explosive, Imperium

Smoke Grenade

A relatively simple and easy-to-construct device, smoke grenades release huge gouts of thick, black clouds that obscure vision. They do not block detection systems that use heat or other spectral bands outside of normal human eyesight, but are much more widely available and easier to construct.

Smoke Grenade (Damage -; AP -; Range Strength x5m; Salvo -; Smoke (4))

Value: 4 (Common)

Keywords: Grenade, Explosive, Mortar, Imperium

Stasis Grenade

On activation, a stasis grenade detonates creating a stasis field within which time is distorted and virtually ceases to exist. A stasis field is unaffected by all events around it, it cannot be fired into or through. Those trapped inside are instantly frozen and may do nothing, but are not harmed. Eventually the grenade's power source is expended and the field deactivates. As their power source is rather small, the stasis field caused by an activated stasis grenade does not normally last for a long time, though the duration is normally long enough to cause a significant amount of battlefield disruption.

The radius for a Stasis grenade is 3 meters and 6 meters, and anything within the inner radius is trapped. Characters in the smaller of the two fields can do nothing at all and are unable to take any Actions for 3d6 minutes. Neither can any outside forces interact within them - they cannot be shot, attacked, targeted by psychic powers or anything else. Characters in the larger of the two fields are reduced to being Speed 1 whilst in the outer field.

Stasis Grenade (Damage -; AP -; Range Strength x5m; Salvo -; Special)

Value: 8 (Very Rare)

Keywords: Explosive, Grenade, Imperium, Adeptus Mechanicus

Stun Grenade

Using a combination of loud noise and brilliant light, these grenades can incapacitate targets long enough for assault forces to apply non-lethal restraints, or to finish off the now-disabled foes with ease.

Designed to incapacitate and disorient rather than kill, a stun grenade's concussive effect, thunderous noise and bright flash is highly effective and usually causes no lasting injury. Anyone caught in a stun grenade's blast must pass a Toughness Test (DN 3) or become *Stunned* for 1d6 Rounds. Photo-visors and sealed armor provide a +2d bonus to this Test.

Stun Grenade (Damage -; AP -; Range Strength x5m; Salvo -; Blast (Medium))

Value: 4 (Common)

Keywords: Explosive, Grenade, Imperium, Government, Adeptus Arbites

Tanglefoot Grenade

Tanglefoot grenades are a complex offensive grenade mechanism created by the Adeptus Mechanicus and only typically used by elite Imperial forces. Basically a small magno-gravitic reactor set to overload, they create very small, but relatively powerful gravimetric fields. The outcome of all this is that anything caught inside the tanglefoot field experiences localized higher gravity, with all the associated implications for movement, bodily operation and so on.

Gravimetric fields can also create limited spatial warping and time distortions.

Tanglefoot shells detonate producing a minor distortion effect in the fabric of space. This causes gravitic disturbance, spacial displacement and a certain amount of time distortion. Targets caught in the field move at half Speed (rounding down) and must pass an Agility test (DN 5) or become prone. Characters

firing into or out from the field suffer a +1 DN penalty to ballistic skill tests. Effects last until the field disperses within 1d3 Rounds.

Tanglefoot Grenade (Damage -; AP -; Range Strength x5m; Salvo -; Blast (Medium))

Value: 6 (Very Rare)

Keywords: Explosive, Grenade, Imperium

Virus Grenade

Virus grenades house powerful biological toxins which can break down biological systems in moments before leaping to neighboring creatures to infect them. They can quickly kill scores of people before mutating into a non-lethal strain or running out of victims near enough to be attacked.

The types of virus used can and do, vary a great deal, and it would be theoretically possible to manufacture species discriminating types. However, the rate of mutation is such that it would be impossible to guarantee this, so the weapons are rarely used for strategic decimation.

Only characters in protective clothing or in sealed buildings or vehicles are immune to the effects of a virus grenade. Respirators are no protection. Targets which suffers a wound automatically must begin taking Defiance checks - with a -2 penalty. As a target is killed the virus will mutate and may spread to unaffected troops. Roll a D6, this is the radius centered on the dead body over which the virus will now spread. Immediately roll damage against the new targets within this area - this may include troops who were lucky enough to avoid being hit by the initial blast. Continue rolling new effect radii and new casualties until no more deaths are scored or no potential targets remain.

Virus Grenade (Damage 12+2ED; AP 0; Range Strength x5m; Salvo -; Blast (Medium), Fleshbane)

Value: 4 (Very Rare)

Keywords: Explosive, Grenade, Imperium

Vortex Grenade

Rare and terrible weapons, vortex grenades contain mechanisms capable of creating small rifts between reality and the Warp. A weighty sphere about the size of a man's clenched fist, a vortex grenade is too large and too delicate to be loaded into a grenade launcher. Anyone or anything caught in the vortex created by the grenade is utterly destroyed, dragged from the universe into the nightmarish Empyrean. The tear in reality voraciously devours all matter and energy that comes into contact with it. Due to its inherently unpredictable nature the vortex might remain in existence for some time or almost immediately collapse and disappear.

A vortex grenade has a radius of 6 meters at its point of impact. Any target enveloped in the vortex must make a Agility Test (DN 5) or be sucked into the Warp and almost certain death (or a variety of far worse fates). So horrific are the consequences of being dragged into the Warp that any character within line of sight who witnesses the event gains 1 Corruption Point. At the start of every Turn after the vortex grenade has been activated, roll 1d6 on the table below and apply the results.

D6	Effect
1	The vortex collapses in on itself and vanishes without a trace.
2-3	The vortex remains unchanged, consuming anything that comes into contact with it.
4-5	The vortex moves 10 meters in a randomly selected direction, annihilating everything in its path.
6	The vortex expands, and its radius doubles.

Vortex Grenade (Damage -; AP -; Range Strength x5m; Salvo -; Special)

Value: 6 (Unique)

Keywords: Explosive, Grenade, Imperium

Web Grenade

Essentially just a highly-compressed canister of Webber adhesive and a detonator, web grenades and missiles swiftly ensnare targets in

a sticky, rapidly-thickening mass of constricting filaments and can entangle masses of targets in moments when they detonate.

Web filaments becomes brittle and dissolve away after 1d6 hours.

Web Grenade (Damage -; AP -; Range Strength x5m; Salvo -; Blast (Medium), Snare (4))

Value: 3 (Common)

Keywords: Explosive, Grenade, Imperium, Government, Adeptus Arbites

Xeno Filament Grenade

The exotic filament grenade carries compressed segments of monomolecular wire that expand into a cloud of deadly razor-sharp filaments on detonation, slicing through flesh and bone.

Xenos Filament Grenade (Damage 10+2ED; AP -1; Range Strength x5m; Salvo -; Blast (Medium), Crippling (2), Snare (3))

Value: 6 (Very Rare)

Keywords: Explosive, Grenade, Xenos, Imperium

Missiles

Missile is a one-shot, solid fuel rocket munition usually tipped by an explosive warhead that often serves as a powerful anti-armor and anti-aircraft weapon and is used by a wide variety of the intelligent space-faring species of the Milky Way Galaxy.

All of the weapons available in grenade form, unless stated otherwise, are also available as missiles - which must be fired from a missile launcher.

Cyclonic Missiles

Cyclonic missiles operate on a principle similar to their much larger cousins, the cyclonic torpedoes used by Inquisitors to deliver the ultimate sanction against a planet: Exterminatus.

These munitions are jealously guarded by the Holy Ordos, and it is a capital crime for even a

Rogue Trader to possess one. Despite this prohibition, cyclonic missiles occasionally make their way onto the black market, and enterprising Rogue Traders frequently skirt Imperial law to obtain them.

Encased in a metallic hydrogen and deuterium shell, the missile's warhead explodes in a massive fireball that burns hotter than the surface of most stars.

Cyclonic Missile (Damage 16+3ED; AP -1; Range -; Salvo -; Blast (Very Large), Blaze,

Spread)

Value: 5 (Unique)

Keywords: Missile, Fire, Explosive, Imperium

Life-Seeker Missiles

Containing advanced sensoriums and guidance cogitators that lock on their target and help guide the missile to its target, life-seeker missiles are heavily-modified Krak missiles. Condemned by most orthodox Tech-Priests of the Adeptus Mechanicus as heretical and an affront to the Omnissiah, these missiles are only manufactured in a few places in the Calixis Sector and are consequently very difficult to acquire.

A character firing a life-seeker missile may make a Tech Test (DN 5) before firing to awaken the predatory intelligence within as an Action. If he succeeds, he gains a +2d bonus to his next Ballistic Skill Test to hit with the missile until the end of the encounter.

Life-Seeker Missile (Damage 16+3ED; AP -2; Range -; Salvo -; Blast (Small))

Value: 8 (Rare)

Keywords: Missile, Explosive, Imperium

Psyk-Out Missile

A Psyk-Out Missile's warhead contains a special additive that is laced within its explosive charge. The Adeptus Custodes reverently gather the dust that forms from the body of the Emperor of Mankind where He is entombed in the Golden Throne. This byproduct of the Golden Throne's

arcane workings possesses a strong anti-psychic charge and can produce an effect on psykers and Warp entities similar to those produced by a psychic Null, a being afflicted with the Pariah Gene.

Any Psyker affected by the blast of a psyk-out missile when it explodes, or entering the dust field before it dissipates, must make a Willpower Test (DN8). Psykers who fail the Test suffer a +6 DN penalty to their Psychic Mastery skill tests. This penalty slowly lessens in severity by 1 every six hours.

In addition, a Psyker who fails the test above with a Complication from the Psyk-Out grenade automatically suffers Perils of the Warp when manifesting a psychic power for 20 rounds minus half his Willpower Attribute (rounding up) after being affected by the grenade.

The dust from the Psyk-Out missile lingers in the area of the blast for 10 rounds after the explosion. Any Psyker who attempts to manifest a psychic power within the area of the blast before the dust has dispersed automatically fails.

Psyk-Out Missile (Damage -; AP -; Range -; Salvo -; Blast (Very Large), Smoke (12))

Value: 8 (Unique)

Keywords: Imperium, Adeptus Custodes

Rad Missile

These Terran-derived missiles are a horror of the genetic wars waged during the Age of Strife, using custom loaded-warheads which combine high explosive fragmentation charges lined with radioactive isotopes. The effect is to create an intensely toxic radiation weapon that inflicts a hideous death on its victim no matter their resilience. Because of its contaminating and hideous nature, it was deployed sparingly.

Rad Missile (Damage 13+1ED; AP 0; Range -; Salvo -; Blast (Large), Rad (3), Toxic (4))

Value: 7 (Very Rare)

Keywords: Missile, Explosive, Imperium



Mole Mortar Torpedo

Older patterns of the mole mortar require specialist burrowing torpedoes that detonate under or just above the surface. The following are a number of different munition types to enhance the tactical flexibility of those peculiar weapons.

Airburst Torpedo

Timed to explode a fraction of a second after vaulting from the earth, airburst torpedoes send razor-sharp shrapnel in all directions. Airburst torpedoes reduce any Armour Points the target is receiving from cover by half, rounding up.

Airburst Torpedo (Damage 10+1ED; AP 0; Range -; Salvo -; Blast (Large), Brutal, Indirect)

Value: 5 (Rare)

Keywords: Torpedo, Explosive, Imperium, Adeptus Mechanicus

EMP Torpedo

Activating the moment they reach the surface, EMP torpedoes do not directly damage their targets but instead send wave upon wave of electromagnetic radiation in all directions until the torpedo's small generator burns out.

EMP Torpedo (Damage -; AP 0; Range -; Salvo -; Haywire (6), Indirect)

Value: 6 (Very Rare)

Keywords: Torpedo, Explosive, Imperium, Adeptus Mechanicus

Incendiary Torpedo

Like airburst torpedoes, incendiary torpedoes explode just after leaving the ground. However, rather than shrapnel, they instead unleash a splash of promethium in all directions.

Incendiary Torpedo (Damage 13+2ED; AP 0; Range -; Salvo -; Blast (Large), Blaze, Indirect)

Value: 4 (Very Rare)

Keywords: Torpedo, Explosive, Fire, Imperium, Adeptus Mechanicus

Standard Torpedo

This high explosive charge detonates moments before reaching the surface, sending a concentrated blast directly upwards. Anyone hit by a standard torpedo must take a Difficult (-10) Strength Test or be knocked prone. The blast area is considered difficult ground from that point onwards.

Standard Torpedo (Damage 12+1ED; AP -4; Range -; Salvo -; Blast (Medium), Indirect)

Value: 3 (Rare)

Keywords: Torpedo, Explosive, Imperium, Adeptus Mechanicus

Mortar Shell

The following are specialist rounds generally used in mortars, and occasionally grenade or missile launchers. Each entry specifies

Heavy Frag Shell

Heavy Frag shells use timed warheads, designed to explode just above the ground in an airburst, in order to spread shrapnel over a wide area. Their primary use is against masses of light infantry in the open, or the exposed crews of heavy weapons.

These rounds can only be used in the heavy mortar and cannot be thrown.

Heavy Frag Shell (Damage 12+3ED; AP 0; Range -; Salvo -; Blast (Very Large), Brutal, Indirect)

Value: 8 (Rare)

Keywords: Heavy Mortar, Explosive, Imperium

Heavy Inferno Shell

Inferno shells contain a lethal cocktail of phosphorous and synthesized compounds based on chemicals used in flamers. Upon impact, a small explosive charge spreads the deadly mix, which ignites on contact with the air, over a wide area. Capable of melting through armor and sticking to flesh, the chemicals will continue to burn long after the initial explosion.

These rounds can only be used in the heavy mortar and cannot be thrown.

Heavy Inferno Shell (Damage 14+3ED; AP 0; Range -; Salvo -; Blast (Large), Blaze, Indirect)

Value: 6 (Very Rare)

Keywords: Heavy Mortar, Fire, Explosive, Imperium

Special: While deployed, an Illumination Shell will illuminate an area of with a roughly 500m radius. This lasts for 1d3 x 5 minutes. The exact effects of this illumination are determined by the gamemaster and the scenario, but typically will allow combatants to fire upon each other without negative penalties, or make stealth attempts suffer penalties.

Heavy Smoke Shell

Smoke shells create a dense cloud of smoke upon impact, useful for hiding friendly forces from the enemy and creating a smoke screen

These rounds can only be used in the heavy mortar and cannot be thrown.

Heavy Smoke (Damage -; AP -; Range -; Salvo -; Smoke (25))

Value: 3 (Uncommon)

Keywords: Heavy Mortar, Explosive, Imperium

High Explosive Shells

High Explosive shells are the standard round fired by heavy mortars capable of causing extensive damage.

These rounds can only be used in the heavy mortar and cannot be thrown.

High Explosive (Damage 14+1ED; AP -4; Range -; Salvo -; Blast (Large), Indirect)

Value: 4 (Rare)

Keywords: Heavy Mortar, Explosive, Imperium

Illumination Shell

Illumination shells burn brightly and slowly after they are launched, increasing visibility during night operations. The shell also deploys a parachute to slow down its descent.

These rounds can only be used in the heavy mortar and cannot be thrown.

Illumination Shell (Damage -; AP -; Range -; Salvo -; Special)

Value: 4 (Rare)

Keywords: Heavy Mortar, Explosive, Imperium

Melta Shell

Melta shells operate similar to other Melta Weapons, undergoing a sub-atomic reaction upon impact and releasing a blast of intense heat. Capable of melting vehicles and reducing troops to ash, its primary use is against a dug-in enemy.

These rounds can only be used in the heavy mortar and cannot be thrown.

Melta Shell (Damage 14+2ED; AP -4; Range -; Salvo -; Indirect, Penetrating (4))

Value: 14 (Very Rare)

Keywords: Heavy Mortar, Melta, Explosive, Imperium

Minefield Round

These shells are designed to splinter open at the highest arc of their trajectory, releasing a plethora of sub-munitions with two impact triggers. Once the first is sprung upon contact with the ground, the second trigger deploys - awaiting only a single, unlucky step to unleash its powerful explosives. Easy to use and safe from a distance, minefield rounds are an effective way to lay down a protective cordon around a bunker or other defensive location.

These rounds can only be used in either mortar or missile launchers (not grenade launchers) and cannot be thrown.

Minefield Round (Damage 14+1ED; AP -1; Range -; Salvo -; Brutal, Indirect)

Value: 2 (Rare)

Keywords: Mortar, Explosive, Imperium, Missile

Special: Minefield Rounds create a 2 meter radius at the point of 'impact', only exploding

upon contact with an unlucky individual who steps into this effected area. Upon detonation, the target is automatically struck and suffers damage as normal.

Scatter Round

Scatter Rounds combine much smaller and less-powerful frag grenades type into a single missile launcher round. These are generally fired in a high arc and disperse into separate micro-explosives, spreading the explosive effect over a huge radius.

These rounds can only be used in either mortar or missile launchers (not grenade launchers) and cannot be thrown.

Scatter Round (Damage 10+2ED; AP 0; Range -; Salvo -; Blast (Very Large), Indirect)

Value: 4 (Rare)

Keywords: Mortar, Explosive, Imperium, Missile

Siege Shell

Siege shells are fired on a high trajectory and fused to explode after having already buried itself in the ground. This makes it ideal for taking out buildings and bunkers by collapsing the foundation and causing it to cave in.

These rounds can only be used in the heavy mortar and cannot be thrown.

Siege Shell (Damage 14+1ED; AP -; Range -; Salvo -; Blast (Large), Indirect)

Value: 6 (Very Rare)

Keywords: Heavy Mortar, Explosive, Imperium

Special: Against fortifications and bunkers, a Siege shell damage profile has the Armourbane trait, as it explodes once embedded into a structure.

Starflare Round

These are fired high into the air via missile launcher or grenade launcher, where they burst into a multitude of small flares. As the flares burn out and drift to the ground, they fully illuminate the underlying area for almost a minute. They can also dazzle the vision of anyone not wearing protective lenses, and in an emergency can even be used as an offensive weapon when fired directly into a foe.

These rounds can only be used in mortar or grenade launchers (not missile launchers) and cannot be thrown.

Starflare Round (Damage -; AP -; Range -; Salvo -; Indirect)

Value: 2 (Uncommon)

Keywords: Mortar, Explosive, Imperium, Grenade

MELEE WEAPONS

Table: Melee Weapons

Name	Damage	AP	Range	Traits	Value	Keywords
Alien Weapons						
Egerian Shard Glaive	4+1ED	-1	2m	Agonizing, Crippling (1)	7 Very Rare	Xenos, Blade, Imperium, Rogue Trader Fleet
Fractal Blade	3+2ED	0	M	Parry	6 Very Rare	Xenos, Blade, Power Field, Imperium, Rogue Trader Fleet
Galthite Lacerator	2+1ED	-1	M	Crippling (2), Penetrating (1)	5 Very Rare	Xenos, Blade, Galthite, Imperium, Rogue Trader Fleet
Ghost Sword	3+1ED	-1	M	Parry	5 Very Rare	Xenos, Blade, Power Field, Imperium, Rogue Trader Fleet
Inertial Hammer	6+2ED	0	2m	Two-Handed, Concussive (3)	8 Very Rare	Xenos, Impact, Imperium, Rogue Trader Fleet
Scythian Venom Talon	2+2ED	-2	M	Corrosive, Toxic (1)	7 Very Rare	Xenos, Blade, Scythian, Imperium, Rogue Trader Fleet
Chain Weapons						
Chain Axe	5+2ED	0	M	Brutal, Penetrating (1), Dual-Handed	5 Rare	Chain, Blade, Imperium
Chain Fist	7+3ED	-4	M	Brutal, Unwieldy (3)	10 Very Rare	Chain, Power Field, Blade, Imperium, Adeptus Astartes
Chain Hammer	6+2ED	0	2m	Brutal, Two-Handed, Concussive (3)	8 Very Rare	Chain, Blade, Imperium, <Any>
Chain Knife	4+1ED	0	M	Brutal	4 Rare	Chain, Blade, Imperium
Chain Spear	5+2ED	0	2m or Strength x5m	Brutal, Two-Handed	5 Very Rare	Chain, Blade, Imperium, Astra Militarum, Adeptus Astartes
Chain Sword	5+1ED	0	M	Brutal, Parry	5 Uncommon	Chain, Blade, Imperium, <Any>
Chainflail	5+3ED	0	2m	Brutal, Unwieldy (1)	6 Rare	Chain, Blade, Imperium
Chainscythe	5+2ED	-1	2m	Brutal, Two-Handed, Unwieldy (2)	8 Rare	Chain, Blade, Imperium
Eviscerator	6+2ED	-4	2m	Brutal, Unwieldy (2), Two-Handed	6 Rare	Chain, Blade, Imperium, Adeptus Ministorum, Adeptus Sororitas
Exotic Weapons						
Breacher	5+3ED	-4	M	Penetrating (2), Unwieldy (2)	7 Uncommon	Exotic, Blade, Imperium, Adeptus Mechanicus
Soft Sword	3+1ED	0	M or 2m	Flexible, Two-Handed or Parry	2 Rare	Low-Tech, Blade, Imperium, <Any>
Steam Drill	6+2ED	-3	M	Two-Handed, Heavy (4)	2 Rare	Exotic, Blade, Imperium, <Any>
Vivisector	3+1ED	-1	M	Agonizing, Crippling (1)	4 Very Rare	Exotic, Blade, Imperium, <Any>
Force Weapons						
Force Axe	5+2ED	-2	M	Force, Dual-Handed	6 Very Rare	Force, Blade, Imperium, Inquisition, Adeptus Astartes
Force Hammer	6+2ED	-3	2m	Force, Unwieldy (2), Two-Handed	7 Very Rare	Force, Impact, Imperium, Inquisition, Adeptus Astartes
Force Rod	4+1ED	-1	2m	Brutal, Force, Two-Handed	6 Uncommon	Force, Impact, Imperium, Inquisition, Adeptus Astartes, Adeptus Astra Telepathica
Force Sword	5+1ED	-3	M	Force, Parry	6 Rare	Force, Blade, Imperium, Inquisition, Adeptus Astartes

Name	Damage	AP	Range	Traits	Value	Keywords
Kineblade	2+1ED	-1	2m or Willpower x5m	Force	6 Very Rare	Low-Tech, Blade, Imperium, Adeptus Astra Telepathica, Psyker
Grav Weapons						
Graviton Hammer	6+2ED	0	2m	Graviton, Two-Handed, Concussive (3)	7 Very Rare	Grav, Impact, Imperium, Adeptus Mechanicus
Graviton Maul	6+2ED	0	M	Graviton, Brutal, Unwieldy (1)	3 Uncommon	Grav, Impact, Imperium, Adeptus Mechanicus
Low-Tech Weapons						
Armored Gauntlet	2+2ED	0	M	Steadfast	2 Common	Low-Tech, Impact, Imperium, Imperial Navy
Axe	3+2ED	0	M	Steadfast, Dual-Handed, Penetrating (1)	5 Common	Low-Tech, Blade, Imperium, <Any>
Baptismal Mace	3+1ED	0	M	Steadfast, Concussive (2)	2 Common	Low-Tech, Impact, Imperium, <Any>
Boarding Pike	5+1ED	-2	2m or Strength x5m	Brutal, Penetrating (2)	6 Uncommon	Low-Tech, Blade, Imperium, Imperial Navy, Rogue Trader Fleet, Voidfarer, Two-Handed
Chain-Sticks	2+3ED	0	M	Steadfast, Unwieldy (1)	3 Common	Low-Tech, Impact, Imperium, <Any>
Club	4+2ED	0	M	Steadfast, Brutal, Unwieldy (1)	3 Uncommon	Low-Tech, Impact, Imperium, Lower Class, Scum, Outcast, <Any>
Combat Knife	3+1ED	0	M	Steadfast	3 Common	Low-Tech, Blade, Imperium, Astra Militarum, <Any>
Concussion Mace	3+1ED	-1	M	Steadfast, Blast (Small), Concussive (2), Two-Handed	4 Uncommon	Low-Tech, Impact, Imperium, <Any>
Daemon Pike	5+3ED	0	4m	Bulky, Sanctified (4), Two-Handed	4 Very Rare	Low-Tech, Imperium, Adeptus Ministorum, Inquisition
Daggered Vambrace	3+1ED	0	M	Steadfast	5 Common	Low-Tech, Blade, Imperium, <Any>
Dialogous Staff	3+1ED	0	2m	Steadfast, Two-Handed	2 Uncommon	Low-Tech, Impact, Imperium, Orders Dialogous, Adeptus Sororitas
Double Flail	3+4ED	0	2m or Strength x5m	Steadfast, Two-Handed, Unwieldy (2)	6 Uncommon	Low-Tech, Impact, Imperium, <Any>
Ecclesiarchy Corsesque	4+2ED	0	M	Steadfast, Brutal, Sanctified (1), Unwieldy (1)	4 Rare	Low-Tech, Impact, Imperium, Adeptus Ministorum
Falchion	3+2ED	0	M	Steadfast, Dual-Handed, Parry	7 Common	Low-Tech, Blade, Imperium, <Any>
Flail	3+3ED	0	2m	Steadfast, Unwieldy (1)	2 Uncommon	Low-Tech, Impact, Imperium, <Any>
Grapplewhip Great Weapon	2+1ED 5+1ED	-2 0	4m 2m	Flexible, Snare (3) Steadfast, Two-Handed, Heavy(4), Concussive (4) or Penetrating (2)	2 Common 7 Uncommon	Low-Tech, Impact, Imperium Low-Tech, Impact or Blade, Imperium, <Any>
hafted Weapon	3+2ED	0	2m or Strength x5m	Steadfast, Two-Handed	2 Common	Low-Tech, Blade, Imperium, <Any>
Hammer	3+1ED	0	M	Steadfast, Concussive (2)	2 Common	Low-Tech, Impact, Imperium, <Any>
Hunting Lance	4+3ED	-2	2m or Strength x5m	Penetrating (3), Two-Handed, Concussive (4)	5 Uncommon	Low-Tech, Blade, Imperium, Astra Militarum

Name	Damage	AP	Range	Traits	Value	Keywords
Improvised Weapon	2+1ED	0	M	Steadfast	1 Common	Low-Tech, Impact or Blade, Imperium, <Any>
Kill Sticks	3+1ED	0	M	Steadfast	1 Common	Low-Tech, Blade, Imperium, <Any>
Knife	2+1ED	0	M	Steadfast	1 Common	Low-Tech, Blade, Imperium, <Any>
Man-Catcher	3+1ED	0	2m	Bulky, Snare, Unwieldy (1), Two-Handed	5 Uncommon	Low-Tech, Imperium, <Any>
Parrying Dagger	2+2ED	0	M	Steadfast, Special	3 Common	Low-Tech, Blade, Imperium, <Any>
Psykana	2+1ED	-1	M	Steadfast	2 Uncommon	Low-tech, Blade, Adeptus Astra Telepathica
Mercy Blade	3+1ED	0	M	Steadfast, Sanctified (2), Parry	3 Rare	Low-Tech, Blade, Imperium, Adeptus Ministorum
Reliquary Sword	3+1ED	0	M	Steadfast, Two-Handed, Unwieldy (2)	2 Common	Low-Tech, Blade, Imperium, Lower Class, <Any>
Scythe	4+1ED	0	2m	Steadfast, Parry	2 Common	Low-Tech, Blade, Imperium, <Any>
Short Sword	2+2ED	0	M	Steadfast, Two-Handed	2 Common	Low-Tech, Impact, Imperium, <Any>
Staff	3+1ED	0	2m	Steadfast, Parry	3 Common	Low-Tech, Blade, Imperium, <Any>
Sword	3+1ED	0	M	Steadfast, Concussive (3)	7 Uncommon	Low-Tech, Impact, Imperium, <Any>
Warhammer	4+2ED	0	2m	Agonizing, Flexible	2 Common	Low-Tech, Impact, Imperium, <Any>
Whip	1+1ED	0	4m			
Power Weapons						
Burning Blade	5+1ED	-2	M	Parry	5 Rare	Power Field, Blade, Imperium, <Any>
Forearm Power Blade	4+1ED	-2	M	Parry	3 Very Rare	Power Field, Blade, Imperium, <Any>
Hunting Claw	5+3ED	-2	2m	Brutal, Unwieldy (2)	7 Very Rare	Power Field, Blade, Imperium, Spyder
Neural Whip	3+1ED	-2	4m	Agonizing, Flexible	5 Rare	Shock, Impact, Imperium, Adeptus Sororitas, Impact, Imperial Navy
Omnissian Axe	5+2ED	-2	2m	Two-Handed	6 Very Rare	Power Field, Blade, Imperium, Adeptus Mechanicus
Power Axe	5+2ED	-2	M	Dual-Handed, Penetrating (1)	6 Rare	Power Field, Blade, Imperium, <Any>
Power Blade	5+1ED	-2	M	Parry	6 Very Rare	Power Field, Blade, Imperium, <Any>
Power Fist	7+2ED	-3	M	Brutal, Unwieldy (2)	8 Very Rare	Power Field, Impact, Imperium, Astra Militarum, Adeptus Astartes
Power Flail	5+3ED	-2	2m	Unwieldy (1)	5 Very Rare	Power Field, Impact, Imperium, <Any>
Power Longsword	6+1ED	-3	2m	Two-Handed	8 Very Rare	Power Field, Blade, Imperium, <Any>
Power Maul	6+1ED	-2	M	Concussive (2)	7 Rare	Power Field, Impact, Imperium, <Any>
Power Ram	8+3ED	-2	M	Bulky, Two-Handed, Penetrating (2)	7 Rare	Power Field, Impact, Imperium, Adeptus Arbites
Power Scythe	6+1ED	-2	2m	Two-Handed, Unwieldy (2)	2 Common	Power Field, Blade, Imperium, Adeptus Astartes
Power Spear	5+2ED	-2	2m or Strength x5m	Two-Handed	8 Rare	Power Field, Impact, Imperium, <Any>

Name	Damage	AP	Range	Traits	Value	Keywords
Power Stake	4+2ED	-2	M	Penetrating (2)	8 Very Rare	Power Field, Blade, Imperium, Inquisition
Power Sword	5+1ED	-3	M	Parry	6 Rare	Power Field, Blade, Imperium, Astra Militarum, Adeptus Astartes
Thunder Hammer	8+3ED	-3	2m	Brutal, Two-Handed, Unwieldy (2)	9 Unique	Power Field, Imperium, Adeptus Astartes, Inquisition
Shock weapons						
Electro-Flail	5+3ED	-1	4m	Steadfast, Flexible, Unwieldy (1)	6 Rare	Shock, Impact, Imperium, Imperial Navy
Electropick	5+2ED	-1	M	Agonizing, Dual-Handed, Penetrating (1)	5 Uncommon	Shock, Blade, Imperium, <Any>
Shock Baton	3+1ED	0	M	Agonizing, Concussive (2)	5 Uncommon	Shock, Imperium, <Any>
Shock Glove	1+3ED	0	M	Agonizing, Brutal	6 Rare	Shock, Imperium, Astra Militarum
Shock Maul	4+1ED	-1	M	Agonizing, Brutal	5 Uncommon	Shock, Imperium, Adeptus Arbites
Shock Sword	5+2ED	-1	M	Agonizing	6 Rare	Low-Tech, Impact, Blade, Imperium, Imperial Navy
Shock Whip	4+1ED	0	4m	Agonizing, Flexible, Penetrating (2)	5 Very Rare	Shock, Impact, Imperium, Scum
Shocker	2+1ED	0	M	Agonizing	3 Common	Shock, Imperium, <Any>
Shock-Knuckles	4+2ED	0	M	Agonizing	7 Common	Shock, Imperium, <Any>
Shocknet	3+2ED	0	Strength x5m	Agonizing, Snare(4)	5 Uncommon	Shock, Imperium, Adeptus Arbites
Shock-Staff	5+1ED	-1	2m	Agonizing, Two-Handed	4 Uncommon	Shock, Impact, Imperium, Adeptus Astra Telepathica
Throwing Weapons						
Bolas	-	0	Strength x5m	Snare (6), Inaccurate	5 Common	Thrown, Low-Tech, Imperium, Hired Gun, <Any>
Fervious Powder Bomb	-	0	Strength x5m	Smoke (10)	6 Common	Thrown, Low-Tech, Imperium, <Any>
Javelin	3+2ED	0	Strength x5m	Steadfast	2 Common	Thrown, Low-Tech, Imperium, <Any>
Munsk Stink Bomb	-	0	Strength x5m		6 Common	Thrown, Low-Tech, Imperium, <Any>
Razor Disk	3+1ED	0	Strength x5m	Penetrating (1)	4 Uncommon	Thrown, Low-Tech, Imperium, <Any>
Shock Stars	4+1ED	0	Strength x5m	Agonizing	3 Rare	Thrown, Imperium, Shock
Vibe Spear	5+2ED	0	2m or Strength x5m	Crippling (4)	6 Rare	Thrown, Low-Tech, Imperium, <Any>

Despite the power of ranged armaments, there is always a demand for weapons designed to attack at arm's length. It might be a matter of honor, distrust of advanced mechanisms, local customs, or a preferred fighting style, but for many across the Imperium, travelling without a close combat weapon is unthinkable. This might vary from an ancient power sword that could date to the times of the Heresy, to a favored

bone knife used to foil a cultist's plot. No matter the form, a fine melee weapon in the hands of a skilled wielder can be as deadly as any bolter or plasma gun.

Unless possessing the Two-Handed trait or stated otherwise, all melee weapons require one hand to use. Some require power for full effect, such as Power, Shock, and Chain weapons. If used in a deactivated mode, remove those

weapon qualities that add to its lethality (Agonizing, Brutal, etc.). It then functions as a Low-Tech version (power sword becomes a regular sword, shock maul becomes a truncheon, and so on) with appropriately lowered damage and penetration.

Alien Weapons

Some alien weapons, esoteric in form and difficult to master, defy categorization but are eagerly sought after in the Imperium for their sheer lethality.

Egerian Shard Glaive

Another relic of the dead planets of the Egerian Domain, these appeared to explorers to be long poles of black metal, tipped with the jagged crystalline growths which litter the empty maze-cities. It is unknown if they were first used in combat deliberately or in desperation, but it was soon discovered the impacted crystals could slice and splinter, leaving countless glasslike traces behind and causing intense pain as they twist through flesh.

Removing the shards can take hours of work and many doses of pain-blocking medication (along with Wobble or other stiff drink). Careful examination and collection of the shards reveals that, like Egerian geode grenades, the mass of shards and the remaining crystal is greater than before the shattering, something the Adeptus Mechanicus still refuses to validate.

Egerian Shard Glaive (Damage 4+1ED; AP -1; Range M; Agonizing, Crippling (1))

Value: 7 (Very Rare)

Keywords: Xenos, Blade, Imperium, Rogue Trader Fleet

Fractal Blade

These rare swords are made from a diamond-like living crystal, each blade harvested from an unknown planet in the Koronus Expanse, its location a carefully kept secret by the Rogue

Trader who sells them. When struck, small slivers flake off, and the blade emits a shrieking sound akin to nails on chalkboard. The crystal constantly grows and replaces shards as they are struck off, keeping the edge sharp at all times but also meaning it must be frequently used lest it become dull and blunt. Each sliver is a fractal seed, a replica in miniature of the full sized blade. Indeed, if planted back on its home world it would grow into a new sword.

Fractal Blade (Damage 3+2ED; AP 0; Range M; Parry)

Value: 6 (Very Rare)

Keywords: Xenos, Blade, Power Field, Imperium, Rogue Trader Fleet

Special: Each time a Fractal Blade hits a target, even if it does not cause damage, it gains an armor penetration of -1. This can increase up to -3 in a single encounter, as the blade is sharpened through use.

Galthite Lacerator

Resembling a fist, a lacerator from the Galthite race of the Oenorian Inner Systems is festooned with many razor-sharp blades that slice through flesh with ease. These alien weapons are worn over the hand, each covered with a multitude of razor-sharp short blades. Each strike from a lacerator can slice open several deep ribbons of flesh as the blades cut into their target. As they are not designed for a human hand, the interior of each gauntlet is modified so that it can be worn more comfortably. True Galthite weapons can be discerned from counterfeits as the blades tarnish with a myriad of blue-green patterns when exposed to blood.

Galthite Lacerator (Damage: 2+1ED; AP -1; Range M; Crippling (2), Penetrating (1))

Value: 5 (Very Rare)

Keywords: Xenos, Blade, Galthite, Imperium, Rogue Trader Fleet

Ghost Sword

Most races have some sort of long bladed item in their armory and many explorers make good

use of those they find that take their fancy, either as trophies or for more practical reasons. Many have been linked to known alien cultures, but some resist clear identification. "Ghost Sword" is the name given to a common style found on many newly explored worlds in the Calixis Sector and beyond, often amongst the remains of ancient battles. This deadly sword is clearly of fine but alien craftsmanship, lightweight but stronger than any Imperial steel. Despite warnings from the Adeptus Mechanicus and Inquisition, some bold Rogue Traders wear these weapons in open scabbards to show off their independence and prowess as explorers. The ghost Sword adds an additional +1 defense bonus from the Parry trait for a total of +2.

Ghost Sword (Damage 3+1ED; AP -1; Range M; Parry)

Value: 5 (Very Rare)

Keywords: Xenos, Blade, Power Field, Imperium, Rogue Trader Fleet

Inertial Hammer

Found mostly in the ruins of several ancient dead worlds surrounding the Cauldron, the so-called Inertial Hammers have very long haft, nearly shoulder high (leaving some to believe the xenos race that created them were taller than normal humans). The head is a dead black color, flaring into a huge flat striking surface at one end. The other end is surrounded by what are thought to be power cables and the esoteric engines that drive the device. When swung, the head seems to gather inertial energy exponentially, so the weapon seems lighter and swings more easily the further it moves. On impact the inertia is transformed into kinetic energy, allowing it to strike in a single arc with enough concussive force to rupture a tank hull.

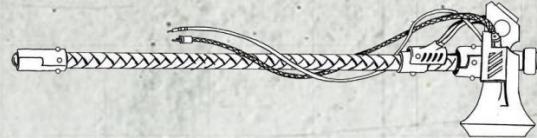
Inertial Hammer (Damage 6+2ED; AP 0; Range 2m; Two-Handed, Concussive (3))

Value: 8 (Very Rare)

Keywords: Xenos, Impact, Imperium, Rogue Trader Fleet

Special: If the user performs an All-Out Attack Action with this weapon, the weapon deals an

additional +3 damage (for 9+2ED total). This weapon requires two hands to use.



Scythian Venom Talon

The Scythians are a race of warrior-monks, dedicated to a peculiar form of armed martial arts. The dagger-like venom talon is one of the more basic weapons they use, able to incapacitate a foe with the slightest scratch.

Scythian Venom Talon (Damage 2+2ED; AP -2; Range M; Corrosive, Toxic (1))

Value: 7 (Very Rare)

Keywords: Xenos, Blade, Scythian, Imperium, Rogue Trader Fleet

Special: A venom talon can be loaded with a toxin or viral agent. Any character taking damage (after deductions for armor, etc.) must make a Resistance test to see if they are affected. See the section on biological & chemical agents for details. These agents are in addition to the venom talon's Toxic (1) trait.

Chain Weapons

Chain weapons have a set of motorized biting teeth that saw and slash through the enemy, and a blow can cause terrible damage.

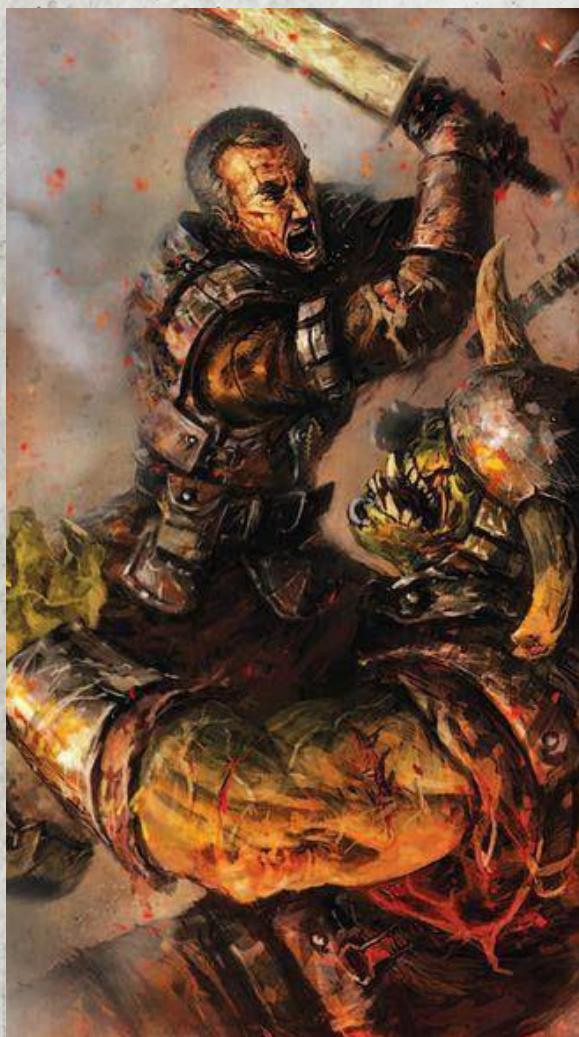
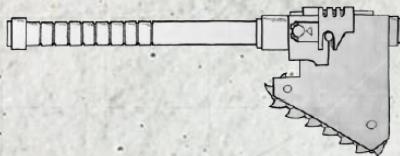
Chain Axe

Chainaxes are more deadly, packing the greater weight of the axe swing behind each blow, but lacking a chainsword's ability to turn aside enemy strikes in defensive manoeuvres. Like a regular axe, these can have one edge or be two-sided. Each open edge contains its own chain loop, meaning that the double-sided version can still operate if one side is fouled.

Chain Axe (Damage 5+2ED; AP 0; Range M; Brutal, Penetrating (1), Dual-Handed)

Value: 5 (Rare)

Keywords: Chain, Blade, Imperium



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, Blade, Imperium, Adeptus Astartes

Chain Hammer

Few but massive brutes can lift this weapon, let alone use it in combat. It combines the heavy striking power of a great hammer with the terrible ripping action of a Chain Weapon, using multiple rows of spinning metal teeth projecting from the club-like head to tear apart flesh pulped in the smashing impact. This is a two-handed melee weapon.

Chain Hammer (Damage 6+2ED; AP 0; Range 2m; Brutal, Two-Handed, Concussive (3))

Value: 8 (Very Rare)

Keywords: Chain, Blade, Imperium,<Any>

Chain Knife

Chain knives, also known variously as 'buzz blades' and 'chain rippers', work on the same principle as its larger kin: the chain sword. It often appears similar to a short cleaver or wide dirk, with a squat and murderous look to it. Powered by a compact cell in the hilt, the weapon's buzzing teeth rip through flesh with ease and splatter onlookers with hot gore.



Chainblade

A Chainblade is a smaller Chain bayonet that is attached to a Bolter and utilized as a close-combat weapon during assaults.

Chain Dagger

Small in size, these miniature weapons can easily be brought into play from hidden holsters. Their increased deadliness can literally give an edge in knife fights.



Chain Knife (Damage 4+1ED; AP 0; Range M; Brutal)

Value: 4 (Rare)

Keywords: Chain, Blade, Imperium

Chain Spear

Chain Spears combine reach with lethality. The end of each has a length of whirring serrated teeth, sometimes actually made from the sharpened teeth of the user's past victims, which are enough to cause even the slightest hit to become a spray of blood and torn flesh. This is a two-handed melee weapon.



Chain Glaive

Wielded by some members of certain Imperial Guard Rough Rider formations, Chain Glaives are vicious weapons that combine the reach of a pole weapon with the gnashing fury of a Chain Weapon. These weapons come in a startling variety based on the sundry Forge Worlds and eras in which they were manufactured, but all are extremely deadly.

Chain Halberd

A rare variation, Chain Halberds features a long staff with a double-sided Chainblade operating only towards the end of the weapon. They can be used as either a slashing or thrusting weapon, with the lighter weight from the smaller Chainblade allowing for more flexible defensive maneuvers, the thrusting attacks preferred in the crowded and claustrophobic underhive passages.



Chain Spear (Damage 5+2ED; AP 0; Range 2m or Strength x5m; Brutal, Two-Handed)

Value: 5 (Very Rare)

Keywords: Chain, Blade, Imperium, Asta Militarum, 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.



Chain-Cutlass

These short-bladed, curved chainswords are favored by armsmen crew chiefs for their brutality. Their shorter length makes them easier to wield in the close confines of a starship corridor, while their more compact design conceals two parallel rows of teeth, allowing it to deal greater damage than its size might otherwise suggest, at the cost of poorly-distributed balance.



Chain Sword (5+1ED; AP 0; Brutal, Parry)

Value: 5 (Uncommon)

Keywords: Chain, Blade, Imperium, <Any>

Chainflail

Combining the indiscriminate lethality of the Chainsword with the savagery of the flail, a Chainflail is truly a weapon for one whose faith in the Emperor is unbreakable and unquestioning. A solid grip with a trigger attached by various adamantine cables to a whirring head lined by four parallel rows of voracious teeth, the Chainflail reminds all who see it that its wielder's faith is untainted by the fear of death.

Chainflail (Damage 5+3ED; AP 0; Range 2m; Brutal, Unwieldy (1))

Value: 6 (Rare)

Keywords: Chain, Blade, Imperium

Chainscythe

Chain scythes are a vicious variation of the common agricultural tool, replacing its head with a series of chainblades that eat away at metal and flesh with each swing.



Spyrer Scythe

Some spyrer hunting rigs are armed with a chainscythe. When not in use, the chainscythe can be folded down into a small baton carried on the spyrer's hip or in her hand. At the touch of a

button it quickly expands out into a deadly close combat weapon that is capable of slicing a man in two.

Chainscythe (Damage 5+2ED; AP -1; Range 2m; Brutal)
Value: 8 (Rare)

Keywords: Chain, Blade, Imperium

Eviscerator

Favored by Ecclesiarchy zealots and witch-hunters, the eviscerator is an obscenely large double-handed chain weapon fitted with a crude version of the disruption field generator more commonly found on power-blades. Although very unwieldy and tiring to use, the eviscerator is fully capable of ripping an armored man in half or tearing open the most blasphemously corrupted mutant in a single stroke.

Eviscerator (Damage 6+2ED; AP -4; Range 2m; Brutal, Unwieldy (2), Two-Handed)

Value: 6 (Rare)

Keywords: Chain, Blade, Imperium, Adeptus Ministorum, Adeptus Sororitas

Special: Any character that rolls a complication on their attack roll while wielding an eviscerator risks losing control of the roaring chain blade and must succeed on an Agility Test (DN 3) or take Damage as if struck by the weapon (including the wielder's strength).

Exotic Weapons

Some weapons, esoteric in form and difficult to master, defy categorization.

Breacher

A breacher is a high-power drilling device made from hyper-dense adamantine alloys and fitted with a matter-wave generator, designed to drill through the toughest materials and ore deposits, break up blocks, and puncture bulkheads. Sometimes carried as a heavy slung rig, but more commonly implanted into the flesh of a

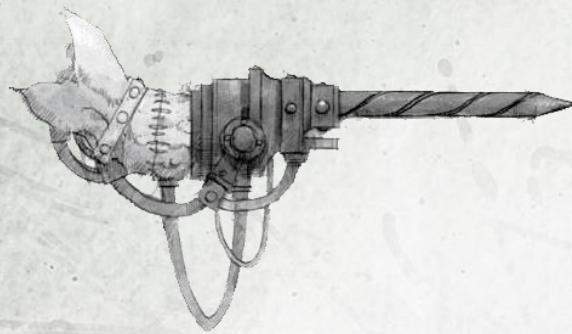
servitor or bonded laborer, the breacher can also be used as a devastatingly potent weapon, capable of ripping through armor and flesh like paper.

Because of its bulk and vibration when activated, unless mounted as a purpose-built weapon implant, the breacher gains the Heavy [4] trait.

Breacher (Damage 5+3ED; AP -4; Range M; Penetrating (2), Unwieldy (2))

Value: 7 (Uncommon)

Keywords: Exotic, Blade, Imperium, Adeptus Mechanicus



Soft Sword

Also known as an assassin's belt, these weapons are formed from a polymorphic material. Normally flexible like thick cloth, when stimulated by an electrical current the material will stiffen to the consistency of strong metal. Warriors who desire a more unassuming appearance (or a hidden weapon should all their obvious ones be removed) wear belts, sashes, bandoliers or other lengths of the material along with an activation grip. Once readied, the weapon can act as a staff or a short sword (if the material is honed to a sharpened edge). While it does offer the element of surprise, should the power cell in the haft fail, surprise quickly turns the other way.

Soft Sword (Damage 3+1ED; AP 0; Range M or 2m; Flexible, Two-Handed or Parry)

Value: 2 (Rare)

Keywords: Low-Tech, Blade, Imperium, <Any>

Steam Drill

These bulky, temperamental devices are primitive mining rigs used on worlds where more sophisticated tools, like the breacher units favored by the Mechanicus, would be impossible to maintain. Powered by a weighty, scalding hot, backpack steam-compressor that serves to turn a huge boring drill-bit, they are not intended as weapons, however, are capable of inflicting very serious damage should an unfortunate get in the way of the drill head.

Steam Drill (Damage 6+2ED; AP -3; Range M; Two-Handed, Heavy (4)

Value: 2 (Rare)

Keywords: Exotic, Blade, Imperium, <Any>

Special: Such is the bulk of a Steam Drill that they impose a +1 DN penalty to Agility-based tests while carried.

Vivisector

The Vivisector is a long ornate gauntlet that locks over the user's forearm. Servo-augmented articulation extends over the fingers, which are tipped with laser cutters, bio-solvents, shears and flensing instruments. While the ignorant may confuse the Vivisector with a medical device, this is no instrument of healing. Designed to dissect and portion organic tissues in the flesh works of forge worlds, it can be turned into an unwieldy but horrific weapon at a whim.

A Vivisector grants the wielder a +1d bonus on Investigation and Intimidation Tests, as well as a +1d bonus to Medicae Tests for the purposes of repairing servitors or conducting autopsies.

As a 7 Very Rare acquisition, the Vivisector may also be fitted with injector rigs, giving it the Toxic (3) trait.

Vivisector (Damage 3+1ED; AP -1; Range M; Agonizing, Crippling (1))

Value: 4 (Very Rare)

Keywords: Exotic, Blade, Imperium, <Any>

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, Dual-Handed)

Value: 6 (Very Rare)

Keywords: Force, Blade, 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, Two-Handed, Unwieldy [2])

Value: 7 (Very Rare)

Keywords: Force, Impact, Imperium, Inquisition, 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, Two-Handed)

Value: 6 (Uncommon)

Keywords: Force, Imperium, Inquisition, Adeptus Astartes, Adeptus Astra Telepathica

Force Sword

This weapon's blade concentrates and directs psychic energy in the hands of its wielder. Attuned in the same manner as 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

Kineblade

A true telekine prefers not to stoop to using the mundane weapons of non-psychic 'blunts.' Instead, they rely on a weapon that is infinitely more elegant, concealable, and - under the control of the right mind-lethal.

In appearance, the kineblade can be best compared to a two-edged knife that lacks a hilt. The thin, strong blades taper to a needle point on either end, making them impossible for a non-psyker to pick up and wield. Underneath the outer layers of razor-sharp alloy, kineblades are inlaid with psychoactive materials, granting their user much greater control and finesse. In the hands of a trained user, a cloud of kineblades can fly, swoop, and slash as if they had minds of their own.

To use a kineblade, the wielder must be able to manifest a psychic power that allows him to lift and move objects. If capable of so, when he attacks with the kineblades he uses his Psychic Mastery instead of Ballistic Skill. In the hands of a non-psyker, kineblades simply count as throwing knives.

Kineblades are also desirable for their easily-concealed nature. They can be woven into clothing, inlaid on equipment, or disguised in any number of other cunning ways. Any Tests made to discover a concealed kineblade are +3 DN higher than they would be normally.

Kineblade (Damage 2+1ED; AP -1; Range 2m or Willpower x5m; Force)

Value: 6 (Very Rare)

Keywords: Low-Tech, Blade, Imperium, Adeptus Astra Telepathica, Psyker

Grav Weapons

These weapons employ ancient Graviton technology, selectively altering gravity to turn the target's mass against them.

Graviton Hammer

These powerful close-combat weapons amplify the wielder's blows with waves of gravitational force which can pulverize armored foes and even armored tanks.

Graviton Hammer (Damage 6+2ED; AP 0; Range 2m; Graviton, Two-Handed, Concussive (3))

Value: 7 (Very Rare)

Keywords: Grav, Impact, Imperium, Adeptus Mechanicus

Graviton Maul

These weapons are capable of crushing armored targets and are particularly destructive when employed against fortifications.

Graviton Maul (Damage 6+2ED; AP 0; Range M; Graviton, Brutal, Unwieldy (1))

Value: 3 (Uncommon)

Keywords: Grav, Impact, Imperium, Adeptus Mechanicus

Low-Tech Weapons

Some melee weapons have no need for any power other than the muscles the Emperor provides the wielder. Though they may now be made of plasteel and adamantium, their designs are as old as Mankind. Compared to a power sword or force staff, a bare length of metal might appear insignificant, but many a corpse can testify that even such primitive weapons can be just as deadly as any other in the 41st Millennium. Blades and bludgeoning weapons are common all across the Imperium, and many

conflicts are resolved using three feet of well-placed steel.



Armored Gauntlets

Originally designed as protection when handling overheated conduit pipes or plasma coils, many armsmen have adapted them into melee weapons. The padded exteriors are stripped away and extra metal riveting is added, sometimes with spikes or other adornments to increase the force of each blow.



Punch Dagger

A punch dagger is a simple weapon consisting of a blade mounted onto the hand in a way similar to how brass knuckles are worn. While not as efficient as swords or larger weapons, a punch dagger is an invaluable aid when fighting in confined quarters and tight spaces, where more traditional weapons would prove to be a liability.



Armored Gauntlet (Damage 2+2ED; AP 0;

Range M; Steadfast)

Value: 2 (Common)

Keywords: Low-Tech, Impact, Imperium, Imperial Navy

Axe

An axe sports a brutal blade, used both as a tool and weapon. While they generally do not have the reach of a sword and lack its ability to parry away blows, a strike from an axe will generally create a more lethal effect when it lands, ripping apart flesh and shattering bone with ease.

Axe (Damage 3+2ED; AP 0; Range M; Steadfast, Dual-Handed, Penetrating (1))

Value: 5 (Common)

Keywords: Low-Tech, Blade, Imperium, <Any>

Baptismal Mace

Known by a number of colloquial names (such as the "Hammer of Anointing"), Baptismal Maces combine a heavy bone-crushing head with an integral tank of caustic fluids in the haft. When the weapon impacts a target, the fluid is released, eating away at already bruised and battered flesh. For some in the Ministorum, they are a favored symbol of authority, and come in a variety of styles, including hammers, maces, and morning stars, in both one and two-handed models. The Baptismal Mace has the Toxic Quality. Alternatively the weapons tank can be filled with promethium and an igniter is added to the haft.

Baptismal Mace (Damage 3+1ED; AP 0; Range M; Steadfast, Concussive (2))

Value: 2 (Common)

Keywords: Low-Tech, Impact, Imperium, <Any>

Boarding Pike

One problem with most powerful close combat weapons is that they can easily punch through hull plating. Boarding pikes are a common shipboard solution, using a shell charge mounted at the end of a reinforced short metal staff. A trigger in the grip activates the charge to explode on contact. The explosion blasts into flesh with gruesome effect, but with little or no collateral damage to hull plating. It takes some time to reload, so it is used as a one-shot weapon and then acts as a club for the remainder of a combat.

Boarding Pike (Damage 5+1ED; AP -2; Range 2m or Strength x5m; Brutal, Penetrating (2))

Value: 6 (Uncommon)

Keywords: Low-Tech, Blade, Imperium, Imperial Navy, Rogue Trader Fleet, Voidfarer, Two-Handed

Chain-Sticks

Chain-sticks are made from two batons, linked together by a length of tough sinew. Variations on this design, especially on other more advanced worlds, feature a tough chain and steel construction. On several worlds, the ends of the batons are coated with venom harvested from deadly beasts. Consequently, a wielder must be skilled to avoid poisoning himself while trying to strike his enemy.

Chain-Sticks (Damage 2+3ED; AP 0; Range M; Steadfast, Unwieldy (1))

Value: 3 (Common)

Keywords: Low-Tech, Impact, Imperium, <Any>

Club

Clubs, mauls and bludgeons are amongst the most primitive melee weapons, relying on weight and strength to cave in a foe's skull.

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 weaponized omni-tool powered wrench known as a "spud-jacker."

Side Handle Baton

This is a club with a small handle protruding at right angles to the main body about six inches from one end. This shape enables the baton to be held along the length of the user's forearm, offering some defense against an attacker in melee. Thousands of different martial arts styles involve use of this type of baton, and many enforcers are incredibly adept in deploying them.

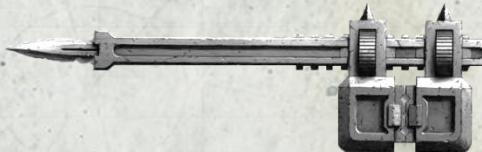
Truncheon

Small and easily concealable, these short and heavy sticks of dense wood or metal are often used by press gangs to "sign up" new naval crews with a swift blow to the back of the head.

Club (Damage 4+2ED; AP 0; Range M; Steadfast, Brutal, Unwieldy (1))

Value: 3 (Uncommon)

Keywords: Low-Tech, Impact, Imperium, Lower Class, Scum, Outcast, <Any>



Combat Knife

These oversized bladed weapons are almost to the size of a short sword. Each has a heavy, straight-edged blade designed to cut flesh as well as puncture light armor, and can be affixed to most basic weapons as a bayonet.

Combat Knife (Damage 3+1ED; AP 0; Range M; Steadfast)

Value: 3 (Common)

Keywords: Low-Tech, Blade, Imperium, Astra Militarum, <Any>

Concussion Mace

Desperate times call for desperate measures, which may explain the Concussion Mace's recent popularity as a melee weapon. Designed on Hadd for use by asteroid miners who need an instrument they can employ within the tight confines of a tumbling zero-gravity rock, the Concussion Mace is essentially a small explosion on a stick. The flanged shell of the "mace" acts as a sort of containment cage for an ancient fragment of gravity plate, which activates when the mace strikes a target with sufficient force, creating a small crushing field. Unfortunately, the mace does not discriminate between friend and foe, and many overzealous wielders have been the unwitting cause of their own demise by attempting to use this weapon in tight quarters. The shaft is 1.5 meters in length, so when properly used the wielder is out of the effective blast radius.

Concussion Mace (Damage 3+1ED; AP -1; Range M; Steadfast, Blast (Small), Concussive (2), Two-Handed)

Value: 4 (Uncommon)

Keywords: Low-Tech, Impact, Imperium, <Any>
Special: On a successive Weapon Skill test with a complication the user is within the blast radius and takes damage from the weapon as well, including Strength.

Daemon Pike

These weapons range in length from three to four meters (sometimes longer). Mounting a blade of adamantine-silver edged with diamantine on a hollow steel tube, Daemon Pikes weigh far too much to be thrown. Instead, they are often used to break the charge of daemons, mutants, and other creatures of the warp. The blade and shaft of a Daemon Pike are inscribed with chants, prayers, and sermons meant to ward off evil, while the meter of shaft below the head is set with short forward-point spines, ending in two broad blades. These blades serve two purposes - they keep the wielder from thrusting his weapon too deep into a foe, and prevent daemons and other creatures from advancing down the Pike to attack the user.

Daemon Pike (Damage 5+3ED; AP 0; Range 4m; Bulky, Sanctified (4), Two-Handed)

Value: 4 (Very Rare)

Keywords: Low-Tech, Imperium, Adeptus Ministorum, Inquisition

Daggered Vambraces

Amid the madness and slaughter of battle, a few seconds delay can cost even the mightiest warrior his life. Many deathblows have been dealt in the time it takes to drop a gun and draw a sword. Daggered Vambraces are an attempt to remedy this problem. Vicious curved blades affixed to stiff metal bracers, Daggered Vambraces allow their wearer to wield a ranged weapon in each hand and still strike in melee. The bearer may make melee attacks with the

vambraces even when his hands are otherwise occupied.

Daggered Vambraces (Damage 3+1ED; AP 0; Range M; Steadfast)

Value: 5 (Common)

Keywords: Low-Tech, Blade, Imperium, <Any>

Dialogous Staff

Many sisters of the Ordo Dialogous choose to carry the Dialogous staff. These are specialized staves fitted with a Laud Hailer and an audio recording device.

Dialogous staves are sturdy enough to be used in combat and grant a +1d bonus to understand sounds at a distance.

Dialogous Staff (Damage 3+1ED; AP 0; 2m; Steadfast, Two-Handed)

Value: 2 (Uncommon)

Keywords: Low-Tech, Impact, Imperium, Orders Dialogous, Adeptus Sororitas

Double Flail

This weapon has an unusual structure, consisting of two spiked heads attached to chains affixed on either end of a stout wooden shaft. Given the complexity of this weapon, using it effectively requires a great deal of skill. The true masters of the weapon can make its use a deadly, though beautiful, dance. In rare cases, the weapon's shaft can split to produce two smaller flails.

Double Flail (Damage 3+4ED; AP 0; Range 2m or Strength x5m; Steadfast, Two-Handed, Unwieldy (2))

Value: 6 (Uncommon)

Keywords: Low-Tech, Impact, Imperium, <Any>



Ecclesiarchy Corsesque

Used as a symbol of authority by certain members of the Ministorum, an Ecclesiarchy Corsesque takes the symbol of the Ecclesiarchy and fashions it into a physical weapon with which to strike down the heretic and mutant. The edges of the symbol are made razor sharp, while any points are extended outwards into long armor-piercing spikes. Blessed and baptized, the Corsesque is one of the Ministorum's favored symbols of its might and authority. As such, they can't be purchased, but must be made specifically for an individual, who must be of sufficient rank within the Ecclesiarchy to warrant such a weapon. Those who possess a Corsesque tend to bring them out only rarely (such as before a major campaign or crusade), but when they do, they will always be at the forefront of any advance.



Ecclesiarchy Corsesque (Damage 4+2ED; AP 0; Range M; Steadfast, Brutal, Sanctified (1), Unwieldy (1))

Value: 4 (Rare)

Keywords: Low-Tech, Impact, Imperium, Adeptus Ministorum

Falchion

Combining the best of a sword and axe, these short, heavy blades are ideal for close quarters fighting in boarding parties or when repelling attackers. Similar to but heavier than a cutlass, a falchion offers a more brutal offensive capability as it can hack through tougher materials.

Falchion (Damage 3+2ED; AP 0; Range M; Steadfast, Dual-Handed, Parry)

Value: 7 (Common)

Keywords: Low-Tech, Blade, Imperium, <Any>

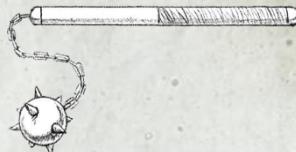
Flail

Flails consist of one or more heavy spiked balls attached to the weapon's pole (with lengths of chain or metal rods), and while difficult to wield, they are capable of inflicting terrible wounds.

Flail (Damage 3+3ED; AP 0; Range 2m; Steadfast, Unwieldy (1))

Value: 2 (Uncommon)

Keywords: Low-Tech, Impact, Imperium, <Any>



Grapplewhip

A tool popular amongst some of the (usually short-lived) brand of Rogue Traders who fancy themselves "adventurers," a grapplewhip is a reticulated length of metal that can rapidly extend to latch on to a surface, or snatch like a groxwhip. Though these devices can be dangerous to inexperienced users, lashing back and cutting gashes across an unprepared wielder, they are still popular with certain contingents across the Imperium.

To use a grapplewhip, a character must make a Weapon Skill (DN 3) Test. If he succeeds, the wielder latches the grapplewhip onto a protruding object within 5 meters. The grapplewhip can then retract, albeit not as quickly as it can extend, pulling the object to the person (or the person to the object).

A grapplewhip can also be used as an Exotic weapon with the following profile:

Grapplewhip (Damage 2+1ED; AP -2; Range 4m; Flexible, Snare (3))

Value: 2 (Common)

Keywords: Low-Tech, Impact, Imperium

Special: If a user attempts to lash out at a target with an attack and misses with a complication, it snaps back, striking him (instead of his intended target).



Great Weapon

Great weapons, such as huge axes, massive swords and giant warhammers, are oversized and cumbersome but capable of smashing foes to bloody pulp with each blow. Highly visible and ominous, the mere sight of one can lead to violence. A great weapon is hard to swing because of its weight, but when it strikes an enemy it will cut him in two or crush him to a pulp. If one possesses the inhuman strength required to lift such a weapon, the great heft of its attacks will send foes flying. However, since every swing makes use of one's entire body, attacks leave the wielder wide open to retaliation.



Great Hammer

These iconic symbols of Inquisitorial might operate on the simple theory that there is very little that faith in the Emperor and a solid hunk of steel can't move. Though slow and cumbersome in the extreme, a Great Hammer can crush armor, break bones, and knock even the most intransigent heretic to the floor.



Great Weapon (Damage 5+1ED; AP 0; Range 2m; Steadfast, Two-Handed, Heavy(4), Concussive (4) or Penetrating (2))

Value: 7 (Uncommon)

Keywords: Low-Tech, Impact or Blade, Imperium, <Any>

Special: The sheer mass of a great weapon combined with the momentum of a charge makes it difficult to retaliate against such an onslaught. Targets that are successfully struck during a charge become *Stunned*, regardless if they were wounded or not.

Hammer

Hammers are heavier versions of the regular hand tool, using a large weighted end to inflict a harder and deadlier blow. Many Imperial servants favor the hammer as an enduring symbol of the Emperor's righteous justice.

Hammer (Damage 3+1ED; AP 0; Range M; Steadfast, Concussive (2))

Value: 2 (Common)

Keywords: Low-Tech, Impact, Imperium, <Any>

Hunting Lance

A mainstay weapon amongst the Rough Riders of the Imperial Guard, hunting lances mount a small but powerful explosive charge at the end of a metal spear. On impact, the charge detonates with enough force to rip apart armor and barricades alike, allowing the mounted riders to continue their assault.

Hunting Lance (Damage 4+3ED; AP -2; Range 2m or Strength x5m; Penetrating (3), Two-Handed, Concussive (4))

Value: 5 (Uncommon)

Keywords: Low-Tech, Blade, Imperium, Astra Militarum

Special: After a successful attack is made with this weapon, its tip is destroyed and it is treated as a staff.

Improvised Weapon

When proper weapons fail or run out of power, desperate fighters turn to anything nearby that looks suitable: broken table legs, hab duct-pipes, and even severed limbs or rifle butts. None of these would match even the dullest of swords, but when facing a horde of cultists, they are better than nothing at all.

Hitting someone with the butt of a Basic ranged weapon (such as a lasgun or boltgun) also counts as using an improvised weapon in combat.



Brass Knuckles

In their most basic form, simple knuckle dusters worn around the foremost fingers can turn a simple punch into a powerful hit, enough to break bones.

Chains

A length of chain is a dangerous and unpredictable weapon. Only the most maniacal warriors would use a weapon like this, swinging it around their head with long powerful strokes. It is also a dangerous weapon to use because the wielder must struggle to keep his balance whilst avoiding the chain itself. These improvised weapons gain the Unwieldy (2) trait.

Shiv

Shivs are improvised stabbing weapons, crude blades, or spikes. Constructed with a certain vicious ingenuity from a vast range of materials, these are deadly, if fragile, weapons. It is said by some enforcers that the way to spot true scum is by their ability to assemble such a tool from virtually no resources. Most inhabitants of penal worlds rapidly learn that the difference between a dead man and a live one is how quickly he can lay his hands on one of these.

Weighted Memory-Wire

A popular concealed weapon for the nobility and powerful civilians, this can be sewn into capes and cloaks. When the cloth is snapped outwards it clicks into position, turning a simple gesture into a strike that can knock a man out.

Improvised Weapon (Damage 2+1ED; AP 0; Range M; Steadfast)

Value: 1 (Common)

Keywords: Low-Tech, Impact or Blade, Imperium, <Any>

Kill Sticks

Kill sticks are used in booby traps and consist of a sharpened stick made from bamboo or monoplastics. They work best when employed in

groups, often based within a hidden pit or trench.

Anyone stepping into an area of kill sticks must succeed on an Agility Test (DN 3) or suffer the damage listed below, in addition to any Fall Damage (see page 247 of the Wrath & Glory core rulebook). Kill sticks are traps, and must be set up and emplaced in advance.

Kill Sticks (Damage 7+1ED; AP 0; Range M; Steadfast)

Value: 1 (Common)

Keywords: Low-Tech, Blade, Imperium, <Any>

Knife

So common that almost everyone in the Imperium carries one, knives can range from crudely sharpened metal daggers to elaborately inscribed blades of xenos crystal. Most are carefully weighted, making them useful throwing weapons as well.



Kraken Tooth Dagger

Legends abound of gargantuan creatures hiding on the edges of system space, ready to attack vessels just as they emerge from the warp. Whilst no concrete evidence exists, huge pearlescent teeth have been fashioned into gleaming knives by many void born, who will only say that they were recovered from debris found in the void. Some are decorated with intricate scrimshaw carvings depicting horrendous beasts tearing apart ships, oddly enough making such daggers good luck charms.

Stiletto

A long dagger equipped with a narrow blade, stilettos are designed for easy concealment and also for driving deep into the flesh to pierce vital organs. A stiletto is not designed for prolonged combats, but rather to give the wielder a chance to eliminate his foe quickly and quietly. Stilettos are found throughout feudal worlds, especially in places where heavy armor sees widespread use, since these weapons are capable of

slipping between heavy plates to reach the tender flesh within.

Trophy Knife

Many fighters use the remains of their kill to fashion a memento of the action, and xenos fighters are no exception. A thriving secondary business goes on in many regiments where claws and teeth from alien creatures are removed and honed into valuable weapons. Each is a unique creation representing some of the monstrous races that have threatened the sector, some even unknown by scholars. They serve to show off the battlefield prowess of a warrior to their fellow troopers.

Knife (Damage 2+1ED; AP 0; Range M; Steadfast)
Value: 1 (Common)
Keywords: Low-Tech, Blade, Imperium, <Any>

Man-Catcher

A long two-handed pole with a huge spring-loaded claw at the end, it is primarily used to corral mutineers. When the pole strikes an enemy the claws snap shut, trapping the foe in a harsh metal grip, which depending on the body part caught could ensnare, injure or even kill.

Man-Catcher (Damage 3+1ED; AP 0; Range 2m; Bulky, Snare, Unwieldy (1), Two-Handed)
Value: 5 (Uncommon)
Keywords: Low-Tech, Imperium, <Any>

Parrying Dagger

Unlike most blades, a parrying dagger is designed mostly for defense by catching the enemy's sword in a parrying maneuver with its wider guard or split tines. While it won't break the sword, it can ensnare it long enough for your counterattack to succeed. Should the opportunity arise, even a parrying dagger can inflict a nasty stabbing wound.

Parrying Dagger (Damage 2+2ED; AP 0; Range M; Steadfast)

Value: 3 (Common)

Keywords: Low-Tech, Blade, Imperium, <Any>

Special: Parrying Daggers grant an extra +1 to a paired weapon's Parry trait.

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: Low-Tech, Blade, Imperium, Adeptus Astra Telepathica

Reliquary Sword

Reliquary Swords are buried with the bodies of saints and seers, laid across their breasts and swaddled in holy grave-shrouds. In times of dire need, these swords are retrieved from the crypts and catacombs where they have rested for centuries and pressed into service once again.

Reliquary Sword (Damage 3+1ED; AP 0; Range M; Steadfast, Sanctified (2), Parry)

Value: 3 (Rare)

Keywords: Low-Tech, Blade, Imperium, Adeptus Ministorum



Scythe

Although principally an agri-tool, scythes have a history of "double duty" as weapons. Generally, they are far from practical in this respect, being unwieldy and ineffective against all but the most inexperienced opponents. Instead, scythes find their most common use as props in rituals or to convey a specific image.

Scythe (Damage 4+1ED; AP 0; Range 2m; Steadfast, Two-Handed, Unwieldy (2))

Value: 2 (Common)

Keywords: Low-Tech, Blade, Imperium, Lower Class, <Any>

Short Sword

As voidship decks can be too cramped to effectively wield a normal sword, these shortened versions are popular with boarding parties and armsmen. Longer than a combat knife, but not by much, they are heavy and brutal weapons designed to stab rather than strike and most have wide flat blades which can be used for incapacitating side strikes.

Cutlass

This short and heavy bladed weapon is most popular with naval officers and crews, and can be found on feudal worlds throughout the Imperium. Designed for close-quarter fighting, it is a simple weapon, relying on the wielder's brute strength rather than finesse or skill. When found among officers in the Imperial Navy, cutlasses are enhanced with power fields and other technological improvements.

Swordstick Cane

Commonly carried by many of the Imperial gentry, these ornate canes or walking sticks conceal a thin, hidden blade which can be drawn and wielded like a rapier.

Short Sword (Damage 2+2ED; AP 0; Range M; Steadfast, Parry)

Value: 2 (Common)

Keywords: Low-Tech, Blade, Imperium, <Any>

Hafted Weapon

This includes all primitive weapons held and used in both hands. Most of these weapons

comprise a blade and a long wooden, metal or synthetic shaft; such as a spear, halberd

Spear

Common on feral and feudal worlds, a spear can be found in the hands of hunters and warriors across the galaxy. This is a two-handed melee weapon.

Blackwing Halberd

On certain volcanic asteroids within the Koronus Expanse, sheer black cliffs tower above seas of liquid magma. The stone of these mighty edifices resembles obsidian but is stronger than steel and nearly impossible to quarry. Expertly-placed explosives can fracture this rock into thin, striated slivers that resemble the wing of a black bird - albeit one that's sharper than a razor blade. Affixed to a suitable shaft, the result is a weapon of matchless speed and elegance, perfectly balanced

Spetum

A spetum is a pole-arm equipped with three single-edged prongs on the "business" end. Most commonly found in honor guards, it serves largely as a ceremonial weapon. Although the opportunity to use these weapons in combat is somewhat rare, the warriors who form these escorts are generally highly trained in its use, having spent countless hours honing their technique to achieve complete mastery.

Hafted Weapon (Damage 3+2ED; AP 0; Range 2m or Strength x5m; Steadfast, Two-Handed)

Value: 2 (Common)

Keywords: Low-Tech, Blade, Imperium, <Any>

Staff

Staffs are long rods of wood or metal, often taller than a man. They are commonly used as walking sticks amongst pilgrims travelling in the steps of the saints, but also make for handy weapons.

Pilgrim's Travel Staff

Formed from any number of materials (such as wood on Feral Worlds, or extruded polymers on Forge Worlds), a pilgrim's travel staff serves as a tool, a weapon, and a symbol of the pilgrim's devotion to the God-Emperor and the Ecclesiarchy. A typical travel staff is two meters long with a small hook about a half a meter from the top. This hook is intended for attaching a badge, charm, symbol, or other object indicative of which Shrine World the pilgrim intends to visit. It's not unknown for pilgrims from Forge and Hive Worlds to have small vox-casters mounted on their staves, which endlessly repeat chants, prayers, and songs dedicated to the God-Emperor and his Saints.

Staff (Damage 3+1ED; AP 0; Range 2m; Steadfast, Two-Handed)
Value: 2 (Common)
Keywords: Low-Tech, Impact, Imperium, <Any>

Sword

Swords use sharp, bladed edges to cut and stab, and can be found everywhere from underhive gangs to spire nobility. They come in endless styles - from stiff blades to flexible foils, with edges on one side or both - each of which has millennia of fighting techniques and schools devoted to proper form.

Sabre

A favored weapon of cavalry troops and other mounted warriors, commonplace on worlds such as Iocanthos and Volonx, a sabre is a sword with a long, curved, single edged blade. The weapon's excellent balance allows riders to keep a hand free to control their mounts, and its utility and effectiveness make it a very responsive weapon in skilled hands. Sabres persist in use in far more sophisticated climes

and are popular with many Imperial Guard officers and hive nobles, often featuring mono edge blades and even power field generators to enhance their effectiveness.

Sword (Damage 3+1ED; AP 0; Range M; Steadfast, Parry)

Value: 3 (Common)

Keywords: Low-Tech, Blade, Imperium, <Any>

Truename Staff

True Names hold particular dread for daemons. To capitalize on this, the Ordo Malleus created Truename Staves – ornate staves etched with the True Names of nine and ninety daemons. Each blow from a Truename Staff tears at the essence of daemonhood itself.

Warhammer

An ideal weapon to pound armored foes with strong impacts; a warhammer mounts a compact head on a long handle. It takes longer to swing than smaller weapons, but each hit strikes with concentrated force and can knock foes to the ground, insensate and helpless. Many of the Ordo Malleus favors such hammers, pouring their fury into each blow.

Warhammer (Damage 4+2ED; AP 0; Range 2m; Steadfast, Two-Handed, Concussive (3))

Value: 7 (Uncommon)

Keywords: Low-Tech, Impact, Imperium, <Any>

Whip

Made from woven lengths of cured hide, this instrument of grim discipline is a painful reminder of the limitations of flesh.

Groxwhip

"Groxwhip" may be an apocryphal name, as there is no strong evidence they were developed to help herd these massive beasts. It is more

likely that most onlookers feel that a barbed steel whip covered with serrated edges could be used on nothing else. Unlike most whips, these are deliberately designed for lethal use as strikes will tear away chunks of flesh with each attack.

Scoriada

Scoriada are whips made from strips of knotted cloth or soft leather. They are used to inflict corporal mortification, either on one's self or on another. While the Scoriada does little to no damage by itself, extended use can cause severe bruising and raise welts.

Whip (Damage 1+1ED; AP 0; Range 4m; Agonizing, Flexible)

Value: 2 (Common)

Keywords: Low-Tech, Impact, Imperium

Power Weapons

These weapons are surrounded by a disruptive force field that allows the user to slice through the thickest armor and lop off limbs with a single blow. They are highly prized, and are often a badge of office for senior Imperial servants. Weapons with the Power Field keyword can make a special Called Shot action as described below:

Sunder

As a Called Shot (DN +2) directed at a target's weapon, in the same way as a disarm, the wielder of the power weapon can utterly destroy their opponents weapon. Power, Shock, Daemonic and Force Weapons cannot be destroyed in this way.

Burning Blade

What started as a series of malfunctioning power swords from the disreputable Clovis Munitorum became a new weapon type after users discovered the faulty field conduits raised

the temperature of the blade to over 600 degrees. Loi Metalworks investigated and created what are now known as burning blades, power swords that deliberately create intense heat along their blade so as to burn flesh to the bone with each strike. Heavily insulated so that the user feels little of the inferno raging inches from their palm, these swords are nevertheless extremely dangerous to the wielder as well as their opponents.

Burning Blade (Damage 5+1ED; AP -2; Range M; Parry)

Value: 5 (Rare)

Keywords: Power Field, Blade, Imperium, <Any>

Special: With a shift, in addition to additional damage, a burning blade gains the Blaze trait and sets the target on fire.

Forearm Powerblade

A defensive weapon, powerblades are short, wide blades attached to the forearm and designed primarily for parrying. Often of xenos manufacture, their energy field allows them to parry almost any attack, but offers less in the way of offensive capability. Some wielders pair them with compact pistol weapons, while others wear a single powerblade while carrying a larger ranged weapon in both hands.

A forearm powerblade is mounted on the arm, and does not need to be held in a hand (allowing the wearer to carry something else in that hand or use a two-handed weapon). It is usually deactivated, and while deactivated cannot be used as a weapon. Activating is a Free Action, and the trigger is usually placed in the palm or wrist for easy access.

Hunting Claw

Many hunting rigs possessed by the patriarch of a spyrer family are fitted with power claws. These deadly weapons can whip round to attack any enemy that moves close to the spyrer. They are surrounded by a shimmering blue power

field, and are perfectly capable of punching through solid steel if need be.

Hunting Claw (Damage 5+3ED; AP -2; Range 2m; Brutal, Unwieldy (2))

Value: 7 (Very Rare)

Keywords: Power Field, Blade, Imperium, Spyder

Neural Whip

An advanced version of a regular whip, a neural whip can stun or kill outright through the massive electrical surges they impart as their long metallic lashes hit flesh. At low settings they are often used to "encourage" workers or ratings to increase their enthusiasm, whilst higher settings can drop an enemy dead in a single strike. Even unpowered, each blow from the whip lacerates bare flesh. Though it is not a thrown weapon, a neural whip has a longer range than most melee weapons and is able to strike foes up to three meters away.



Adeptus Sororitas Neural Whip

Neural whips are utilized by the Adeptus Sororitas, particularly Repentia Mistresses. The flailing, psycho-conductive neural whips are as much symbols of the rank of Repentia Mistress as they are vicious weapons that lash out at the enemy of the Emperor before they are able to strike back.



Neural Whip (Damage 3+1ED; AP -2; Range 4m; Agonizing, Flexible)

Value: 5 (Rare)

Keywords: Shock, Impact, Imperium, Adeptus Sororitas, Impact, Imperial Navy

Omnissian Axe

The Omnissian axe is a large bladed weapon often as tall as a man. A common weapon amongst the followers of the Machine God, an Omnissian axe combines the heavy striking

power of an axe with an energy field. While less artful than a power sword, many prefer its devastating attack that few can withstand. A power axe is a two-handed melee weapon.

Omnissian Axe (Damage 5+2ED; AP -2; Range 2m; Two-Handed)

Value: 6 (Very Rare)

Keywords: Power Field, Blade, Imperium, Adeptus Mechanicus

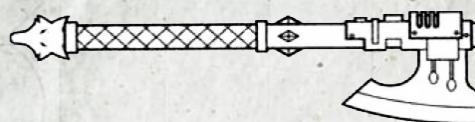
Power Axe

A power axe allows for greater impact when striking than a power sword, but are less nimble in the hand. Their inferior defensive capabilities are often mitigated by pairing them with Combat Shields or even more sophisticated means of protection. Still, they have a reputation as a brutal and unsubtle weapon; the choice to employ one is often more personal than strategic. Because of its size the weapon is often wielded with both hands, although it can be used one-handed with a slight reduction in effect.

Power Axe (Damage 5+2ED; AP -2; Range M; Dual-Handed, Penetrating (1))

Value: 6 (Rare)

Keywords: Power Field, Blade, Imperium, <Any>



Power Blade

Power blades are dagger-sized weapons made infinitely more dangerous than their size would suggest by the addition of a power field. They are also easily concealed, making them popular with those who prefer to appear unarmed.



Death-Cult Powerblade

Carried by Death-Cult assassins, these elegant power weapons are no less fatal to their enemies.

Power Blade (Damage 5+1ED; AP -2; Range M; Parry)
Value: 6 (Very Rare)
Keywords: Power Field, Blade, Imperium, <Any>

Power Maul

Power mauls are elite weapons in many fighting formations, where their club-like form can blow apart reinforced hab doors or crack open armor. Even unpowered, these heavy devices can knock a heretic senseless.

The power maul is a versatile, one-handed weapon with two power settings. At its low setting, the maul's head delivers an electrical shock powerful enough to stun (and sometimes kill) its targets, just like a regular shock maul. At the high setting however, the energy forms a crackling power field that can sunder steel, armor, and flesh. The user may switch settings on his power maul once per turn as a Simple Action. This is a one handed melee weapon, but when used with two hands it gains the Concussive (2) quality.

Arbites Power Maul

The power maul of the Adeptus Arbites is as much a symbol as it is a weapon, and one that is seared into the minds of petty criminals and serious recidivists alike. While rank-and-file arbitrators make do with simple shock-mauls, veteran proctors or the feared Judges prefer to wield something far more impressive.



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, Impact, Imperium, Adeptus Astartes

Power Flail

Like all flails, the power flail is a blunt, jointed apparatus capable of inflicting significant harm upon anyone unfortunate enough to be within its arc even without its power field. With the seething power field activated, however, it is a true instrument of destruction, shattering armor and defenses with a crushing, inexorable swing.

Power Flail (Damage 5+3ED; AP -2; Range 2m; Unwieldy (1))
Value: 5 (Very Rare)
Keywords: Power Field, Impact, Imperium, <Any>

Power Longsword

As the name suggests these blades are longer than normal power swords, requiring two hands to wield effectively.

Power Longsword (Damage 6+1ED; AP -3; Range 2m; Two-Handed)
Value: 8 (Very Rare)
Keywords: Power Field, Blade, Imperium, <Any>

Power Ram

This power ram is a heavy tube with a pair of long handles running down each side of its length. Inside the tube is a potent power field connected to a piston, the head of which is often sculpted to resemble an Imperial Aquila. These tools were crafted for use on worlds with high gravity, because of the requisite sturdy construction of the doors and walls. Usually held by two Arbitrators, who swing it against a door or even a wall, the Power Ram drives the piston forward, surrounded by the flickering energies of

the disruption field. The weapon is powerful enough to blow most doors clean off their hinges, and is more than capable of knocking holes in solid brick walls in seconds.

Although this weapon can theoretically be used in combat, it is really not designed for this - its primary use is as an entry device. All Weapon Skill Tests made using the weapon in melee combat are at +2DN penalty to represent how bulky it is. However, the ram is assumed to do double damage against inanimate structural objects such as doors and walls. Unless the GM wishes, for dramatic reasons, to prevent a wielder entering a building, this weapon should allow entry into most normal structures instantly.

Power Scythe

A Power Scythe has a further reach than many other similarly situated Power Weapons, and its long blade can cut a swathe of deadly energy, slaying several foes in one arc.

Power Scythe (Damage 6+1ED; AP -2; Range 2m; Two-Handed, Unwieldy (2))

Value: 2 (Common)

Keywords: Power Field, Blade, Imperium, Adeptus Astartes



Power Spear

Throughout history, the spear has consistently proven itself a deadly and efficient weapon, and the Imperium of Mankind honors its legacy of bloodshed through various creations such as the explosive-tipped hunting lance and the power spear. Officers in certain Imperial Guard Rough Rider regiments prefer to wield power spears over weapons like cavalry sabers, or even wield them as a secondary weapon for use after a hunting lance charge.

Power Spear (Damage 5+2ED; AP -2; Range 2m or Strength x5m; Two-Handed)

Value: 8 (Rare)

Keywords: Power Field, Impact, Imperium, <Any>

Power Stake

A Power Stake is a weapon carried by some Inquisitors, which immolates on contact with psykers. Physically it is a long iron rod but is charged with a power field generator and as such is effective against non-psychic foes.

Power Stake (Damage 4+2ED; AP -2; Range M; Penetrating (2))

Value: 8 (Very Rare)

Keywords: Power Field, Blade, Imperium, Inquisition



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.



Cavalry Sabre

Favored by many Rough Rider Imperial Guard sergeants and officers, the cavalry sabre is heavier than most Departmento Munitorum issue power swords, with a broad blade and, consequently, a somewhat larger power field. Though less nimble than its counterparts, the heavy blade is perfectly suited for cutting down enemies while charging by on a swift mount. Those rough riders who are able to acquire a cavalry sabre often carry it as a secondary weapon, switching from their hunting lance if any enemies are left standing after the initial charge.



Power Sword (5+1ED; AP -3; Parry)

Value: 6 (Rare)

Keywords: Power Field, Blade, Imperium

Thunder Hammer

The supreme close combat weapon of the Adeptus Astartes, the strike of a thunder hammer shatters armor and liquefies the flesh beneath.

Thunder Hammer (8+3ED; AP -3; Range 2m [M]; Brutal, Two-Handed, Unwieldy [2])

Value: 9 (Unique)

Keywords: Power Field, Impact, Imperium, Adeptus Astartes, Inquisition

Keywords: Shock, Impact, Imperium, Imperial Navy



Shock Weapons

Charged with electrical energy these cause severe burns on impact and can disrupt the nervous system.

Shock weapons are equipped with a low-power generator that electrifies the weapon. Though to the untrained eye, the power pack and wiring of a shock weapon may resemble that of a power weapon, it is a very different, and much more common, technology. Unlike the devastating ability of power weapons to sunder armor and flesh, a shock weapon delivers a high-voltage current which, while not deadly in and of itself, is able to subdue a target. The brutality of Imperial justice, however, means that the heavy pummeling often delivered with shock weapons is enough to prove fatal, regardless.

Electro-Flail

Electro-flails are groups of tendril-like lashes, attached to a short staff or handle. These flails have a short reach, but as they strike in devastating masses of hits they can be extraordinarily effective at incapacitating a foe.

Electro-Flail (Damage 5+3ED; AP -1; Range 4m; Steadfast, Flexible, Unwieldy (1))

Value: 6 (Rare)

Electropick

Criminals who routinely encounter heavily armored Arbitrators or enforcers often seek ways to penetrate their defenses. These efforts range from the pathetic to the surprisingly lethal. A fine example of the latter comes from the 812.M41 Ghul Mine uprising on Sepheris Secundus, when mutant gangs successfully isolated and hacked to death a small Arbites patrol using tools equipped with heavily modified disruptor fields from mining rigs. Few samples of these weapons now exist, as the Arbites infamously purged the rebellious Ghul Mine with nerve gas, but the examples that did survive now command a fine price on the Calixian black market.

Electropick (Damage 5+2ED; AP -1; Range M; Agonizing, Dual-Handed, Penetrating (1))

Value: 5 (Uncommon)

Keywords: Shock, Blade, Imperium, <Any>

Shock Baton

This weapon expands with a flick of the wrist from a small, easily concealable rod no longer than the width of a hand to a slim eighteen-inch long club. The weapon contains a tiny shock generator that can generate five Shock discharges before it requires recharging. It is common amongst undercover investigators who wish their quarry to survive for interrogation, and occasionally finds its way into the armories of more secretive organizations like the Inquisition.



Command Baton

A Command Baton is a type of Imperial Shock Weapon. Sometimes wielded by officers as a display of authority, the command baton also serves as both a tool of discipline and a battlefield weapon. The head of a command baton is decorative and often ornate, with skulls, aquilas, or the winged skull of the Imperial Guard's popular iconography. With the press of a rune, this decorative headpiece is charged with crackling energy, delivering punishing shocks to the enemies of the Emperor, or insubordinate Guardsmen.

Extendable Shock Baton

This weapon expands with a flick of the wrist from a small, easily concealable rod no longer than the width of a hand to a slim eighteen-inch long club. The weapon contains a tiny shock generator that can generate five Shock discharges before it requires recharging. It is common amongst undercover investigators who wish their quarry to survive for interrogation, and occasionally finds its way into the armories of more secretive organizations like the Inquisition.

Shock Baton (Damage 3+1ED; AP 0; Range M; Agonizing, Concussive (2))

Value: 5 (Uncommon)

Keywords: Shock, Imperium, <Any>

Shock Glove

A Shock Glove is a type of Imperial Shock Weapon. Shock gloves are a range of devices that fit over one's hands and allow a person to electrify others with a mere touch. They run the gamut from bulky and obvious machines that glow ominously and occasionally spew forth clouds of smoke or steam to subtle micro-weave circuits hidden in seemingly innocuous fabric, depending on the specifics of their manufacture and purpose.

Shock Glove (Damage 1+3ED; AP 0; Range M; Agonizing, Brutal)

Value: 6 (Rare)

Keywords: Shock, Imperium, Astra Militarum

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: Shock, Impact, Imperium, Adeptus Arbites



Shock Sword

The shock sword is made in the same styles and patterns as other imperial swords, but with an addition of an integrated shock discharge device. Electrodes running across these blades release a powerful electric shock on contact with the target, both organic and synthetic. These weapons are crafted with care and skill, exemplified by their insulated grips.



Officer's Cutlass

The officer's cutlass is a standard variation on the basic cutlass sword and it sees use in almost every vessel in the sector. In close-quarters fighting, the heavy metal guard is often used as an offensive weapon in its own right as the armored shell can provide a powerful punch. Many ship's officers and ratings heighten this effect by incorporating a shock generator in the guard, so that, when hit, an opponent is felled by both the electrical shock as well as the solid impact. Chartist captains and other higher rankings use even more lethal versions, strengthening their blades with power fields.

Shock Sword (Damage 5+2ED; AP -1; Range M; Agonizing)

Value: 6 (Rare)

Keywords: Low-Tech, Impact, Blade, Imperium, Imperial Navy

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: Shock, Impact, Imperium, Scum, <Any>

Shocker

These are small, box-shaped devices with a pair of tiny spikes at one end. When a button on the back of the box is pressed, blue sparks arc between them and a smell of ozone fills the air. When pressed against the exposed skin of a victim, they will receive a substantial electrical shock, stunning them into immobility. This is an ancient technology, and mankind returns to it time and time again, in a variety of different guises.

Shocker (Damage 2+1ED; AP 0; Range M; Agonizing)

Value: 3 (Common)

Keywords: Shock, Imperium, <Any>

Shock-Knuckles

Also known as shock-nukks, these are worn like regular knuckle-dusters. Each resembles a thick band of insulating leather with large metal knobs above each finger. On impact it administers a violent electrical shock to the target.

Shock-Knuckles (Damage 4+2ED; AP 0; Range M; Agonizing)

Value: 7 (Common)

Keywords: Shock, Imperium, <Any>

Shocknet

A fairly basic shock weapon, a Shocknet consists of thin, flexible metal wires woven together and fitted with a shock generator. Designed to discharge a few seconds after being triggered, a shocknet can be thrown over a target, ensnaring and subduing it quickly. Shocknets are favored by hunters of all kinds for their simplicity and ease of use.

Shocknet (Damage: 3+2ED; AP 0; Range Strength x5m; Agonizing, Snare(4))

Value: 5 (Uncommon)

Keywords: Shock, Imperium, Adeptus Arbites

Special: This weapon's Agonizing trait takes effect even if it does not deal damage when an opponent fails to resist the Snare trait, inflicting a single point of Shock each Round the character is restrained.

Shock-Staff

A variant of the standard shock maul, it is made of a simple length of metal or plasteel with a single-setting shock emitter built into the far end. The shock-staff is mostly used in herding indentured workers pressed into service on the ship.

Shock-Staff (Damage 5+1ED; AP -1; Range 2m; Agonizing, Two-Handed)

Value: 4 (Uncommon)

Keywords: Shock, Impact, Imperium, Adeptus Astra Telepathica



Throwing Weapons

Sophisticated weapons such as plasma guns and meltaguns are not always available and are hard to maintain, and when caught in a tight spot a well-thrown knife can be just as effective. Such weapons arouse little suspicion on many Imperial worlds and so are frequently carried by individuals who must on occasion operate without attracting the authorities' attention.

Bolas

An ancient weapon often seen with hive city bounty hunters and feral worlders alike, bolas have swirling weights at the ends of ropes or wires to entangle a target and often knock him to the ground. Bolas are normally non-lethal and as such can be seen employed by bounty hunters or local law enforcement members, where the swirling balls (some styles use up to eight of these dense objects) can entangle a target with heavy cords or wire. Once wrapped up, the foe is easily dispatched or further bound for transport and delivery.

Bolas (Damage -; AP 0; Range Strength x5m; Snare (6), Inaccurate)

Value: 5 (Common)

Keywords: Thrown, Low-Tech, Imperium, Hired Gun, <Any>



Fervious Powder Bombs

Created by the death cults of Fervious, an ignited powder bomb unleashes a white powder throughout a 30-meter radius. The powder reduces visibility and the pollens used to make the powder are toxic to humans. Inhaling the powder is rarely lethal. However, it will inflame the eyes, nose and throat, and induces serious nausea, all of which takes a good few hours to clear.

The cloud of powder disperses at a rate appropriate to the environmental conditions. A strong wind clears the area in 1 Round. Indoors, the powder settles after 2d6 Rounds. Those caught within the blast must make a Toughness Test (DN3) or gain a point of Shock.

Fervious Powder Bomb (Damage -; AP 0; Range Strength x5m; Smoke (10))

Value: 6 (Common)

Keywords: Thrown, Low-Tech, Imperium, <Any>

Javelin

A form of light spear intended for throwing, used both for hunting and fighting. The javelin is a common sight on very primitive worlds that have devolved into savagery and often carried in clusters by chariot-mounted warriors.

Javelin (Damage 3+2ED; AP 0; Range Strength x5m; Steadfast)

Value: 2 (Common)

Keywords: Thrown, Low-Tech, Imperium, <Any>

Munsk Stink Bombs

These are used on a variety of primitive worlds, although the most renowned are those from the planet of Munsk. Created by collecting the feces of a large worm-like creature, the excrement is then mixed with virulent pollen from the yellow petal plant known locally as the "dung-bloom" for its distinctive odor. The mixture is then balled up and encased in a dried mud shell. Once the fragile mud-shell is cracked an intolerable stench is released (an eight meter diameter per bomb). Most humans will not be able to stand the odor and must vacate the area or experience severe nausea and even loss of consciousness if they suffer prolonged exposure.

Anyone exposed to a stink bomb must succeed on a Toughness Test (DN 3) each Round or gain one point of Shock.

Munsk Stink Bomb (Damage -; AP 0; Range Strength x5m)

Value: 6 (Common)

Keywords: Thrown, Low-Tech, Imperium, <Any>

Razor Disk

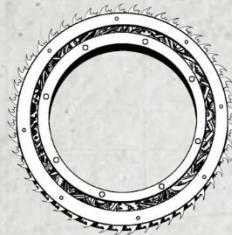
Some hunters employ an unusual thrown weapon on their expeditions, the razor disk. About the size of a standard dinner plate, the

weapon features a sharpened edge all around its outer surface. Numerous holes, made at 45 degree angles, pierce the disk's surface so that when thrown the air passing through creates a low humming sound, allowing the hunter to follow the disc by sound as it disappears into dense undergrowth.



CRIMSON CROWN

This ancient killing device usually takes the form of a metal circlet roughly the width of a human forearm and the thickness of a palm, surrounded by sharpened metal teeth. It is human in origin, but as most versions predate much of the Imperium's recorded history, owning one is a sign of considerable wealth. It is heavy but when activated, micro-gravlifts negate most of the weight so that it can be hurled, utilizing a central grip for a spinning throw with great range. The rotating action signals the internal motor to roar into life and fire the chained teeth into rapid rotation, tearing apart flesh and bone on contact in a spray of blood and viscera. Such is the brutality of the weapon, that it is one of the few human weapons that Orks will claim after defeating human forces.



Hunting Quoit

Though essentially simple discs or rings of metal roughly 15 centimeters in width, these primitive weapons are deadly when hurled by a skilled user. They are silent and difficult to see when in flight, making them a favored weapon for some assassin cults. Warrior tribes may use especially lethal variants with edges honed to razor sharpness or covered with jagged barbs.



Razor Disk (Damage 3+1ED; AP 0; Range Strength x5m; Penetrating (1))

Value: 4 (Uncommon)

Keywords: Thrown, Low-Tech, Imperium, <Any>

Shock Stars

These tiny metal throwing discs contain small power cells as well as the usual sharpened blades, imbuing each with a powerful electrical charge. The damage they do from the lacerating strike is compounded by the incapacitating shock administered on contact.

Shock Stars (Damage 4+1ED; AP 0; Range Strength x5m; Agonizing)

Value: 3 (Rare)

Keywords: Thrown, Imperium, Shock

Vibe Spear

This nasty weapon, hailing from the imperial world of Endrite, appears to be a simple spear of fresh-cut wood to the untrained eye. However, any scrutiny of the spearhead reveals tiny backwards-curving barbed thorns protruding from the fibrous point. Once the wielder sinks this weapon into the target, the barbs bite deep and the thorned head may break off in the wound, and any subsequent movement sees the barbs dig deeper into the flesh. The Endrites use vibe spears to bleed and wear down prey animals. Removing the barbed point from human flesh, without further harm, is a delicate business.

Any living creature injured by a vibe spear must pass a Challenging (+0) Toughness Test or also suffer 1 level of Fatigue. Successfully removing the spear requires a Challenging (+0) Medicae Test, with failure inflicting a further 1d5 Damage which does not get reduced by Toughness or Armour.

Vibe Spear (Damage 5+2ED; AP 0; Range 2m or Strength x5m; Crippling (4))

Value: 6 (Rare)

Keywords: Thrown, Low-Tech, Imperium, <Any>

RANGED WEAPONS



Table: Ranged Weapons

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Alien Weapons							
Hrud Fusil	15+1ED	0	48m	2	Rapid Fire (1), Warp Weapon	5 Very Rare	Alien, Hrud, Imperium
Xenarch Death-Arc	16+3ED	-2	48m	2	Agonizing	8 Very Rare	Alien, Xenarch, Imperium
Bolt weapons							
Bolt Carbine	10+1ED	0	24m	1	Brutal	2 Uncommon	Bolt, Imperium
Bolt Launchers	8+1ED	-1	18m	4	Brutal	5 Uncommon	Bolt, Imperium, Spyer
Concealed Bolter-Cane	10+1ED	0	12m	-	Brutal	6 Uncommon	Bolt, Imperium, Nobility
Psycannon	12+2ED	-1	60m	3	Brutal, Heavy (4), Sanctified (3), Force	6 Very Rare	Bolt, Imperium, Grey Knights, Inquisition
Purgatus Crossbow	12+1ED	-2	48m	0	Brutal, Crippling (1), Sanctified (3), Hefty	4 Very Rare	Bolt, Imperium, Inquisition, Ordo Hereticus
Relic Boltgun	10+2ED	0	40m	2	Brutal, Rapid Fire (2), Sanctified (2)	6 Unique	Bolt, Imperium, Adeptus Astartes
Digital Weapons							
Digi-Las	7+1ED	0	18m	-	Pistol	3 Very Rare	Digital, Imperium
Digi-Las (Jokaero)	7+1ED	0	18m	-	Pistol, Recharge	2 Unique	Digital, Imperium, Jokaero
Digital Explosive	14+2ED	-2	Strength x 5m	-	Blast (Small)	7 Very Rare	Digital, Imperium
Digi-Weapon	Varies	Varies	18m	-	Varies	2+ Weapon Value, Very Rare	Digital, Imperium
Disintegration weapons							
Disintegration Gun	10+1ED	-4	48m	2	Fleshbane, Supercharge	8 Unique	Disintegration, Imperium, Adeptus Astartes
Disintegration Pistol	10+1ED	-4	24m	1	Fleshbane, Supercharge	5 Unique	Disintegration, Imperium, Adeptus Astartes
Flame Weapons							
Nightfire Flamer	8+1ED	0	24m	1	Assault, Blast (Medium), Blaze, Spread, Toxic (3)	4 Uncommon	Fire, Imperium
Gas Torch Flamer	6+1ED	0	12m	0	Blast (Small), Blaze, Spread	5 Common	Fire, Imperium, Lower Class
Graviton Weapons							
Archeotech Grav-Gun	-	0	48m	0	Graviton Pulse (3), Blast (Medium)	4 Unique	Graviton, Imperium
Archeotech Grav-Pistol	-	0	24m	0	Graviton Pulse (2), Blast (Small), Pistol	2 Unique	Graviton, Imperium
Graviton Gun	11+1ED	0	48m	1	Graviton, Concussive (4)	4 Very Rare	Graviton, Imperium
Graviton Pistol	11+1ED	0	24m	1	Graviton, Concussive (3), Pistol	2 very Rare	Graviton, Imperium

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Las Weapons							
Archeotech Laspistol	8+1ED	0	36m	2	Steadfast, Pistol, Rapid Fire (1)	6 Very Rare	Las, Imperium, Commercia, Nobility, Rogue Trader Fleet
Assault Lasgun	7+1ED	0	36m	2	Steadfast, Rapid Fire (1)	4 Common	Las, Imperium, Astra Militarum
Boosted Pulse Laser	8+1ED	-1	10m	2	Steadfast, Penetrating (1)	2 Unique	Las, Imperium, Spyrer
Dueling Pistol	9+1ED	-1	56m	0	Steadfast, Pistol	2 Rare	Las, Imperium, Nobility
Heavy Lasgun	7+3ED	0	48m	2	Steadfast, Rapid Fire (2), Heavy (3)	7 Common	Las, Imperium, Astra Militarum
Las Carbine	7+1ED	0	36m	1	Steadfast, Rapid Fire (1)	4 Common	Las, Imperium, Astra Militarum
Las Gauntlet	7+1ED	-1	18m	1	Steadfast, Pistol, Recharge, Penetrating (3)	5 Rare	Las, Imperium, Nobility
Lasburst Twin Lasgun	7+1ED	0	48m	4	Steadfast, Rapid Fire (2)	6 Common	Las, Imperium, Astra Militarum
Laslock	7+1ED	0	48m	0	Steadfast, Supercharge	4 Uncommon	Las, Imperium, Recidivist, Scum
Man-Portable Lascannon	18+3ED	-3	150m	2	Heavy (8), Steadfast	7 Rare	Las, Imperium
Shotlas	7+3ED	0	36m	2	Rapid Fire (2), Inaccurate	8 Uncommon	Las, Imperium
Spyrer Laser Gauntlet	6+1ED	-1	60m	2	Steadfast	5 Very Rare	Las, Imperium Spyrer
Stutter-Las	7+2ED	0	16m	2	Rapid Fire (2), Spread, Pistol, Inaccurate	6 Uncommon	Las, Imperium
Launchers							
Bolas Launcher	As Bola	As Bola	120m	0	Assault	4 Common	Launcher, Imperium, Hired Gun, Adeptus Arbites
Disposable Launcher	By Missile	By Missile	150m	-	Heavy (4)	2 Uncommon	Launcher, Imperium, Astra Militarum, Recidivist
Disposable Rocket Launcher	16+3ED	-3	150m	-	Heavy (4), Penetrating (2)	4 Uncommon	Launcher, Imperium, Government, Astra Militarum
Hunter-Killer Missile	16+3ED	-2	500m	-	Blast (Small), Homing	6 Rare	Launcher, Imperium, Astra Militarum
Mole Mortar	By Mortar	By Mortar	150m	-	Heavy (6), Indirect	5 Very Rare	Launcher, Imperium, Astra Militarum
Mortar	By Mortar	By Mortar	150m	-	Heavy (6), Indirect	4 Uncommon	Launcher, Imperium, Astra Militarum
Mortar (Locke)	By Mortar	By Mortar	150m	1	Heavy (6), Indirect	6 Uncommon	Launcher, Imperium, Astra Militarum
RPG Launcher	By Grenade	By Grenade	120m	-	Heavy (4)	2 Rare	Launcher, Imperium, Astra Militarum

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Low-Tech Weapons							
Blunderbuss	6+1ED	0	20m	0	Steadfast, Spread, Inaccurate	2 Common	Low-Tech, Imperium, Scum, Outcast
Bow	6+1ED	0	30m	0	Steadfast	2 Common	Low-Tech, Imperium
Crossbow	6+2ED	0	30m	0	Steadfast, Hefty	4 Common	Low-Tech, Imperium
Dartcaster	-	0	12m	0	Assault, Steadfast	3 Common	Low-Tech, Imperium
Flintlock Pistol	6+2ED	0	15m	0	Steadfast, Inaccurate	4 Common	Low-Tech, Imperium
Handbow	6+1ED	0	15m	0	Steadfast, Pistol	2 Common	Low-Tech, Imperium
Impaler	8+1ED	-1	18m	0	Steadfast, Penetrating (2), Unwieldy (2)	2 Uncommon	Low-Tech, Imperium, Scum, Outcast
Musket	6+2ED	-1	30m	0	Steadfast, Inaccurate	6 Common	Low-Tech, Imperium
Sling	2+1ED	0	15m	0	Steadfast	1 Common	Low-Tech, Imperium
Melta Weapons							
Melta Cutter	16+1ED	-4	5m	0	Melta, Heavy (4), Penetrating (3)	2 Rare	Melta, Imperium, Imperial Navy
Thermal Lance	16+2ED	-4	18m	1	Assault, Melta, Penetrating (2)	5 Rare	Melta, Imperium
Needle Weapons							
Need Rifle	7+1ED	0	150m	0	Toxic (4)	4 Very Rare	Needle, Imperium
Needle Pistol	7+1ED	0	30m	0	Toxic (4)	2 Very Rare	Needle, Imperium
Needler Sniper Rifle	7+2ED	0	200m	0	Penetrating (1), Sniper (2), Toxic (4)	5 Very Rare	Needle, Imperium, Ratling, Astra Militarum
Plasma Weapons							
Heavy Plasma Gun	15+2ED	-3	48m	2	Heavy (4), Rapid Fire (2), Supercharge	6 Very Rare	Plasma, Imperium, Astra Militarum
Plasma Blaster	15+1ED	-3	48m	4	Rapid Fire (1), Supercharge	8 Rare	Plasma, Imperium
Plasma Torch	15+1ED	-3	6m	0	Supercharge, Pistol	5 Rare	Plasma, Imperium, Adeptus Mechanicus
Projectile Weapons							
Assault Cannon	14+2ED	-1	48m	3	Heavy (8)	6 Uncommon	Projectile, Imperium, Adeptus Astartes
Autocannon	16+2ED	-1	96m	3	Heavy (8)	5 Uncommon	Projectile, Imperium, Astra Militarum
Auto-Carbine	7+1ED	0	36m	2	Rapid Fire (1)	4 Common	Projectile, Imperium
Auto-Stubber	10+1ED	0	30m	1	Brutal, Rapid Fire (2)	4 Uncommon	Projectile, Imperium, Imperial Navy
Boarding Gun	10+1ED	0	18m	2	Assault, Brutal, Heavy (4), Spread	6 Uncommon	Projectile, Imperium, Imperial Navy

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Chimera Pistol	10+1ED	0	20m	-	Brutal, Pistol	3 Uncommon	Projectile, Imperium, Imperial Navy
Civilian Firearm	7+1ED	0	10m	1	Pistol	2 Uncommon	Projectile, Imperium, Lower Class, Middle Class, Voidfarer
Combat Autogun	7+1ED	0	36m	3	Assault	3 Common	Projectile, Imperium, Government
Combat Shotgun	9+1ED	0	24m	2	Assault, Rapid Fire [1], Spread	3 Uncommon	Projectile, Imperium, Adeptus Arbites
Drive Nailer	7+1ED	0	10m	1	Pistol	2 Common	Projectile, Imperium, Lower Class
Harpoon Gun	8+3ED	-1	30m	-	Bulky, Penetrating (2)	4 Uncommon	Projectile, Imperium, Imperial Navy, Rogue Trader Fleet
Irontalon Pistol	10+1ED	0	20m	1	Brutal, Pistol	3 Uncommon	Projectile, Imperium, Imperial Navy
Naval Shotcannon	12+3ED	0	30m	3	Brutal, Heavy (6), Spread	3 Rare	Projectile, Imperium, Imperial Navy, Rogue Trader Fleet
Persecutor Combat Shotgun	9+1ED	0	24m	2	Assault, Rapid Fire [1], Spread	6 Uncommon	Projectile, Imperium, Adeptus Arbites
Razorhail Gun	7+2ED	-1	30m	3	Inaccurate, Spread	3 Uncommon	Projectile, Imperium, Voidfarer
Ripper Pistol	7+2ED	-2	20m	1	Pistol, Brutal, Toxic (3)	4 Rare	Projectile, Imperium, Imperial Navy, Rogue Trader Fleet
Shotgun	8+1ED	0	20m	2	Assault, Spread	3 Common	Projectile, Imperium, <Any>
Shotgun Pistol	8+1ED	0	20m	1	Pistol, Spread, High Recoil	5 Common	Projectile, Imperium, Imperial Navy
Sniper Rifle	9+1ED	0	200m	0	Hefty, Sniper [1]	6 Common	Projectile, Imperium, Astra Militarum
Sting-Blunt	6+2ED	0	20m	1	Agonizing, Pistol	4 Uncommon	Projectile, Imperium, Hired Gun
Stub Automatic	7+1ED	0	24m	2	Pistol	2 Common	Projectile, Imperium
Stub Rifle	8+2ED	0	150m	1		4 Common	Projectile, Imperium
Stubber	7+1ED	0	30m	1	Pistol, Revolver	2 Common	Projectile, Imperium
Void Speargun	7+2ED	-1	48m	0	Penetrating (1)	2 Uncommon	Projectile, Imperium, Imperial Navy, Rogue Trader Fleet, Voidfarer

Rad Weapons

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Rad-Cleanser	14+2ED	-6	30m	0	Blast (Medium), Rad-Phage (5), Recharge	6 Very Rare	Rad, Imperium, Adeptus Mechanicus
Sonic Weapons							
Seismic Cannon	16+2ED	-3	0-24m	2	Agonizing, Heavy [4]	5 Uncommon	Sonic, Imperium, Genestealer Cult
Sonic Rifle	10+1ED	-2	25-48m	1	Agonizing	4 Very Rare	Sonic, Imperium, Imperial Navy
Toxic Weapons							
Hypo Pistol	8+1ED	0	20m	0	Special	4 Rare	Toxic, Imperium, Adeptus Mechanicus
Tox Spray	8+1ED	0	10m	0	Corrosive (2), Toxic (3)	6 Common	Toxic, Imperium, Scum, Recidivist
Webber Weapons							
Heavy Webber	-	0	120m	0	Snare (6), Blast (Medium)	8 Rare	Webber, Imperium, Adeptus Arbites
Heavy Webber (Tyrannicus)	-	0	140m	0	Bulky, Snare (6), Blast (Medium)	4 Very Rare	Webber, Imperium, Adeptus Arbites, Inquisition, Recidivist, Void Pirate
Razorweb Launcher	-	0	10m	0	Snare (4), Blast (Medium), Crippling (2)	3 Very Rare	Webber, Imperium
Web Gun	-	0	50m	0	Snare (4), Blast (Small)	4 Rare	Webber, Imperium, Adeptus Arbites
Web Pistol	-	0	20m	0	Snare (3)	2 Rare	Webber, Imperium, Adeptus Arbites
Web Spinner	-	0	10m	1	Snare (5), Special	6 Very Rare	Webber, Imperium, Spyder

The Imperium encompasses billions of worlds and countless forges and factories, all churning out weapons and armor in innumerable models and patterns. The items described in this chapter represent the most common designs, which can have differing names on differing worlds. As such, players are encouraged to create unique names and backgrounds for their guns, armor, and other gear as they would for their own characters; owning a Katerina-pattern Widowmaker is of course much more rewarding than generic stub revolver.

Alien Weapons

Some agents within the Ordo Xenos acquire weapons which are of non-human origin and are prepared to use them. Also, some aliens are willing to trade their armaments with humans who care more about survival than legalities.

Hrud Fusil

The Hrud are a mysterious, nocturnal race who use a powerful form of rifle based on Warp-plasma technology that literally draws raw energy from the Immaterium and projects it outwards in controlled bursts to cause heavy damage.

Hrud Fusil (Damage 15+1ED; AP 0; Range 48m; Salvo 2; Rapid Fire (1), Warp Weapon)

Value: 5 (Very Rare)

Keywords: Alien, Hrud, Imperium

Xenarch Death-Arc

The Imperium has had little contact with the shadowy Xenarch of the Northern Rim, but their electrical weapons are highly prized, utilizing charge cells and capacitors far beyond anything that the Adeptus Mechanicus can manufacture.

Xenarch Death-Arc (Damage 16+3ED; AP -2; Range 48m; Salvo 2; Agonizing)
Value: 8 (Very Rare)
Keywords: Alien, Xenarch, Imperium
Special: If a target is wounded by a Xenarch death-arc, he must make a Toughness Test with a DN equal to the number of wounds suffered. If failed, the target suffers 1d3 Shock.

Bolt Weapons

Bolt weapons launch a projectile with a mass-reactive warhead. Each bolt is rocket propelled and explodes inside the target, causing considerable damage with its distinctive cracking detonation. Almost exclusively used by the shock troops of the Legiones Astartes, bolters can occasionally be found in the hands of other Imperial servants. Bolt ammunition is fairly rare, and only a criminal with good connections would be able to maintain a bolter or bolt pistol.



Bolt Carbine

Relatively uncommon weapons, Bolt Carbines are typically easier to wield than full-size Boltguns, due to lighter, simpler construction and a lower rate of fire. Without the multi-round burst ability common to many patterns of Bolter, a Bolt Carbine is incapable of the wholesale slaughters that characterize volleys of bolter fire. However, their simpler design means that they misfire less frequently and are much easier to maintain.

Bolt Carbine (Damage 10+1ED; AP 0; Range 24m; Salvo 1; Brutal)
Value: 2 (Uncommon)
Keywords: Bolt, Imperium

Bolt Launchers

Bolt launchers can be affixed on a spryter's hunting rig with racks of small rockets mounted on the back of its forearm mounts (or power fists). The power boosts of a hunting rig can extend the power and burn duration of the rocket's tiny engines, giving them a greater range. They can also increase the power of the warheads and improve the fire control so that salvos of bolts can be fired.

Bolt Launchers (Damage 8+1ED; AP -1; Range 18m; Salvo 4; Brutal)
Value: 5 (Uncommon)
Keywords: Bolt, Imperium, Spryter

Concealed Bolter-Cane

While many Rogue Traders favor a brusque, overwhelming appearance, festooned with bandoliers of pistols and power weapons, some attempt a more subtle (but no less deadly) style, favoring concealed weapons. These are also useful when local customs dictate leaving one's weapons behind, or in dire emergencies where one last shot is needed. For such explorers, these ostentatious canes (also fashioned as staffs and batons) come into play. Each cane stores one bolter round in the upper end, specially modified with a penetrator tip to pierce

the false bottom of the cane. While it can be reloaded, bolter-canies are primarily designed for one single shot, to be refitted and re-disguised after the battle is done and the Amasec can be poured.

Concealed Bolter-Cane (Damage 10+1ED; AP 0; Range 12m; Salvo -; Brutal)

Value: 6 (Uncommon)

Keywords: Bolt, Imperium, Nobility

Relic Boltgun

Within any given sector, there may only be a handful of these extraordinarily rare and ancient devices. Bulky beyond the means of most men to wield, these weapons may once have been wielded by the Emperor's warriors during the earliest days of the Imperium, and bear the eagle's claw and thunderbolt symbols common to that distant age. More than merely fine examples of ancient Bolters, these weapons are holy relics, imbued with a tiny fragment of the Emperor's wrath.

The scarcity and historical significance of these weapons make them extremely sought-after, prized as relics of a more glorious age by the Ecclesiarchy and the Adeptus Mechanicus both. Any who bear such a device are likely to attract a great deal of unpleasant attention, their very ownership often deemed a minor heresy by ambitious Cardinals and Magi.

An archeotech bolter may be used with any special bolter ammunition, but acquisition tests to obtain special bolter ammunition compatible with this weapon suffers an additional +2 DN penalty.

Relic Boltgun (Damage 10+2ED; AP 0; Range 40m; Salvo 2; Brutal, Rapid Fire (2), Sanctified (2))

Value: 6 (Unique)

Keywords: Bolt, Imperium, Adeptus Astartes

Special: Characters with any Malignancies suffers a +1 DN penalty to Ballistic Skill tests when attempting to use this weapon.

Psycannon

Using modified bolter technology, a Psycannon is named after its special ammunition. Much like psyk-out grenades, a psycannon uses an anti-psychic substance (some say it is a by-product of the Golden Throne that sustains the Emperor) to cause serious injury to targets of a psychic disposition. It is almost a badge of office for the daemon-hunting Ordo Malleus, who make the widest use of this weapon.

Psycannon (Damage 12+2ED; AP -1; Range 60m; Salvo 3; Brutal, Heavy (4), Sanctified (3), Force)

Value: 6 (Very Rare)

Keywords: Bolt, Imperium, Grey Knights, Inquisition

Purgatus Crossbow

Throughout the millennia, Witch Hunters have seen the humble crossbow as a symbol of their trade, able to drive a thick bolt of thrice-blessed wood into the heart of a daemonic or heretical opponent. With that in mind, some Inquisitors have commissioned skilled artisans to transform these primitive weapons into something far more deadly. The Purgatus appears a fusion of boltgun and crossbow, able to fire with more force than a shotgun blast. However, it is its ammunition that is the true marvel; heavy wood and silver stakes inscribed with wards and runes designed to disrupt a creature's contact with the immaterium.

If the Purgatus does at least one point of damage, the stake becomes lodged in the target. Removing the stake without proper medical care and operating facilities (such as on the field of battle) takes one Action, and deals 1 wound to the target removing it, ignoring armor or resilience.

For every round a creature with the Daemonic keyword leaves a Purgatus stake in itself, it must make a Warp Instability Test at a +1 DN Penalty, even if it would not normally be required to test for Warp Instability. As long as any creature with the Psyker keyword has a Purgatus stake

imbedded in it, the test difficulty for any psychic mastery tests is increased by +2 DN.

• **Purgatus Crossbow** (Damage 12+1ED; AP -2; Range 48m; Salvo 0; Brutal, Crippling (1), Sanctified (3), Hefty)

Value: 4 (Very Rare)

Keywords: Bolt, Imperium, Inquisition, Ordo Hereticus



Digital Weapons

Digital weapons, or digi-weapons as they are commonly known, are miniaturized guns which are so advanced that they can be worn on the finger like a ring, but pack the punch of a full-sized pistol. The most compact are those manufactured by the brightly-haired, ape-like aliens known as the Jokaero, whose creations are sought after across the Imperium.

A character can wear up to one digital weapon per finger - not thumbs - and a digital weapon can be fired even if the character is holding something else in his hands.

Digi-las

Digi-las weapons are usually modelled in the form of rings, and can be used in close combat as a pistol. Digi-las weapons take considerable time to replenish their tiny power reserves (1d6 hours before the weapon may be fired again)

Digi-Las (Damage 7+1ED; AP 0; Range 18m; Salvo -; Pistol)

Value: 3 (Very Rare)

Keywords: Digital, Imperium

Digi-Las (Jokaero Forged)

These extraordinarily potent digi-las weapons are of much finer quality than their imperial

counterparts. Through some fine and unknown mechanism, these weapons are able to quickly recharge their depleted power reserves.

Digi-Las (Jokaero) (Damage 7+1ED; AP 0; Range 18m; Salvo -; Pistol, Recharge)

Value: 2 (Unique)

Keywords: Digital, Imperium, Jokaero



Digital Explosive

Digital explosives are made to look like a wide variety of jewelry, are armed by applying precise pressure to certain points, and then thrown. Digital explosives are strictly one use only, making them an expensive investment.

Digital Explosive (Damage 14+2ED; AP -2; Range Strength x 5m; Salvo -; Blast (Small))

Value: 7 (Very Rare)

Keywords: Digital, Imperium

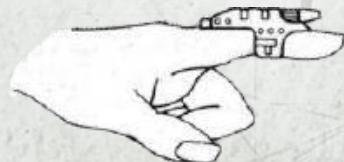
Digi-Weapon

Digital weapons exist that replicate the functions of hand flamers, inferno pistols, needle pistols and hot-shot lascipistols. However, reloading a digi-weapon is exceptionally difficult and as such each weapon can only be fired once per encounter.

Digi-Weapon (Damage As Pistol; AP As Pistol; Range 18m; Salvo -; As per Pistol)

Value: 2+ Weapon Value, Very Rare

Keywords: Digital, Imperium



Disintegration Weapons

Relics from the Dark Age of Technology, these weapons can reduce a target to atoms in the blink of an eye.

Disintegration Gun

Though highly dangerous, few of these weapons remain in Imperial use and the ones that do are revered beyond measure.

Disintegration Gun (Damage 10+1ED; AP -4;

Range 48m; Salvo 2; Fleshbane, Supercharge)

Value: 8 (Unique)

Keywords: Disintegration, Imperium, Adeptus Astartes

Disintegration Pistol

The design of these dangerous sidearms has long since been lost, and the few that remain are revered beyond measure.

Disintegration Pistol (Damage 10+1ED; AP -4; Range 24m; Salvo 1; Fleshbane, Supercharge)

Value: 5 (Unique)

Keywords: Disintegration, Imperium, Adeptus Astartes

Flame Weapons

Flamers gout a burning incendiary fuel, dousing their targets in white-hot flames. They are useful for flushing enemies out of cover, and the liquid chemical they fire can adhere to the target, setting it alight.

Nightfire Flamer

Purely a terror weapon, the Nightfire uses refined promethium blended with toxic chemicals. Used only by specialist assault troops in full protective gear, it not only burns but also poisons the surrounding air with noxious smoke. Foes who manage to survive the initial flames find themselves gasping for air once the toxins reach their lungs.

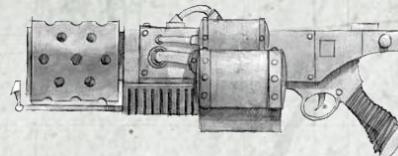
Nightfire Flamer (Damage 8+1ED; AP 0;

Range 24m; Salvo 1; Assault, Blast (Medium),

Blaze, Spread, Toxic (3))

Value: 4 (Uncommon)

Keywords: Fire, Imperium



Gas Torch Flamer

The 'torch' or 'gas-lighter', as most call it, is not strictly a weapon but an industrial tool that uses incandescent vapor to burn debris and clear the fungal growths that plague many hive duct-systems. The 'gas-lighter' also serves well enough as a flamer for many low-rent hive gangs who can't afford the real thing and is frequently found in the hands of insurrectionists. The 'torch' is nowhere near as effective (or stable) as a true flamer, but it is easy to procure and the wash of burning gas can still crisp flesh to cinders.

Gas torches use bulky, ill-protected canisters to carry their fuel. If an individual carrying a gas torch flamer suffers a Wounding hit to the body from the rear, there is a 50% chance that the canisters explode—treat this as a four meter blast, causing 2d10 E Damage, the wearer suffering double rolled Damage and catching fire.

Gas Torch Flamer (Damage 6+1ED; AP 0;

Range 12m; Salvo 0; Blast (Small), Blaze,

Spread)

Value: 5 (Common)

Keywords: Fire, Imperium, Lower Class

Graviton Weapons

Graviton Weapons are ancient and little-understood weapons dating back to the Dark Age of Technology. They refer to a group of gravity projector devices whose sophistication is such that few remained even in the Great

Crusade era. Such weapons however are extremely useful when fighting on a starship or zero-gravity environment. The power of the graviton gun's highest settings is sufficient to rupture organs and smash bones that are encased even in armor, but its primary use is to impede the enemy and damage machinery.

Archeotech Graviton Gun

An extremely rare device, the so-called graviton gun is a little understood relic unlikely to have been originally designed as a weapon at all. When fired at a target area, the energy field generated by the gun creates a sudden and powerful gravitational flux. Whilst unlikely to do more than knock living creatures violently to the floor, the effect can be extremely damaging to the internal mechanisms and moving parts of vehicles, and can be particularly lethal to skimmers and other devices with their own grav-engines quickly destabilized and overloaded by the flux-field.

Archeotech Grav-Gun (Damage -; AP 0; Range 48m; Salvo 0; Graviton Pulse (3), Blast (Medium))

Value: 4 (Unique)

Keywords: Graviton, Imperium



Archeotech Graviton Pistol

Graviton gun was originally developed for using on low gravity environments for peaceful purposes. The weapon fires a stream of particles which affects the local gravitational field of a target area, making the targeted object either far heavier or lighter depending on the weapon's setting. The gun also creates a bass rumble as the waves affect the local air pressure, causing the air to vibrate. The effect is generally non-lethal and can be used to incapacitate foes who need to be captured alive, but the power of the graviton gun's highest

settings is sufficient to rupture organs and crack bones even inside armor.

Archeotech Grav-Pistol (Damage -; AP 0; Range 24m; Salvo 0; Graviton Pulse (2), Blast (Small), Pistol)

Value: 2 (Unique)

Keywords: Graviton, Imperium

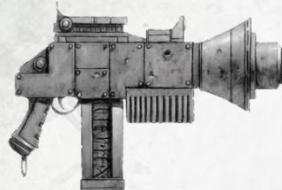
Graviton Gun

Using sophisticated field technology to create a localized anomaly in the gravity field, a graviton gun pins the firer's target to the ground. These weapons are highly unreliable though, and many prefer the surety of a definite kill to this weapon's unpredictable effects.

Graviton Gun (Damage 11+1ED; AP 0; Range 48m; Salvo 1; Graviton, Concussive (4))

Value: 4 (Very Rare)

Keywords: Graviton, Imperium



Grav-Pistol

A Grav-pistol, also called a Graviton Pistol, is the hand-held pistol version of a Grav-weapon employed by the Adeptus Astartes. Its effect is not quite as powerful as that of its larger counterparts, but it can still do enormous damage to targets possessed of a large mass.

Graviton Pistol (Damage 11+1ED; AP 0; Range 24m; Salvo 1; Graviton, Concussive (3), Pistol)

Value: 2 (Very Rare)

Keywords: Graviton, Imperium

Las Weapons

Las weapons are the most common type of weaponry found in the Imperium, as they are cheap to manufacture and easy to maintain.

They also benefit from being easy to recharge, and ammunition shortage is rarely a problem. Las weapons work by firing a blast of highly charged light which transforms into heat and kinetic energy upon impact, causing tissue damage and burning.

Archeotech Laspistol

Sometimes known as lasrods and gelt guns, these ancient designs pack much greater range and power. It can be fired like a pistol, though many also can mount folding stocks and longer barrels allow the weapon to be braced two handed for a more accurate shot. It is also more efficient than most las weapons, getting more shots per charge. Rare and arcane, few outside of Rogue Traders or collectors would ever know of - let alone possess - one, but many regard these weapons as statements of rank and status.

Archeotech Laspistol (Damage 8+1ED; AP 0; Range 36m; Salvo 2; Steadfast, Pistol, Rapid Fire (1))

Value: 6 (Very Rare)

Keywords: Las, Imperium, Commercia, Nobility, Rogue Trader Fleet



Assault Lasgun

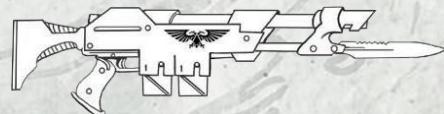
Designed purely for close range assaults, this gun is heavily reinforced and has a bayonet built into its short and heavy frame. Slots for two power packs are included so the gun can switch to a fresh pack with no reloading. Since the firefights it's designed for are typically over long before two packs are exhausted, it serves its design perfectly.

Assault Lasgun (Damage 7+1ED; AP 0; Range 36m; Salvo 2; Steadfast, Rapid Fire (1))

Value: 4 (Common)

Keywords: Las, Imperium, Astra Militarum

Special: Each Assault Lasgun may be used as a spear with the monomolecular upgrade in melee combat.



Boosted Pulse Lasers

Spyrer are commonly armed with two laser weapons based on the same technology as the laser gauntlets. In this variation, the weapons are fitted to two of the cybernetically controlled arms of combat armor. Thanks to the armour's sophisticated targeting systems, both weapons can be used simultaneously, and are capable of engaging separate targets if desired.

Boosted Pulse Laser (Damage 8+1ED; AP -1; Range 10m; Salvo 2; Steadfast, Penetrating (1))

Value: 2 (Unique)

Keywords: Las, Imperium, Spyrer

Special: Boosted Pulse lasers ignore the first +2 DN when firing at separate targets as part of a Multi-attack

Dueling Pistol

While certainly lethal, dueling pistols more often serve as ostentatious displays of wealth and status than as field weapons. Most can only fire one powerful las-blast before needing a reload,

but they are extremely accurate over longer ranges.

• **Dueling Pistol** (Damage 9+1ED; AP -1; Range 56m; Salvo 0; Steadfast, Pistol)

Value: 2 (Rare)

Keywords: Las, Imperium, Nobility



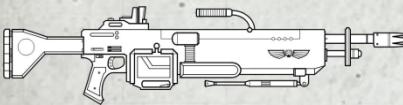
Heavy Lasgun

The heavy lasgun is squad automatic variant weapon. It has a quick-change barrel, allowing the gunner to rapidly replace an overheated or warped barrel. A folding bipod is attached near the front of the gun. It can be fed from both a back-mounted power pack or a standard charge pack, like those used in the standard lasgun. This allows the heavy lasgunner to use a standard chargepack as an emergency source in the event that he depletes his power supply.

Heavy Lasgun (Damage 7+3ED; AP 0; Range 48m; Salvo 2; Steadfast, Rapid Fire (2), Heavy (3))

Value: 7 (Common)

Keywords: Las, Imperium, Astra Militarum



Lasburst Twin Lasgun

Considered old even among the ancient nature of most Imperial weapons, twin lasguns are a rare sight on the battlefield. First produced millennium ago, their design was never perfected as other patterns soon superseded the Lasburst's unreliable nature. Still some appear on battlefields, either as ancient devices or low-grade versions manufactured in lesser munitions factories. While not as dependable as a regular lasgun, Lasbursts offer a much stronger fire rate by literally doubling the normal firepower.

Las Carbine

A lighter, cut down version of the lasgun, the las carbine has fewer shots and a shorter range but is easier to carry and aim, often coming with a folding stock.

Las Carbine (Damage 7+1ED; AP 0; Range 36m; Salvo 1; Steadfast, Rapid Fire (1))

Value: 4 (Common)

Keywords: Las, Imperium, Astra Militarum

Special: Las carbines can be fired in one hand with a +1 DN penalty.



Las Gauntlet

It is still debated whether these devices are of xeno manufacture or an intact pattern from the Dark Age of Technology. Each fits over the forearm with glove controls, and can fire salvos of long raking beams rather than the short crisp blasts of most las weapons. They are mostly viewed as a plaything for rich nobles on the hunt for exotic prey of any type (even xenos or humans), but some assassins favor the gauntlets as an affectation designed to frighten.

Las Gauntlet (Damage 7+1ED; AP -1; Range 18m; Salvo 1; Steadfast, Pistol, Recharge, Penetrating (3))

Value: 5 (Rare)

Keywords: Las, Imperium, Nobility

Laslock

Sometimes known as "blaze guns" or "las-muskets", no two of these cobbled together and ill-made weapons are ever quite the same. Often found in the hands of desperate and poorly equipped insurgents or renegades, las-locks are usually scratch built or modifications of antique or damaged las rifles brought back into service by scav-workshops and heretek forges.

Laslocks' jury-rigged capacitors are temperamental things at best, but still potent,

firing a more powerful discharge than that of a standard lasgun.

Laslock (Damage 7+1ED; AP 0; Range 48m; Salvo 0; Steadfast, Supercharge)

Value: 4 (Uncommon)

Keywords: Las, Imperium, Recidivist, Scum

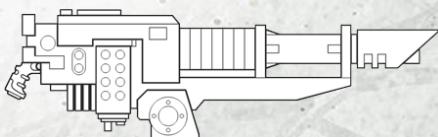
Man-Portable Lascannon

Built for war, lascannons use huge power packs that provide enough energy to punch holes in the thickest armor even at very long ranges. Lascannons also require separate power packs, which is why they are often crewed by two or more people.

Man-Portable Lascannon (Damage 18+3ED; AP -3; Range 150m; Salvo 2; Heavy (8), Steadfast)

Value: 7 (Rare)

Keywords: Las, Imperium



Shotlas

An illegal modification of a standard lasgun popular amongst the techwrights and armor-mongers of Footfall, the 'shotlas' is rigged to discharge more energy per shot, at the cost of beam coherence, with shots swiftly losing power and becoming ineffective at longer ranges.

Shotlas (Damage 7+3ED; AP 0; Range 36m; Salvo 2; Rapid Fire (2), Inaccurate)

Value: 8 (Uncommon)

Keywords: Las, Imperium



Spyrer Laser Gauntlet

Some hunting rigs are fitted with heavy gauntlets mounting multiple laser tubes. The gauntlets fire a storm of laser bolts from Spyrer's fists, a deadly attack which has the longest range of any of the Spyrer hunting suits. The power boosts of a Hunting rig make its lasers even more potent, feeding more power to them so they can fire in a sustained mode and increasing their penetrating power.

Spyrer Laser Gauntlet (Damage 6+1ED; AP -1; Range 60m; Salvo 2; Steadfast)

Value: 5 (Very Rare)

Keywords: Las, Imperium Spyrer

Special: Spyrer Laser Gauntlets ignore the first +2 DN when firing at separate targets as part of a Multi-attack

Stutter-Las

Another common illegal modification, stutter-las pistols trade accuracy and reliability for rate of fire, charging quickly to unleash a hail of lasblasts. Though seldom as potent as the discharges of most las-weapons, the spray of light and heat is effective at close quarters.

Stutter-Las (Damage 7+2ED; AP 0; Range 16m; Salvo 2; Rapid Fire (2), Spread, Pistol, Inaccurate)

Value: 6 (Uncommon)

Keywords: Las, Imperium

Launchers

The most common type of launcher is the grenade launcher, used to lob grenades further and higher than they can be thrown. Rocket and missile launchers fire more directly, and can often fire ammunition with a more devastating effect than grenades.

Bola Launcher

Frequently used by law enforcement agents and bounty hunters alike, a bolas launcher enables the firer to take an enemy in alive for

questioning, ransom or reward. Bola Launchers fire a whirling set of weighted balls and cord, usually much faster and more accurately than a skilled bola wielder could manage. They also have the advantage of storing the projectiles in small magazines so that several rounds can be quickly fired before reloading is needed. Bola launchers may not fire unusual ammo.

Bolas Launcher (Damage As Bola; AP As Bola; Range 120m; Salvo 0; Assault)

Value: 4 (Common)

Keywords: Launcher, Imperium, Hired Gun, Adeptus Arbites

Disposable Launcher

This weapon is popular with planetary defense forces as it is simple to use and requires no loading or reloading. These weapons normally come pre-loaded with a single frag or krak missile. Some disposable launchers come loaded with rocket-propelled frag or krak missile.

Disposable Launcher (Damage By missile type; AP By missile type; Range 150m; Salvo -; Heavy (4))

Value: 2 (Uncommon)

Keywords: Launcher, Imperium, Astra Militarum, Recidivist

Disposable Rocket Launcher

A one-shot version of the standard rocket launcher pre-loaded with a single Super-Krak Missile. It is cheaper, but of course can only be used once.

Disposable Rocket Launcher (Damage 16+3ED; AP -3; Range 150m; Salvo -; Heavy (4), Penetrating (2))

Value: 4 (Uncommon)

Keywords: Launcher, Imperium, Government, Astra Militarum

Hunter-Killer Missile

This specialty missile launcher is often mounted on vehicles, and fires an advanced krak missile.

Fitted with advanced guidance systems and fuel, it has longer range and better accuracy than standard launchers, as the internal cogitator's sensorum suite guides it to the target. Each comes in a complete launching package, good for one shot only.

A Hunter-Killer Missile grants a +2d to Ballistic Skill Tests made to fire it. Hunter-Killer Missiles may not be loaded with unusual ammo.

Hunter-Killer Missile (Damage 16+3ED; AP -2; Range 500m; Salvo -; Blast (Small), Homing)

Value: 6 (Rare)

Keywords: Launcher, Imperium, Astra Militarum

Mortar

While relatively simple in construction, this weapon provides a medium-range attack capability, particularly against targets behind cover or out of sight, as it fires its explosive rounds in a high, indirect arc. Mortar shells explode with a strong blast effect and also suppress enemy fire as the targets are forced to dive for protective cover. Many are operated in teams, with one manning the weapon whilst the other acts as a spotter to provide targeting information and often communicating the data in via voxlink.

Mortars may fire any munitions with the Mortar keyword.

Mortar (Damage By Mortar type; AP By Mortar type; Range 150m; Salvo -; Heavy (6), Indirect)

Value: 4 (Uncommon)

Keywords: Launcher, Imperium, Astra Militarum

Mortar (Locke-Pattern)

Unlike basic versions, the Locke model incorporates a drum magazine of 6 rounds and can be fired via remote control. Mortar shells explode with a strong blast effect and also suppress enemy fire as the targets are forced to dive for protective cover.

Mortar (Locke) (Damage By Mortar type; AP By Mortar type; Range 150m; Salvo 1; Heavy (6), Indirect)

Value: 6 (Uncommon)

Keywords: Launcher, Imperium, Astra Militarum

Mole Mortar

Mole Mortars are odd devices that look much like regular Imperial Mortars, but they fire their shells under the ground rather than through the air via special tunneling torpedo rounds. The rounds penetrate the earth then arc back up in almost a reverse of a normal mortar round, timed to explode just underneath the surface. While not particularly accurate, they can often catch the enemy unprepared, and the resulting underground explosion can be devastating, since those enemies not killed or injured outright are typically knocked off their feet.

Mole Mortars may fire any munitions with the Mortar keyword.

Mole Mortar (Hadd-Pattern)

The Hadd-Pattern Mole Mortar launches specialist burrowing torpedoes that detonate under or just above the surface. The torpedoes can plough through almost any material, and the Tech-Priests of Aurora Novos have rediscovered a number of different munition types to enhance the tactical flexibility of this peculiar weapon.

Mole Mortar (Hadd) (Damage By Mortar type; AP By Mortar type; Range 150m; Salvo -; Heavy (6), Indirect

Value: 5 (Very Rare)

Keywords: Launcher, Imperium, Astra Militarum

Special: Hadd-Pattern Mole Mortars may fire any munitions with the Torpedo keyword.

RPG Launcher

More powerful than a standard grenade launcher, a rocket propelled grenade launcher is capable of accurately hitting a target hundreds of meters away.

RPG Launcher (Damage By Grenade; AP By Grenade; Range 120m; Salvo -; Heavy (4))

Value: 2 (Rare)

Keywords: Launcher, Imperium, Astra Militarum



Low-Tech Weapons

On many worlds of the Imperium, technology has almost been completely lost. In these places, the lasgun is replaced by the bow, and the crossbow replaces the bolter. As crude as they may seem, these weapons can still be dangerous in the right hands.

Blunderbuss

A common primitive form of the black powder weapon is the blunderbuss. Essentially a large metal tube equipped with a primitive firing mechanism, these weapons are favored for their ease of use and the havoc that they cause more than the damage they deal. Blunderbusses are also worthy of note for their seemingly indestructible ability to fire anything placed into the barrel, and it is unsurprising to know that they are also called "scrappers" or "pelters" on some worlds, referring largely to their foraged ammunition.

Individuals successfully hit with a scrap cannon must Test for Pinning.



Scrap Cannon

For underhive gangs who cannot steal or buy more effective heavy armament, the best they can bring to a turf war is a scrap cannon. Made from a crudely reinforced length of pipe packed with black powder and rammed with nails, bolts and anything else nasty scraped from the underhive floor. Scrap cannons are hugely unwieldy and not actually very lethal. However, they look scary and make an impressively enormous bang and pyrotechnic blast when fired, added to which the ammo is more or less free!

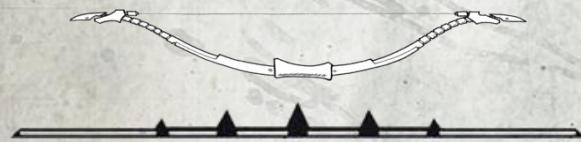
Blunderbuss (Damage 6+1ED; AP 0; Range 20m; Salvo 0; Steadfast, Spread, Inaccurate)
Value: 2 (Common)

Keywords: Low-Tech, Imperium, Scum, Outcast

Bow

Bows have changed little through their many countless centuries of usage, and can be found across the galaxy in a variety of designs and constructions.

Even on high-tech worlds, these weapons, like hand bows, are a favorite amongst assassins and gangers for their silence and reliability.



Composite Bow

Composite bows are constructed from a variety of materials such as wood, sinew and horn fused together under pressure to give the bow a compact design without sacrificing power. Accurate and quick to use, composite bows require substantial craftsmanship to make and care to look after, but offer notable advantages over most primitive black powder weapons. Composite bows created on advanced worlds use the same principal as their forbears but are crafted from superior materials, enabling them to shoot custom arrows that would not necessarily fly from a bow of classical design.

Longbow

A longbow is a larger variant of the more traditional bow, designed to send projectiles through dense steel plates and against much more distant targets. A longbow is typically crafted from the heartwood of a tree and most measure two meters or more in length. The quality of the weapon is wholly dependent on where it originates. Even on more advanced worlds, longbows see use, although this may be more for sport and hunting than for actual

combat. Bows manufactured on these worlds use modern materials like laminates and plexichromes.

Bow (Damage 6+1ED; AP 0; Range 30m; Salvo 0; Steadfast)

Value: 2 (Common)

Keywords: Low-Tech, Imperium

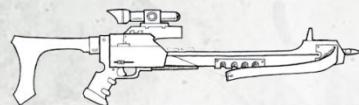
Crossbow

Crossbows are less common than bows as they require more advanced mechanical fittings, but they are equally as deadly.

Crossbow (Damage 6+2ED; AP 0; Range 30m; Salvo 0; Steadfast, Hefty)

Value: 4 (Common)

Keywords: Low-Tech, Imperium



Heavy Crossbow

The heavy crossbow or arbalest is a ranged weapon of considerable size and is capable of delivering bolts with astonishing force, easily able to punch through primitive armor. Heavy crossbows find use in the endless wars of feudal kings, whilst others are gaudy, hunting toys of the nobility. In either case, the hefty damage that these weapons inflict is not to be ignored.

Dartcaster

Dartcasters come in a variety of forms, most using pressurized gas or crossbow mechanisms to fire small metal slivers at high velocities. As they have only a small degree of damage on their own, most users dip the dart in powerful poisons or other chemicals. These can range from simple needler poison to exotics such as hallucinogens or tranquilizers. Dartcasters are a

favorite for some bounty hunters as they are flexible enough that the user can select the exact pre-coated dart desired (or coat the dart by hand with the desired chemical) then load in the dart for the shot. In a pinch, skilled users can also simply throw the dart manually at the target. Many of the ammunition loads for dartcasters are coated with chemicals to mimic the effects of a hallucinogen grenade or are formed of holy silver and then blessed to have a greater effect upon a creature of the warp. Naturally, other poisons can also be delivered via a dartcaster as well.

Dartcasters do not cause damage – instead, when struck with a Called Shot action, the effects of the coated poison inflict a Resistance Test appropriate to the utilized toxin.

Dartcaster (Damage -; AP 0; Range 12m; Salvo 0; Assault, Steadfast)

Value: 4 (Common)

Keywords: Low-Tech, Imperium

Special: The darts from a dartcaster can be thrown instead, replacing the range of the weapon's profile with Strength x5 meters instead.

Flintlock Pistol

These primitive blackpowder weapons can take many forms, from finely crafted pistols constructed for the nobles of low-tech worlds, to simple pipe and powder affairs used by underhive scum.



Deuce Pistol

This twin-barreled flintlock pistol is popular on many worlds where dueling is common, and it also serves as a useful hunting sidearm. Most models of the deuce pistol feature separate triggers, one for each barrel, thus allowing the wielder to fire twice before having to reload. Typically, they can both be pulled at once -

whether the powder takes or not is another matter.

Flintlock Pistol (Damage 6+2ED; AP 0; Range 15m; Salvo 0; Steadfast, Inaccurate)

Value: 4 (Common)

Keywords: Low-Tech, Imperium

Handbow

A form of small crossbow, the handbow is favored by many assassins because it is easy to conceal as separate components before being assembled. Quite often a handbow will fire poisonous or explosive-tipped quarrels.



Flick Bow

A flick bow is a compact version of the hand bow and is a popular sidearm for coachmen, ladies of negotiable affection and criminal gangs on many medieval worlds, although the finest crafted examples are made by master artisans.

Constructed so that its span folds inwards for easy concealment, a flick bow can be hidden in a boot, muffler or sleeve for use in unexpected and unpleasant situations.

Handbow (Damage 6+1ED; AP 0; Range 15m; Salvo 0; Steadfast, Pistol)

Value: 2 (Common)

Keywords: Low-Tech, Imperium

Impaler

Carried by the most slab-muscled of gang heavies and other degenerate scum, Impalers (also known as the 'harpoon cannon'), as primitive as they are, can still launch a spear of metal capable of punching straight through a human body with ease. Usually made by

desperate and ill-equipped hive or mutant gangs from discarded industrial springs and high tensile cable, the harpoons used are often little more than a length of metal piping with its tip ground to a wicked point.

Up-hive gunslingers and enforcers may scoff at the crudity of these weapons but sometimes find that it is much harder to laugh when pinned to a wall by a meter-long spear.

Impaler (Damage 8+1ED; AP -1; Range 18m; Salvo 0; Steadfast, Penetrating (2), Unwieldy (2))

Value: 2 (Uncommon)

Keywords: Low-Tech, Imperium, Scum, Outcast

Special: A Strength Attribute of at least 4 is required to operate the mechanism to reload an Impaler.

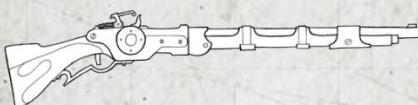
Musket

Muskets are primitive firearms, utilizing explosive powder and a crude firing mechanism to propel a lead ball. These crude devices can only fire once before reloading and prone to failure. Slow, inaccurate and unreliable, they are only made and used on backwards planets. However, they are extremely easy to construct and maintain. For this reason they are known to be quite popular among outlaw members of hive societies. The planetary defense forces of feral and feudal Worlds also sometimes make use of muskets.

Musket (Damage 6+2ED; AP -1; Range 30m; Salvo 0; Steadfast, Inaccurate)

Value: 6 (Common)

Keywords: Low-Tech, Imperium



Sling

Slings are a difficult weapon to master, but can be used to throw anything from rocks picked off the ground, to specialized metallic balls, to even

grenades. When using a sling to throw grenades, replace the sling's Damage with the effects of the grenade but retain the weapon's Range (including armor penetration, traits, etc).

Sling (Damage 2+1ED; AP 0; Range 15m; Salvo 0; Steadfast)

Value: 1 (Common)

Keywords: Low-Tech, Imperium

Special: Unlike other ranged weapons, the sling adds a wielder's strength to the damage caused by the propellant.



Melta Weapons

These weapons use a magnetic containment beam to create microwave agitation which vaporizes the target in a blast of intense heat. They are inaccurate, get few shots and are difficult to reload, but are immensely destructive at short range.

Melta Cutter

Used to cut and weld sheet metal in macro construction facilities, the melta cutter is extremely large and cumbersome and not designed as a weapon, but it takes little imagination to turn this piece of industrial equipment into an unwieldy but highly effective killer. The melta beam produced by the cutter is of a very short range but can quickly breach most sealed bulkheads and reduce a fully armored Arbitrator to hot gas and ash with ease.

Melta Cutter (Damage 16+1ED; AP -4; Range 5m; Salvo 0; Melta, Heavy (4), Penetrating (3))

Value: 2 (Rare)

Keywords: Melta, Imperium, Imperial Navy

Thermal Lance

A more refined melta weapon, a thermal lance uses additional magnetic containment beams to

guide the superheated flow through an extended barrel, resulting in less dispersion and tighter control. It is often used for precise cutting, but doubles nicely as a weapon for slicing through armor and bulkheads in focused cuts.

Thermal Lance (Damage 16+2ED; AP -4; Range 18m; Salvo 1; Assault, Melta, Penetrating (2))

Value: 4 (Rare)

Keywords: Melta, Imperium

Needle weapons

These weapons are the preferred choice of snipers, as they are silent and give off no muzzle flash whatsoever. Instead needle weapons fire a crystalline sliver into the target which delivers a paralyzing or lethal toxin, rendering the victim paralyzed or dead in a matter of seconds.

Needle ammunition contains a toxin or viral agent. These are generally treated with the Toxic trait, but may be exchanged for a specific agent. If a specific agent is used, then the target must make a Resistance Test to see if he is affected by the toxin if he suffers any Wounds from the a needle shot (i.e., after surpassing resilience).

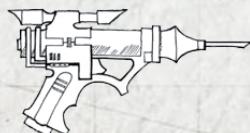
Needle Pistol

Needle pistols use a low-power laser beam to propel small slivers of crystalline coated in viral toxins. Enemies wounded by them are almost instantly paralyzed or dead within moments. As they are virtually silent and have no muzzle flash, needle weapons are ideal for assassins.

Needle Pistol (Damage 7+1ED; AP 0; Range 30m; Salvo 0; Toxic (4))

Value: 2 (Very Rare)

Keywords: Needle, Imperium



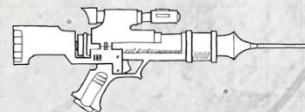
Needle Rifle

Prized by snipers, the needle rifle offers the perfect combination of range, stealth and deadliness. The only argument against these exquisite weapons is that they are next to useless against heavily armored targets.

Needle Rifle (Damage 7+1ED; AP 0; Range 150m; Salvo 0; Toxic (4))

Value: 4 (Very Rare)

Keywords: Needle, Imperium



Needler Sniper Rifle

Needlers fire a needle of crystallized toxin. These needlers fire a needle of crystallized toxin and also make use of a form of laser technology in order to propel the toxic sliver, and to penetrate any existing armor. The laser used is invisible and flash-less, allowing the weapon to be used without giving away the firer's position. The beam which propels the sliver gives the Needler unerring accuracy, driving the toxin to its target. The secondary function of the beam is to pierce any existing armor and provide an opening for the sliver to penetrate.

Needler Sniper Rifle (Damage 7+2ED; AP 0; Range 200m; Salvo 0; Penetrating (1), Sniper (2), Toxic (4))

Value: 5 (Very Rare)

Keywords: Needle, Imperium, Ratling, Astra Militarum



Plasma Weapons

Plasma weapons store highly unstable energized photohydrogen, which is unleashed with a devastating blast of energy. They are difficult to manufacture, arduous to maintain and frequently malfunction. Even if the weapon

doesn't explode, cooling vents are built in to evacuate excess heated gases, which can cause considerable damage to an unarmored user.

Heavy Plasma Gun

The heavy plasma gun, or sun gun, fires energy shells of bright glowing plasma matter in a super-heated energized state. When a plasma shell strikes a target energy is released and the target blows apart in an almighty explosion. Plasma weapons are extremely effective and very dangerous and the heavy version is the most deadly of all, however, they are also highly unstable, difficult to maintain and frequently malfunction. The user can mitigate this by firing the weapon on a low energy discharge.

Heavy Plasma Gun (Damage 15+2ED; AP -3; Range 48m; Salvo 2; Heavy (4), Rapid Fire (2), Supercharge)

Value: 6 (Very Rare)

Keywords: Plasma, Imperium, Astra Militarum

Special: A heavy plasma gunshot envelops an entire area in a searing discharge so gains the Blast [small] trait when firing with Supercharge.

Plasma Blaster

A unique variant crafted as a combi-weapon, it incorporates two plasma guns which, when fired together, give twice the effective damage, but also at a higher risk to the user. The guns share the same fuel canisters, lowering the weight of the weapon but keeping the number of shots it can fire to roughly the same as a regular plasma gun.

Plasma Blaster (Damage 15+1ED; AP -3; Range 48m; Salvo 4; Rapid Fire (1), Supercharge)

Value: 8 (Rare)

Keywords: Plasma, Imperium

Plasma Torch

A Plasma Torch is a common tool utilized by Imperial engineers and Tech-priests, exploration teams who need to breach multiple barriers, and Space Marine Techmarines. Plasma Torches utilize a controlled plasma arc to make precise alterations when fixing Imperial technologies, although they are more commonly used to cut through impeding bulkheads within voidships. Plasma Torches are capable of cutting through adamantine plating that is up to 20 centimeters thick in a standard minute, and can cut thinner and weaker materials far faster. Plasma Torches can also be fired as a weapon in a similar way to a Plasma Pistol, albeit at a shorter range and without the ability to fire on maximal mode. Many a foe who has come too close has been struck by a bolt of superheated plasma from a Plasma Torch.

Plasma Torch (Damage 15+1ED; AP -3; Range 6m; Salvo 0; Supercharge, Pistol)

Value: 5 (Rare)

Keywords: Plasma, Imperium, Adeptus Mechanicus

Projectile Weapons

After las weapons, bullet or shell-firing weapons are the most popular sidearm of choice amongst Imperial servants and outlaws alike. Some put up with the higher cost of ammunition and maintenance difficulties for the psychological effect caused by the roar of battle they make when fired!

Assault Cannon

Assault cannons are equipped with six rapidly rotating barrels in a gatling-style configuration firing diamantine tipped shells. The barrels wear out quickly due to the intense heat generated by the internal motor that spins them, and normally require replacements after each mission to prevent jamming or catastrophic failure.

Assault cannons are nasty for their sheer rate of fire that lets them progressively “chew” through targets.

Assault Cannon (Damage 14+2ED; AP -1; Range 48m; Salvo 3; Heavy (8))

Value: 6 (Uncommon)

Keywords: Projectile, Imperium, Adeptus Astartes

Auto-Carbine

Auto-carbines are a fairly common version of solid projectile weapons, utilized by those who prefer a more easily concealable weapon than the bulky autoguns. Shorter barrels, removed stocks, and pistol grips make these weapons concealable under storm coats or flak cloaks, and easily used in confined spaces. However, most auto-carbines are less accurate and shorter ranged than their larger cousins.

Standard auto-carbines have an integrated pistol grip, allowing it to be fired one-handed without penalty. In addition, when concealed under bulky clothing or cloaks, the compact size imposes a +1 DN penalty on any Awareness tests to notice it.

Auto-Carbine (Damage 7+1ED; AP 0; Range 36m; Salvo 2; Rapid Fire (1))

Value: 4 (Common)

Keywords: Projectile, Imperium

Autocannon

An autocannon is a very brutal weapon, noisy and hard to control in action, and requires a team of two operators (firer and loader) for effective use. Autocannons use cased, explosive shells fired at a high rate to destroy their target. On the battlefield they provide excellent infantry support.

Autocannon (Damage 16+2ED; AP -1; Range 96m; Salvo 3; Heavy (8))

Value: 5 (Uncommon)

Keywords: Projectile, Imperium, Astra Militarum

Auto-stubber

Sometimes found in Imperial Navy lockers as an alternative to shotguns, the so-called auto-stubbers utilize a similar fragmenting round to the more common naval pistols. This increases stopping power, while reducing the chance of dangerous ricochets or damage to important components when repelling a boarding action.

The weapon may use any kind of special ammunition normally available to an autogun, but if any special ammo is used, the weapon's attacks lose the Brutal trait.

Auto-Stubber (Damage 10+1ED; AP 0; Range 30m; Salvo 1; Brutal, Rapid Fire (2))

Value: 4 (Uncommon)

Keywords: Projectile, Imperium, Imperial Navy

Boarding Gun

Essentially a large-bore, triple-barreled shotgun, the weight and hitting power of boarding guns has made them infamous across the Imperium. Loaded with heavier, more powerful shells than most shotguns, the weapon has punishing recoil that, combined with its weight, makes it impractical for any but the strongest men to wield.

A boarding gun may use any special shotgun ammunition.

Boarding Gun (Damage 10+1ED; AP 0; Range 18m; Salvo 2; Assault, Brutal, Heavy (4), Spread)

Value: 6 (Uncommon)

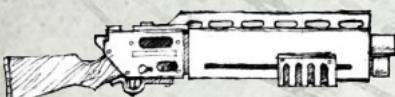
Keywords: Projectile, Imperium, Imperial Navy

Special: Due to its sheer weight and solid construction, a boarding gun can be used as a two-handed melee weapon in close combat and counts as a Club.



Combat Shotgun

The arbites combat shotgun is a simple shotgun with a number of adaptations that allow it to fire a number of special ammunition types. In addition to the standard solid and scatter rounds fired by ordinary shotguns, the combat shotguns used by the Adeptus Arbites can fire 'Executioner' adamantium-tipped armor piercing rounds that are designed to seek out and destroy the toughest targets. This sophisticated shell has a tiny robot brain that locks onto the target's energy pattern and seeks it out with unerring accuracy. This variety of ammunition types makes the combat shotgun a uniquely flexible weapon.

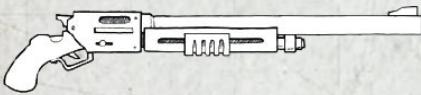


Ironclaw Shotgun

These standard shipboard weapons are designed to resist the rigors of the void and have a reinforced, weighted stock, which can double as a club if needed. Storage lockers filled with Ironclaws are commonplace on military vessels and unlock automatically to arm the crew when the signal is given to repel boarders.

Pump-Action Shotgun

Favored by Enforcers, pump-action shotguns have all the strengths of their double-barreled cousins with the added benefits of increased clip capacity. There are also few things as distinctive as the sound of pump-action shotgun chambering a shell.



Combat Shotgun (Damage 9+1ED; AP 0; Range 24m; Salvo 2; Assault, Rapid Fire [1], Spread)

Value: 3 (Uncommon)

Keywords: Projectile, Imperium, Adeptus Arbites

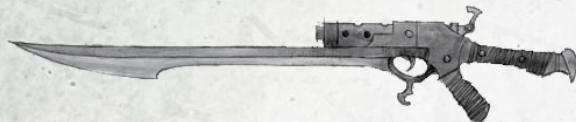
Chimera Pistol Sword

As many shipboard combats move from shooting to personal combat very quickly, it is common for many ranged weapons to also serve in close combat. Others take this approach in the opposite direction, and add a single-shot firearm to their sword. While the firearm can vary from person to person, most have the same range and effect as a standard Irontalon. This augmentation is often disguised as an ornate part of the sword or axe hilt, allowing the user to catch the enemy by surprise.

Chimera Pistol Sword (Damage 10+1ED; AP 0; Range 20m; Salvo -; Brutal, Pistol)

Value: 3 Uncommon

Keywords: Projectile, Imperium, Imperial Navy



Civilian Firearm

These come in a wide variety from numerous hive-factories, and typically come into play only when civilians are part of an armed uprising or are forced to defend themselves from attacking invaders or raiding pirates. They are generally not meant for military use. This weapon may not be equipped with any unusual ammo.

Disposable Handgun

Many shipboard survival kits contain one of these inexpensive weapons - essentially an extremely stripped down autopistol with a small clip. Made by a wide variety of manufacturers, 'disposable handguns' are one of the most easily obtainable firearms in the void, at the expense of shoddy craftsmanship and poor performance. Though not technically disposable, seasoned warriors joke that when the clip runs out, someone is better off throwing the gun at an

opponent than trying to reload. However, many of the destitute cannot afford a better weapon.

Civilian Firearm (Damage 7+1ED; AP 0; Range 10m; Salvo 1; Pistol)

Value: 2 (Uncommon)

Keywords: Projectile, Imperium, Lower Class, Middle Class, Voidfarer

Combat Autogun

This weapon is popular with planetary defense forces across the Imperium, where the simple setting (one shot or full automatic) fits better with the generally less well-trained soldiers. The larger magazine size helps keep up with the higher rate of shooting.

Combat Autogun (Damage 7+1ED; AP 0; Range 36m; Salvo 3; Assault)

Value: 3 (Common)

Keywords: Projectile, Imperium, Government

Drive Nailer

One of the first weapons to appear in the hands of heretics in a hive uprising, the drive nailer is simply a high-power nail or rivet driving gun of the type common to the millions who toil in hive construction and reclamation crews across the Imperium. With its power setting turned up to maximum and its safety features disabled, the drive nailer can make a messy but effective weapon.

Drive Nailer (Damage 7+1ED; AP 0; Range 10m; Salvo 1; Pistol)

Value: 2 (Common)

Keywords: Projectile, Imperium, Lower Class

Irontalon Pistol

A favored naval officer's sidearm in the Segmentum Obscurus, it uses special fragmenting ammunition designed to violently stop a target dead in its tracks without undue risk to a ship's hull. The pistol itself is also very

sturdy and designed to be used as a cudgel in emergencies (treat as a club). Most are engraved with their issuing vessel's mark, making those from famous warships extremely valuable to wealthy collectors.

Irontalon Pistol (Damage 10+1ED; AP 0; Range 20m; Salvo 1; Brutal, Pistol)

Value: 3 (Uncommon)

Keywords: Projectile, Imperium, Imperial Navy

Harpoon Gun

A significantly larger and heavier version of the void speargun, these weapons violently propel long, heavy, barbed spears that can easily puncture most voidsuits and leave deep wounds in their wearers.

Harpoon Gun (Damage 8+3ED; AP -1; Range 30m; Salvo -; Bulky, Penetrating (2))

Value: 4 (Uncommon)

Keywords: Projectile, Imperium, Imperial Navy, Rogue Trader Fleet

Naval Shotcannon

Shotcannons can lay waste to hordes of attackers in the confined spaces of a shipboard action and a close-range hit from one can literally explode a man into a spray of shredded clothing and flesh. These huge weapons generate fearsome recoil when fired and must be securely mounted or fired from a braced position to be effectively used.

Naval Shotcannon (Damage 12+3ED; AP 0; Range 30m; Salvo 3; Brutal, Heavy (6), Spread)

Value: 3 (Rare)

Keywords: Projectile, Imperium, Imperial Navy, Rogue Trader Fleet

Persecutor Combat Shotgun

Favored by Arbitrators sent to space-born postings such as voidstations, particularly those expecting close quarters combat, the Persecutor Combat Shotgun is a solid, reliable weapon, designed to withstand the rigors of battle. To

better support the needs of an Arbitrator in combat, there is a retractable shock-prod mounted beneath the muzzle, allowing some of the utility of a shock maul without needing to stow the shotgun.

Persecutor Combat Shotgun (Damage 9+1ED; AP 0; Range 24m; Salvo 2; Assault, Rapid Fire [1], Spread)

Value: 6 (Uncommon)

Keywords: Projectile, Imperium, Adeptus Arbites

Special: A Persecution-pattern Combat Shotgun may be used as a Shock Staff in close combat. Persecutor-pattern Combat Shotguns may use any special shotgun ammunition.

Razorhail Gun

Cobbled together from scrap and spare parts, these weapons spew hails of jagged, razor-sharp blades which tear and lacerate anything in their path. While not particularly powerful, the spread of blades are ideal for tearing open voidsuits and leaving ragged gashes that are difficult to quickly repair. Most versions are easy enough to manufacture, but are easily foiled by armor, though some examples exist that utilize mono-edged blades to better tear through protective suits.

As this weapon is designed to be used with a specific type of ammunition, it may not use any unusual ammo.

Razorhail Gun (Damage 7+2ED; AP -1; Range 30m; Salvo 3; Inaccurate, Spread)

Value: 3 (Uncommon)

Keywords: Projectile, Imperium, Voidfarer

Ripper Pistol

The favored personal weapon of those who venture into hostile jungle planets and Death Worlds, this modified auto-pistol fires specially designed armor-piercing rounds containing a vicious cocktail of venomous chemicals. It is designed so that if the vicious impact of the bullet doesn't kill the target, the poisons flooding

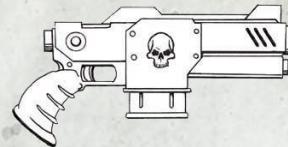
into its bloodstream will, and thus can bring down the largest opponents in a single shot.

Often, they are the final word in terminal close encounters. As this weapon is designed to be used with a specific type of ammunition, it may not be equipped with any unusual ammo.

Ripper Pistol (Damage 7+2ED; AP -2; Range 20m; Salvo 1; Pistol, Brutal, Toxic (3))

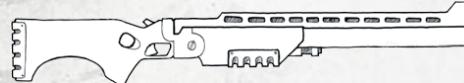
Value: 4 (Rare)

Keywords: Projectile, Imperium, Imperial Navy, Rogue Trader Fleet



Shotgun

Even the lowest-tech factories can produce these weapons, making them a common sight in the galaxy. Favored for urban and shipboard combat, where their short-range stopping power comes into play, shotguns have found their way into the arsenals of many Imperial organizations.



Sawn-Off Shotgun

Sawn-off shotguns are a type of shotgun with a shorter gun barrel and often a shorter or absent stock. These variants come very handy during fighting in confined space. It is mostly popular on Agricultural and primitive worlds.



Shotgun (Damage 8+1ED; AP 0; Range 20m; Salvo 2; Assault, Spread)

Value: 3 (Common)

Keywords: Projectile, Imperium, <Any>

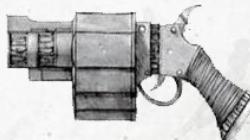
Shotgun Pistol

This weapon is a compact single shot hand cannon, designed to fire shotgun cartridges. These weapons are often the preferred sidearm of petty officers and bosuns who carry them to discourage any thoughts of mutiny, earning the weapon the nickname of "persuaders" in naval slang.

Shotgun Pistol (Damage 8+1ED; AP 0; Range 20m; Salvo 1; Pistol, Spread, High Recoil)

Value: 5 (Common)

Keywords: Projectile, Imperium, Imperial Navy
Special: Due to their recoil, shotgun pistols impose a +2 DN penalty to hit if fired one-handed.



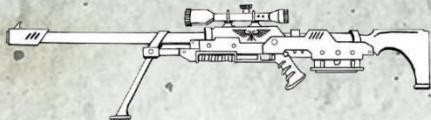
Sniper Rifle

Less advanced than the elite needle rifles, sniper rifles are still very effective against most lightly armored foes. When the gun is combined with a tripod brace and telescopic sight, a skilled marksman can easily turn the tides of a battle with a single shot.

Sniper Rifle (Damage 9+1ED; AP 0; Range 200m; Salvo 0; Hefty, Sniper [1])

Value: 6 (Common)

Keywords: Projectile, Imperium, Astra Militarum



Sting-Blunt

Sting-Blunts are popular with bounty hunters undertaking a warrant that requires their target be taken alive. Low caliber pistols, Sting-Blunts are a fusion of technologies, requiring a power pack as well as specially created ammunition. After being loaded into the gun, the circuitry-traced bullets are given an electro-static charge.

This results in the characteristic high-pitched whining crack of the Sting-Blunt, and causes those hit to be given an electric shock together with the impact of the bullet.

Sting-Blunt (Damage 6+2ED; AP 0; Range 20m; Salvo 1; Agonizing, Pistol)

Value: 4 (Uncommon)

Keywords: Projectile, Imperium, Hired Gun

Stub Automatic

Just as common as the revolver variant, the stub automatic allows for a greater rate of fire and clip capacity, though at the cost of reliability.



Autoslugger

An Autoslugger is a crude weapon assembled in the Underhive workshops and rarely seen elsewhere. Their design widely varies and often incorporates cannibalized parts from other guns, but they all share the same purpose, to rapidly fire a hail of bullets. They are simple weapons and cheap to maintain so have become popular with the underhive gangs, especially amongst outlaws who find it difficult to find, afford and maintain the more powerful heavy weapons.

Stub Automatic (Damage 7+1ED; AP 0; Range 30m; Salvo 2; Pistol)

Value: 2 (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.

Stub Revolver

Based on an ancient and well tested design, the stub revolver is an ideal backup weapon.



Stubber (Damage 7+1ED; AP 0; Range 24m; Salvo 1; Pistol, Revolver)

Value: 2 (Common)

Keywords: Projectile, Imperium, Scum

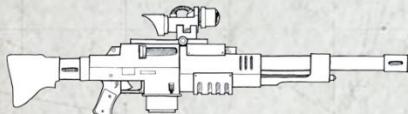
Stub Rifle

The stub rifle is a common sight across the galaxy, a hunting rifle firing large-bore rounds. Like most solid projectile weapons, its primary benefit is ease of construction and maintenance. It is also very accurate, even over large distances. Stub rifles are often dismissed as pitiful civilian weapons by some, but are frequently used by rebels and outlaws as well as by hunters on more primitive worlds of the Galaxy.



Hunting Rifle

Hunting rifles can be found in the hands of a frontier hunter, or carried by a wealthy sportsman in the pursuit of prey. Highly accurate in the arms of a trained user, even at extreme long ranges, a hunting rifle can bring down its target be it man or beast.



Stubcannon

A larger, rifle-sized version of the stubber, these weapons fire correspondingly heavier shots.



Stub Rifle (Damage 8+2ED; AP 0; Range 150m; Salvo 1)

Value: 4 (Common)

Keywords: Projectile, Imperium

Void Speargun

A straightforward and easy-to-use weapon, the void speargun was designed to tear holes in void suits. Most models use a simple recoilless gas discharge system, but some models are even simpler and use a modified crossbow often mounted on the forearm. While not normally deadly on its own, the sudden rip of a void suit generally will cause a foe to be distracted long enough repair the suit integrity lest he suffers decompression. As this weapon is designed to be used with a specific type of ammunition, it may not be equipped with any unusual ammo.

Void Speargun (Damage 7+2ED; AP -1; Range 48m; Salvo 0; Penetrating (1))

Value: 2 (Uncommon)

Keywords: Projectile, Imperium, Imperial Navy, Rogue Trader Fleet, Voidfarer

Rad Weapons

Rad Weapons are deadly radioactive weapons employed by forces of the Imperium, particularly the militants of the Adeptus Mechanicus. Only employed against the foulest Xenos, these weapons detonate with a short, intense burst of radiation and shower the immediate area with deadly radioactive fallout.

Rad-Cleanser

Rad-cleansers are potent weapons said to be relics of the long past Dark Age of Technology, and they are certainly powerful and terrible enough in effect to justify that mythic claim. Victims caught in the rad-cleanser's blast suffer an agonizing death as their tissues are blown apart on a cellular level and they are boiled alive from within. Even metals may combust in the powerful blast created by a rad-cleanser. These horrific weapons are extremely difficult to

manufacture and heavily proscribed by the Cult Mechanicus.

Rad-Cleanser (Damage 14+2ED; AP -6; Range 30m; Salvo 0; Blast (Medium), Rad-Phage (5), Recharge)

Value: 6 (Very Rare)

Keywords: Rad, Imperium, Adeptus Mechanicus

Special: Rad-cleansers must be reloaded by refueling their bulky reactor-core units, which cannot be done during combat.

Sonic Weapons

Sonic weapons cause damage using sound to create oscillation in the target until the target fractures from the stress.

Seismic Cannon

The Seismic Cannon is a type of construction equipment used by the Imperium. However it is also utilized as a weapon in some cases, most notably by Genestealer Cults. The distinctive pronged muzzle of a seismic cannon sends out pulsed bow waves of sonic force that can shiver a basilica wall into rubble, or turn the internal organs of living targets to mush.

Seismic Cannon, Short Range (Damage 16+2ED; AP -3; Range 0-24m; Salvo 2; Agonizing, Heavy [4])

Seismic Cannon, Normal Range (Damage 10+1ED; AP -2 Range 25-48m; Salvo 1; Agonizing, Heavy [4])

Value: 5 (Uncommon)

Keywords: Sonic, Imperium, Genestealer Cult

Sonic Rifle

Most sonic weapons require a huge weapons-support platform in order to generate enough power to be effective. In the tight spaces on board ships, however, rifle-sized weapons can generate enough power to rupture eardrums and cause severe, disorienting pain. The Sonic rifle is used aboard some of the warships of the

Imperial Navy, and has gained a solid reputation for stopping attempted mutinies with little or no collateral damage to the ship.

Sonic Rifle (Damage 8+2ED; AP -3; Range 60m; Salvo 2; Agonizing)

Value: 4 (Very Rare)

Keywords: Sonic, Imperium, Imperial Navy

Toxic Weapons

Filled with malignant chemicals and fast acting poisons, toxic weapons bring down enemies through virulence and sickness.

Hypo Pistol

This compact and intricate handgun, crafted from clockwork and brass, is a Cult Mechanicus device used by the Magos Biologis and their agents to subdue living specimens. By the use of a cunningly fashioned mechanical spring, it fires a short-range injector dart fitted with a penetrating filament that delivers a chemical payload directly into the target's bloodstream. Nominally a tool for the Biologis or Medicae, it is actually quite commonly found in the hands of bounty hunters, criminal scum or even enforcers who want to take their prey alive.

The usual payload for a hypo pistol is a powerful soporific, although, almost any chemical, toxin or even viral agent could be used. When filled with the soporific agent, any living target damaged by the weapon must pass a Toughness Test (DN 5) or fall comatose for $1d6 \times 3$ minutes. On a failure with a Complication, the target is comatose for $1d6$ hours instead.

Hypo Pistol (Damage 8+1ED; AP 0; Range 20m; Salvo 0; Special)

Value: 4 (Rare)

Keywords: Toxic, Imperium, Adeptus Mechanicus

Special: Hypo pistol injector darts are designed not to unduly harm their targets. Roll for Damage as normal to overcome the target's Resilience and Armour Rating. Any Damage in excess is reduced to 1 point.

Tox Spray

The tox spray is a terrifying weapon found in the hands of the worst kind of gang scum in the most polluted hive sumps. The weapon uses an unholy mixture of highly corrosive industrial residue and toxic waste contained under high pressure, unleashed through a jury-rigged spray gun. The effects of the mixture on flesh are truly horrific and all but the best armor is little protection from the burning poison.

Notoriously, the tox spray is used by gangers to execute traitors and informants in the most gruesome manner possible - and without doubt there are few worse ways to die.

Tox Spray (Damage 8+1ED; AP 0; Range 10m; Salvo 0; Corrosive (2), Toxic (3))

Value: 6 (Common)

Keywords: Toxic, Imperium, Scum, Recidivist

Special: If the tox spray suffers a Complication on a failed roll while being used, the weapon ruptures explosively, inflicting the weapon's damage as a two meter blast radius with double Damage to the user.

Webber Weapons

A webber weapon fires masses of jellied filaments, which expand in the air to form a web of sticky, near-unbreakable material. A favored type of armament for Adeptus Arbites and bounty hunters alike, these can easily subdue violent mobs that would dare violate the Emperor's Law. Once entangled, few can escape from the constricting threads.

Unless a character frees himself or receives assistance, the filaments from a webber weapon becomes brittle and dissolve away after 1d6 hours.

Spyrer Web Spinner

The spinnerets of a spyrer's hunting rig's web spinner spew out silky threads of gossamer that harden with the strength of steel wires. A victim of the web is left hopelessly ensnared and at the mercy of the Spyrer's ripping claws. The spyrer

can also use its spinner to create threads that it uses to climb vertical surfaces or lower itself down sheer drops.

Web Spinner (Damage -; AP 0; Range 10m; Salvo 1; Snare (5), Special)

Value: 6 (Very Rare)

Keywords: Webber, Imperium, Spyrer

Special: If a character with web spinners is running, charging or simply not firing in its turn then it can use its threads to help them move. This means that it can move up or down walkways and platforms even if there is no ladder or lift available. The distance moved up or down is counted against the character's total Move or movement Action for the turn and the user must end its movement on a flat surface, not dangling between two platforms. Otherwise, the character is unimpeded by obstacles.

Heavy Webber

Standard issue for Adeptus Arbites capture-units across the Imperium and also carried in the armories of the better equipped local law enforcement units, the weapon takes the form of a heavy, wide-barreled projector fed from a large canister worn on the user's back. The weapon's use is often reserved for when large numbers of targets are to be taken alive for interrogation or where important bystanders are caught in the line of fire.

Heavy Webber (Damage -; AP 0; Range 120m; Salvo 0; Snare (6), Blast (Medium))

Value: 8 (Rare)

Keywords: Webber, Imperium, Adeptus Arbites

Heavy Webber (Tyranicus Pattern)

Found primarily in use by slavers operating in the Periphery, the manufacturing location is rumored to be in a secret location within the Koronus Expanse. Some Inquisitors have found the weapon useful for capturing larger mutants or groups of cultists for interrogation. It also sees limited use with the Adeptus Arbites riot-suppression squads on Scintilla.

A large version of the standard webber gun, the Tyranicus pattern Heavy Webber requires a backpack or vehicle mounted ammunition supply. The Heavy Webber fires a wide spray of filaments which expand in the air to form a web of sticky, nearly unbreakable material. Targets are quickly entangled, and if they attempt to struggle the filaments constrict.

Heavy Webber (Damage -; AP 0; Range 140m; Salvo 0; Bulky, Snare (6), Blast (Medium))

Value: 4 (Very Rare)

Keywords: Webber, Imperium, Adeptus Arbites, Inquisition, Recidivist, Void Pirate

Special: In addition to the normal effects of Snare weapons, each time a character ensnared by a Heavy Webber fails a Strength or Agility Test to escape, he suffers a cumulative +1 DN penalty to future escape Tests. Should this reach +3 DN, the character suffers 1d3 mortal wounds for each failed Test. The webbing breaks down on its own and flakes away after 2d6 hours.

Razorweb Launcher

This weapon fits onto the user's forearm, with a wide thin barrel projecting beyond the fingers. Cylindrical canisters provide the ammunition, kilometers of hyper-condensed monofilament lengths held in a power field. When triggered, the filaments emerge in what appears to be gouts of smoke. Users attempting to pull away from the strands are cut into ribbons by the impossibly sharp threads. While the weapon itself is thought to be of human manufacture (though reminiscent of some alien devices), the filaments are believed to be of xenos origin and thus no reputable manufacturer will take credit for the gun's production. Despite this, they are bought and traded throughout the Imperium.

Razorweb Launcher (Damage -; AP 0; Range 10m; Salvo 0; Snare (4), Blast (Medium), Crippling (2))

Value: 3 (Very Rare)

Keywords: Webber, Imperium

Web Pistol

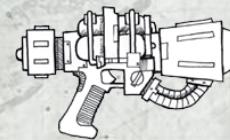
The web pistol, or glue gun as it is cheerfully called, is a common sight in a hive city. It's used by enforcers or noble house security forces to suppress crowds and take captives without harming them.

The weapon fires a tangle of gluey threads which envelop and ensnare their target, trapping and rendering them immobile. The sticky mass quickly shrinks and hardens holding the target fast and preventing them from making the slightest move. A victim who struggles too hard may be strangled or crushed by the constricting mesh. Web pistols are bulky with a coned nozzle and a distinctive canister containing the web chemical.

Web Pistol (Damage -; AP 0; Range 20m; Salvo 0; Snare (3))

Value: 2 (Rare)

Keywords: Webber, Imperium, Adeptus Arbites



Web Gun

Web guns (or stranglers as they are known in some regions) fire a mass of sticky filaments that rapidly expand to entangle their target. The more the victim struggles, the more the filaments contract, tightening their grip.

Web Gun (Damage -; AP 0; Range 50m; Salvo 0; Snare (4), Blast (Small))

Value: 4 (Rare)

Keywords: Webber, Imperium, Adeptus Arbites



WEAPON UPGRADES



Table: Weapon Upgrades

Name	Value	Keywords
Weapon Upgrades		
Adamantine Hilt Guard	4 Rare	Imperium, Nobility
Auxiliary Grenade Launcher	6 Uncommon	Imperium, Military, Astra Militarum
Blessed Edge	7 Rare	Imperium, Adeptus Ministorum, Adeptus Sororitas
Calamity Vents	6 Very Rare	Imperium, Military, Hired Gun
Compact	4 Rare	Imperium, Adeptus Mechanicus
Consecrated Filter Canister	4 Rare	Imperium, Adeptus Ministorum, Adeptus Sororitas
Counterfeit Xenos Weapon	Varies	Imperium, Rogue Trader Fleet, Scum, Recidivist
Discharge Pack	4 Uncommon	Imperium, Military, Imperial Navy
Exterminator Cartridge	3 Uncommon	Imperium, Adeptus Ministorum
Forearm Weapon Mount	6 Uncommon	Imperium, Military
Hunting Rig Integration	5 Very Rare	Imperium, Nobility, Spyder
Loyalty Spirit	Varies	Imperium, Military, Adeptus Mechanicus
Maglev Impeller	4 Very Rare	Imperium, Military, Adeptus Mechanicus
Micro	6 Very Rare	Imperium, Military, Adeptus Mechanicus
Monomolecular	5 Rare	Imperium, Military
Mono-Sight	5 Uncommon	Imperium, Military, Hired Gun
Motion Predictor	6 Rare	Imperium, Military, Hired Gun
Pistol Grip	5 Common	Imperium, Military, Hired Gun
Pyre-Lance Nozzle	8 Rare	Imperium, Military
Range Finder	6 Rare	Imperium, Military
Sacred Inscriptions	4 Uncommon	Imperium, Adeptus Ministorum, Adeptus Sororitas
Sarissa	3 Rare	Imperium, Adeptus Sororitas
Spoor Targeter	5 Very Rare	Imperium, Military, Inquisition, Ordo Tempestus
Stabilizer Harness	4 Rare	Imperium, Military
Starflare Vents	4 Very Rare	Imperium, Military, Hired Gun, Scum, Recidivist, Heretek
Suspensor	7 Rare	Imperium, Military, Scum, Noble, Recidivist, Lower Class
Targeter	6 Rare	Imperium, Military, Adeptus Arbites
Tox Dispenser	4 Rare	Imperium, Hired Gun
Tripod & Bipod	2 Common	Imperium, Military, Astra Militarum
Whisper-Bolt Discharger	8 Rare	Imperium, Military, Hired Gun
Standard Ammunition		
Reload	2 Common	Ammunition, Imperium, <Any>
Arrows & Quarrels	2 Common	Ammunition, Imperium, <Any>
Back Pack Ammo or Power Pack	3 Rare	Ammunition, Imperium, <Any>
Bolt Shells	5 Rare	Ammunition, Imperium, Adeptus Astartes, Astra Militarum
Bullets	2 Common	Ammunition, Imperium, <Any>
Charge Cell	2 Common	Ammunition, Imperium, <Any>
Charge Pack	2 Common	Ammunition, Imperium, <Any>
Exotic	2 Very Rare	Ammunition, Imperium, <Any>
Fuel	2 Uncommon	Ammunition, Imperium, <Any>
Melta Canister	3 Very Rare	Ammunition, Imperium, <Any>
Plasma Flask	5 Rare	Ammunition, Imperium, <Any>

Name	Value	Keywords
Shells	2 Common	Ammunition, Imperium, <Any>
Shot	2 Common	Ammunition, Imperium, <Any>
Special Ammunition		
Acid Shells	5 Uncommon	Ammunition, Imperium, Scum
Airtorch Canister	5 Very Rare	Ammunition, Imperium, Military, Hired Gun
Amputator Shells	6 Uncommon	Ammunition, Imperium
Blazer Shells	3 Uncommon	Ammunition, Imperium
Bleeder Rounds	6 Uncommon	Ammunition, Imperium
Blessed Ammunition	7 Rare	Ammunition, Imperium, Adeptus Ministorum, Adeptus Sororitas
Capacitor Round	4 Uncommon	Ammunition, Imperium, Government, Military, Hired Gun
Dragonfire Bolts	7 Very Rare	Ammunition, Imperium, Adeptus Astartes
Dumdum Bullets	2 Uncommon	Ammunition, Imperium
Executioner Shell	7 Very Rare	Ammunition, Imperium, Adeptus Arbites
Expander Round	5 Uncommon	Ammunition, Imperium
Explosive Arrows & Quarrels	5 Uncommon	Ammunition, Imperium
Flechette Shells	Varies	Ammunition, Imperium
Fyceline-Tipped Rounds	6 Rare	Ammunition, Imperium, Military, Astra Militarum
Gas Rounds	4 Uncommon	Ammunition, Imperium, Scum, Hired Gun
Hellfire Shells	7 Uncommon	Ammunition, Imperium, Inquisition
Hellfire Bolt Rounds	7 Very Rare	Ammunition, Imperium, Adeptus Astartes
High Explosive Rounds	4 Very Rare	Ammunition, Imperium, Explosive, Military, Astra Militarum
Hot-Shot Charge pack	5 Rare	Ammunition, Imperium, Las
Incendiary Round	3 Rare	Ammunition, Imperium, Fire
Inferno Bolts	7 Very Rare	Ammunition, Imperium, Adeptus Astartes, Fire
Inferno Shells	5 Uncommon	Ammunition, Imperium, Fire
Kraken Bolt Rounds	7 Very Rare	Ammunition, Imperium, Adeptus Astartes
Man-Stopper Bullets	5 Uncommon	Ammunition, Imperium, Scum
Manstopper Rounds	5 Uncommon	Ammunition, Imperium, Scum
Metal Storm Bolts	7 Very Rare	Ammunition, Imperium, Adeptus Astartes
Micro-Blast Needles	5 Very Rare	Ammunition, Imperium
Microburst Flask	6 Rare	Ammunition, Imperium
Modified Bolt Shells	4 Very Rare	Ammunition, Imperium, Recidivist, Scum
Nephium Fuel Tank	5 Rare	Ammunition, Imperium
Organgrinder Round	3 Rare	Ammunition, Imperium
Psybolt Ammunition	4 Unique	Ammunition, Imperium, Ordo Malleus, Grey Knights
Psyflame Ammunition	2 Unique	Ammunition, Imperium, Ordo Malleus, Grey Knights
Purgatus Stake Bolts	4 Very Rare	Ammunition, Imperium, Ordo Hereticus
Pyre Rounds	7 Rare	Ammunition, Imperium, Adeptus Ministorum, Adeptus Sororitas
Scatter Shot	2 Uncommon	Ammunition, Imperium, Government
Scrambler Rounds	6 Rare	Ammunition, Imperium, Hired Gun

Name	Value	Keywords
Snare Shells	4 Uncommon	Ammunition, Imperium, Hired Gun
Solid Slugs	4 Common	Ammunition, Imperium, Scum, Outcast, Lower Class
Stalker Silenced Bolts	7 Very Rare	Ammunition, Imperium, Adeptus Astartes
Stun Shells	3 Uncommon	Ammunition, Imperium, Government, Military, Hired Gun
Tempest Bolt Shells	9 Very Rare	Ammunition, Imperium, Adeptus Mechanicus
Tox Rounds	4 Uncommon	Ammunition, Imperium, Scum
Toxic Shot	2 Uncommon	Ammunition, Imperium, Scum
Toxin-Saturated Promethium	5 Uncommon	Ammunition, Imperium, Lower Class, Scum
Tracer Shells	4 Common	Ammunition, Imperium, Military, Astra Militarum
Vengeance Bolt Shells	9 Very Rare	Ammunition, Imperium, Adeptus Astartes
Void Rounds	5 Uncommon	Ammunition, Imperium, Imperial Navy

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.

Weapon Upgrades

Even with the untold billions that exist, each weapon becomes as unique as its owner in time. Some wielders might specifically acquire a specially modified weapon, or customize their own to better match their fighting style. Such changes can alter its precision, the damage it inflicts, and other factors to make it and its user even more valued servants of the Emperor.

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.



Adamantine Hilt Guard

More than a simple cross guards or quillons, some sword hilts provide significant protection to the hand that wields them. The best of these are basket-hilt guards crafted from adamantium alloys that effectively shield the whole hand. Some hilts are elaborately fashioned with intricate designs, effigies of Imperial saints, or even the noble visage of the Emperor Himself.

Melee weapons with adamantine hilt guards grant an additional two Defense against Called Shots attempting to Disarm the wielder.

This upgrade may only be applied to swords.

Value: 4 (Rare)

Keywords: Imperium, Nobility

Auxiliary Grenade Launcher

A small single-shot version of the regular grenade launcher fitted onto another ranged weapon such as a lasgun, allowing the user to either fire a single grenade instead of firing as normal. The added weight and cumbersome nature means that most users rarely bother to reload the launcher once it is expended. An auxiliary grenade launcher can be fitted to any personal weapon. A character using a weapon with an auxiliary grenade launcher can choose to either fire the launcher or the weapon it is attached to in their Turn but not both at once.

Any personal weapon may be upgraded with an Auxiliary Grenade Launcher which uses the Grenade Launcher profile with a Salvo - rating.

Value: 6 (Uncommon)

Keywords: Imperium, Military, Astra Militarum

Blessed Edge

A melee weapon can be consecrated, dipped in sacred oils and unguents or inscribed with tiny, immaculate marks of purity. It might even have the tooth of a martyred saint worked in an ornate reliquary on its hilt, or be wrapped in pages of scripture when not in use. Regardless of the methods the smiths and priests who labor over

this weapon employ, the end result is a melee weapon meant to devastate the foes of humanity wherever they might lurk.

A melee weapon with this upgrade gains the Sanctified (2) trait.

Value: 7 (Rare)

Keywords: Imperium, Adeptus Ministorum, Adeptus Sororitas

Calamity Vents

One attempt to compensate for the dangers of plasma weaponry (or other weapons that overheat or overload), so-called "calamity vents" are emergency purge vents designed to direct the superheated exhaust away from the firer. They have never become widely popular, as their new and somewhat inferior design interferes with the ancient and superior workings of certain weapons, such as plasma weaponry (sometimes with disastrous results).

If a weapon with the Supercharge trait and Calamity Vents suffers a Complication when using the Supercharge trait, roll 1d6. On a 4 or higher, the vent operates as designed. The bearer takes no damage. On a 3 or lower, however, the bearer counts as being hit with a shot from the weapon in his body in addition to the normal effects of the Supercharge trait, as the vent misdirects the backblast.

This upgrade may be equipped to any weapon with the Supercharge trait.

Value: 6 (Very Rare)

Keywords: Imperium, Military, Hired Gun

Compact

This upgrade is ideal in stealth missions, when concealing a weapon is more important than its lethality. This halves the range of the weapon as well as reducing the inflicted damage by 1. Anyone attempting to find a concealed weapon with the Compact upgrade suffers a +2 DN penalty to any related Skill test (e.g., Awareness). If this upgrade is forcibly removed

the weapon remains smaller, but its range is reduced by half again, and its damage is reduced by 2.

Any personal weapon without the Heavy trait may take this upgrade.

Value: 4 (Rare)

Keywords: Imperium, Adeptus Mechanicus

Consecrated Filter Canister

This small canister can be attached to almost any flamer and contains scared oils and blessed promethium consecrated by the Ecclesiarchy. A single shot from a flamer with this attachment can unleash a torrent of holy fire, searing not only the flesh, but the soul of its target as well. A character wielding a flamer equipped with a consecrated filter canister can use it to have the weapon gain Sanctified (2) trait for 1d6 Rounds. Once used, the canister must be replaced before it can be fired again this way.

Value: 4 (Rare)

Keywords: Imperium, Adeptus Ministorum, Adeptus Sororitas

Counterfeit Xenos Weapon

The work of aliens is looked upon by some with envy, rather than the scorn the Imperium would prefer. Because of the scarcity of alien weapons, those who regard them with greed must often satisfy themselves with copies of human manufacture, inferior to the exotic and blasphemous technologies that make the originals so deadly.

The more scarce and sophisticated a weapon, the more lacking the counterfeit version will be.

All counterfeit xenos weapons have one or more of the penalties listed below, dependent on their normal availability rating. Uncommon weapons suffer one penalty, Rare weapons suffer two penalties, Very Rare weapons suffer three penalties, and Unique weapons suffer four penalties. The penalties may be chosen from the following list. No penalty may be taken if it would

impose no actual drawback, subject to GM's discretion, or if it confers a quality the weapon already possesses: Half the weapon's Salvo rating, -2 damage, reduce Penetration by 3, half optimal range, the Unreliable trait, the Recharge trait (if the weapon possesses the Las, Plasma, or Melta keywords), or lose a single beneficial quality the weapon possesses.

The rarity of the resultant counterfeit weapon is one step easier than the weapon's normal Availability - so a Very Rare weapon would become Rare with this modification.

Any non-imperial Xenos weapon of Uncommon, Rare, Very Rare, or Unique availability may be obtained with this 'upgrade'. This upgrade may not be applied retro-actively to a weapon.

Value: Weapons Value-1 (Rarity determined by base weapon)

Keywords: Imperium, Rogue Trader Fleet, Scum, Recidivist

Discharge Pack

A relatively simply device that can be affixed to nearly any melee weapon, a discharge pack is little more than a primary cell and electrode. With a flip of a switch, the user can charge the weapon with a potentially lethal surge of electricity.

A character wielding a melee weapon with the Low-Tech keyword equipped with a discharge pack can use it to have the weapon gain the Agonizing trait for 1d6 Rounds. Once used, the discharge pack is drained and must be replaced or recharged (a process that takes a suitable power source) before it can be used again.

Value: 4 (Uncommon)

Keywords: Imperium, Military, Imperial Navy

Exterminator Cartridge

Many of the more zealous religious warriors of the Imperium use an Exterminator Cartridge affixed to their regular weapons. This small

device contains a small one-shot flamer weapon.

It functions in much the same manner as a Combi-Weapon, allowing the user to fire either the added weapon (once) or the weapon it is mounted to. Cheap and easy to manufacture, they are a common sight on almost every weapon used by Imperial cults like the Order of the Red Redemption or the Emperor's Purifying Light - often the last sight a heretic or apostate sees before his death. Exterminator Cartridges cannot be reloaded and must be replaced.

A single Exterminator Cartridge may be equipped to any persona weapon without the Heavy trait. It may be fired as an Action, and counts as a Hand Flamer. The Exterminator Cartridge may not be fired in the same Round as the weapon it is attached to.

Value: 3 (Uncommon)

Keywords: Imperium, Adeptus Ministorum

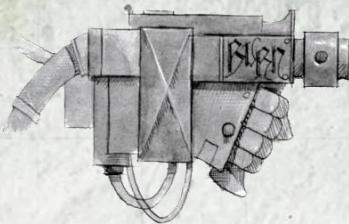
Forearm Weapon Mounting

As the name suggests, these heavy gauntlets allow for a single ranged weapon to be mounted along the arm, with specific hand movement triggering the weapon. This upgrade allows the user to keep both hands free. A weapon in a forearm mount functions as listed except that it never requires an action to be readied.

Any ranged personal weapon without the Heavy trait may be given this upgrade.

Value: 6 (Uncommon)

Keywords: Imperium, Military



Hunting Rig Integration

Across the Imperium, the countless variation of specialized wargear 'spyrs', or spire hunters,

utilize is for all intents and purposes, without limit. As such, any personal weapon may be integrated into the unique designs of their hunting rigs with this upgrade, which grants the Spyre keyword to the item, thus making it eligible to receive power boosts.

Value: 5 (Very Rare)

Keywords: Imperium, Nobility, Spyre

Loyalty Spirit

The gun's spirit rebels against those who attempt to wield it, save for its one true owner. Arcane nomen-augurs use a variety of means to discern the wielder's identity, allowing the spirit to choose whether or not it will operate for the current wielder. While many legitimate examples of weapons with loyalty spirits exist, numerous crude versions adorn the weapons of pirate-lords and similarly paranoid men, and alien species such as the Eldar are known to employ similar technologies on some of their weapons.

The simplest of these devices are controlled by a vox receiver or dermiprint, using the wielder's voice commands or the shapes on the skin of their hand to identify them. More advanced versions sample the wielder's genes to determine his identity, or even commune with the spirits of the wielder's powered armor to glean this information. The rarest and most advanced use methods that defy easy explanation, the result of technologies long lost to the Imperium. They simply know when their master wields them. Whatever the method, the end result is the same - the weapon will not function in the hands of any but the weapon's owner.

Bypassing them requires a Tech Test (DN 5), with the tests gaining an additional +1 DN penalty for each additional rarity beyond Common (vox), so dermiprint Loyalty Spirits would impose an additional +1, while genelock Loyalty Spirits would impose an additional +2. Arcane loyalty spirits cannot be bypassed.

Upgrades: Any non-Primitive ranged weapon. This upgrade can only be applied to a Xenos

weapon by characters from the species that made the weapon.

- **Value:** 3 (Common) (Vox), 3 (Uncommon) (Dermiprint), 5 (Rare) (Genelock), 7 (Very Rare) (Arcane)

Keywords: Imperium, Military, Adeptus Mechanicus

Maglev Impeller

Thanks to technologies no longer commonplace on such small devices, these projectile weapons are not reliant on the chemical reactions that normally propel bullets and shells, instead using powerful magnetic fields to hurl projectiles at great speed.

This upgrade increases the range of the weapon by +10 meters, and adds +1 to the weapon's damage. However, due to the weapon's power consumption, it requires a charge pack that must be frequently replaced, adding an additional Simple Action to the weapon's reload time.

This upgrade may be applied to any Solid Projectile weapon.

Value: 4 (Very Rare)

Keywords: Imperium, Military, Adeptus Mechanicus

Micro

Extremely small examples of conventional weaponry, these devices are beyond the skills of all but the most talented artisan to create, be they sanctioned or heretical. Allowing a pistol-sized weapon to unleash firepower equivalent to a rifle, such technology is desired by warriors in either side of the law.

This upgrade reduces the range of the weapon to one-quarter its normal value, but also reduces the damage by 2. In addition, a personal weapon with this upgrade gains the Pistol trait, and weapons with this upgrade instead impose a +3 DN penalty on all relevant tests to find them if concealed.

Any ranged personal weapon without the Heavy trait may be given this upgrade.

Value: 6 (Very Rare)

Keywords: Imperium, Military, Adeptus Mechanicus

Monomolecular

Monomolecular weapons have specially fashioned blades with superfine edges, which can easily cut through armor and never lose their edge. Mono weapons increase their Armor Penetration value by -1, add +1 to their base damage, and gain +1ED.

Any melee weapon with the low-tech keyword may be given this upgrade.

Value: 5 (Rare)

Keywords: Imperium, Military

Mono-Sight

A mono-sight consists of an augmetic monocle connected by a thick cable to a pict-thief attached in place of a weapon's sight. This device allows a warrior to fire his weapon without exposing himself to enemy fire, using the pict-thief to aim from the weapon's perspective.

A character using a mono-sight may aim and fire at a target that he cannot directly see with his own eyes by using the pict-thief. It requires at least a Simple Action in order to benefit from this sight.

Any ranged personal weapon without the heavy trait can be given this upgrade.

Value: 5 (Uncommon)

Keywords: Imperium, Military, Hired Gun



Motion Predictor

This sophisticated gun sight has an internal metriculator which calculates the direction and movement of the target and enables the character to compensate for this. Targets of a weapon with a motion predictor gain no bonuses to their Defense due to the speed the target is moving (such as when a vehicle is travelling above cruising speed).

Value: 6 (Rare)

Keywords: Imperium, Military, Hired Gun

Pistol Grip

A fairly ubiquitous upgrade, this simply modifies a weapon to add an extra (or 'pistol') grip to a ranged weapon. This allows the weapon to be wielded in one hand. However, when wielding a personal weapon with a pistol grip one-handed, the weapon's range is halved. Note that the weapon can still be wielded two-handed without the penalty.

The GM has final say as to what weapons can benefit from a pistol grip. However, certain weapons that are either particularly heavy (such as melta weapons and plasma weapons) or particularly unwieldy (such as a long-las or sniper rifle) are not able to be wielded one-handed even with a pistol grip, though they certainly may have one for aesthetic purposes.

Value: 5 (Common)

Keywords: Imperium, Military, Hired Gun

Pyre-Lance Nozzle

An adaptation to the nozzle of the weapon, this upgrade focuses and contains the blast of heat more tightly, allowing it to affect targets much farther away. However, the process is inefficient, requiring much more fuel to generate the same effect. The weapon gains +10 meters range.

Any ranged weapon with the Melta keyword may be given this upgrade. This upgrade counts as a sight.

Value: 8 (Rare)

Keywords: Imperium, Military

Rangefinder

The sophisticated targeting cogitator built into this advanced telescopic sight can swiftly determine the distance to a target and assist the wielder's aim accordingly, allowing him to hit targets much farther away than would normally be possible.

A weapon using a rangefinder ignores any penalties associated with long range, and may fire at targets up to three times the weapon's listed range away. This requires that the shooter uses the Aim combat option.

Any personal ranged weapon without the Heavy trait may be given this upgrade.

Value: 6 (Rare)

Keywords: Imperium, Military

Sacred Inscriptions

The character inscribes a sacred script from the Imperial Creed upon the weapon. These inscriptions are generally etched into the weapon's surface and might be lavishly illuminated with valuable metals, jewels, and embedded relics, medals, or talismans from members of the Ecclesiarchy. The constant reminder of his faith serves to instill additional courage in the weapon's wielder when his courage is tested.

A character who possesses one or more weapons with this modification gains a +1d bonus to resist the Pinning tests.

Value: 4 (Uncommon)

Keywords: Imperium, Adeptus Ministorum, Adeptus Sororitas

Sarissa

These are heavy spiked blades the Sororitas often attach to their bolters in order to allow

them to engage in hand-to hand combat without switching weapons.

- When mounted on a bolter, a sarissa counts as an axe in close combat.

Value: 3 (Rare)

Keywords: Imperium, Adeptus Sororitas

Spoor Targeter

Highly rare and reserved for the Imperium's elite forces, Spoor Targeters are gun-scopes that contain highly spore-sniffers and miniaturized cogitators linked directly to their attached weapon. These targeters inhibit their guns from firing when pointed directly at someone they recognize as an ally, making it literally impossible for their user to shoot his comrades in the swirling confusion of combat.

A Spoor Targeter may be loaded with the profiles of up to 10 allies (a process that takes 10 minutes and a DN 2 Tech Test). Once an ally's profile has been loaded into the targeter, the attached weapon cannot shoot that ally. Even if pointed directly at the ally, the weapon simply refuses to fire. This means the user may fire into a melee combat involving those allies and suffer no risk of hitting them. None of the weapon's shots hit anyone whose profile is loaded into the targeter.

Spoor targeters are scopes, and only one scope may be attached to a weapon at a time. Any personal weapon may be equipped with a Spoor Targeter, provided that weapon does not have the Blaze, Blast, Spread or similar traits. Installing a Spoor Targeter requires some modifications to the weapon, in the form of wires, circuitry, one hour, and a Tech Test (DN 5).

Value: 5 (Very Rare)

Keywords: Imperium, Military, Inquisition, Ordo Tempestus

Stabilizer Harness

This powered, articulated metal arm extends from a bulky and awkward harness, supporting a weapon's weight and spreading it across the wielder's body. The harness is difficult to move around in, and difficult to remove. Often used as a cheap alternative to the extremely rare suspensors, they allow warriors to wield heavy weaponry with some degree of mobility, and prevent them from being easily disarmed.

When using a weapon affixed to a stabilizer harness, the operator ignores the Heavy trait, regardless of whether they meet the prerequisite, and cannot be disarmed. However, the operator also suffers a +2 DN penalty on all movement-related tests while the harness is worn.

Any weapon with the Heavy trait may be given this upgrade.

Value: 4 (Rare)

Keywords: Imperium, Military

Starflare Vents

These dangerous modifications alter the muzzles of plasma weapons, lessening the magnetic containment that allows coherent bolts of plasma to form. Instead, these weapons project short, intense jets of superheated, ionised gas, operating in a manner more akin to a flamer, albeit one capable of melting through most armor.

The weapon's range is reduced to one quarter of its normal value, and its Salvo rating is changed to 1 if it wasn't already. However, the weapon gains the Blaze trait. This upgrade is a permanent, and illegal, modification - the weapon cannot later be changed back to fire normally, and its use may attract unwelcome attention.

Any ranged weapon with the Plasma keyword may be given this upgrade.

Value: 4 (Very Rare)

Keywords: Imperium, Military, Hired Gun, Scum, Recidivist, Heretek

Suspensor

Suspensors are sophisticated devices that are able to manipulate magnetic fields. They are used extensively within the industrial hive city workshops to reduce the effects of gravity on heavy loads, such as when moving large containers or machinery. Smaller personal units are used by nobles throughout the Spire for recreation and in everyday life. Naturally, many violent gangers and militants have found numerous ways to exploit the suspensors unique magnetic altering effects, one of which is to lighten heavy weapons to allow warriors to more easily bring them to bear on their rivals during a fight.

Any weapon with the Heavy trait can be fitted with a suspensor. A heavy weapon fitted with a suspensor ignores the Heavy trait. However, if the user both moves and shoots then he suffers a +1 DN penalty when firing the weapon.

Value: 7 (Rare)

Keywords: Imperium, Military, Scum, Noble, Recidivist, Lower Class

Targeter

Expensive, heavy and rarely used except by elite forces, a targeter uses a variety of guidance cogitators and omni-sights to improve accuracy. These upgrades are normally hard-wired into a specific weapon for maximum efficiency. Commonly viewed as adding to the weapon's machine-spirit, they create an even closer bond between gunner and gun. A targeter grants a +1d bonus on all Ballistic Skill Tests made with the weapon.

Any ranged weapon can be given this upgrade.

Value: 6 (Rare)

Keywords: Imperium, Military, Adeptus Arbites

Tox Dispenser

The custom of lining a blade with deadly toxins has been with humanity since the dawn of recorded time. Although smearing a poison on

the blade has the advantage of simplicity, technology has since provided a better solution. A series of micro-dispensers allow a wielder to coat his weapon with poisons by simply pushing a button.

As a Simple Action, a character with a weapon equipped with a tox dispenser may cause his weapon to gain the Toxic (2) trait for one round. A tox dispenser can be used 10 times before requiring refilling; no Acquisition test is needed as long as the character is in a location the ingredients would be available. Additionally, these dispensers can replace the Toxic (2) trait with a specific poison or similar biological agent which is acquired separately.

Any melee weapon with the Low-Tech or Chain keywords may be given this upgrade.

Value: 4 (Rare)

Keywords: Imperium, Hired Gun

Tripod & Bipods

These attachments are for heavier weapons or those using integral ammunition canisters rather than a backpack mounted source (such as plasma guns or meltaguns). Resting the weapon on the ground increases accuracy but sacrifices mobility, thus making them more common in static defense lines.

Bipods and tripods allow a weapon to be braced anywhere there is a reasonably flat surface. A weapon braced on a bipod has a 90-degree fire arc while one on a tripod has a 180-degree arc.

Bracing a heavy weapon negates the penalties as normal (See the Heavy trait, page 275 of the Wrath & Glory core rulebook).

Value: 2 (Common)

Keywords: Imperium, Military, Astra Militarum

Whisper-Bolt Discharger

As many Imperial Guardsmen are quick to attest, one of the greatest difficulties of using las-weapons is their visibility. Where projectile weapons can have their report dampeden with

relative ease, the distinctive luminescence and familiar crack of a lasgun are not so easily concealed. The mercenary Whisper-bolt weapons require a replacement for the emitters in the barrel, discharging las-blasts that are all but invisible and which create a far less noticeable sound.

Awareness Tests to notice shots made from a las weapon with this upgrade suffer an additional +2 DN penalty, and can only be attempted at half the normal distance. However, the necessary changes mean that the discharges are less intense and less deadly, reducing the weapon's damage by 1.

Any ranged weapon with the Las keyword may be given this upgrade

Value: 8 (Rare)

Keywords: Imperium, Military, Hired Gun

Standard Ammunition

Most ranged weapons have a standard ammunition and ammunition storage device, the default type that often is as defining as the weapon itself. From lasgun charge packs and photonic hydrogen plasma flasks to basic shotgun shells and autogun rounds, these are generally as common as the weapons that use them.

Generally, characters need only to acquire the standard Reload as presented below. Other availabilities are given in this section for specific campaign requirements where locating ammunition is used by the game master as a plot point or matter of survival (i.e. survival themed games set on a feral world, exploring the deep underhive etc.).

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: Ammunition, Imperium, <Any>



Arrows & Quarrels

Arrows and quarrels come in a variety of shapes, sizes and materials ranging from crude wooden shafts with flint tips to steel darts with razor-sharp points.

Used With: Bows, crossbows and hand bows.

Value: 2 (Common)

Keywords: Ammunition, Imperium, <Any>

Back Pack Ammo or Power Pack

Many weapons require larger ammunition sources to function during large battles or when the wearer is away from an extended supply

line. A backpack power pack is worn like a normal backpack. For energy weapons, it is a portable source of power in the form of a massive battery or charge-unit. For flame weapons, it is composed of tanks of volatile promethium. Other ammunition packs are simply stacks of regular stubber or bolt rounds with a feeder line that links into the weapon itself.

Value: 3 (Rare)

Keywords: Ammunition, Imperium, <Any>

Bolt Shells

The mass-reactive explosive bolt shell is among the deadliest kind of round in the Imperial arsenal. However the difficulty and cost of its manufacture restricts its use to all but the most wealthy or well connected.

Used With: Bolt pistols, bolters and heavy bolters.

Value: 5 (Rare)

Keywords: Ammunition, Imperium, Adeptus Astartes, Astra Militarum

Bullets

Hard rounds are common for many weapons within the Imperium and vary greatly in caliber and design. Bullets from one kind of firearm cannot be used in another unless they are very similar in make. So for example you could use bullets bought for a stub revolver in a stub automatic, but not in an autogun.

Used With: Autopistol, stub revolver, stub automatic, hand cannon, autogun, hunting rifle and heavy stubber.

Value: 2 (Common)

Keywords: Ammunition, Imperium, <Any>

Charge Cell

Not every world within the Imperium maintains the capacity to generate a charge pack capable of releasing a limited charge at a time. Some must make do with individual cells that expend their entire capacity in a single rapid burst.

These have sufficient energy for a single las shot and must be changed after every firing.

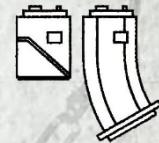
Used With: Laslocks

Value: 2 (Common)

Keywords: Ammunition, Imperium, <Any>

Charge Pack

Charge packs are powerful batteries used almost exclusively by las weapons.



They come in several types and sizes. Types include: short, long, sickle-pattern, box-form, drum, and backpack. Sizes range from 1 to 5. Weapons designed for a particular size cannot use other standard sizes. Power packs store vast amounts of energy via the use of liquid metal cores. The pack can be recharged in many ways, including sunlight or even being left slightly inside of a camp fire (although this method will damage the power pack, shortening its lifespan and increase its failure rate).

It can also be "overcharged," a trick used by Guard veterans that causes the pack to explode, turning the weapon into a makeshift grenade.

This tactic is only used in last-ditch situations, as it results in the destruction of the weapon. The resultant explosion, however, is powerful enough to crack open the frontal armor of a Chaos Dreadnought. When used in this manner, the weapon and the charge are consumed as an emplaced explosive with the following profile (Damage 12+1ED; AP -4; Range -; Salvo -; Blast (Small))

Used With: Laspistol, las carbine, lasgun, long las, MP lascannon.

Value: 2 (Common)

Keywords: Ammunition, Imperium, <Any>

Exotic

There are many kinds of weapons in the Imperium that use unusual types of ammunition, from the viscous gel of a webber to the finely crafted darts of a needle pistol.

Used With: Needle pistol, needle rifle, web pistol and webber.
Value: 2 (Very Rare)
Keywords: Ammunition, Imperium, <Any>

Fuel

Flame weapons use liquid fuel, which can vary greatly in composition and quality from purest promethium to crude flammable alcohols.

Used With: Hand flamer and flamer.
Value: 2 (Uncommon)
Keywords: Ammunition, Imperium, <Any>

Melta Canister

Meltaguns use specially refined chemicals injected into highly pressurized canisters.

Used With: Inferno pistols and meltaguns.
Value: 3 (Very Rare)
Keywords: Ammunition, Imperium, <Any>

Plasma Flask

Raw plasma weapon fuel consists of highly dangerous and volatile photonic hydrogen, compressed and contained within reinforced flasks.

Used With: Plasma pistols and plasma guns.
Value: 5 (Rare)
Keywords: Ammunition, Imperium, <Any>

Shells

Shells contain dozens of tiny balls and are designed to scatter over a wide area when fired, making them ideal for close-in work where accuracy is less important.

Used With: Shotguns, pump-action shotguns and combat shotguns.
Value: 2 (Common)
Keywords: Ammunition, Imperium, <Any>

Shot

Shot is solid lead or stone balls and a powder charge used in primitive blackpowder weapons.

Used With: Flintlock pistol and musket.
Value: 2 (Common)
Keywords: Ammunition, Imperium, <Any>

Special Ammunition

Imperial ranged weapons are wondrous indeed. Many are relics, claiming lineages greater than the dynasties that hand them down from generation to generation. Without ammunition, however, most are little more than ornate clubs. While standard ammunition is somewhat commonplace, at least as easy to acquire as the weapon itself, many seek out more unusual and unique ammunition for their guns. A hero can become infamous for the specialized rounds he uses in combat, with enemies running in fear from the inferno shells or bleeder rounds they know are coming their way.

Acid Shells

As the name suggests, these specialized shells contain vials of powerful acids, strong enough to eat through almost any material. Against armors they can dissolve deep into casings, greatly reducing any protection they might provide. Against exposed flesh they can melt tissue down to the bone in moments. Only extremely large-bore weapons can use these shells.

Effect: Weapon gains the Corrosive (1) trait, and if the target takes wounds it suffers the same effects as being set on Fire.

Used With: Shotguns, pump-action shotguns, shotgun pistols, shotcannons, bolt pistols, and bolters.

Value: 5 (Uncommon)
Keywords: Ammunition, Imperium, Scum

Airtorch Canister

Whilst regular melta weapons are known for the tight focus of the superheated blasts they

generate, Airtorch ammunition allows them to burn even hotter in a barely-controlled reaction that can almost set the air itself on fire. Indeed, the heat is so intense that it generally overwhelms the barrel allowing the blast to escape in a wide swath.

Effect: Airtorch canisters fire in a wide swath and gain the Spread trait, but cause the weapon's wielder to suffer a mortal wound on a complication, as the heat is more than most meltas weapons can withstand safely. The more rapid dispersal halves the weapon's Range as well.

Used With: Inferno pistols and meltaguns.

Value: 5 (Very Rare)

Keywords: Ammunition, Imperium, Military, Hired Gun

Amputator Shells

These bullets are filled with explosive micro-shrapnel, shearing flesh and shattering bone in each limb-tearing hit.

Effect: Amputator shells add 2 to the weapon's base damage.

Used With: Stub guns, stub automatics, shotguns (all types), sniper rifles, hand cannons, autopistols, and autoguns.

Value: 6 (Uncommon)

Keywords: Ammunition, Imperium

Blazer Shells

These shells are packed with pyrotechnic materials, so when fired a huge gout of flame is produced for several seconds. While not as lethal as regular rounds, a volley excels at frightening off most enemies. As they can also be used in standard shotguns, they offer excellent tactical flexibility without the need for specialized flamer weapons.

Effect: Weapon gains the Blaze trait and when fired, reduces its Range to 15 meters unless that would be greater than its actual Range.

Used With: Shotguns (all types).

Value: 3 (Uncommon)

Keywords: Ammunition, Imperium

Bleeder Rounds

Each of these rounds bursts on penetration, spreading chemicals that prevent coagulation and keep wounds bleeding freely.

Effect: If a target takes damage from bleeder rounds, he begins to gush blood and suffers from the Bleeding condition for 1d6 rounds or until it is successfully treated. Bleeder rounds do not affect daemonic or non-organic targets.

Used With: Stub guns, stub automatics, hand cannons, autopistols, and autoguns.

Value: 6 (Uncommon)

Keywords: Ammunition, Imperium

Blessed Ammunition

The prayers and blessings of those with true faith in the Emperor of Mankind, coupled with the ancient lore of Ecclesiastic alchemy, can turn mere mundane bullets into sacred rounds capable of harming the foul denizens of the Warp. Some rounds are forged from relics of ancient saints, tempered in the spilt blood of martyrs, or wrought with prayers to the Emperor to banish His foes.

Effects: Blessed ammunition grants any weapon that fires it the Sanctified (2) trait.

Used With: Any ranged weapon that has ammunition that can be consecrated.

Value: 7 (Rare)

Keywords: Ammunition, Imperium, Adeptus Ministorum, Adeptus Sororitas

Capacitor Rounds

Intended to incapacitate rather than kill, capacitor rounds send a high voltage shock through their target. Frequently used by enforcers to put down riots among workers deemed too valuable for lethal measures, capacitor rounds have also found use among

bounty hunters who desire to capture rather than kill their targets.

- **Effects:** Capacitor rounds grant a weapon the Agonizing trait and reduce its base damage by 2.

Used With: Shotguns, bolt pistols, and bolters.

Value: 4 (Uncommon)

Keywords: Ammunition, Imperium, Government, Military, Hired Gun

Dragonfire Bolts

Filled with superheated gas that explodes in a gout of flame, cover offers little protection from bolters spewing dragonfire rounds. While they are manufactured on several forge worlds across the Imperium, these bolts are still a rare commodity, sought after by Rogue Traders, militias, renegades, and pirates alike.

Effect: Weapon gains the Spread Trait and ignores any cover bonus to the target's Defense.

Used with: Bolt pistols, bolters, heavy bolters and similar bolt weapons may use Dragonfire bolts.

Value: 7 (Very Rare)

Keywords: Ammunition, Imperium, Adeptus Astartes

Dumdum Bullets

Heavy and blunted, these bullets tear apart tissue and cause terrible carnage against softly-armored targets.

Effect: Dumdum bullets add 2 to the weapon's damage, but Armor Rating count as +3 higher against them.

Used With: Stub revolvers, stub automatics, sniper rifles, and hand cannons.

Value: 2 (Uncommon)

Keywords: Ammunition, Imperium

Executioner Shells

Executioner rounds are most commonly used by agents of the Adeptus Arbites. Executioner

shells contain a small amount of propellant and a tiny guidance chip which locks onto the target's energy signature and so may even be fired at hidden targets. However, it takes a moment for them to acquire their target and so are more accurate at longer ranges

Effect: A weapon with executioner shells gains the Homing trait and receives a +2d bonus to ballistic skill tests to hit at long range and a +2 DN penalty at close range. This is because the shell's tiny brain cannot lock onto its target until it has travelled several meters. If a shot with Executioner Shells misses on a Salvo, the firing character may re-roll the ballistic skill test once without spending a point of Wrath.

Used With: Combat Shotgun.

Value: 7 (Very Rare)

Keywords: Ammunition, Imperium, Adeptus Arbites

Expander Rounds

The dense shells shred open after impact to create horrific exit wounds that few survive, and are ideal when there is no care if the target lives or dies.

Effect: These rounds add 1 to a weapon's damage and armor penetration.

Used With: Stub revolvers, stub automatics, sniper rifles, autopistols, and autoguns.

Value: 5 (Uncommon)

Keywords: Ammunition, Imperium

Explosive Arrows & Quarrels

Explosive arrows and quarrels can be crudely tipped with shells or treated with one of a variety of unstable alchemical compounds.

Effect: Attacks using these rounds suffer a +1 DN penalty. Weapons with these rounds gain the Explosive keyword and the Blast (Small) trait.

Used With: Bows and crossbows.

Value: 5 (Uncommon)

Keywords: Ammunition, Imperium

Flechette Shells

Rather than the conventional payload of dense metal shot, these shotgun shells instead contain bundles of fin-stabilized mono-edged darts. Far more aerodynamic than normal shot, these darts are more effective at longer ranges, and more capable of piercing light armor than conventional shotgun shells. As a Rare acquisition, some examples of these shells contain toxin impregnated darts, for additional lethality.

Effect: A shotgun loaded with flechette shells increases its range by 6 meters, and gains a Penetration of -2. Toxic flechette shells also gain the Toxic (1) trait.

Used With: Shotguns (all types).

Value: 5 (Uncommon), 4 (Rare)

Keywords: Ammunition, Imperium

debilitating or obscuring clouds of vapor at a distance without the need for a grenade launcher. The resultant clouds are smaller, as the shells can only contain a small quantity of gas.

Effect: Instead of dealing normal damage, the shell's effects are identical to those of Blind, Hallucinogen, Bloodfire, Choke, Stunner, Toxin or Scare grenades, though they only affect the target hit. Rules for Bloodfire, Choke, Stunner and Toxin grenades. Gas Rounds have the same Availability as the grenades whose effects they replicate.

Used With: Shotguns (all kinds).

Value: 4 (Uncommon)

Keywords: Ammunition, Imperium, Scum, Hired Gun

Fyceline-Tipped Rounds

Difficult to manufacture, these bullets contain a small quantity of Fyceline, an explosive commonly used by the Imperial Guard, and are designed to detonate upon impact with a target. On smaller weapons, the tiny quantities have only a minor effect, but on the largest weapons, the increased lethality is particularly noticeable.

Effect: The weapon gains the Explosive keyword, the Blast (Small) trait and a damage bonus determined by its type. Pistol weapons gain no bonus, personal weapons increase their damage by 1, and Heavy weapons increase their damage by 3.

Used With: Autoguns, autopistols, hand cannons, heavy stubbers, naval pistols, stub automatics and stub guns.

Value: 6 (Rare)

Keywords: Ammunition, Imperium, Military, Astra Militarum

Gas Rounds

Replacing the conventional payload with a small capsule of compressed gas, these shells are designed to replicate the effects of larger gas grenades, allowing shotgun users to deploy

Hellfire Shells

The core of hellfire bolts contains highly corrosive acids that inflict horrendous wounds on unprotected flesh and affect the victim's nervous system. Poorly maintained hellfire bolts are notoriously explosive as any leaking acid innards.

Effect: Weapon gains +1ED and the Crippling (1) trait.

Used With: Shotguns (all types)

Value: 7 (Uncommon)

Keywords: Ammunition, Imperium, Inquisition

Hellfire Bolt Rounds

These specialized 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

Used with: Bolters, bolt rifles, bolt pistols, and heavy bolters.

Value: 7 (Very Rare)

Keywords: Imperium, Adeptus Astartes

High Explosive Rounds

Replacing normal solid shot ammunition in autocannons, these shells are filled with high explosives that detonate on impact with a target. While not quite as effective as bolter rounds, high explosive rounds pack a serious punch.

Effects: High explosive rounds grant the weapon the Explosive keyword, grant it the Blast (small) trait, and reduce the weapon's Penetration to 0.

Used With: Autocannons.

Value: 4 (Very Rare)

Keywords: Ammunition, Imperium, Explosive, Military, Astra Militarum

Hot-Shot Charge Pack

The hot-shot laser pack uses a more expensive and less robust power matrix, with the advantage that it can force more power through a standard laser weapon. This is a powerful charge pack for a standard las weapon, favored by snipers in some Imperial Guard regiments.

It can also be "overcharged," a trick used by Guard veterans that causes the pack to explode, turning the weapon into a makeshift grenade. This tactic is only used in last-ditch situations, as it results in the destruction of the weapon. The resultant explosion, however, is powerful enough to crack open the frontal armor of a Chaos Dreadnought. When used in this manner, the weapon and the charge are consumed as an emplaced explosive with the following profile (Damage 12+2ED; AP -4; Range -; Salvo -; Blast (Small))

Effect: AP -2.

Used With: Laspistols, lascarbines, lasguns, and long las weapons.

Value: 5 (Rare)

Keywords: Ammunition, Imperium, Las

Kraken Penetrator Rounds

With improved propellants and solid adamantine cores, kraken rounds are the first choice to crack even the thickest armor or toughest hide. The deuterium core is replaced by a solid adamantine core and uses a heavier main charge. Upon impact, the outer casing peels away and the high velocity adamantium needle accelerates into the victim, where the larger detonator propels shards of super hardened metal further into the wound. These are effective against heavily-armored infantry.

Effect: AP -2

Used With: Bolters, bolt rifles, bolt pistol, and heavy bolters

Value: 7 (Very Rare)

Keywords: Imperium, Adeptus Astartes

Incendiary Rounds

These rounds are tipped with tiny quantities of hot-burning material that ignites as they fly towards the target. The heat can cause serious burns on a target, igniting flammable materials.

Effect: Weapon gains the Blaze trait

Used With: Stub revolvers, stub automatics, hand cannons, autopistols, and autoguns.

Value: 3 (Rare)

Keywords: Ammunition, Imperium, Fire

Inferno Bolt Rounds

Inferno bolts are designed to immolate their targets and destroy them with superheated chemical fire. The deuterium core is replaced with an oxy-phosphorus gel, known as Promethium.

Effect: Weapon gains the Blaze and Spread traits

Used With: Bolters, bolt rifles, bolt pistol, and heavy bolters

Value: 7 (Very Rare)

Keywords: Ammunition, Imperium, Adeptus Astartes

Inferno Shells

Filled with promethium and other highly flammable agents or phosphorous gels, inferno shells ignite on impact to cover their targets with an adhesive gel of fire.

Effect: Weapon gains the Blaze traits.

Used With: Shotguns (all types)

Value: 5 (Uncommon)

Keywords: Ammunition, Imperium, Fire

Man-Stopper Bullets

These densely tipped bullets are designed to punch through many forms of personal armor. They are a particularly heavy solid cartridge with a massive propellant charge. It is more powerful than a normal solid shot and more accurate over longer ranges. However, it is more expensive than an ordinary solid shot.

Effect: AP -3

Used With: Stub revolvers, stub automatics, hand cannons, sniper rifles, autopistols, and autoguns.

Value: 5 (Uncommon)

Keywords: Ammunition, Imperium, Scum

Manstopper Rounds

Commonly used by bounty hunters, enforcers, and hive gangers, these special rounds inflict maximum carnage on the enemy.

Effect: +1 ED

Used With: These rounds may only be used with weapons that have the Projectile keyword. Weapons with the Heavy keyword may not use this ammunition.

Value: 5 (Uncommon)

Keywords: Ammunition, Imperium, Scum

Metal Storm Bolt Rounds

Metal Storm bolt rounds are best against multiple lightly-armored targets. They detonate before impact and spray shrapnel, shredding their victims. A proximity detonator replaces the

mass-reactive cap, and the diamantine tip and deuterium core are replaced with an increased charge and fragmentation casing. They are similar to flak rounds and are used against clusters of enemies.

Effect: Weapon gains the Spread traits and +1ED

Used With: Bolters, bolt rifles, bolt pistol, and heavy bolters

Value: 7 (Very Rare)

Keywords: Ammunition, Imperium, Adeptus Astartes

Micro-Blast Needles

An exceedingly rare creation, these tiny needles contain miniature explosive charges, which detonate a split second after they embed themselves in the target's flesh. Some assassins prefer the explosive impact of these needles to the toxic payload of conventional needles, particularly against more resilient targets that may not be as easily felled by envenomed darts.

Effect: Weapon loses the Toxic trait if it possessed it, but increases its damage by 4 and gains the Brutal trait and Explosive keyword.

Used With: Dartcasters, Needle Pistols and Needle Rifles.

Value: 5 (Very Rare)

Keywords: Ammunition, Imperium

Microburst Flask

Filled with much higher concentrations of heavy ions, Microburst flasks allow a plasma weapon to fire smaller but denser bursts at farther ranges and with greater armor penetration. Microburst plasmas are cooler, however, but many users prefer it this way, given the normal thermal temperament of the weapon.

Effects: Weapon reduces its base damage by -1, increases its armor penetration by -2, and gains +10 meters to its Range but loses its Supercharge trait.

Used With: Plasma pistols and plasma guns.

Value: 6 (Rare)

Keywords: Ammunition, Imperium

Modified Bolt Shells

Decried by the Adeptus Mechanicus, numerous illicit munitionsmiths in the bowels of hive worlds and starships and the lawless fringes of the Imperium have long been adapting bolt ammunition so that it can be fired from shotguns. Unreliable, they are nonetheless popular due to the extra range and firepower.

Effect: Weapon gains +1 base damage, pen -1, and the Brutal trait. In addition, it increases the shotgun's range by +30 meters. However, the modified shells are unpredictable at best, and a shotgun loaded with bolt shells gains the Unreliable trait.

Used With: Shotguns (all types).

Value: 4 (Very Rare)

Keywords: Ammunition, Imperium, Recidivist, Scum

Nephium Fuel Tank

Flame weapons use liquid fuel, commonly promethium. When promethium is laced with encapsulated nephium motes, a potent secondary ignition takes place a few seconds after the promethium is lit. Few groups make use of this knowledge, for it greatly increases the chance of accidental ignition of flamer fuel stores, requiring expensive safeguards.

Effect: Willpower tests to avoid being pinned when Burning suffer a +2 DN penalty and the weapons base damage is increased by +1.

Used With: Flamer, heavy flamer and hand flamers.

Value: 5 (Rare)

Keywords: Ammunition, Imperium

Organgrinder Rounds

Where most ammunition types are designed to either kill or subdue, organgrinder shells are designed for a lingering, excruciatingly painful death. If the round penetrates into the flesh, spiraled ridges emerge and the shell slowly twists its way through the body, slicing tissue

and bone in a pulp of viscera. There are rumors that this horrific ammunition was an attempt to recreate an actual xenos round, and those who have seen organgrinder shells in action know they are not in a hurry to meet anything that they might be patterned after.

Effects: Weapon gains the Crippling (2) trait.

Used With: Hand cannons, heavy stubbers, and any Bolt weapons.

Value: 3 (Rare)

Keywords: Ammunition, Imperium

Psybolt Ammunition

Psychically charged bolt shells tipped with truesilver and etched with powerful rites, Psybolt ammunition glows with an eerie blue light when fired from a bolt weapon.

Effect: Weapon gains the Force and Sanctified (3) traits. Additionally, Psybolt ammunition ignores any protective benefits the target has based on psychic powers or Sorcery.

Used With: Bolters, bolt rifles, bolt pistol, storm bolters and heavy bolters

Value: 4 (Unique)

Keywords: Ammunition, Imperium, Ordo Malleus, Grey Knights

Psyflame Ammunition

The promethium used in flamers can be replaced with the psychically charged promethium, like that used in Incinerators, with a few simple modifications that prevent undue stress on the weapon.

Effect: Flamer weapons equipped with Psyflame Ammunition ignore any protection based on psychic powers or sorcery and gain the Sanctified (3) trait.

Used with: Flamer, heavy flamer and hand flamers.

Value: 2 (Unique)

Keywords: Ammunition, Imperium, Ordo Malleus, Grey Knights

Purgatus Stake-Bolts

These long stakes are crafted from a silver-adamantium alloy and etched with prayers and invocations that are anathema to the witch and the Daemon alike. The barbed, diamantine tip of the stake breaks open upon impact and releases a well of holy water and sacred oils lethal to creatures bound to the Empyrean.

Effects: Weapon gains the Sanctified (3) trait. Further, whenever a Psyker or Warp entity is struck by a Purgatus stake-bolt, it must make a Willpower Test (DN 3). If it fails, it immediately rolls on Perils of the Warp table and applies the result to itself.

Used With: Crossbows.

Value: 4 (Very Rare)

Keywords: Ammunition, Imperium, Ordo Hereticus

Pyre Rounds

Bullets with a core created from the powdered bones of a nameless saint and with casings inscribed with words of detestation and abjuration of the witch, pyre rounds are incredibly rare shells created expressly for killing psykers. When a pyre round strikes a Warp-dabbler, it immolates the target, burning it alive in the flames of its own heresy.

Effects: Weapon gains the Sanctified (2) trait. Further, whenever a psyker is struck by a shot from the weapon, the psyker automatically is set on fire. Whenever the psyker attempts to use a psychic power while ignited this way, he suffers an automatic Mortal Wound.

Used With: Any Solid Projectile weapon.

Value: 7 (Rare)

Keywords: Ammunition, Imperium, Adeptus Ministorum, Adeptus Sororitas

Scatter Shot

This is a cartridge filled with lots of small pellets which is very useful for blasting enemies out of cover. The hundreds of pellets ricochet around

and often score hits on partially concealed targets.

Effect: Weapon ignores the benefits of cover, gains the Spread and Inaccurate traits.

Used With: Shotguns (any type)

Value: 2 (Uncommon)

Keywords: Ammunition, Imperium, Government

Scrambler Rounds

Specially designed to disorient and subdue, these rounds take extra time to make ready to fire, but can bring down foes otherwise impervious to regular munitions.

Effect: Weapon causes damage as normal, but those hit are also subject to the effects of Hallucinogen.

Used With: Bolt and Solid Projectile weapons.

Value: 6 (Rare)

Keywords: Ammunition, Imperium, Hired Gun

Snare Shells

These shells contain a fluid similar to that used in webber weapons, and on impact explode in a mass of ensnaring sticky filaments. Contact with air causes them to solidify, making it almost impossible for the target to escape. While not as capable as a proper web gun, snare shells are a handy accessory for any shotgun user as no extra training is needed to use them.

Effects: Snare Shells decrease the weapon's base damage by 2, but give the weapon the Snare (3) trait.

Used With: Shotguns (any type), shotgun pistols, and shotcannons.

Value: 6 (Rare)

Keywords: Ammunition, Imperium, Hired Gun

Solid Slugs

Perhaps the most common alternate form of shotgun ammunition, a solid slug is literally just a solid lump of dense metal. While not quite as devastating at extremely close ranges, the slugs pack a considerable punch and are more

effective at longer ranges than the normal cloud of shot.

Effect: Shotguns loaded with solid slugs lose the Spread trait, and increase Damage by 1 and Pen by -2.

Used With: Shotguns (all kinds).

Value: 4 (Common)

Keywords: Ammunition, Imperium, Scum, Outcast, Lower Class

Stalker Silenced Bolt

Stalker shells replace their explosive charge with a gas powered ignition, making them silent and removing any muzzle flare.

Effect: Weapon causes damage as normal, but it does not reveal the firer's location.

Used With: Bolters, bolt rifles, and bolt pistols.

Value: 7 (Very Rare)

Keywords: Ammunition, Imperium, Adeptus Astartes

Stun Shells

Used by some enforcers, Arbitrators, bounty hunters and game hunters to subdue targets rather than kill them, these shells contain a small, single-use shock generator connected to a collection of sharp metal prongs. The shell discharges into an enemy struck, expending its entire charge in one go.

Effect: Shotguns loaded with stun shells lose the Spread trait, but gain the Agonizing trait.

Used With: Shotguns (all kinds).

Value: 3 (Uncommon)

Keywords: Ammunition, Imperium, Government, Military, Hired Gun

Tempest Bolt Shells

Tempest bolts shells are manufactured in one place only, Mars, the only world capable of exploiting the rare and potent technology needed to produce such arms. Tempest shells contain a powerful miniaturized plasma-shock generator that releases a pulse of

electromagnetic and thermal energy as the shell detonates. They are particularly effective against machine targets, but obtaining them from the Machine Cult is a nigh-impossible task.

Effect: The weapon gains the Agonizing trait and add 3 to the weapon's base damage against targets that are of machine nature.

Weapons: Bolt pistols, boltguns and heavy bolters.

Value: 9 (Very Rare)

Keywords: Ammunition, Imperium, Adeptus Mechanicus

Tox Rounds

Tipped with deadly poisons or loaded with pungent fungi, tox rounds inflict terrible harm when they pierce flesh.

Effect: Weapon gains the Toxic (2) trait.

Used With: Bolt and Solid Projectile weapons.

Value: 4 (Uncommon)

Keywords: Ammunition, Imperium, Scum

Toxic Shot

Some feudal cultures have the unpleasant habit of preparing shot with vermin poison, deadly spores, or worse. Many travelers adopt this practice with more modern weaponry, with horrifying results. Of course, utilizing such dangerous substances can be just as risky to the wielder.

Effects: Weapon gains the Toxic (2) trait. If the weapon jams, the wielder suffers a Mortal Wound.

Used With: Muskets, Flintlock Pistols.

Value: 2 (Uncommon)

Keywords: Ammunition, Imperium, Scum

Toxin-Saturated Promethium

Dangerous toxic chemicals are mixed with weapons-grade promethium, intended to burn off and produce noxious fumes when a weapon filled with such fuel fires. These fumes are often as deadly as the flames themselves. Flamers

loaded with this fuel are frequently used to scour the lower decks of starships of the vermin that often come to infest them, but they are commonly turned against enemies by ruthless armsmen and pirates.

Effect: Weapon gains the Toxic (3) trait.

Used With: All Flame weapons.

Value: 5 (Uncommon)

Keywords: Ammunition, Imperium, Lower Class, Scum

Tracer Shells

Many heavy weapon teams favor special rounds designed to brightly flare once projected from their gun, the better to guide their aim when firing long, sustained bursts.

Effects: The user gains +1bd to Ballistic Skill Tests when firing the weapon on a Salvo or using Suppressing Fire actions. On a turn where the user has fired Tracer Shells, all subsequent Ballistic Skill Tests made to hit the user in fog, mist, shadow, smoke, and darkness also gain +1bd as the user gives away his position.

Used With: Any Solid Projectile and Bolt weapons.

Value: 4 (Common)

Keywords: Ammunition, Imperium, Military, Astra Militarum

Vengeance Rounds

Originally designed during the Great Scouring for use against Traitor Marines, Vengeance rounds are incredibly rare bolter shells that utilize unstable flux core technology. Inherently dangerous to discharge, they are nonetheless devastatingly effective at punching through

armor and delivering gruesome injury to their target.

Effects: Weapon gains the Supercharge trait and armor penetration -3.

Used With: Bolt pistols, bolters, and heavy bolters.

Value: 9 (Very Rare)

Keywords: Ammunition, Imperium, Adeptus Astartes

Void Rounds

Specialized void rounds can be created by using self-igniting chemicals such that the weapon can be used in void environments without the risk of misfiring or rapid overheating.

As most solid projectile weapons rely on a chemical detonation to provide thrust for the ammunition, they are normally ineffective in a void where the gas pressure in the barrel leaks away. Void Rounds contain special sabot-like coatings around each shell to ensure a better seal when fired, ensuring each round emerges at maximum velocity.

Effects: The firearm operates as it normally would, even when used in an atmosphere-free environment. When used in a normal atmosphere, the added weight of the coating isn't offset by the lack of atmosphere, and they suffer -1 Damage to the weapon's normal effects.

Used With: Any Solid Projectile weapons.

Value: 5 (Uncommon)

Keywords: Ammunition, Imperium, Imperial Navy



VEHICLES

Table: Vehicles

Name	Crew	Cruising Speed	Defense	Wounds	Resilience	Traits	Weapons	Value	Keywords
Aircraft									
Avenger Strike Fighter	1 Pilot	45m	5	14	14	Airborne, Sealed, Supersonic	Avenger Bolt Cannon, Two Lascannons, Defensive Heavy Stubber	14 Very Rare	Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy
Fixed Wing Transporter	1 Pilot, 1 Co-Pilot, 10 Crew	40m	5	10	12	Airborne, Sealed	None	16 Uncommon	Aircraft, Imperium, <Any>
Lightning Strike Fighter	1 Pilot	45m	5	14	14	Airborne, Sealed, Supersonic	Twin Lascannon, Hellstrike Missile Launcher x4	14 Very Rare	Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy
Lightning Superiority Fighter	1 Pilot	45m	5	14	14	Airborne, Sealed, Supersonic	Long Barreled Autocannon, Twin Lascannon, Hellstrike Missile Launcher x2	14 Very Rare	Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy
Magos Sky Platform	1 Pilot, 2 Passengers	20m	3	12	12	Hover, Open Top, Neural Interface	None	6 Rare	Aircraft, Anti-Grav, Imperium, Adeptus Mechanicus
Marauder Bomber	1 Pilot, 1 Co-pilot, 4 Gunners	45m	5	20	15	Airborne, Bomber, Sealed, Vacuum Hardened, Supersonic	Twin Lascannon, Twin Heavy Bolter x2	16 Very Rare	Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy
Marauder Colossus	1 Pilot, 1 Co-Pilot, 4 Gunners	45m	5	20	15	Airborne, Bomber, Sealed, Vacuum Hardened, Supersonic	Colossus Bomb, Twin Heavy Bolter	18 Very Rare	Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy
Marauder Destroyer	1 Pilot, 1 Co-pilot, 4 Gunners	45m	5	20	15	Airborne, Sealed, Vacuum Hardened, Supersonic	Twin Autocannons x3, Twin Assault Cannon, Twin Heavy Bolter	16 Very Rare	Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy
Marauder Vigilant	1 Pilot, 1 Co-pilot, 4 Gunners	45m	4	20	16	Airborne, Sealed, Vacuum Hardened, Supersonic	Twin Lascannons x2	19 Very Rare	Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy
Ornithopter	1 Pilot, 1 Passenger	25m	5	12	12	Airborne, Gyro-Stabilized	None	10 Common	Aircraft, Imperium, <Any>
Raptor Gunship	1 Pilot, 1 Co-Pilot, 2 Gunners, 12 Passengers	45m	5	14	15	Airborne, Hover	Twin Heavy Stubber, Twin Heavy Bolter, Missile Launcher	15 Rare	Aircraft, Imperium, Anti-Grav, <Any>
Rotorcraft Gunship	1 Pilot, 2 Gunners, 42 Passengers	40m	5	10	14	Airborne, Hover, Gyro-Stabilized, Sealed or Open Top	Heavy Stubber, Twin Rocket Launcher	8 Very Rare	Aircraft, Imperium, Anti-Grav, <Any>

Name	Crew	Cruising Speed	Defense	Wounds	Resilience	Traits	Weapons	Value	Keywords
Skycrane Rotocopter	3 Pilots	40m	4	12	12	Airborne, Hover, Gyro-Stabilized, Open Top	None	13 Very Rare	Aircraft, Imperium, Anti-Grav, <Any>
Thunderbolt Heavy Fighter	1 Pilot	45m	5	15	14	Airborne, Rugged, Sealed, Supersonic	Two Twin Autocannons, Twin Lascannon, 4 Hellstrike Missiles	15 Very Rare	Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy
Valkyrie Assault Carrier	1 Pilot, 1 Navigator, 2 Gunners, 12 Passengers	45m	5	15	14	Airborne, Hover, Sealed, Supersonic	Twin Multi-Laser, 2x Hellstrike Missile Launchers	12 Rare	Aircraft, Imperium, Anti-Grav, Imperial Navy, Astra Militarum
Valkyrie Skytalon	1 Pilot, 1 Navigator, 2 Gunners, 12 Passengers	45m	5	15	14	Airborne, Hover, Sealed, Supersonic	Heavy Bolter,	12 Rare	Aircraft, Imperium, Anti-Grav, Imperial Navy, Astra Militarum
Vendetta Gunship	1 Pilot, 1 Navigator, 2 Gunners, 12 Passengers	45m	5	15	14	Airborne, Hover, Sealed, Supersonic	Three Twin Lascannons	17 Rare	Aircraft, Imperium, Anti-Grav, Imperial Navy, Astra Militarum
Vulture Gunship	1 Pilot, 1 Navigator, 2 Gunners	45m	5	15	14	Airborne, Hover, Sealed, Supersonic	Heavy Bolter, Twin Multi-Laser, 2x Hellstrike Missile Launcher	13 Rare	Aircraft, Imperium, Anti-Grav, Imperial Navy, Astra Militarum
Bikes									
Ferro-Beast	1 Pilot, 1 Passenger	34m	5	6	6	Bike, Wheeled	Twin Autogun or Harpoon Gun	10 Common	Bike, Wheeled, Imperium, Scum
Combat Bike	1 Pilot, 1 Passenger	28m	5	8	12	Bike, Wheeled	None	8 Rare	Bike, Wheeled, Imperium, Military, Astra Militarum, Rogue Trader
Enforcer Patrol Bike	1 Pilot, 1 Passenger	28m	5	8	12	Bike, Wheeled, All-Terrain	Twin Boltgun	8 Rare	Bike, Wheeled, Imperium, Government, Adeptus Arbites
Monocyk	1 Pilot	24m	4	8	10	Bike, Wheeled	None	8 Uncommon	Bike, Wheeled, Imperium, <Any>
Off-Road Bike	1 Pilot, 1 Passenger	34m	4	6	5	Bike, Wheeled, All-Terrain, Rugged, Stripped Chassis	None	10 Uncommon	Bike, Wheeled, Imperium, Military, Astra Militarum
Burrowers									
Mining Rig	1 Pilot, 1 Co-Pilot, 4 Gunners, 40 Passengers	10m	3	14	14	All-Terrain, Tracked, Burrower	Grinder Array	14 Very Rare	Burrower, Imperium, Government, Commercia
Sand Crawler	1 Pilot, 1 Passenger	12m	3	12	12	All-Terrain, Bike, Burrower	None	12 Rare	Burrower, Bike, Imperium, Military
Termite	1 Pilot, 1 Co-Pilot, 4 Gunners, 40 Passengers	10m	3	20	18	All-Terrain, Sealed, Tracked, Burrower	Boring Array	5 Very Rare	Burrower, Imperium, Astra Militarum

Name	Crew	Cruising Speed	Defense	Wounds	Resilience	Traits	Weapons	Value	Keywords
Crawlers									
Hephaestus Ore Seeker	3 Pilots, 1-7 Co-Pilots, 20 Crew, 20 Passengers	5m	2	45	18	Rugged, Ponderous, Tracked	Heavy Mining Drill, Mining Laser, Digging Arms	20 Very Rare	Crawler, Imperium, Commercia, Government
Industrial Crawler	1 Pilot, 3 Co-Pilots, 10 Crew, 20 Passengers	8m	2	32	19	Rugged, Ponderous, Tracked or Wheeled, Sealed	None	15 Rare	Crawler, Imperium, Commercia, Government
Macro-Hauler	1 Pilot, 0-6 Gunners, 30 Passengers	12m	3	15	15	Wheeled or Tracked, Sealed or Open Top	None	15 Common	Crawler, Imperium, Commercia, Government
Low-Tech Vehicles									
Beast Artillery	1 Pilot, 2 Passengers	12m	2	5	8	Wheeled, Low-Tech, Open Top, Living	Heavy Stubber	6 Uncommon	Low-Tech, Wheeled, Imperium, Astra Militarum
Beastcar	1 Pilot, 20 Passengers	12m	2	6	8	Wheeled, Low-Tech, Open Top, Living	None	4 Common	Low-Tech, Wheeled, Imperium, Middle Class
Beast-Drawn Cart	1 Pilot, 6 Passengers	12m	2	10	8	Wheeled, Open Top, Low-Tech, Living	None	5 Common	Low-Tech, Wheeled, Imperium, Lower Class
Carriage	1 Pilot, 4 Passengers	12m	2	5	8	Wheeled, Low-Tech, Open Top, Living	None	3 Common	Low-Tech, Wheeled, Imperium, Nobility
Gun Carriage	2 Gunners	6m	2	5	5	Low-Tech, Open Top	Multi-Laser	4 Uncommon	Low-Tech, Wheeled, Imperium, Military, Astra Militarum
Litter	4+ Bearers, 1 Passenger	6m	2	3	3	Low-Tech, Open Top, Living	None	2 Common	Low-Tech, Imperium, Nobility, Lower Class
War Chariot	1 Pilot, 2 Passengers	12m	2	10	8	Wheeled, Low-Tech, Open Top, Living	None	5 Common	Low-Tech, Wheeled, Imperium, Military
Skimmers									
Anti-Grav Skiff	1 Pilot, 3 Passengers	18m	4	10	10	Hover, Open Top	None	11 Uncommon	Skimmer, Imperium, Commercia
Anti-Grav Speeder	1 Pilot, 1 Co-Pilot, 8 Passengers	18m	5	10	10	Hover, Sealed	None	12 Very Rare	Skimmer, Imperium, Nobility, Government
Drav-Bike	1 Pilot	28m	4	3	15	Hover, Open Top, Enhanced Motive Systems	None	11 Very Rare	Skimmer, Imperium, Scum
Firefly Anti-Grav Hoverer	1 Pilot	24m	4	8	11	Hover, Open Top, Enhanced Motive Systems	None	12 Very Rare	Skimmer, Imperium
Recon Speeder	1 Pilot, 1 Co-Pilot/Gunner	32m	5	12	14	Hover, Open Top, Gyro-stabilized	Heavy Stubber	13 Rare	Skimmer, Imperium, Astra Militarum

Name	Crew		Cruising Speed	Defense	Wounds	Resilience	Traits	Weapons	Value	Keywords
Servo-Drone Defender	None		40m	6	4	8	Autonomous (4), Hover	Multi-Laser	7 Very Rare	Skimmer, Imperium, Adeptus Mechanicus
Speeder Carriage	1 Pilot, 3 Passengers		28m	4	14	12	Hover, Sealed or Open Top	None	14 Rare	Skimmer, Imperium, Nobility
Unmanned Servo-Drone	None		40m	6	4	8	Autonomous (4), Hover	None	4 Very Rare	Skimmer, Imperium, Adeptus Mechanicus
Venator Air Yacht	1 Pilot, 1 Co-Pilot, 1 Tracker, 2 Gunners, 3 Passengers		30m	4	15	15	Hover, Open Top	Tracker Net Launcher, Tranq Gun, Harpoon Gun	12 Very Rare	Skimmer, Imperium, Nobility, Hired Gun
Spacecraft										
Atlas Cargo Carrier	1 Pilot, 1 Co-Pilot, 1 Cargo Specialist, 40 Passengers		40m	5	15	14	Spacecraft, Ceramite Hull, Sealed, Vacuum Hardened	None	15 Uncommon	Spacecraft, Imperium, Commercia
Aquila Lander	1 Pilot		45m	5	15	14	Spacecraft, Sealed, Vacuum Hardened, Supersonic	Heavy Bolter	15 Rare	Spacecraft, Imperium, <Any>
Arvus Lighter	1 Pilot		45m	5	14	14	Spacecraft, Sealed, Vacuum Hardened, Rugged	None	13 Rare	Spacecraft, Imperium, <Any>
Cargo Lander	1 Pilot, 1 Co-Pilot, 40 Passengers		40m	3	25	16	Spacecraft, Ceramite Hull, Sealed, Vacuum Hardened	None	10 Common	Spacecraft, Imperium, <Any>
Chiropteron Scout	1 Pilot, 1 Co-Pilot		48m	6	18	18	Spacecraft, Sealed, Vacuum Hardened, Enhanced Motive Systems, Supersonic	None	12 Very Rare	Spacecraft, Imperium, Rogue Trader Fleet
Drop Pod	10 Passengers	-	6	18	18	Sealed, Vacuum Hardened, Orbital Deployment, Immobile	Storm Bolter	20 Very Rare	Spacecraft, Imperium, Adeptus Astartes, Rogue Trader Fleet, Adeptus Sororitas	
Eagle Gunship	1 Pilot, 1 Co-Pilot, 1 Gunner, 12 Passengers		45m	5	20	16	Spacecraft, Sealed, Vacuum Hardened, Supersonic	Twin Lascannon, Twin Heavy Bolter, Missile Launcher	16 Very Rare	Spacecraft, Imperium, Adeptus Arbites
Faustus Interceptor	1 Pilot, 1 Co-Pilot, 1 Astropath, 1 Gunner		48m	6	25	21	Spacecraft, Sealed, Vacuum Hardened, Supersonic	Two Autocannon Turrets, Plasma Gun Array, Heavy Bolter turret	23 Very Rare	Spacecraft, Imperium, Imperial Navy

Name	Crew	Cruising Speed	Defense	Wounds	Resilience	Traits	Weapons	Value	Keywords
Fury Interceptor	1 Pilot, 1 Co-Pilot, 1 Gunner, 1 Passenger	48m	6	25	20	Spacecraft, Sealed, Vacuum Hardened, Supersonic	3 Twin Long Barreled Lascannon, 12 Void-Capable Missiles	22 Very Rare	Spacecraft, Imperium, Imperial Navy
Gun-Cutter	1 Pilot, 2 Co-Pilots, 2 Gunners, 30 Passengers	45m	5	25	18	Spacecraft, Sealed, Vacuum Hardened, Supersonic	Two Long-Barreled Autocannons, Two Gunner Twin Heavy Bolters,	15 Very Rare	Spacecraft, Imperium, Rogue Trader Fleet, Imperial Navy
Halo Barge	1 Pilot, 1 Co-Pilot, 40 Passengers	40m	2	25	20	Spacecraft, Ceramite Hull, Sealed, Vacuum Hardened	None	16 Uncommon	Spacecraft, Imperium, Imperial Navy, Rogue Trader Fleet
Landing Pod	5 Passengers or 1 Vehicle	-	4	15	16	Sealed, Vacuum Hardened, Orbital Deployment, Immobile	Heavy Stubber	18 Very Rare	Spacecraft, Imperium, Departmento Munitorum, Astra Militarum, Imperial Navy
Munitorum Bulk-Lifter	1 Pilot, 1 Co-Pilot, 17+ Crew, 400 Passengers	40m	3	35	19	Spacecraft, Ceramite Hull, Sealed, Vacuum Hardened	None	17 Rare	Spacecraft, Imperium, Departmento Munitorum, Imperial Navy
Munitorum Cargo-Lifter	1 Pilot, 1 Co-Pilot, 70 Passengers	40m	4	15	15	Ceramite Hull, Hover, Sealed, Vacuum Hardened	None	14 Rare	Spacecraft, Imperium, Departmento Munitorum, Imperial Navy
Osprey Cargo Lander	1 Pilot, 1 Co-Pilot, 20 Passengers	40m	3	22	14	Ceramite Hull, Hover, Sealed, Vacuum Hardened	None	10 Common	Spacecraft, Imperium, Government, Commercia
Shark Assault Boat	1 Pilot, 1 Co-Pilot, 1 Gunner, 50 Passengers	48m	6	40	23	Hover, Sealed, Vacuum Hardened	Twin Las-Breacher, Autocannon	24 Very Rare	Spacecraft, Imperium, Imperial Navy
Starhawk Bomber	1 Pilot, 1 Co-Pilot, 5 Gunners, 15 Crew	48m	6	35	22	Spacecraft, Bomber, Sealed, Vacuum Hardened, Supersonic	Twin Lascannon, 2 Twin Multi-Laser Turrets, 2 Twin Heavy Bolter Turrets	23 Very Rare	Spacecraft, Imperium, Imperial Navy
Transorbital Barge	1 Pilot, 1 Co-Pilot, 6 Crew, 50 Passengers	48m	6	32	19	Spacecraft, Sealed, Vacuum Hardened	None	20 Very Rare	Spacecraft, Imperium, Imperial Navy, Commercia
Tracked Vehicles									
Tithe Collector	1 Pilot, 2 Gunners, 12 Passengers	24m	3	15	15	Rugged, Sealed, Tracked, Crash Webbing	Twin Autocannon	10 Uncommon	Tracked, Imperium, Adeptus Administratum
Aries Assault Vehicle	1 Pilot, 2 Gunners, 20 Passengers	24m	3	12	15	Amphibious, Tracked, Open Top	Multi-Laser	8 Uncommon	Tracked, Imperium, Military, Astra Militarum

Name	Crew	Cruising Speed	Defense	Wounds	Resilience	Traits	Weapons	Value	Keywords
Chimera APC	1 Pilot, 2 Gunners, 12 Passengers	24m	4	18	16	All-Terrain, Amphibious, Sealed, Tracked, Crash Webbing	Multi-laser, Heavy Bolter, 2 Lasgun Arrays	9 Uncommon	Tracked, Imperium, Military, Astra Militarum, Adeptus Arbites
Land Crawler	1 Pilot, 12 Passengers	24m	3	12	13	Amphibious, Tracked, Rugged	None	8 Uncommon	Tracked, Imperium, <Any>
Ministorum Incarcerator	1 Pilot, 2 Gunners, 12 Passengers	24m	3	15	15	Rugged, Sealed, Tracked, Crash Webbing	None	10 Rare	Tracked, Imperium, Adeptus Sororitas, Adeptus Ministorum, Ordo Hereticus
Ragnarok Mobile Bunker	1 Pilot, 1 Co-Pilot, 3 Gunners, 6 Passengers	18m	3	18	18	Ponderous, Rugged, Sealed, Tracked	Battle Cannon, Twin Heavy Stubber	16 Rare	Tracked, Imperium, Astra Militarum
Repressor	1 Pilot, 2 Gunners, 6 Passengers	24m	3	15	15	Rugged, Sealed, Tracked, Crash Webbing	Storm Bolter or Water Cannon and Riot Control Grenade launcher	10 Uncommon	Tracked, Imperium, Adeptus Arbites
Rhino APC	1 Pilot, 2 Gunners, 12 Passengers	24m	3	15	15	Rugged, Sealed, Tracked, Crash Webbing	Storm Bolter	10 Uncommon	Tracked, Imperium, Adeptus Sororitas, Adeptus Astartes, Adeptus Arbites
Siegfried	1 Pilot, 12 Passengers	24m	3	12	13	Amphibious, Tracked, Rugged	Multi-Laser	11 Uncommon	Tracked, Imperium, <Any>
Walkers									
Acastus	1 Pilot	20m	3	45	22	Ion Shield, Gyro-Stabilized, Neural Interface, Sealed, Walker	Titanic feet, Varies	4 Unique	Walker, Imperium, Titanic, Questoris Familia
Armiger	1 Pilot	28m	4	18	18	Ion Shield, Gyro-Stabilized, Neural Interface, Sealed, Walker	Varies	8 Rare	Walker, Imperium, Questoris Familia
Castrumuris	1 Pilot	18m	3	36	20	Ion Shield, Gyro-Stabilized, Neural Interface, Sealed, Walker	Titanic feet, Varies	8 Very Rare	Walker, Imperium, Titanic, Questoris Familia
Cerastus	1 Pilot	28m	3	41	20	Ion Shield, Gyro-Stabilized, Neural Interface, Sealed, Walker	Titanic feet, Varies	2 Unique	Walker, Imperium, Titanic, Questoris Familia

Name	Crew		Cruising Speed	Defense	Wounds	Resilience	Traits	Weapons	Value	Keywords
Dominus	1 Pilot		20m	3	42	20	Ion Shield, Gyro-Stabilized, Neural Interface, Sealed, Walker	Titanic feet, Varies	7 Very Rare	Walker, Imperium, Titanic, Questoris Familia
Dracus	1 Pilot		20m	3	41	20	Ion Shield, Gyro-Stabilized, Neural Interface, Sealed, Tracked	Titanic treads, Varies	7 Very Rare	Walker, Imperium, Titanic, Questoris Familia
Drover	1 Pilot		18m	4	10	14	Sealed, Walker	Dual Power Lifters	8 Uncommon	Walker, Imperium, Questoris Familia
Questoris	1 Pilot		24m	4	36	20	Ion Shield, Gyro-Stabilized, Neural Interface, Sealed, Walker	Titanic feet, Varies	6 Very Rare	Walker, Imperium, Titanic, Questoris Familia
Sentinel Loader	1 Pilot		18m	4	10	14	Walker	Power Lifter	5 Uncommon	Walker, Government, Commercia, Astra Militarum
Sepis	1 Pilot		30m	5	16	16	Ion Shield, Gyro-Stabilized, Neural Interface, Sealed, Walker	Varies	7 Rare	Walker, Imperium, Questoris Familia
Stalker Transport	1 Pilot, 10 Passengers		18m	4	10	14	Walker	None	8 Rare	Walker, Government, Commercia
Stegatank	1 Pilot, 3 Gunners, 10 Passengers		18m	4	16	15	All-Terrain, Walker, Gyro-Stabilized	Twin Stormbolter	6 Rare	Walker, Military, Government, Astra Militarum
Watercraft										
Motor Skiff	1 Pilot, 1 Passenger		30m	4	6	5	Aquatic, Bike, Stripped Chassis	None	10 Uncommon	Watercraft, Imperium, <Any>
Mass Harvester	1 Pilot, 3 Co-Pilots, 45 Crew		12m	3	40	18	Aquatic, Ponderous	None	13 Rare	Watercraft, Imperium, <Any>
Wheeled Vehicles										
Armored Multipurpose Wheeled Vehicle	1 Pilot, 1 Gunner, 4 Passengers		24m	3	14	14	Wheeled, All-Terrain, Amphibious	None	12 Common	Wheeled, Imperium, Military, Astra Militarum
Converted Civilian Insurrection Vehicle	1 Pilot, 10 Passengers		24m	3	12	12	Wheeled, Open Top or Sealed	Variable	10 Common	Wheeled, Imperium, Recidivist, Scum
Enforcer Patrol Cruiser	1 Pilot, 1 Gunner, 4 Passengers		24m	3	12	12	Wheeled	None	10 Common	Wheeled, Imperium, Government
Goliath Truck	1 Pilot, 2 Gunners, 10 Passengers		12m	3	15	13	Wheeled, Open Top	Heavy Stubber, Twin Autocannon	10 Uncommon	Wheeled, Imperium, <Any>

Name	Crew	Cruising Speed	Defense	Wounds	Resilience	Traits	Weapons		Value	Keywords
Ground Car	1 Pilot, 4 Passengers	15m	3	8	10	Wheeled, Sealed or Open Top	None	8 Uncommon	Wheeled, Imperium, Middle Class, Nobility	
Hauler	1 Pilot, 2 Passengers	10m	3	15	16	Wheeled or Tracked, Sealed or Open Top, Rugged	None	12 Common	Wheeled, Imperium, Lower Class, Government	
Off-Ride Buggy	1 Pilot, 1 Gunner, 4 Passengers	30m	3	12	6	Wheeled, All-Terrain, Open-Top, Rugged, Stripped Chassis	None	10 Common	Wheeled, Imperium, Military, Astra Militarum	
Outrider Scout Vehicle	1 Pilot, 1 Gunner, 4 Passengers	28m	3	12	12	Wheeled, All-Terrain, Open-Topped	None	10 Common	Wheeled, Imperium, Military, Astra Militarum	
Road Wheeler Autocarriage	1 Pilot, 5 Passengers	24m	3	10	10	Sealed	None	10 Rare	Wheeled, Imperium, Government, Nobility	
Suppressor RCV	1 Pilot, 1 Gunner, 10 Passengers	28m	3	13	13	Sealed, Wheeled, Crash Webbing	Heavy Stubber	9 Uncommon	Wheeled, Imperium, Adeptus Arbites	

"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 armor 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.

Defense: A measure of how hard a vehicle is to hit with an attack when in motion. A vehicle at a

dead stop has a Defense of 1. A vehicle travelling above Cruising Speed gains a +2 bonus to Defense 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 armor value and its Resilience are indistinguishable; any effect that ignores a certain value of armor ignores the same value of a vehicle's Resilience.

Traits: Like weapons and armor, 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 and are in addition to those found on page 320 of the Wrath & Glory core rulebook.

All-Terrain

All-terrain vehicles are designed and equipped to scramble across difficult ground. All-terrain vehicles ignore movement penalties for moving through difficult or hazardous terrain.

Airborne

This vehicle cannot charge and can only be charged by enemies that can fly. If this vehicle is reduced to 0 wounds when it is in low or high atmosphere, roll a D6 once it crashes. On a 6 it crashes in a fiery explosion and any individuals within 12 meters suffers D3 mortal wounds.

Anti-Air

The vehicle's primary purpose is to eliminate enemy air assets. A vehicle with this Trait ignores the any penalties for ground vehicles firing at aircraft due to altitude.

Amphibious

The vehicle has additional waterproofing, sealed fuel lines, or is just simply resistant to water. Amphibious vehicles treat bodies of water as open ground.

Aquatic

The vehicle is fundamentally designed to operate in open bodies of water, either by sailing across the surfaces of waterbodies or by submerging beneath. Aquatic vehicles treat bodies of water as open ground. An aquatic vehicle that beeches itself on solid ground becomes immobile.

Autonomous (X)

The vehicle is controlled not by a living crewman but by some form of machine spirit, logis engine or some other ancient form of technology. A vehicle with the Autonomous Trait must be given instructions, targeting parameters, and priority objectives (note the vehicle must be able to perform the functions given – i.e. an auto-turret is simply incapable of performing roaming sentry duty, etc.). Setting and changing settings on a vehicle with the autonomous Trait requires a Tech Test (DN 2). Failure means the machine spirit has not accepted the command. The vehicle rolls using a Default dice pool equal to the number in parenthesis. The GM has final say on what capabilities a vehicle possesses.

Bike

The smallest sub-type of vehicles, bikes take many different forms, from the iron steeds ridden by the Adeptus Astartes, to the nimble darts of the Eldar, right through to the smoke-belching contraptions favored by the Orks. Bikes follow all the standard rules for vehicles and are treated as having the Open Top trait. However, due to their size and lower profiles, in melee characters attacking a vehicle with the Bike trait can choose between the rider and the vehicle without needing to make a Called Shot. Bikes are

usually Wheeled vehicles, but can also be Skimmers or Tracked. They cannot make Ram! actions due to their light construction.

Bomber

This ship's payload is a complement of anti-ship or anti-fortification weapons. These weapons cannot be effectively aimed at "small" targets such as other vehicles or individuals, though if one were to hit such a target, they would be immediately destroyed. These weapons could be used in bombing runs against fixed emplacements or other large, immobile ground targets, in which case the areas of effect would be scores of meters across, and the damage dealt on par with powerful anti-armor weapons such as lascannons.

Burrower

This vehicle may move underground via strange and complex methods, leaving behind it a mostly stable tunnel through which infantry can move unhindered and without the need to crouch. Tunnels cut by a burrower are not entirely stable, however, and sometimes collapse.

Ceramite Hull

Designed to leave and re-enter the atmosphere very quickly, the vehicle's ceramite plating makes it more resistant to heat-based weaponry. Attacks made against it with weapons with the Melta trait do not benefit from that trait.

Damage Control

The vehicle possesses some limited form of self-repair. This could be an ancient machine spirit, slaved servitors, quick-growing Eldar Wraithbone, or even a team of Ork Grots scurrying across the hull hammering at loose armor plates and holding wires together. When a vehicle with the Damage Control vehicle trait suffers Critical damage, the vehicle's commander (or driver if there is no designated

commander) can force the 1d6 to be re-rolled (See Table 4-6: Vehicle Critical Hit Table on page 237 of the Wrath & Glory core rulebook). If a vehicle with the Damage Control trait ever catches fire, then attempting to put out that fire is a Free Action for whichever crewmember or passenger makes the attempt.

Enhanced Motive Systems

The vehicle has some way of gaining extra speed out of its engines, either via an enhanced form of promethium, ancient xeno-technology, or even a squig fuel injector. Vehicles with the Enhanced Motive Systems trait can, as a Full Action, move three times their Cruising Speed.

Immobile

Some vehicles, such as drop pods, are deployed via types of motive systems that do not operate on the ground. An Immobile vehicle cannot move under its own power, has a default Speed of 0, and cannot make use of the movement actions. Immobile vehicles often have some other method of movement (such as large rocket engines to bring them in via orbital drop).

Ion Shield

An Ion Shield is a potent defensive energy field generator carried by the combat walkers of the Questor Imperialis, the Imperial Knights. These devices use ancient technology to project an energy field across a narrow arc, and by moving the position of the shield so that it intercepts enemy attacks a Knight is able to survive even the heaviest of fire while still being able to return fire from its own weapons.

The settings and positioning of the Ion Shield is essential, as the shield is only designed to deflect and slow shots rather than absorb them in the manner of the more powerful Void Shields used by Titans and Imperial starships. These shields make an Imperial Knights Armor Rating *Invulnerable* against ranged attacks from a single facing (either the front, either side, or

rear), and must be determined during the pilot's turn. Changing the facing of the Ion shield requires two Simple Actions to perform.

Living

This vehicle is a flesh and blood creature (or at the very least incorporates such a being into its chassis) which is used as a steed or conveyance. It has the standard set of characteristics, but follows the rules for other vehicles in many other ways. It takes damage in the same way as a vehicle, but the Game Master should modify the way some effects occur, especially for Critical damage results. For instance, if such a vehicle suffers a 'Fuel Leak', its steed might be bleeding out, collapsing into death if not addressed quick enough. Explosive or Fire effects might similarly be translated into terrible disembowelments or skeletal destruction. Rather than needing promethium to keep it functional and repairs to restore lost function, a steed would require feed and rest to continue carrying its rider, and time and care to recover from injury.

Low-Tech

Low Tech vehicles are usually crafted from wood or cobbled together from other scrap. Most are not powered by anything more sophisticated than clockwork or the muscle power of animals. These vehicles benefit from a lack of workings and vital parts, as a result, any damage that doesn't destroy them outright, injure a passenger or damage their wheels or otherwise immobilize them is ignored. Additionally, such vehicles cannot 'catch fire' from a critical damage result unless caused by an incendiary weapon.

Neural Interface

The vehicles controls have inbuilt circuitry that requires a suitably augmented pilot or operator to control the vehicle. These range from simplistic mind-links to the more advanced mind impulse units of helm mechanicus' or throne

mechanicums utilized by the Questoris Familia and Collegia Titanicus. These vehicles cannot be piloted unless the operator possesses a mind impulse unit augmetic.

Orbital Deployment

Some vehicles possess the ability to be deployed from orbit, allowing for rapid movements of troops and other vital materiel. The most famous of this type of vehicle is the Drop Pod used by the Adeptus Astartes, but there are a number of other vehicle types that are capable of orbital insertion, including Ork Roks, which are little more than hollowed out asteroids hurled at a planet in vast numbers in the hope that some will survive the impact!

A vehicle with the Orbital Deployment Trait can choose a location on a battlefield to land rather than moving to that location like other vehicles. After choosing a location, the vehicle scatters 2d6 meters in a random direction. All shooting at a vehicle undergoing an Orbital Deployment suffers a +4 DN to hit whilst it is in flight. If the vehicle is capable of moving after that, it may do so during the next Round. Any weapons the vehicle possesses and any passengers that were transported by the vehicle must wait a full Round before they fire or disembark.

Ponderous

Some vehicles are so massive and so bulky that their ability to move at any significant speed is greatly reduced. A Ponderous Vehicle may never move faster than its Cruising Speed.

Ramshackle

The vehicle's construction methods are so haphazard that it is both more fragile than regular vehicles, yet at the same time has many more redundant and jury rigged systems, making the vehicle easier to repair. When rolling a Critical Hit against a vehicle with the Ramshackle vehicle trait, add +1 to the result. The vehicle takes twice the usual damage

against itself when attempting a Ram! action against another vehicle, building, or something equally solid. Repairing a vehicle with the Ramshackle vehicle trait takes half the normal time, and tests to implement these repairs gain a +2d bonus. Damaged vehicles with the Ramshackle vehicle trait are always treated as Lightly Wounded, unless they are suffering from Critical Hit result.

Rugged

Robust power systems, modular armor plates, and redundant fuel systems can make a vehicle far easier to repair, saving time and resources and allowing the vehicle to be put back into the field far more quickly than other designs. All Repair tests made to repair a vehicle with the Rugged trait gain a +2d bonus.

Spacecraft

This vehicle may exit the atmosphere. While in the atmosphere it may operate as a skimmer with the Hover trait or a flyer with the Airborne trait at the pilot's choice. It gains all benefits and drawbacks of skimmers and flyers. If operating as a flyer, it must be moving at least half its cruising speed at all times lest it begin a terminal dive to the earth below. In either case, if it becomes completely immobilized due to damage, count the vehicle as destroyed instead as it crashes to the ground.

Stripped Chassis

The vehicle has had its armor stripped and the weight of its frame reduced for greater speed. The vehicle's Armor Rating is halved and its Tactical Movement value is increased by 25%.

Supersonic

Before this vehicle moves, first pivot it on the spot up to 90° and then move the vehicle straight forwards. Note that it cannot pivot again after the initial pivot. When this vehicle moves at

twice its Cruising Speed, increase its Cruising Speed by 20 meters.

Wheeled

Wheeled vehicles gain a +1d bonus on all movement related stunts, but suffer a +2 DN penalty on all tests involving difficult, dangerous or rough terrain.

Aircraft

These vehicles are designed to transport people and cargo inside a planet's atmosphere or from a planet's surface to an orbiting ship and back again. These use the aerodynamic principles of lift and powerful engines to remain aloft. They can range from exotic flying mounts to air superiority fighters like the Imperial Navy Thunderbolt.

Anti-Grav: Many aircraft are fitted with a passive form of anti-grav combined with engine vectoring, this allows such aircraft to take off and land vertically.

Avenger Strike Fighter

The Avenger main role is conducting high-speed, low-level attacks on ground targets. It exceeds most other Imperial aircraft of its size in firepower, and it is particularly effective against armored targets due to the Avenger bolt cannon and twin Lascannons it carries.

Its main targets are armored vehicle formations and high-value strategic assets such as munitions or fuel dumps. The Avenger is an ancient design, believed to originate from Holy Terra during the Age of Strife. It was adopted by forces supporting Sebastian Thor during the bloody wars of faith and schism known as the Age of Apostasy.

It is a very effective design and is now a staple of any Imperial Navy air support mission. Due to its reputation of holiness, the Avenger is often specifically requested by the Adepta Sororitas

should they require close support in their purgations.

Crew: 1 Pilot

Cruising Speed 45m; **Defense** 5; **Wounds** 14;

Resilience 14; Airborne, Sealed, Supersonic

Weapons: Avenger Bolt Cannon (12+3ED; AP-2; Range 60m; Salvo 8; Blast (Large), Brutal, Spread), Twin Lascannon (18+3ED; AP -3; Range 150m; Salvo 2; Heavy [8], Steadfast), Defensive Heavy Stubber (10+2ED; AP 0; Range 16m; Salvo 3; Heavy [4], Skyfire)

Value: 14 (Very Rare)

Keywords: Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy

Dedicated Cogitator Arrays: Ancient Avenger Strike Fighters were often fitted with hard-wired servitor control and dedicated cogitator arrays designed to identify and target weak spots on enemy vehicles. This grants the Avenger the Automated Logis Engine upgrade and alters the availability of the Avenger to Unique.

Fixed Wing Transporter

These transatmospheric, planetary, aero-plane or atmospheric vehicles are propelled forward by thrust from a powerful engine or propeller. These vehicles achieve flight by hover-thrust jets, sometimes with anti-gravitic lifters or gravitic reaction motors. Fixed wing transporters come in a variety of sizes, shapes, and wing configurations.

The following profile is for an atmospheric shuttle

Crew: 1 Pilot, 1 Co-Pilot, 10 Crew

Cruising Speed 40m; **Defense** 5; **Wounds** 10;

Resilience 12; Airborne, Sealed

Weapons: None

Value: 16 (Uncommon)

Keywords: Aircraft, Imperium, <Any>

Utilitarian Configuration: The Fixed Wing Transporter can be configured as a passenger or freighter version. As a freighter, it can carry a payload of up to 52,200 kg. As a passenger transport, it can have a maximum carrying capacity of 650.

Seaplane: Some models are capable of taking

off and landing on water. These gain the Amphibious trait, and alter the value to 2 higher.



Lightning

The Lightning fighter craft is mainly used by the Imperial Navy for establishing air superiority due to its increased maneuverability over the Thunderbolt. It is often seen and heard plummeting from orbit or being scrambled from naval bases. The STC data for the Lightning was discovered during the Saint-Saen Crusade, which liberated twelve worlds in Segmentum Obscurus. They were found on Karnak II by an Adeptus Mechanicus Explorator team and the designs immediately given to the Mechanicus Lords of Cypra Mundi. It would take over five hundred years of research and trials, including readings of the Emperor's Tarot and cross-referencing with the archives of Mars, before the designs were finally approved for production in supplying fleet carriers and cruisers of Battlefleet Obscurus. Since then the designs have slowly been disseminated to the Navy worlds of Bakka and Hydraphur and Lightnings are now commonly seen alongside the Thunderbolt in both Segmentum Tempestus and Segmentum Pacificus.

Crew: 1 Pilot

Cruising Speed 45m; **Defense** 5; **Wounds** 14;

Resilience 14; Airborne, Sealed, Supersonic

Weapons: Long Barreled Autocannon (16+3ED; AP -1; Range 142m; Salvo 3; Heavy [8], Skyfire), Twin Lascannon (18+3ED; AP -3; Range 150m; Salvo 2; Heavy [8], Steadfast), Hellstrike Missile Launcher x2 (16+2ED; AP -2; Range 100m; Blast [Large], Brutal)

Value: 14 (Very Rare)

Keywords: Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy



Lightning Strike Fighter

The main difference between the Strike variant and the original is its weapons loadout. While it retains the twin-linked Lascannons mounted on the wing tips, the Strike removes the long-barreled ventral-mounted autocannon for two additional hardpoints, which carry either two Hellstrike Missiles or two Bombs. Like the Lightning it can also mount additional equipment.

Lightning Strikes are used purely for dedicated ground attacks, primarily targeting enemy armor formations. During major operations in conjunction with the Imperial Guard, a 'taxi rank' of Lightnings will circle the battlefield awaiting requests from Guard commanders for assistance. Once received the Lightning Strike will then swoop down on the enemy target and destroy it before climbing back into the rank to await the next request.

Crew: 1 Pilot

Cruising Speed 45m; **Defense** 5; **Wounds** 14; **Resilience** 14; Airborne, Sealed, Supersonic
Weapons: Twin Lascannon (18+3ED; AP -3; Range 150m; Salvo 2; Heavy [8], Steadfast), Hellstrike Missile Launcher x4 (16+2ED; AP -2; Range 100m; Blast [Large], Brutal)

Value: 14 (Very Rare)

Keywords: Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy



Magos Sky Platform

An unusual vehicle to say the least, the sky platform is a round disk, perhaps six metres in diameter, held aloft by suspensor fields and gravity flux generators, capable of flying at considerable speeds or hovering silently at their master's whim. Principally, these creations are the province of a forge world's ruling class who use them for personal transports and to survey their domains, but more rarely they are also encountered in the hands of the Explorators and the Magos Militant who use them to awe others into subservience and to fulfil a tactical roll as highly mobile weapons platforms.

Crew: 1 Pilot

Passengers: 2

Cruising Speed 20m; **Defense** 3; **Wounds** 12; **Resilience** 12; Airborne, Hover, Open Top, Neural Interface

Weapons: None

Value: 6 (Rare)

Keywords: Aircraft, Anti-Grav, Imperium, Adeptus Mechanicus

Marauder Bomber

Marauder Bombers, with their long range and good maximum payload for their size, are the workhorses of the Imperial Navy. They are often based on orbiting spacecraft or, if in a prolonged campaign, on naval airbases established on the ground. Thanks to their capacious fuel tanks and powerful engines, these bases are located far from the frontline, even on another continent.

Crew: 1 Pilot, 1 Co-pilot, 4 Gunners

Cruising Speed 45m; **Defense** 4; **Wounds** 16; **Resilience** 18; Airborne, Sealed, Vacuum Hardened, Supersonic

Weapons: Twin Lascannon (18+3ED; AP -3; Range 150m; Salvo 2; Heavy [8], Steadfast), Twin Heavy Bolter x2 (12+2ED; AP -1; Range 60m; Salvo 6; Brutal, Heavy [6])

Value: 16 (Very Rare)

Keywords: Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy



Marauder Colossus

The Marauder Colossus is a variant of the standard Marauder Bomber that is used by the Imperial Navy's Aeronautica Imperialis division as its primary atmospheric bomber aircraft. The Marauder Colossus is an uncommon variant of the Marauder Bomber and is specialized to perform high altitude strategic bombings of heavily fortified enemy positions and fortified structures such as bunkers and more extensive subterranean facilities. The Marauder Colossus forgoes the use of a multi-bomb payload in favor of a single, massive guided Melta-based Colossus Bomb of overwhelming destructive capacity.

Crew: 1 Pilot, 1 Co-Pilot, 4 Gunners

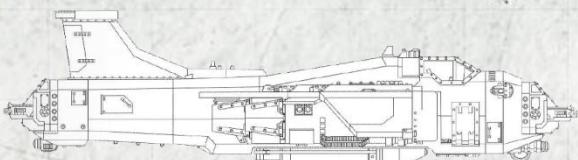
Cruising Speed 45m; **Defense** 5; **Wounds** 20;

Resilience 15; Airborne, Sealed, Vacuum Hardened, Supersonic

Weapons: Colossus Bomb (Damage 22+3ED; AP -; Range -; Salvo -; Armourbane, Blast (Huge), Destroyer, Aerial Bomb), Twin Heavy Bolter (12+2ED; AP -1; Range 60m; Salvo 6; Brutal, Heavy [6])

Value: 18 (Very Rare)

Keywords: Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy



Marauder Destroyer

The Marauder Destroyer is a variant of the standard Marauder Bomber that is used by the Imperial Navy as its primary atmospheric bomber aircraft. The Marauder Destroyer is the most widespread variant of the Marauder Bomber and is specialized to perform low-level ground attacks instead of performing high altitude strategic bombing. The Marauder Destroyer features a reduced bomb payload in favor of overwhelming direct firepower.

The Destroyer variant was first developed during the Second War for Armageddon, where it was outfitted for night operations and armed to carry out precision strikes on key targets. The Marauder Destroyer was accepted by the Adeptus Mechanicus after that conflict as an officially recognized variant of the Marauder Bomber and it has become common within the Imperial Navy's bomber wings. The aircraft is usually based on an orbiting starship, and can operate in the vacuum of space as well as in a planet's atmosphere.

Crew: 1 Pilot, 1 Co-pilot, 4 Gunners

Cruising Speed 45m; **Defense** 5; **Wounds** 20;

Resilience 15; Airborne, Sealed, Vacuum Hardened, Supersonic

Weapons: Twin Autocannons x3 (16+2ED; AP -1; Range 96m; Salvo 6; Heavy [8]), 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])

Value: 16 (Very Rare)

Keywords: Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy



Marauder Vigilant

The Marauder Vigilant is a variant of the standard Marauder Bomber that is used by the Aeronautica Imperialis of the Imperial Navy as its primary atmospheric bomber aircraft. The Marauder Vigilant is an uncommon variant of the Marauder Bomber and is specialized to perform high altitude strategic surveillance of enemy positions, movements, bases, and other targets. The Marauder Vigilant forgoes the bomber role and is instead only lightly armed.

The Marauder Vigilant variant, along with the Marauder Destroyer and Marauder Colossus, were first developed during the Second War for Armageddon. The Marauder Vigilant was used to safely survey the Ork forces upon Armageddon's Ash Plains so that their movements could be tracked and their important outposts, supply facilities, and command structures could be identified and later destroyed. The Marauder Vigilant and the other Marauder variants were accepted by the Adeptus Mechanicus after that conflict as an officially recognized variant of the Marauder Bomber and they are used by the Imperial Navy as reconnaissance aircraft to this day.

Crew: 1 Pilot, 1 Co-pilot, 4 Gunners

Cruising Speed 45m; **Defense** 5; **Wounds** 20;

Resilience 15; Airborne, Sealed, Vacuum Hardened, Supersonic

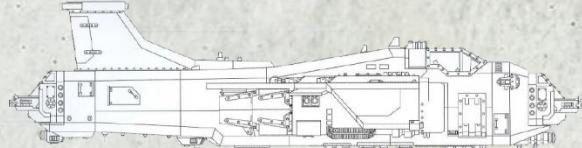
Weapons: Twin Lascannons x2 (18+3ED; AP -3; Range 150m; Salvo 2; Heavy [8], Steadfast)

Value: 19 (Very Rare)

Keywords: Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy

Aerial Reconnaissance: The Marauder Vigilant is equipped with highly-sophisticated surveillance equipment that is used to safely spy on the enemy and carry out needed aerial reconnaissance. The Marauder Vigilant's advanced surveillance equipment requires a large amount of space within the airframe, and as such the aircraft's bomb-bay is modified from the standard Marauder design so that all of this surveillance gear is able to fit. It possesses a Tactical Vox-Targeting Array, Orbital Positioning System, Infra-red targeting equipment, Electro-

Vox Warfare Array, and Encrypted Vox-Network. Additionally, it can provide coordinates for other units with a Precision Targeting System, acting as a long range spotter.



Ornithopter

Also known as ornithopters, these are a unique class of aircraft, using regular engines plus large articulated wings to mimic avian flight. Often graceful and maneuverable beyond normal craft, they require more specialized training as they are prone to mishap in the hands of an inexperienced pilot. Piloting such a vehicle is a sure sign of expert skills and an appreciation for style above the more brutish fashions displayed among other Imperial vehicles.

Crew: 1 Pilot

Passengers: 1
Cruising Speed 25m; **Defense** 5; **Wounds** 12; **Resilience** 12; Airborne, Gyro-Stabilized

Weapons: None

Value: 10 (Common)

Keywords: Aircraft, Imperium, <Any>

Raptor Crowd-Suppression Gunship

These matt-black flyers are civil defense assets employed by the Adeptus Arbites planetary units. These scrutiny landers are capable of mobilizing the arbites effective troops to quickly engage and quell riots, delivering covering fire to support their ground forces.

Crew: 1 Pilot, 1 Co-Pilot, 2 Gunners

Passengers 12

Cruising Speed 40m; **Defense** 5; **Wounds** 14; **Resilience** 15; Airborne, Hover

Weapons: Twin Heavy Stubber (10+2ED; AP 0; Range 72m; Salvo 6; Heavy [4]), Twin Heavy Bolter (12+2ED; AP -1; Range 60m; Salvo 6; Brutal, Heavy [6]), Missile Launcher (Damage by missile; AP By Missile; Range 150m; Salvo -; Heavy)

Value: 15 (Rare)

Keywords: Imperium, Aircraft, Anti-Grav, Adeptus Arbites

Rotorcraft Gunship

Rotorcraft Gunships are aircraft that utilize rotary wings or rotor blades, rather than more conventional anti-grav or advanced propulsion engines, such as heli-wings and auticopters. These vehicles are most often used as light strike vehicles, used to scout ahead of advancing ground patrols or to offer support to enforcers in pursuit. The following profile is for an enforcer interceptor gunship.

Crew: 1 Pilot, 2 Gunners **Passengers:** 42

Cruising Speed 40m; **Defense** 5; **Wounds** 10; **Resilience** 14; Airborne, Hover, Gyro-Stabilized, Sealed or Open Top

Weapons: Heavy Stubber (10+2ED; AP 0; Range 72m; Salvo 3; Heavy [4]), Twin Rocket Launcher (16+3ED; AP -3; Range 150m; Salvo 1; Heavy (4), Penetrating (2))

Value: 8 (Very Rare)

Keywords: Aircraft, Imperium, Anti-Grav, <Any>

Skycrane Rotocopter

The humble skycrane rotocopter is used as a workhorse by many planetary governments to transport prebs and haul materials across difficult terrain. These vehicles are most commonly employed when a ground hauler or macro-hauler is ill-suited to the task.

Crew: 3 Pilots

Cruising Speed 40m; **Defense** 4; **Wounds** 12; **Resilience** 12; Airborne, Hover, Gyro-Stabilized, Open Top

Weapons: None

Value: 13 (Very Rare)

Keywords: Aircraft, Imperium, Anti-Grav, <Any>

Transporter: A Skycrane Rotocopter can carry a full payload of up to 19,000 kg.

Thunderbolt Heavy Fighter

The Thunderbolt heavy fighter is the workhorse of the Imperial Navy. A rugged and reliable design, with good firepower and maneuverability, the Thunderbolt has been in service for centuries and remains well-liked by its crews.

The Thunderbolt primarily serves as an air superiority fighter, given the task of hunting down enemy bombers or engaging enemy fighters in order to establish air superiority over the battlefield. However one of the chief advantages of the design is its versatility, allowing it to fulfill other types of missions. Thunderbolt fighters frequently serve as high altitude escort fighters for flights of Marauder Bombers. They can also be adapted to serve as low level fighter-bombers, night fighters and reconnaissance aircraft. Typically, Imperial Navy Thunderbolt Wings operate thirty aircraft.

Crew: 1 Pilot

Cruising Speed 45m; **Defense** 5; **Wounds** 15; **Resilience** 14; Airborne, Sealed, Supersonic

Weapons: Two Twin Autocannons (16+2ED; AP -1; Range 96m; Salvo 6; Heavy [8]), Twin Lascannon (18+3ED; AP -3; Range 150m; Salvo 2; Heavy [8], Steadfast), Hellstrike Missile Launcher (16+2ED; AP -2; Range 100m; Blast [Large], Brutal)

Value: 15 (Very Rare)

Keywords: Aircraft, Imperium, Aeronautica Imperialis, Imperial Navy



Valkyrie Assault Carrier

The Valkyrie is a vertical takeoff and landing (VTOL) airborne assault carrier used primarily by the Astra Militarum as both a ground support gunship and a transport for airborne combat regiments like Tempestus Scion Squads and the Elysian Drop Troops. Despite serving the tactical

needs of the Imperial Guard, a Valkyrie and its crew are usually composed of pilots and armsmen drawn from the Imperial Navy's Aeronautica Imperialis and are provided to the Guard on an as-needed basis.

Crew: 1 Pilot, 1 Navigator, 2 Gunners.
Passengers: 12

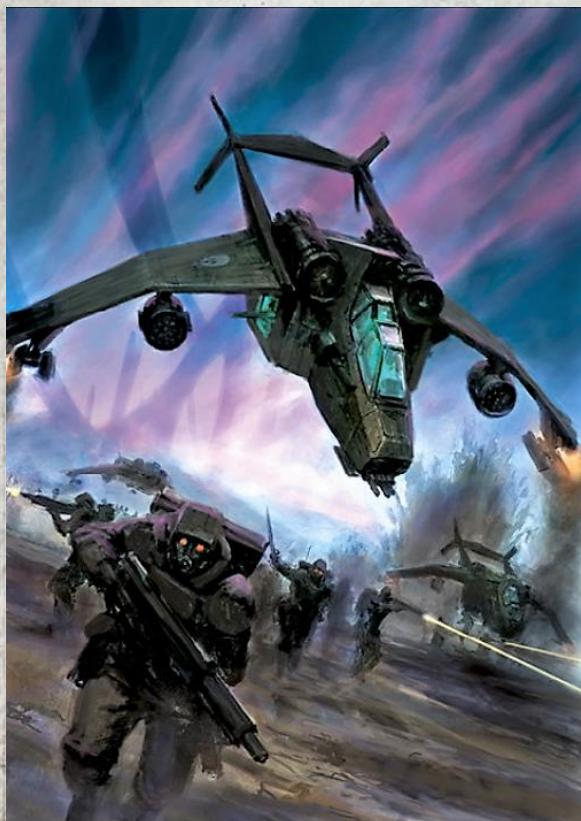
Cruising Speed 45m; **Defense** 5; **Wounds** 15;
Resilience 14; Airborne, Hover, Sealed,
Supersonic

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: Aircraft, Imperium, Anti-Grav,
Aeronautica Imperialis, Imperial Navy, Astra
Militarum

Grav-chute Insertion: Characters may
disembark from this vehicle at any point during
its move, but if the Valkyrie moves more than 20
meters, you must roll a D6 for each character
disembarking. On a 1, that character is slain.



Valkyrie Skytalon

The Valkyrie Sky Talon is a variant of the Valkyrie airborne assault carrier commonly used by the Imperial Navy. The Sky Talon is a support aircraft that is used for heavy lifting in combat situations, and has become favored amongst many who need a rugged, dependable vehicle that can carry a heavy load under fire. The Sky Talon uses magnetic lifting clamps to secure its cargo, assisted by dual grav/pressure clamp rigs and lifting cables when necessary. It is armed for self-defense with a nose turret-mounted heavy bolter for anti-personnel fire and two Hellstrike missiles under the wings for anti-armor. Despite these weapons, the Sky Talon's role is firmly that of support, not as a combat gunship.

Crew: 1 Pilot, 1 Navigator

Cruising Speed 45m; **Defense** 5; **Wounds** 15;
Resilience 14; Airborne, Hover, Sealed,
Supersonic

Weapons: Heavy Bolter (12+2ED; AP -1; Range
60m; Salvo 3; Brutal, Heavy [6]), Hellstrike
Missile Launcher x2 (16+2ED; AP -2; Range
100m; Blast [Large], Brutal)

Value: 12 (Rare)

Keywords: Aircraft, Imperium, Anti-Grav,
Aeronautica Imperialis, Imperial Navy, Astra
Militarum

Sky Lift: As a Stunt, the Sky Talon may drop a
vehicle or supply pod it is carrying. The Sky
Talon must be within 20 meters of the ground to
do so (unless the pilot doesn't care about the
state of the vehicle he's dropping!). On
proceeding Rounds of combat, the vehicle may
operate normally. Alternatively, it can land on
top of a vehicle and pick it up for rapid
extraction. This takes 4 Rounds.



Vendetta Heavy Assault Gunship

The Vendetta is heavily armed with anti-armor weapons, including two sets of Twin-linked Lascannons on its wings and one set of Twin-linked Lascannons located near the cockpit. The aircraft also possesses two door-mounted Heavy Bolters to be used for covering fire when dropping off its precious cargo of Imperial troops. The aircraft can also be equipped with two sponson-mounted Heavy Bolters for added firepower. The Vendetta can be enhanced with ejector seats, Extra Armour Plating for the cockpit, a Searchlight, flare or chaff launchers, infra-red targeting systems, and illumination flares. Despite the impressive firepower of the Vendetta, it lacks the flexibility of the Vulture Gunship, which is often chosen over the Vendetta for deep-range attacks and urban assault missions.

Crew: 1 Pilot, 1 Navigator, 2 Gunners

Passengers: 12

Cruising Speed 45m; **Defense** 5; **Wounds** 15;

Resilience 14; Airborne, Hover, Sealed,

Supersonic

Weapons: Twin Lascannons x3 (18+3ED; AP -3; Range 150m; Salvo 2; Heavy [8], Steadfast)

Value: 12 (Rare)

Keywords: Aircraft, Imperium, Anti-Grav, Aeronautica Imperialis, Imperial Navy, Astra Militarum

Variable Configuration: The Vendetta can replace the wing-mounted Twin-linked Lascannons for two Hellfury Missile Launchers (8+2ED; AP 0; Range 146m; Blaze, Blast [Large], Brutal, Spread).

Vulture

The Vulture is an attack gunship, and its main role is the support of Valkyrie assault carriers while in flight and while their Imperial Guard troops are disembarking. The Vulture will often stay at the drop zone after the Valkyries have left in order to provide heavy air support to the infantry on the ground. Regiments of the Imperial Guard like the Elysian Drop Troops make heavy use of Vultures as they are often

deployed into hostile territory without heavy armor or artillery support. Like all Imperial aircraft, the Vulture is crewed and operated by members of the Imperial Navy's Aeronautica Imperialis, though it is always used in support of Imperial Guard forces. The Vulture is not used as an air superiority fighter due to its slow air speed. That is a role better left to the Aeronautica Imperialis' Lightning and Thunderbolt aerospace fighters. The Vulture, like the Valkyrie, is also unable to operate in the vacuum of space and thus cannot be used in space superiority or orbital assault actions.

Crew: 1 Pilot, 1 Navigator, 2 Gunners

Cruising Speed 45m; **Defense** 5; **Wounds** 15;

Resilience 14; Airborne, Hover, Sealed,

Supersonic

Weapons: Heavy Bolter (12+2ED; AP -1; Range 60m; Salvo 3; Brutal, Heavy [6]), 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: Aircraft, Imperium, Anti-Grav, Aeronautica Imperialis, Imperial Navy, Astra Militarum



Bikes

Bikes are a catchall for motorcycles, monocyks and other vehicles with one or more wheels arranged in a line. This category generally refers to those vehicles that rely on engines for propulsion.



Ferro-Beast

A ferro-beast mount is favored by many of the biker gangs that infest the forgotten, distant and lawless parts of the Imperium. Custom-built and sporting huge road wheels, armor plating, and a considerable armament, its riders can be counted among the most vicious scum in the universe.

Crew: 1 Pilot **Passenger:** 1
Cruising Speed: 28m; **Defense:** 5; **Wounds:** 6;
Resilience: 12; Bike, Wheeled
Weapons: Twin Autogun (7+1ED; AP 0; Range 48m; Salvo 6; Rapid Fire [1]) or Harpoon Gun (7+1ED; AP -4; Range 96m; Salvo - ; Penetrating (2))
Value: 10 (Common)

Keywords: Bike, Imperium, Scum
Need for Speed: Some particularly unique and scrap-salvaged models strip down all but the most essential components. These Scrap-Beast variants gain the Stripped Chassis trait.

Combat Bike

Common throughout the Imperium, these can range from adapted civilian models to heavily armed and armored vehicles purely designed for combat. Combat bikes often have integral weapon mountings facing forward (sometimes in linked pairs), for the driver to use whilst operating the vehicle. Common weapons in this style include autoguns, lasguns or boltguns.

Crew: 1 Pilot **Passenger:** 1
Cruising Speed: 28m; **Defense:** 5; **Wounds:** 8;
Resilience: 12; Bike, Wheeled
Weapons: None
Value: 8 (Rare)
Keywords: Bike, Imperium, Military, Astra Militarum, Rogue Trader
Armed Biker: Variant combat bikes can mount a single twin-linked weapon that can fire in the forward arc. This alters the value by +2.
Sidecar: A common upgrade is to add a sidecar to a ground bike, both to carry an extra person and to also allow a separate gun mounting. Heavy combat versions carry larger weapons for the sidecar passenger to fire, such as heavy bolters, plasma cannons, and multi-meltas. Adding a sidecar to a bike increases its passenger limit by 1 as well as giving it a mounting for a heavy weapon (the extra passenger then acts as the weapon's gunner). This alters the value to 10.



Enforcer Patrol Bike

These heavy armored patrol bikes are favored by planetary enforcers and Adeptus Arbites alike for being capable of weaving through heavy traffic, congested hive arteria, and other obstacles. These bikes are fitted with powerful engines and heavy-duty tires, the better for pursuing fleeing criminals over even the roughest ground.

Crew: 1 Pilot

Passenger: 1

Cruising Speed: 28m; **Defense:** 5; **Wounds:** 8;

Resilience: 12; All-Terrain, Bike, Wheeled

Weapons: Twin Boltgun (10+1ED; AP 0; Range 40m; Salvo 4; Brutal, Rapid Fire [2])

Value: 8 (Rare)

Keywords: Bike, Wheeled, Imperium, Government, Adeptus Arbites

Value: 10 (Uncommon)

Keywords: Bike, Wheeled, Imperium, Military, Astra Militarum

Weapon Mounts: An Off-Road Bike can be modified to incorporate up to two basic weapons. These can be either the same type, counting as twin-linked, or as two individual weapons. Adding weapon mounts alters the value to 12.

Burrower

Burrower is a catch-all category for any vehicle designed for burrowing through solid matter. These are generally rare and normally found only on industrial worlds and mining colonies.

Mining Rig

Mining Rigs are enclosed vehicles designed to burn and burrow effortlessly through rock and soil. Equipped with full life support systems and considerable range, mining rigs vary in form and function from heavy-duty mining units to exploration craft to military siege breakers, but thanks to the techno-arcana required to construct them, most remain in the hands of the Mechanicus and their servants. The pattern featured here is a utilitarian multi-purpose model, relatively small in size capable of conveying a dozen souls for long distances into the far deeps in relative comfort and safety.

Crew: 1 Pilot, 1 Co-Pilot, 4 Gunners

Passengers: 40

Cruising Speed: 10m; **Defense:** 3; **Wounds:** 14;

Resilience: 14; All-Terrain, Tracked, Burrower

Weapons: Twin Boring Array (15+3ED; AP 0; Range 20m; Salvo 2; Melta)

Value: 14 (Very Rare)

Keywords: Burrower, Imperium, Government, Commerce.

Off-Road Bike

Intended for use on frontier worlds and other areas of difficult terrain for exploration, hunting and personal transport. Designed with longer springs and shocks to easily travel over rough and rocky terrain. Many also come with options for equipment storage, long range comms and Global positioning cogitators.

Crew: 1 Pilot

Passenger: 1

Cruising Speed: 4m; **Defense:** 4; **Wounds:** 6;

Resilience: 5; Bike, Wheeled, All-Terrain, Rugged, Stripped Chassis

Weapons: None

Sand Crawler

This is a small but powerful vehicle, built to carry two crewmen over or under the earth. Like all burrowers, it has a tough outer shell; this helps

to protect the crew and sensitive equipment from the massive heat build-up caused by travelling underground. Most of the friction derived heat is blasted away via the rear tail unit - which also provides the overall forward thrust. The main heat shield is at the front, just above the forward grinders. Earth is loosed using a high frequency sound field. Loose soil is then drawn under the forward grinders, through the main grinders and is pushed behind the vehicle by the revolving spades. The main grinders also serve to edge the vehicle forward, and provide a degree of directional control.

Crew: 1 Pilot

Passenger: 1

Cruising Speed 12m; **Defense** 3; **Wounds** 12;

Resilience 12; All-Terrain, Bike, Burrower

Weapons: Grinder Array (14+2ED; AP -5;

Range M; Penetrating (2))

Value: 12 (Rare)

Keywords: Burrower, Bike, Imperium, Military

Termite

Termites are enclosed vehicles designed to burn and burrow effortlessly through rock and soil. Equipped with full life support systems and considerable range, termites vary in form and function from heavy-duty mining units to exploration craft to military siege breakers, but thanks to the techno-arcana required to construct them, most remain in the hands of the Mechanicus and their servants. The pattern featured here is a utilitarian multi-purpose model, relatively small in size capable of conveying a dozen souls for long distances into the far deeps in relative comfort and safety.

Crew: 1 Pilot, 1 Co-Pilot, 4 Gunners

Passengers: 40

Cruising Speed 10m; **Defense** 3; **Wounds** 20;

Resilience 18; All-Terrain, Sealed, Tracked,

Burrower

Weapons: Boring Array

Value: 5 (Very Rare)

Keywords: Burrower, Imperium, Astra Militarum

Crawler

Massive vehicles, weighing hundreds of tons, they are somewhat rarer than large vehicles. For civilian purposes, they are used for construction, transporting heavy cargo as harvesters, flatbeds and other industrial vehicles. The military's armor such as the Baneblade, Leviathan and even the Capitol Imperialis - a mobile tracked fortress capable of carrying hundreds of men - all qualify as crawlers.

Hephaestus Ore Seeker

Hephaestus Ore Seeker Lumbering across barren alien moons, trampling the wilderness regions of fledgling colonies, and flattening the mighty crags of countless worlds beneath its heavy mechanical tracks, the Hephaestus is an ambulatory mineralogical survey vehicle and ore extraction platform. A Hephaestus Ore Seeker is a gigantic boxy crawler, more than 35 meters tall and propelled by numerous treads. Enormous drills, rippers, and rotary grinders tear away at rock and soil, leaving deep trenches, sunken pits, and mounds of scree in the Seeker's wake. Thick smoke belows from countless chimneys bristling from the vehicle's back, a sure sign that the smelters within are working at full capacity.

Crew: 3 Pilots, 1-7 Co-Pilots, 20 Crew

Passengers: 20

Cruising Speed 5m; **Defense** 2; **Wounds** 45;

Resilience 18; Rugged, Ponderous, Tracked

Weapons: Heavy Mining Drill (10+1ED; AP -4;

Range M; Brutal, Unwieldy (3)), Mining Laser

(Damage 18; AP -4; Range 48m; Heavy (4)),

Digging Arms (14+1ED; AP -4; Range M;

Unwieldy (3))

Value: 20 (Very Rare)

Keywords: Crawler, Imperium, Commercia, Government

Mining Operations: In addition to crew, the Hephaestus Ore Seeker can carry 750 tons of processed ore, 1 hanger capable of holding 1 or 2 vehicles of massive size or smaller.

Life Support: A fully outfitted Hephaestus Ore Seeker contains enough air, fuel, water, and provisions for a full complement of crew and

passengers to survive in relative comfort for a month in hostile environments. Improvised

Industrial Crawler

Industrial Crawlers are gargantuan, slow moving, behemoth platforms that perpetually roll across the hive arteria or ash wastes alike, crushing everything in their path. Massive vehicles, weighing hundreds of tons, they are somewhat rarer than typical super heavy vehicles. For civilian purposes, they are used for construction, transporting heavy cargo as harvesters, flatbeds and other industrial vehicles. These vehicles employ a great number of very large wheels, tracks, or a combination of both designed to travel over difficult ground and are pressed into all forms of industrial service.

Crew: 1 Pilot, 3 Co-Pilots, 10 Crew

Passengers: 20

Cruising Speed 8m; **Defense** 2; **Wounds** 32; **Resilience** 19; Rugged, Ponderous, Tracked or Wheeled, Sealed

Weapons: None

Value: 15 (Rare)

Keywords: Crawler, Imperium, Commercia, Government

Designed for Purpose: Any Industrial Crawler can replace its Sealed trait with Open Top, increasing its passenger capacity to 40.

Hauler: An Industrial Crawler, in addition to its carrying capacity, can haul up to 1000 tons of cargo, machinery, or specialized equipment (such as derricks).

Macro-Hauler

Many hive cities are honeycombed with vast and labyrinthine networks of roadways, overpasses, and transit tunnels known as "arteria". In these cities dispersal cargos and perishables are often carried by huge multi-wheeled or tracked vehicle transports known as macro-haulers. Tens of meters tall and a hundred or more long, these vast conveyances are like warehouses on the move and more than deserve their common nickname of "thunderers". Some even act as

mobile processing facilities while others are said to never stop - their containers unloaded on the move. Some are further outfitted for hazardous duty and are uncommonly powerful, heavily armored and armed; they carry the most valuable cargos and are more than able to defend themselves from the jack-crews that can infest the lawless regions of arteria networks.

Crew: 1 Pilot, 0-6 Gunners **Passengers:** 30

Cruising Speed 12m; **Defense** 3; **Wounds** 15; **Resilience** 15; Wheeled or Tracked, Sealed or Open Top

Weapons: None

Value: 15 (Common)

Keywords: Crawler, Imperium, Commercia, Government

Variable Armaments: Militarized versions can have up to six Heavy Weapon mounted as either: hull, fixed, pintle, sponson or turret mounted.

Ash Waster: Some Macro-Haulers, outfitted to operate in polluted wastelands or in hazardous environments have sealed compartments with life-support or air filtrations systems and airlocks as standard.

Low-Tech Vehicles

These vehicles are simple constructs, driven by animal or clockwork power or perhaps rudimentary steam engines. If a low-tech vehicles locomotion is determined by a living creature, then it becomes immobile if those creatures are not present, wounded, or otherwise absent.

Similarly, low tech vehicles that rely on living creatures for locomotion may replace their Cruising Speed characteristic with a creature's Speed if it is lower or higher than the average presented in the profiles below.

Beast-Drawn Artillery

Beast artillery is a type of light, fast-moving, and fast-firing artillery which provides highly mobile fire support, especially to cavalry units (such as rough rider regiments of the Astra Militarum). A

precursor of modern self-propelled artillery, these consist of light cannons or heavy stubbers attached to light but sturdy two-wheeled carriages called caissons or limbers, with the individual crewmen riding on horses. This is in contrast to the rest of other primitive field artillery, which are also typically beast-drawn but whose gunners are normally transported seated on the gun carriage, wagons or limbers.

Crew: 1 Pilot **Passengers:** 2
Cruising Speed 12m; **Defense** 2; **Wounds** 5;
Resilience 8; Wheeled, Low-Tech, Open Top, Living
Weapons: Heavy Stubber (10+2ED; AP 0; Range 72m; Salvo 3; Heavy [4])
Value: 6 (Uncommon)
Keywords: Low-Tech, Wheeled, Imperium, Astra Militarum

Beastcar

A beastcar, or beast-drawn tram, is an animal-powered (usually horse) tram or streetcar. It is a primitive form of public rail transportation, where the low rolling resistance of metal wheels on iron or steel rails allows the animals to haul a greater load for a given effort than a carriage and gives a smoother ride. The beast-drawn streetcar combines the low cost, flexibility, and safety of animal power with the efficiency, smoothness, and all-weather capability of a rail right-of-way.

Crew: 1 Pilot **Passengers:** 20
Cruising Speed 12m; **Defense** 2; **Wounds** 10;
Resilience 8; Wheeled, Low-Tech, Open Top, Living
Weapons: None
Value: 4 (Common)
Keywords: Low-Tech, Wheeled, Imperium, Middle Class

Beast-Drawn Cart

Carts rely on a draught beast for locomotion and can vary in size from dog-drawn gigs to Tholephant-pulled mega-wains. Carts can come in all sizes and shapes, these stats represent a typical open-topped cart.

Crew: 1 Pilot **Passengers:** 6
Cruising Speed 12m; **Defense** 2; **Wounds** 6;
Resilience 8; Wheeled, Open Top, Low-Tech, Living
Weapons: None
Value: 5 (Common)
Keywords: Low-Tech, Wheeled, Imperium, Lower Class

Carriage

A carriage is a wheeled vehicle for people, usually horse-drawn; litters (palanquins) and sedan chairs are excluded, since they are wheelless vehicles. The carriage is especially designed for private passenger use, though some are also used to transport goods. A public passenger vehicle would not usually be called a carriage - terms for such include stagecoach, charabanc and omnibus. It may be light, smart and fast or heavy, large and comfortable or luxurious. Carriages normally have suspension using leaf springs, elliptical springs or leather strapping.

Crew: 1 Pilot **Passengers:** 4
Cruising Speed 12m; **Defense** 2; **Wounds** 5;
Resilience 8; Wheeled, Low-Tech, Open Top, Living
Weapons: None
Value: 3 (Common)
Keywords: Low-Tech, Wheeled, Imperium, Nobility

Gun Carriage

A gun carriage is a frame and mount that supports the gun barrel of a heavy weapon (typically an artillery piece), allowing it to be maneuvered and fired. Unlike most low-tech vehicles, the gun carriage is still commonly used throughout the Imperium from Imperial Navy boarding parties to Astra Militarum or Planetary Defense force heavy weapons teams.

Crew: 2 Gunners
Cruising Speed 6m; **Defense** 2;
Wounds 5; **Resilience** 5; Low-Tech, Open Top
Weapons: Multi-Laser (14+2ED; AP 0; Range

70m; Salvo 3; Steadfast)
Value: 4 (Uncommon)
Keywords: Low-Tech, Wheeled, Imperium, Military, Astra Militarum

Litter

The litter is a class of wheelless vehicles, a type of human-powered transport, for the transport of persons. Smaller litters may take the form of open chairs or beds carried by two or more carriers, some being enclosed for protection from the elements. Larger litters may resemble small rooms upon a platform borne upon the shoulders of a dozen or more people. To most efficiently carry a litter, porters either place the carrying poles directly upon their shoulders or use a yoke to transfer the load from the carrying poles to the shoulders.

The profile below is indicative of a palanquin, or covered litter, for a single occupant.

Crew: 4+ Bearers **Passenger:** 1
Cruising Speed 6m; **Defense** 2;
Wounds 3; **Resilience** 3; Low-Tech, Open Top, Living
Weapons: None
Value: 2 (Common)
Keywords: Low-Tech, Imperium, Nobility, Lower Class

Bearers: A Palanquin is carried by an even number of bearers (between two and eight, but most commonly four) on their shoulders, by means of a pole projecting fore and aft.

War Chariot

A chariot is a smaller version of a cart, designed specifically for speed or military use. The chariot can be a decisive factor in primitive warfare. Like carts, chariots come in a variety of types, the profile here represents a typical war chariot.

Crew: 1 Pilot **Passengers:** 2
Cruising Speed 12m; **Defense** 2; **Wounds** 10;
Resilience 8; Wheeled, Low-Tech, Open Top, Living
Weapons: None

Value: 5 (Common)
Keywords: Low-Tech, Wheeled, Imperium, Military

Skimmers

These vehicles hover over the ground, floating from place to place as their whirring engines stir up the dust below. Thanks to their ability to defy gravity, Skimmers can be extremely fast and nimble, though they also tend to be more fragile than ground-based vehicles.

Anti-Grav Skiff

Anti-grav skiffs come in a variety of sizes and designs. The most common designs are capable of carrying up to 4 people plus cargo. Their main role is to transport cargo across medium sized distances. It can reach similar speeds to a Land Speeder, but its speed is dependent on the weight of the vehicle's load.

Crew: 1 Pilot **Passengers:** 3
Cruising Speed 18m; **Defense** 4; **Wounds** 10;
Resilience 10; Hover
Weapons: None
Value: 11 (Uncommon)
Keywords: Skimmer, Imperium, Commercial



Anti-Grav Speeder

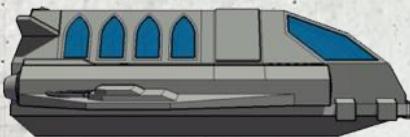
The Anti-grav Speeder is a fast and robust mean of transport; suitable for both the narrow streets and broad arteries (main traffic routes) of the hives. A common sight through the hives, but due to the cost of vehicles in general these are reserved for Upper Hive residents, successful gang-leaders or government officials.

Crew: 1 Pilot, 1 Co-Pilot **Passengers:** 8
Cruising Speed 18m; **Defense** 5; **Wounds** 10;
Resilience 10; Hover, Sealed

Weapons: None

Value: 12 (Very Rare)

Keywords: Skimmer, Imperium, Nobility, Government



Drav-Bike

These anti-gravitic hover bikes are more popularly known as 'Drav' bikes, a shortening of 'deadly grav', for their propensity to kill inexperienced riders quite easily. Hyper-fast, possessing limited mock-flight abilities and their nearly ramshackle construction earn them their moniker.

Crew: 1 Pilot

Cruising Speed 24m; **Defense** 4; **Wounds** 8;

Resilience 11; Hover, Open Top, Enhanced Motive Systems

Weapons: None

Value: 11 (Very Rare)

Keywords: Skimmer, Imperium, Scum

Firefly Anti-Grav Hoverer

A much wanted single person hover transporter among many hivers, the anti-grav hoverer is an expensive bike and a rare sight on most hives. Its high-power turbine is of an older design and rough handling can sometimes give backdrafts in the combustion chambers, resulting in large and noisy flames from the exhaust. Ironically this has evolved to a much sought feature - especially among young men - and has given the bike its distinct nickname "Firefly"....the original name has long been forgotten.

Its hovering capabilities makes it a versatile vehicle able to travel on even the most mistreated road - which often is very practical in the hives. Its size and power surplus also makes it agile and fast. However, most private transports are nothing but a distant dream for most hivers and the Firefly is no exception. Furthermore a hover vehicle is usually many

times more expensive than its wheeled counterpart resulting in a costly luxury that is reserved for high ranking officials, nobles, expensive bodyguards, gang leaders etc.

Crew: 1 Pilot

Cruising Speed 24m; **Defense** 4; **Wounds** 8;

Resilience 11; Hover, Open Top, Enhanced Motive Systems

Weapons: None

Value: 12 (Very Rare)

Keywords: Skimmer, Imperium



Reconnaissance Speeder

A smaller, less advanced cousin to the Adeptus Astartes Landspeeder, the Reconnaissance Speeder is issued to Imperial Guard units for scouting and fast-attack missions. The Reconnaissance Speeder usually mounts a missile launcher under the nose and a passenger-crewed heavy bolter.

Crew: 1 Pilot, 1 Co-Pilot/Gunner

Cruising Speed 32m; **Defense** 5; **Wounds** 12;

Resilience 14; Hover, Open Top, Gyro-stabilized

Weapons: Heavy Stubber (10+2ED; AP 0;

Range 72m; Salvo 3; Heavy [4])

Value: 13 (Rare)

Keywords: Skimmer, Imperium, Astra Militarum

Servo-Drone Defender

A Servo-Drone is a mobile defense platform used irregularly by the Adeptus Mechanicus and the Imperium to act as sentries. The anti-gravitic technologies utilized to create them is an increasingly difficult task to construct, making

their use reserved for the most important structures and venerated shrines of the Omnissiah.

Cruising Speed: 40m; **Defense** 6; **Wounds** 4;
Resilience 8; Autonomous (4), Hover

Weapons: Multi-Laser (14+2ED; AP 0; Range 70m; Salvo 3; Steadfast)

Value: 7 (Very Rare)

Keywords: Skimmer, Imperium, Adeptus Mechanicus

Sentry: A servo-drone defender must be set to one of two possible firing modes: Point Defense or Sentry Mode. In Point Defense mode, it hovers in place but will fire upon any pre-established enemy patterns within a 90 degree firing arc. In Sentry mode, the servo-drone has a specific area of influence and will engage any enemies it detects along its route.

Range: Most servo-drone models can be operated up to 50 kilometers, but advanced models (Such as those created by the Adeptus Mechanicus) can operate with nearly indefinite planetary range.

Speeder Carriage

Only the truly wealthy can afford to privately own speeder craft as the technology involved must be sourced directly from the Adeptus Mechanicus, and maintained by those with high knowledge of their arcane lore. This is an example of a luxury vehicle, intended to carry several passengers in complete comfort far above the toiling earthbound multitudes. Some hives, thanks to their confined nature or hostile atmospheres, are unsuitable for the use of speeders, but most hives with their sprawl of high spire estates teem with such vehicles and no true noble house would be without its coterie of lavishly appointed and liveried speeder carriages with which to hop from one estate to another without having to deal with the unwashed masses.

Crew: 1 Pilot

Passengers: 3

Cruising Speed 28m; **Defense** 4; **Wounds** 14;
Resilience 12; Hover, Sealed or Open Top

Weapons: None

Value: 14 (Rare)

Keywords: Skimmer, Imperium, Nobility

Unmanned Servo-Drone

Larger than the typical Servo-Skull, servo-drones are anti-grav vehicles built for limited flight. The Imperium has good and practical anti-grav and contra-air tech based on ancient designs, but it is little understood and rarely seen outside the circles of the wealthy elite or Adeptus Mechanicus. They are used predominantly for military applications, but are also found in limited numbers in commercial, surveillance and even smuggling operations.

Crew: None

Cruising Speed 40m; **Defense** 6; **Wounds** 4;

Resilience 8; Autonomous (4), Hover

Weapons: None

Value: 4 (Very Rare)

Keywords: Skimmer, Imperium, Adeptus Mechanicus

Controller: A typical servo-drone is controlled remotely. Each comes with a control mechanism or mind impulse unit allowing direct interface. A model that is operated with an M.I.U. gains the Neural Interface Control upgrade and alters the availability of the servo-drone to Unique.

Range: Most servo-drone models can be operated up to 50 kilometers, but advanced models (Such as those created by the Adeptus Mechanicus) can operate with nearly indefinite planetary range.

Weaponized: A servo-drone may be mounted with two pistol weapons, or one non-heavy weapon.

Venator Pattern Air Yacht

Popular amongst explorers, big game hunters, thrill seekers, and beast traders, the Venator is a functional and versatile craft. Capable of skimming just above the canopy of deathworld jungles or the cresting waves of murky alien seas, a Venator Air Yacht is designed to function for extended periods in hostile environments.

Venators are also equipped with holding pens and an on-board abattoir.

Crew: 1 Pilot, 1 Co-Pilot, 1 Tracker, 2 Gunners
Passengers: 3
Cruising Speed 30m; **Defense** 4; **Wounds** 15;
Resilience 15; Hover, Open Top
Weapons: Any combination of the following three weapons; Tracker Net Launcher (Damage -; AP 0; Range 96m; Snare (4)), Tranq Gun (Damage -; AP 0; Range 96m; Salvo 1; traits and effects dependent on chemical agent used), Harpoon Gun (7+1ED; AP -4; Range 96m; Salvo -; Penetrating (2))
Value: 12 (Very Rare)
Keywords: Skimmer, Imperium, Nobility, Hired Gun
Holding Pens: The Venator-Pattern Air Yacht can contain up to 6 beasts of Average size.
Predator Auspex: Sophisticated onboard radar, sonar, and thermal auger arrays, combined with sensitive chem-sniffers, allow a Venator's crew to track prey with unerring accuracy over vast distances. The Predator Auspex counts as an Auspex with a range of 500 meters that also grants a +20 to Tracking Tests made to search for, track, and identify prey.
Life Support: When operating in toxic or extreme environment, the exposed sections of a Venator can be sealed with thick transparent plates to protect the passengers. This feature does not negate the Venator's vulnerability as an Open-topped vehicle.

Spacecraft

These vehicles are capable of travelling through the cold vacuum of space. Although this vehicle trait does not include the massive, kilometers-long Imperial starships, it does include various kinds of smaller craft that these mighty vessels employ, including Aquila landers, Arvus lighters, and Fury interceptors.

Atlas Cargo Carrier

The Atlas is a sublight cargo ship designed for system operations only, moving between planet

side and orbit. The Atlas can be found in a myriad of configurations, from cargo haulers, promethium carriers, passenger shuttles to belt miners and gas giant skimmers. Some explorers have even adapted the Atlas for planetary survey work.

The most common configurations of the Atlas have a standardized topside docking hatch intended for the external docking of an Atlas to another ship. The DeHavaland mk. 3 standard docking system aligns the forward top airlock, fuel lines and topside cargo hatch to corresponding units on another vessel. This system allows the Atlas to load or unload to another ship or station in void, or even to dock onto a mothership externally utilizing no internal space. Many ships utilize the Atlas as a ship's boat in just this manner.

Although primarily a civilian craft, some Atlas class cargo carriers can be found in the service of various Planetary Defense forces as a landing and transport craft.

Crew: 1 Pilot, 1 Co-Pilot, 1 Cargo Specialist
Passengers: 40
Cruising Speed 40m; **Defense** 5; **Wounds** 15;
Resilience 14; Spacecraft, Ceramite Hull, Sealed, Vacuum Hardened
Weapons: None
Value: 15 (Uncommon)
Keywords: Spacecraft, Imperium, Commercial
Cargo Hauler: The Atlas Cargo Carrier can transport up to 200 tons of cargo. If configured to carry passengers, the carrying capacity increases to 120 but reduces the payload maximum to 50 tonnes.

Aquila Lander

The Aquila Lander mostly finds itself transporting dignitaries to and from the surface of planets, but it is not uncommon for warbands to secure one for personal transport. Not a fighter by any means, the Lander still enjoys the significant armor that keeps its often-important passengers safe.

Crew: 1 Pilot

Cruising Speed 45m; **Defense** 5; **Wounds** 15;

Resilience 14; Spacecraft, Sealed, Vacuum Hardened, Supersonic

Weapons: Heavy Bolter (12+2ED; AP -1; Range 60m; Salvo 3; Brutal, Heavy [6])

Value: 15 (Rare)

Keywords: Spacecraft, Imperium, <Any>

Arvus Lighter

One of the ubiquitous landing craft in the Imperium, the Arvus Lighter is a workhorse design that makes up for its lack of armaments with its versatility. Able to shift heavy loads of cargo, carry passengers to and from space, and in rare situations act as an assault boat, the Arvus Lighter is a reliable and rugged design that any pilot is happy to see.

Crew: 1 Pilot

Cruising Speed 45m; **Defense** 5; **Wounds** 14;

Resilience 14; Spacecraft, Sealed, Vacuum Hardened, Rugged

Weapons: None

Value: 13 (Rare)

Keywords: Spacecraft, Imperium, <Any>

Cargo Lander

Cargo landers are the workhorses of the atmosphere to void cargo and passenger transfer, being ubiquitous across the Imperium. Each cargo lander will vary according to its place of manufacture, but almost all are brutal, ugly lumps of heat scarred metal with large open cargo bays hidden within.

Crew: 1 Pilot, 1 Co-Pilot

Passengers: 40

Cruising Speed 40m; **Defense** 3; **Wounds** 25;

Resilience 16; Spacecraft, Ceramite Hull, Sealed, Vacuum Hardened

Weapons: None

Value: 10 (Common)

Keywords: Spacecraft, Imperium, <Any>

Cargo Hauler: The Cargo Lander can transport up to 100 tons of cargo.

Chiropteron Scout

Although a Rogue Trader's ship can orbit above a planet and take in its entirety with a single augur-scan, often this is insufficient to discover a world's secrets. To take a closer look, Rogue Traders employ vehicles like the Chiropteron Scout. Small, poorly armored, and unarmed, the Chiropteron is fast, maneuverable, and bristling with long-range auger arrays. When expecting trouble, which is most of the time, a Chiropteron is typically escorted by a Gun-cutter or fighter craft.

Crew: 1 Pilot, 1 Co-Pilot

Cruising Speed 48m; **Defense** 6; **Wounds** 18;

Resilience 18; Spacecraft, Sealed, Vacuum Hardened, Enhanced Motive Systems, Supersonic

Weapons: None

Value: 12 (Very Rare)

Keywords: Spacecraft, Imperium, Rogue Trader Fleet

Long Range Auger Array: These sophisticated augers provide a detailed view of the land below, granting the operators a +2d bonus to all Awareness Tests, and allowing scans in the same manner as an Auspex up to 50 km away.

Drop Pod

Used by the Imperium's elite Space Marines, drop pods are one-way planetary assault vehicles. Launched from orbiting starships, they scream through the planet's atmosphere with oversized rocket thrusters boosting them far past terminal velocity. They use an on-board cogitator to guide themselves on a collision course to their targets. Even the most advanced air defense systems have difficulty locking on to a drop pod travelling at up to 15,000 kilometers per hour straight down. At the last moment, powerful retro-rockets around the base fire, "slowing" the pod to a crushing, but survivable, landing. Drop Pods are rarely used by anyone other than the Space Marines, however some Rogue Traders have acquired modified Drop Pods for use with non-Space Marines. The Battle Sisters of the Adepta Sororitas

occasionally deploy via Dominica-pattern Drop Pods when undertaking missions behind enemy lines.

Crew: - **Passengers:** 10
Cruising Speed -; **Defense** 6; **Wounds** 18;
Resilience 18; Sealed, Vacuum Hardened,
Orbital Deployment, Immobile
Weapons: Storm Bolter (10+1ED; AP 0; Range
40m; Salvo 4; Brutal, Rapid Fire [2])

Value: 20 (Very Rare)
Keywords: Spacecraft, Imperium, Adeptus
Astartes, Rogue Trader Fleet, Adeptus Sororitas
Carrying Capacity: 10 individuals in power
armor (which works to cushion the impact), or 10
individuals with specialist drop cocoons (which
also help absorb the impact, in the absence of
power armor).

Drop Pod Assault: Drop pods are somewhat unique amongst vehicles, in that once they "land," they do not move under their own power. Pods must be launched from a starship with drop pod launch bays and travel directly downward towards the target planet until they hit the ground. They cannot engage in maneuvers, although provided they are at least 500 km above the planet's surface, their destination may be changed in-flight to any location within 25 km of the original destination. All shooting at a drop pod suffers a +4 DN penalty to hit when it is in flight. When landing, the drop pod picks a set destination, then scatters 2d6 meters in a random direction. This is the final location of the pod, which cannot move until recovered and returned to its parent ship.

Eagle Interceptor Gunship

The Adeptus Arbites Eagle interceptor gunship is driven by vectored-thrust engines. The venerable Interceptor remains in service in untold numbers of precincts across the galaxy. Its modular construction means that the versatile Interceptor can be reconfigured as a low-altitude gunship, a fighter, a high-altitude bomber, or even a single-stage-to-orbit spaceplane that can engage enemy craft around a planet or a space station. The only role the Interceptor cannot

perform is that of a true void fighter, as it has no warp drive.

Crew: 1 Pilot, 1 Co-Pilot, 1 Gunner
Passengers: 12
Cruising Speed 45m; **Defense** 5; **Wounds** 20;
Resilience 16; Spacecraft, Ceramite Hull,
Sealed, Vacuum Hardened, Supersonic
Weapons: Twin Lascannon (18+3ED; AP -3;
Range 150m; Salvo 2; Heavy [8], Steadfast),
Twin Heavy Bolter (12+2ED; AP -1; Range 60m;
Salvo 6; Brutal, Heavy [6]), Missile Launcher
(Damage by missile type; AP by missile type;
Range 150m; Salvo -; Heavy [6])
Value: 16 (Very Rare)
Keywords: Spacecraft, Imperium, Adeptus
Arbites

Faustus Interceptor

Faustus Interceptors are attack craft used for long-range patrol duties, operating as early-warning detectors for Imperial fleets. Because of this role, they possess onboard astropaths, used for secure, long-distance communication. Powerful and fast for their size, Faustus interceptors can be armed with a variety of turreted ballistic cannons and a forward-locked plasma gun "array".

Crew: 1 Pilot, 1 Co-Pilot, 1 Astropath, 1 Gunner
Cruising Speed 48m; **Defense** 6; **Wounds** 25;
Resilience 21; Spacecraft, Sealed, Vacuum
Hardened, Supersonic
Weapons: Twin Autocannon turret (16+1ED; AP
-1; Range 150m; Salvo 6; Heavy [8]), Plasma
Gun Array (15+3ED; AP -3; Range 70m; Salvo
4; Rapid Fire [1], Supercharge), Heavy Bolter
turret (12+2ED; AP -1; Range 90m; Salvo 3;
Brutal, Heavy [6])
Value: 23 (Very Rare)
Keywords: Spacecraft, Imperium, Imperial
Navy

Fury Interceptor

With some variants reaching 60 to 70 meters in length, the Fury is significantly larger than most atmospheric fighters, and carries a pilot,

navigator and gunner, although a pilot and gunnery officer are more than sufficient on scouting missions. On occasion, an Astropath will also be aboard, to provide greater communications capability. The crew of a Fury Interceptor often wears suspensor wire pressure suits and specially contoured helmets to prevent the side-effects of rapid-acceleration.

Crew: 1 Pilot, 1 Co-Pilot, 1 Gunner

Passenger: 1

Cruising Speed 48m; **Defense** 6; **Wounds** 25;

Resilience 20; Spacecraft, Sealed, Vacuum Hardened, Supersonic

Weapons: Twin Long Barreled Lascannon Bank x3 (18+3ED; AP -3; Range 190m; Salvo 2; Heavy [8], Steadfast), Void-Capable Missiles x12 (20+1ED; AP -5; Range 220m; Salvo -; Heavy [8], Brutal)

Value: 22 (Very Rare)

Keywords: Spacecraft, Imperium, Imperial Navy



Gun-Cutter

The term “Gun-cutter” refers to a variety of armed and armored spacecraft that can be used for orbit-to-ground transport, hostile landings, or even dogfighting. They are also serious firepower mounts, designed for space, though many can also make shuttle runs planet side as well. They are clearly combat-ready and usually covered with heavy weaponry. As such, they immediately project an intimidating appearance, and are often useful for dangerous negotiations and smuggling operations. Most can only carry a small crew and a limited number of passengers or high value cargo, sacrificing capacity for speed, armament and protection.

Crew: 1 Pilot, 2 Co-Pilots, 2 Gunners

Passengers: 30

Cruising Speed 45m; **Defense** 5; **Wounds** 25;

Resilience 18; Spacecraft, Sealed, Vacuum Hardened, Supersonic

Weapons: Twin Long-Barreled Autocannons (16+1ED; AP -1; Range 150m; Salvo 6; Heavy [8]), Twin Heavy Bolters (12+2ED; AP -1; Range 60m; Salvo 6; Brutal, Heavy [6])

Value: 15 (Very Rare)

Keywords: Spacecraft, Imperium, Rogue Trader Fleet, Imperial Navy

Halo Barge

Halo Barges are mass-haulers, designed to move bulk cargo from a planet's surface into orbit. Large, slow, and unwieldy, their only benefit is that they are both practical and efficient.

Crew: 1 Pilot, 1 Co-Pilot

Passengers: 40

Cruising Speed 40m; **Defense** 2; **Wounds** 25;

Resilience 20; Spacecraft, Ceramite Hull, Sealed, Vacuum Hardened

Weapons: None

Value: 16 (Uncommon)

Keywords: Spacecraft, Imperium, Imperial Navy, Rogue Trader Fleet

Cargo Hauler: The Halo Barge can transport up to 100 tons of cargo.

Landing Pod

Landing pods are landing-craft used to transport men and materials onto a planet's surface. Once landed, they become immobile. Larger landing pods often incorporate weapons, and are designed to form strongpoints for their crews. Most however are just delivery vehicles, and once they have landed can merely await future reclamation when the battle is over.

The smallest pod carries only a single man, but most pods are large enough to carry five troopers. Medium sized and larger pods burst open to form protective ramps, which count as full cover. These may incorporate a small weapons bunker. Larger pods may carry a single small vehicle or cargo including crew.

Passengers: 5 or 1 Vehicle

Cruising Speed –; **Defense** 4; **Wounds** 15; **Resilience** 16; Sealed, Vacuum Hardened, Orbital Deployment, Immobile

Weapons: Heavy Stubber (10+2ED; AP 0; Range 72m; Salvo 3; Heavy [4])

Value: 18 (Very Rare)

Keywords: Spacecraft, Imperium, Department Munitorum, Astra Militarum, Imperial Navy

Rapid Response Supplies: An Ordinance Pod can carry up to 200 kg of equipment, safely secured within it's ceramite shielded structure.

Munitorum Bulk Lifter

The Munitorum Bulk Lifter is capable of transporting vast quantities of cargo or super-heavy industrial vehicles. These incredibly large vehicles are designed to deliver cargo from transport voidships to and from planet-side without the support of localized infrastructure.

Crew: 1 Pilot, 1 Co-Pilot, 17+ Crew

Passengers: 400

Cruising Speed 40m; **Defense** 3; **Wounds** 35; **Resilience** 19; Spacecraft, Ceramite Hull, Sealed, Vacuum Hardened

Weapons: None

Value: 17 (Rare)

Keywords: Spacecraft, Imperium, Department Munitorum, Imperial Navy

Cargo Hauler: The Munitorum Bulk Lifter can transport up to 200,000 tons of cargo.

Munitorum Cargo Lighter

The Munitorum cargo lighter sees service across the Imperium. The Cargo Lighter is large enough to transport a sizeable cargo, yet is small enough to berth in most press-serviced commercial transports and durable enough to make landings in hostile environments.

Crew: 1 Pilot, 1 Co-Pilot **Passengers:** 70

Cruising Speed 40m; **Defense** 4; **Wounds** 15; **Resilience** 15; Spacecraft, Ceramite Hull, Sealed, Vacuum Hardened

Weapons: None

Value: 14 (Rare)

Keywords: Spacecraft, Imperium, Department Munitorum, Imperial Navy

Cargo Hauler: The Munitorum Cargo Lighter can transport up to 40 tons of cargo.

Osprey Cargo Lander

Originally designed as simply as a cargo lander, the Osprey has since seen various modifications and incarnations. Various modifications include passenger shuttles, medical transports and even as landers and shuttles for planetary defense forces and even the Adepta Sororita. The rear loading ramp is large enough to allow the transport of vehicles such as a single Rhino APC with crew.

While the civilian model has gained widespread popularity, the military model has been the subject of criticism for being underpowered, under armed and under armored. Indeed, the thinness of the underside hull plating makes descending into a hot battlezone a bit more problematic.

Crew: 1 Pilot, 1 Co-Pilot **Passengers:** 20

Cruising Speed 40m; **Defense** 3; **Wounds** 22; **Resilience** 14; Spacecraft, Ceramite Hull, Sealed, Vacuum Hardened

Weapons: None

Value: 10 (Common)

Keywords: Spacecraft, Imperium, Government, Commercial

Cargo Hauler: The Osprey Cargo Lander can transport up to 20 tons of cargo.

Cutter Variant: Some models are armed with a hull-mounted weapon (any heavy weapon, gaining the twin trait) that rests beneath the nose of the lander. These models alter the availability to Uncommon.

Shark Assault Boat

Typically about fifty-five meters in length, these Shark-class assault boats are dedicated to delivering troops through a spaceship's defenses directly into combat. Much like a torpedo, their cargo is their weapon.

Consequently, virtually all patterns of the Shark carry only defensive weapons, with every cubic meter of space dedicated to engines, armor, or troop-carrying. Tactically, assault boats are often accompanied by fighters to aid these craft in overcoming a vessel's defenses. To better enable this tactic, assault boats will usually have engines that are nearly capable of matching a starfighter's acceleration. However, they seldom handle as well.

Crew: 1 Pilot, 1 Co-Pilot, 1 Gunner

Passengers: 50

Cruising Speed 48m; **Defense** 6; **Wounds** 40;

Resilience 23; Spacecraft, Sealed, Vacuum Hardened

Weapons: Twin Las-Breacher (Damage-20+3ED; AP -5; Range 200m; Salvo 1; Inaccurate, Penetrating (2)), Autocannon (16+1ED; AP -1; Range 96m; Salvo 3; Heavy [8])

Value: 24 (Very Rare)

Keyword: Spacecraft, Imperium, Imperial Navy

Breaching Vehicle: The Shark is designed to forcibly board enemy starships, and has powerful boarding clamps and meltas charges near the vehicle's prow. With a Pilot Test (DN 3), the pilot can affix a Shark to the side of the spacecraft. It takes 4 Full Rounds to burn through the hull using the las-breacher and meltas-charges.



Starhawk Bomber

Starhawk bombers are larger, slower craft, designed to carry a heavy payload of plasma bombs and armor-piercing missiles, for use against enemy capital ships. Crewed by a pilot, co-pilot, tech-priest (plus acolytes), various turret gunners and a logistics officer, a standard Starhawk features limited sleeping quarters, chemical toilets and even an automated medical unit inside its hull. Armed with a multitude of short-range turret-mounted defense weapons, used to fend off enemy starfighters, a lone Starhawk can wreak havoc among enemy fighter squadrons before swooping in to deliver a crippling missile strike on an enemy capital ship. On rare occasions, Starhawks can be modified to carry and launch a very small number of anti-starship torpedoes.

Crew: 1 Pilot, 1 Co-Pilot, 5 Gunners, 15 Crew

Cruising Speed 48m; **Defense** 6; **Wounds** 35;

Resilience 22; Spacecraft, Bomber, Sealed, Vacuum Hardened, Supersonic

Weapons: Twin Lascannon (18+3ED; AP -3; Range 150m; Salvo 2; Heavy [8], Steadfast), 2 Twin Multi-Laser Turrets (14+4ED; AP 0; Range 140m; Salvo 6; Steadfast), Twin Heavy Bolter Turrets x2(12+2ED; AP -1; Range 90m; Salvo 3; Brutal, Heavy [6]), Anti-Ship Missiles x10 (20+1ED; AP -5; Range 220m; Salvo -; Heavy [8], Brutal), Plasma Bombs x40

Value: 3 (Very Rare)

Keywords: Spacecraft, Imperium, Imperial Navy

Transorbital Barge

The Transorbital Barge is the workhorse in transorbital transport, or the transport of goods from the planet surface to the large interstellar vessels or space stations that orbits the planet. Large vessels will crush under their own weight if they attempt to land in a gravitational environment like a planet surface and therefore a number of smaller vessels are used to carry out this task. Needless to say a vast number of these vessels are needed to service hives worlds.

Crew: 1 Pilot, 1 Co-Pilot, 6 Crew

Passengers: 50

Cruising Speed 48m; **Defense** 6; **Wounds** 32;

Resilience 19; Spacecraft, Sealed, Vacuum Hardened

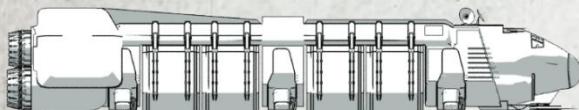
Weapons: None

Value: 20 (Very Rare)

Keywords: Spacecraft, Imperium, Imperial Navy, Commercia

Cargo Hauler: The Transorbital Barge can transport up to 600 tons of cargo.

Penal-Barge: Some transorbital barges are converted as passenger craft to deliver tithed conscripts, captured psykers, but most often for recidivists and criminals to be sent towards an Arbites fleet vessel. When converted to haul large numbers of prisoners, the transorbital reduces its cargo capabilities to a mere 20 tons, but increases its carrying capacity to 6,000 passengers.



Tracked

While wheeled tyres are easy to manufacture and replace, many Imperial war machines make use of massive, grinding treads instead. Tracks allow a vehicle to barrel forward through difficult terrain without losing traction, and are much more resilient to small arms rounds. Unless otherwise noted, vehicles with this trait must remain on the ground at all times while moving.

Administratum Tithe Collector

This variation on the common Rhino troop transport is never a common vehicle. Those Tithe Collectors that remain are often ornate relics of antiquity and generally see service in various arms of the Administratum, in particular as personal transports for high level members of the Adeptus Terra, mobile pulpits for particularly evangelical members of the Ecclesiarchy and as patrol and riot control vehicles in service with the Adeptus Arbites. As such, the common populace of the sector has come to associate the appearance of one of these iconic armored vehicles with the demands of the God-Emperor, tithes and in some cases oppression.

Crew: 1 Pilot, 2 Gunners **Passengers:** 12

Cruising Speed 24m; **Defense** 3; **Wounds** 15;

Resilience 15; Rugged, Sealed, Tracked, Crash Webbing

Weapons: Twin Autocannon (16+1ED; AP -1; Range 96m; Salvo 6; Heavy [8])

Value: 10 (Uncommon)

Keywords: Tracked, Imperium, Adeptus Administratum

Infamous: Within the Imperium, characters in the vehicle attempting to deal with people outside the vehicle who are neither crew members nor passengers of the vehicle gain a +1d bonus to all Intimidate tests and a +1 DN penalty to all Persuade tests.

Aries Assault Vehicle

An Aries Assault vehicle is predominantly used by Astra Militarum and planetary defense forces, but has also found heavy favor with the accompanying infantry that supplement knight houses on crusades. These simple yet robust vehicles can transport squads at a pace to match knight war suits.

Crew: 1 Pilot, 2 Gunners **Passengers:** 20

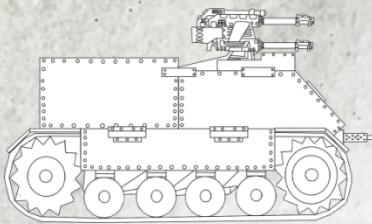
Cruising Speed 24m; **Defense** 3; **Wounds** 12;

Resilience 15; Amphibious, Tracked, Open Top

Weapons: Multi-Laser (14+2ED; AP 0; Range 70m; Salvo 3; Steadfast)

Value: 8 (Uncommon)

Keywords: Tracked, Imperium, Military, Astra Militarum



Chimera Armored Personnel Carrier

The Chimera is a supremely durable tracked troop transport, with the ability to carry up to twelve passengers along with a crew of three. It is durable with a heavily armored prow, and well-armed with a turret-mounted multi-laser and a hull mounted heavy bolter as standard. Six lasguns are attached to the sides to be fired by transported troopers remotely (so they do not need to expose themselves when firing). A top hatch can be opened to afford more weapons fire, with the main rear hatch being used for egress and entry. The hull is air and watertight, making the Chimera both amphibious and survivable in a toxic environment.

Crew: 1 Pilot, 2 Gunners **Passengers:** 12

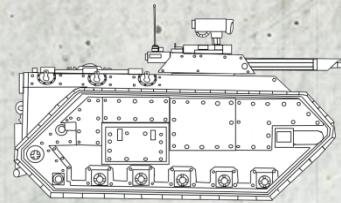
Cruising Speed 24m; **Defense** 4; **Wounds** 18;
Resilience 16; All-Terrain, Amphibious, Sealed,
Tracked, Crash Webbing

Weapons: Multi-laser (14+2ED; AP 0; Range
70m; Salvo 3; Steadfast), Heavy Bolter
(12+2ED; AP -1; Range 60m; Salvo 3; Brutal,
Heavy [6])

Value: 9 (Uncommon).

Keywords: Tracked, Imperium, Military, Astra Militarum, Adeptus Arbites

Passenger Weaponry: A Chimera has several firing ports running along its flanks (3 per side) through which passengers can fire personal weapons. These may be replaced with mounted lasguns, also for passenger use. Passengers can also use the large hatch on top of the hull as a method of entry and exit as well as a firing point (if the Chimera is stationary, Heavy weapons can also be used).



Land Crawler

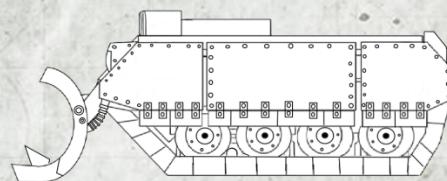
The Land Crawler is a multi-purpose utility vehicle mainly used on Imperial Agri Worlds as a towing tractor or land-moving machine to clear new fields for planting and for transporting the harvest. The vehicle is omnipresent across the galaxy and countless billions of Land Crawlers have been manufactured due to the vehicle's versatility, ease of maintenance, and forgiving driving characteristics. It has been argued by more than one Imperial historian that the humble Land Crawler is the greatest of Arkhan Land's discoveries, even greater than the Land Raider, because after all, even Space Marines must eat!

Crew: 1 Pilot, 1 Co-Pilot **Passengers:** 12

Cruising Speed 24m; **Defense** 3; **Wounds** 12;
Resilience 13; Amphibious, Tracked, Rugged
Weapons: None

Value: 8 (Uncommon)

Keywords: Tracked, Imperium, <Any>



Ministorum Incarcerator

The Incarcerator is a specialized, non-combat vehicle occasionally used by the Inquisitors of the Ordo Hereticus and the Sisters of Battle. It is essentially a combination of a holding cell and execution chamber mounted on the chassis of a Rhino armored transport. The Incarcerator carries prisoners of the Ministorum to their eventual judgment and execution. The Incarcerator is equipped with a jet turbine whose compression chamber also serves as the holding cell for the prisoners.

Crew: 1 Pilot, 2 Gunners **Passengers:** 12
Cruising Speed 24m; **Defense** 3; **Wounds** 15;
Resilience 15; Rugged, Sealed, Tracked, Crash Webbing

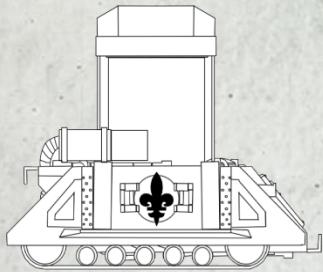
Weapons: None

Value: 10 (Rare)

Keywords: Tracked, Imperium, Adeptus Sororitas, Adeptus Ministorum, Ordo Hereticus

Psychic Shielding: The Incarcerator is protected by Gellar phase-field shields and hexagrammatic warding. While imprisoned within the Incarcerator's central chamber, any attempts at making a Psychic Mastery test suffer a +6 DN penalty. Additionally, the Willpower Attribute is halved.

Death by Turbine: At a moment's notice, the turbine can be activated to purge the heretics within in a huge blast of swirling flame that befits the Emperor's judgment. A priest, Inquisitor or Sister of Battle can execute prisoners in this manner if they suspect that the Incarcerator's psychic shielding has been breached or if the prisoners are in danger of escape. Once activated as a Simple Action, characters contain within will suffer 1d3 Mortal Wounds each round they remain within the execution chamber.



Ragnarok Mobile Bunker

The Ragnarok is a heavy main battle tank of the Astra Militarum that is mostly used by the Imperial Guard's siege regiments or when there are no Leman Russ battle tanks available. The Ragnarok, much like the Siegfried light tank, was first developed by the regiments of the Death Korps of Krieg during the 500-year-long civil war that consumed Krieg out of necessity. The Ragnarok was the largest and most impressive of the vehicles designed during that conflict and was intended to replace the many

Leman Russ tanks that were lost by the Loyalist Krieg forces during their battle against the Traitors.

As the civil war on Krieg ground on and the forces on both sides were drawn into a desperate stalemate marked by bloody attrition, it became clear that the only way to win was through the possession of superior numbers. The Ragnarok was designed not to be fast but to be able to cross the deadly terrain of no-mans-land and reach the enemy's lines. It was never intended to be used for long-range combat due to the pollution-choked atmosphere of Krieg limiting visibility, but to be easily and quickly built.

The Ragnarok's ease of construction allowed the Loyalists to build so many so quickly that they could crush the enemy with their sheer weight of numbers. The result of this slapdash process was an ugly, slab-sided vehicle that performed above expectations and was a major factor in the Loyalist forces winning the war for Krieg. As a testament to its solid design and other redeeming qualities, the Ragnarok has been completely restored to service by the Siege Masters of Baran, who still use it to this day and affectionately call it the "Mark 1 Mobile Bunker."

Crew: 1 Pilot, 1 Co-Pilot, 3 Gunners

Passengers: 6

Cruising Speed 18m; **Defense** 3; **Wounds** 18;
Resilience 18; Ponderous, Rugged, Sealed, Tracked

Weapons: Battle Cannon (16+3ED; Range 140m; Salvo –; Blast [Large]), Twin Heavy Stubber (10+2ED; AP 0; Range 72m; Salvo 6; Heavy [4])

Value: 16 (Rare)

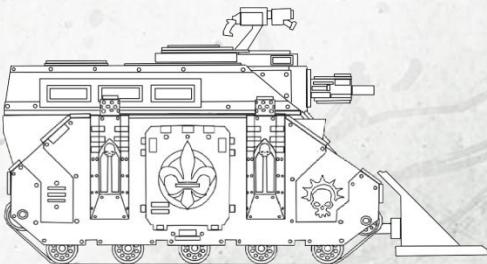
Keywords: Tracked, Imperium, Astra Militarum

Repressor Armored Transport

A rare vehicle seen mostly in the hands of Arbitrators and Battle Sisters, the Repressor acts mainly as a troop transport. Based upon the venerable Rhino chassis, it has a raised hull aligned with ire ports that allow occupants to fight from within the vehicle's hull. For police

actions, riot control, and city fighting, there are few better options than the Repressor.

Crew: 1 Pilot, 2 Gunners **Passengers:** 6
Cruising Speed 24m; **Defense** 3; **Wounds** 15;
Resilience 15; Rugged, Sealed, Tracked, Crash
Webbing
Weapons: Storm Bolter (10+1ED; AP 0; Range
40m; Salvo 4; Brutal, Rapid Fire [2]) or Water
Cannon (11+2ED; AP 0; Range 50m; Salvo 0;
Concussive (4), Spread) and Riot Control
Grenade launcher (Damage by grenade type;
AP by grenade type; Range 100m; Salvo 2;
Assault)
Value: 10 (Uncommon)
Keywords: Tracked, Imperium, Adeptus Arbites



Rhino APC

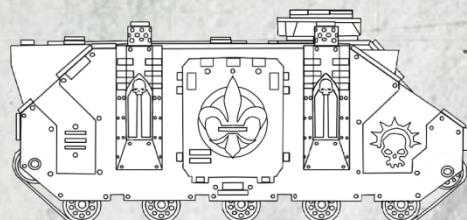
Rhino Armored Personnel Carrier Perhaps the most durable and widely adapted vehicle in the Imperium, the Rhino is commonly used by the Adepta Sororitas and Adeptus Arbites. Standard transport capability is ten armored individuals, but this can be increased depending on the personnel and their equipment. Rhinos have two side hatches, as well as a wide rear door and upper hatch, making for easy combat egress. The crew consists of a driver-tank commander and a powerful machine spirit to aid and, if necessary, take over driving and gunnery actions should the driver and occupants become incapacitated. Rhinos are lightly armed with only a pintle-mounted storm bolter, but variants can sacrifice some or all transport capability to mount heavier weapons.

Crew: 1 Pilot, 2 Gunners **Passengers:** 12
Cruising Speed 24m; **Defense** 3; **Wounds** 15;
Resilience 15; Rugged, Sealed, Tracked, Crash
Webbing

Weapons: Storm Bolter (10+1ED; AP 0; Range
40m; Salvo 4; Brutal, Rapid Fire [2])

Value: 10 (Uncommon)

Keywords: Tracked, Imperium, Adeptus
Sororitas, Adeptus Astartes, Adeptus Arbites



Siegfried

The Siegfried was seen as a replacement for the Sentinel, whose locomotive system was too complex and armoring too light for the dangerous conditions on Krieg at the time. Derived from the famous Land Crawler agricultural vehicle, it was armed with a Multi-Laser and replaced the Land Crawler's simple yet sturdy catalytic engine for a more powerful gas turbine one which, despite being fit with considerably more armor, doubled the Siegfried's top speed.

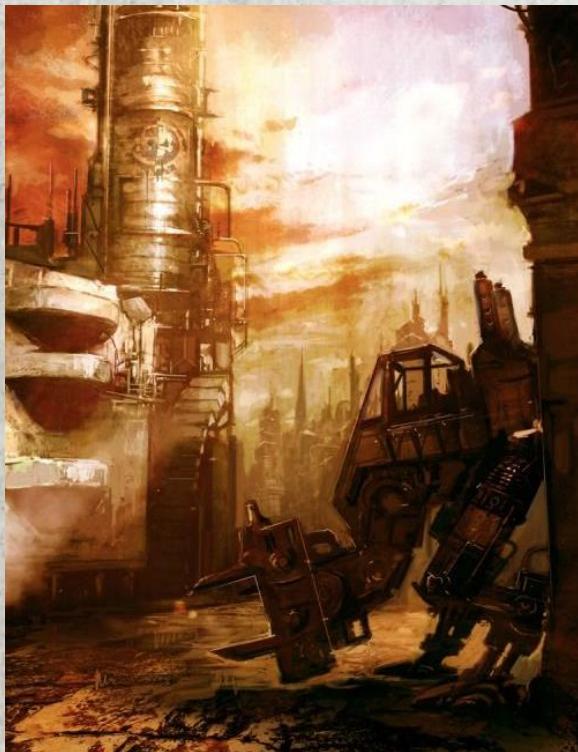
With the end of the Civil War the Death Korps returned to using Sentinels in their regiments, although the light tank is still produced in the huge underground factory complexes of Krieg and utilized in large numbers by other Siege Regiments. The Baran Siegemasters in particular use the Siegfried as a mobile reserve and breakthrough tank

Crew: 1 Pilot, 1 Co-Pilot **Passengers:** 12
Cruising Speed 24m; **Defense** 3; **Wounds** 12;
Resilience 13; Amphibious, Tracked, Rugged
Weapons: Multi-Laser (14+2ED; AP 0; Range
70m; Salvo 3; Steadfast)
Value: 11 (Uncommon)
Keywords: Tracked, Imperium, <Any>

Walkers

This vehicle's motive systems are not wheels or treads, but legs. Whether these be of steel, grafted synth-muscle, or even natural flesh and

blood, this vehicle moves more like a creature than a standard vehicle. Walkers are typically not as fast as Wheeled or Tracked vehicles, but are often more agile and more capable of negotiating difficult terrain. Most walkers have military applications, such as guard sentinels, dreadnoughts and the feared battle titans. For civilian use, walkers may serve as power lifters or as tools for construction. Some walkers are designed to be controlled by servitors.



Acastus-Pattern Imperial Knight

One of the most heavily armed and armored of all the knight chassis in service, the Acastus knight rivals even the scout titans of the Collegia Titanica in terms of size and power. Armed with weapons that can obliterate even the most heavily armored target, it is truly a force to be reckoned with. Taller than even Cerastus Knights, the Acastus is a dominating presence on the battlefield.

Crew: 1 Pilot

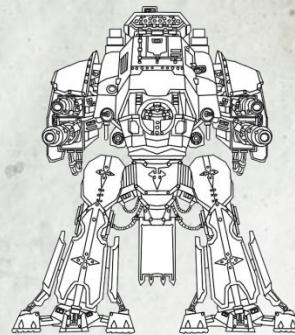
Cruising Speed 20m; **Defense** 3; **Wounds** 45;
Resilience 22; Ion Shield, Gyro-Stabilized,
Neural Interface, Sealed, Walker

Weapons: Titanic feet, additional weapons vary by class

Value: 4 (Unique)

Keywords: Walker, Imperium, Titanic, Questoris Familia

Class	Weapons
Porphyryon	Two Twin Magna Lascannons, two autocannons or lascannons, ironstorm missile pod or helios defense missiles



Armiger-Pattern Imperial Knight

Armiger-Pattern knights are smaller than their cousin Imperial knights and are crewed by aspiring nobles, low-born commoners with a knack for war, or even the bastard children of Barons and High Kings. In battle the Armigers fight at the flanks of their larger kin, like packs of hounds hunting with their medieval lords. They are fast-moving, close-ranged fire support for larger Knights.

Crew: 1 Pilot

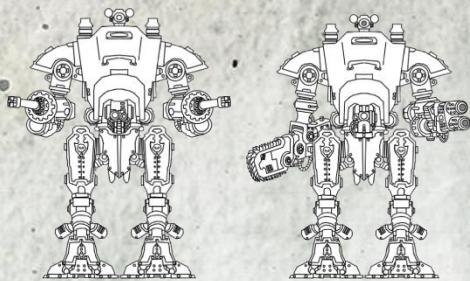
Cruising Speed 20m; **Defense** 4; **Wounds** 18;
Resilience 18; Ion Shield, Gyro-Stabilized,
Neural Interface, Sealed, Walker

Weapons: Weapons vary by class

Value: 8 (Rare)

Keywords: Walker, Imperium, Questoris Familia

Class	Weapons
Helverin	Twin Armiger Autocannons, heavy stubber or meltagun
Warglaive	Reaper chain-cleaver, thermal spear, heavy stubber or meltagun



Baron Knight Suits

As a sign of their command and societal status, every Baron uses a Knight custom-built to their exact specifications. In battle, the Knight Barons lead the assaults of their kinsmen, crashing through enemy lines like a bolt of lightning with his followers hacking into the foe around him with redoubled pride and fervor.

When constructing a Baron's knight armor, any combination of chassis and weapons may be selected, with a number of hardpoints for Imperial Knight weapons equal to Tier+3. As these suits are only built on the behest of an accomplished Baron, there is no availability for these suits – and to obtain one requires selecting the Questoris Familia Baron archetype.

Castrumuris-Pattern Imperial Knight

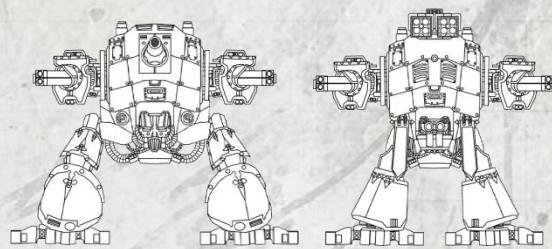
These Imperial knight suits possess heavier, reinforced armor and are slower than their counter-parts, but mount a devastating array of long ranged weapons. The Castrumuris-patterns are favored by older questoris pilots who have become a warden of their house, supporting their kin with long ranged fire support.

Crew: 1 Pilot
Cruising Speed 18m; **Defense** 3; **Wounds** 36;
Resilience 20; Ion Shield, Gyro-Stabilized,
 Neural Interface, Sealed, Walker
Weapons: Titanic feet (16+3ED; AP -2; Range
 M; Unwieldy (1)), additional weapons vary by
 class

Value: 8 (Very Rare)

Keywords: Walker, Imperium, Titanic, Questoris Familia

Class	Weapons
Praesidis	Two Twin Magna Lascannons, Rapid-Fire Battle Cannon, two heavy stubbers
Warder	Two Twin Magna Lascannons, Helios Defense Missiles, 2 Shieldbreaker Missiles



Cerastus-Pattern Imperial Knight

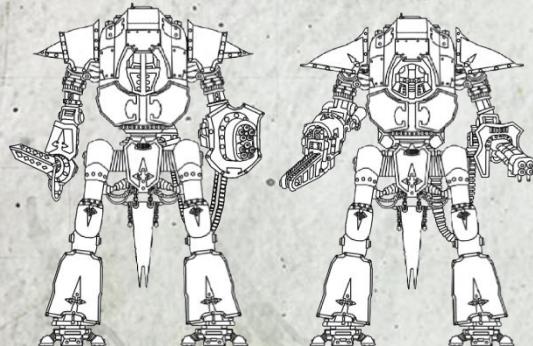
Cerastus Pattern Knights are an older type of Imperial Knight used during the Great Crusade and Horus Heresy. Several types of Cerastus Knights were produced during this time and remain in service to the present day.

Crew: 1 Pilot
Cruising Speed 28m; **Defense** 3; **Wounds** 41;
Resilience 20; Ion Shield, Gyro-Stabilized,
 Neural Interface, Sealed, Walker
Weapons: Titanic feet (16+3ED; AP -2; Range
 M; Unwieldy (1)), additional weapons vary by
 class

Value: 2 (Unique)
Keywords: Walker, Imperium, Titanic, Questoris Familia

Class	Weapons
Acheron	Flame cannon, reaper chainfist with an inbuilt twin heavy bolter, blessed autosimulacra
Atrapos	Atropos lascutter, graviton singularity cannon, blessed autosimulacra, ionic flare shield, Macro-Extinction Protocols
Castigator	Castigator bolt cannon, tempest warblade, blessed autosimulacra
Lancer	Cerastus shock lance, ion

gauntlet shield, blessed
autosimulacra



Drover Herding Suit

The nobility of knight worlds typically enforce a feudal system on those below them. A sub-class of Drovers looks after herding duties, as the nobles will not soil their hands with such work. The Drovers' walkers are not, by law, armed with weapons. These unarmed suits used by herdsmen are not controlled in the same manner as the true Imperial Knights. They have a simple mind-link like that used on a Dreadnought. This makes them slow, lumbering machines when compared to the sleek thoroughbreds used by the nobles. The Sentinel walker used by the Asta Militarum is in fact a copy of the tried and tested Drover adapted for combat.

Crew: 1 Pilot

Cruising Speed 18m; **Defense** 4; **Wounds** 10;

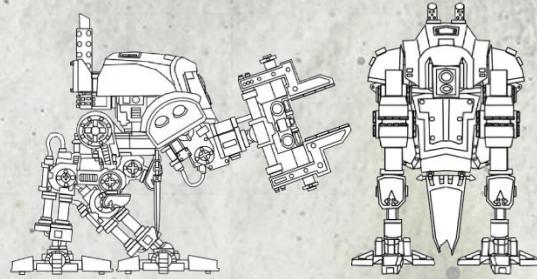
Resilience 14; Sealed, Walker

Weapons: Twin Powerlifter (20+1ED; AP -2;
Range M; Steadfast)

Value: 8 (Uncommon)

Keywords: Walker, Imperium, Questoris Familia
Grab and Smash: Drovers typically work in sites strewn with heavy objects such as crates and barrels that an operator piloting the loader could use as weapons, picking them up and smashing them down on hostiles. As a Full Action, the drover may grab such an item and lift it in its hydraulic claws. Its next attack inflicts an additional +3 ED, and the object is smashed apart and another must be found. If the hit misses, there is a chance that it will be smashed with a complication, but otherwise the pilot may

continue to use it. While laden, the walker's Cruising Speed is reduced by -2.



Dominus-Pattern Imperial Knight

Dominus Pattern Knights are amongst the largest type of Imperial Knight, in use and each is a walking fortress, bristling with all manner of deadly ordinance. They are magnificent engines of war and include several types.

Crew: 1 Pilot

Cruising Speed 20m; **Defense** 3; **Wounds** 42;

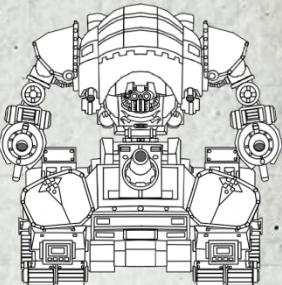
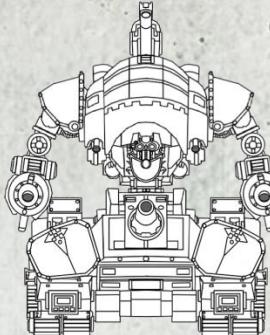
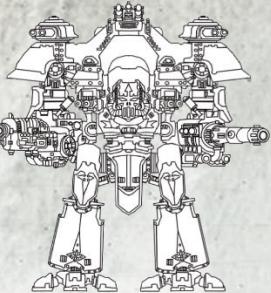
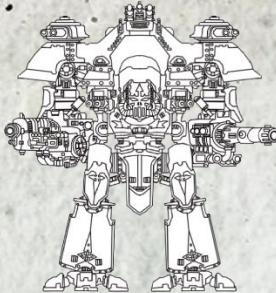
Resilience 20; Ion shield, Gyro-Stabilized,
Sealed, Walker

Weapons: Titanic feet (16+3ED; AP -2; Range
M; Unwieldy (1)), additional weapons vary by
class

Value: 7 (Very Rare)

Keywords: Walker, Imperium, Titanic, Questoris
Familia

Class	Weapons
Castellan	Plasma decimator, volcano lance, two shieldbreaker missiles, two twin meltaguns, two twin siegebreaker cannons or one twin siegebreaker cannon and two shieldbreaker missiles
Valiant	Thundercoil harpoon, conflagration cannon, twin siegebreaker cannon, two twin meltaguns, four shieldbreaker missiles or two shieldbreaker missiles and twin siegebreaker cannon



Dracus-Pattern Imperial Knight

The Dracus Knight chassis is one of the most heavily armored knight variants, and one of the most unique - it replaces the traditional walker motives with a tread-based firing platform, granting it mobile stability unheard of with the other knight patterns. These knights are specifically piloted by knights who lead charges against the heaviest fortifications and dug-in positions.

Crew: 1 Pilot

Cruising Speed 20m; **Defense** 3; **Wounds** 41; **Resilience** 20; Ion Shield, Gyro-Stabilized, Neural Interface, Sealed, Tracked

Weapons: Titanic treads (16+3ED; AP -2; Range M; Unwieldy (1)), additional weapons vary by class

Value: 7 (Very Rare)

Keywords: Walker, Imperium, Titanic, Questoris Familia

Class	Weapons
Harbinger	Las-Impulser, Twin Magna Lascannons, Rapid-Firing Battle Cannon, Two Heavy Flamers or Missile Launchers
Siegebreaker	Twin Magna Lascannons, Rapid-Firing Battle Cannon, Two Heavy Flamers or Missile Launchers

Questoris-Pattern Imperial Knight

Questoris Pattern Knights are an older type, yet the most common type of Imperial Knight used during the Great Crusade and Horus Heresy. The tall and versatile chassis allows a weapon placed in each of its two arms and one on top of the chassis. Highly prized, several types are produced.

Crew: 1 Pilot

Cruising Speed 24m; **Defense** 4; **Wounds** 36; **Resilience** 20; Ion Shield, Gyro-Stabilized, Neural Interface, Sealed, Walker

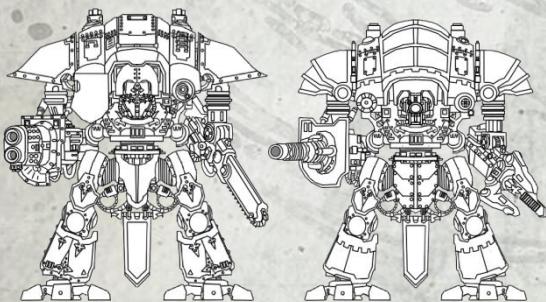
Weapons: Titanic feet (16+3ED; AP -2; Range M; Unwieldy (1)), may also have either an Ironstorm Missile Pod or Stormspear Rocket Pod or Twin Icarus Autocannon, additional weapons vary by class

Value: 6 (Very Rare)

Keywords: Walker, Imperium, Titanic, Questoris Familia

Class	Weapons
Crusader	Thermal cannon or rapid-fire battle cannon and heavy stubber, avenger gatling cannon, heavy stubber or meltagun, heavy flamer
Errant	Reaper chainsword or thunderstrike gauntlet, thermal cannon, heavy stubber or meltagun
Gallant	Reaper chainsword, thunderstrike gauntlet, heavy stubber or meltagun
Magaera	Reaper chainsword or hekaton siege claw with an inbuilt twin rad-cleaner, lightning cannon, phased plasma-fusil, blessed autosimulacra, empyreal presight, ionic flare shield
Paladin	Reaper chainsword or thunderstrike

	gauntlet, rapid-fire battle cannon, two heavy stubbers or one heavy stubber and meltagun
• Preceptor	Reaper chainsword or thunderstrike gauntlet, las-impulsor, heavy stubber or meltagun or multi-laser
Styrix	Volkite chieorovile, graviton crusher, reaper chainsword or hekaton siege claw with an inbuilt twin rad-cleanser, blessed autosimulacra, empyreal preysight, ionic flare shield
Warden	Reaper chainsword or thunderstrike gauntlet, avenger gatling cannon, heavy stubber or meltagun, heavy flamer



Sentinel Loader

Walker-style vehicles are often seen throughout the Imperium as they offer movement in almost any type of terrain. The Sentinel is the most common military version, a one-man vehicle using an open cockpit that can be upgraded to higher armor levels or even totally sealed. It can be fitted with a variety of heavy weapons (most notably a multi-laser) and can be used for scouting, sentry duty, advance recon and a host of other roles. When refitted with hydraulic claws, it can even be fielded as a utility logistical carrier to lift and load munitions, pallets and other bulky or heavy items.

Crew: 1 Pilot

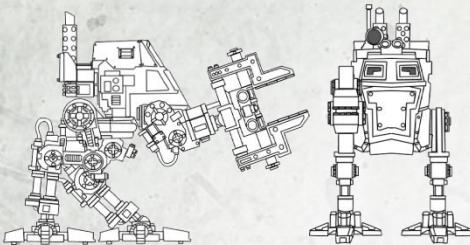
Cruising Speed 18m; **Defense** 4; **Wounds** 10;
Resilience 14; Walker

Weapons: Power Lifter (18+1ED; AP -1; Range M; Steadfast)

Value: 5 (Uncommon)

Keywords: Walker, Government, Commercial, Astra Militarum

Grab and Smash: Sentinel Loaders typically work in sites strewn with heavy objects such as crates and barrels that an operator piloting the loader could use as weapons, picking them up and smashing them down on hostiles. As a Full Action, the loader may grab such an item and lift it in its hydraulic claws. Its next attack inflicts an additional +3 ED, and the object is smashed apart and another must be found. If the hit misses, there is a chance that it will be smashed with a complication, but otherwise the pilot may continue to use it. While laden, the walker's Cruising Speed is reduced by -2.



Sepis-Pattern Imperial Knight

A little taller than the Armiger-pattern knights, but less armored and wielding less powerful armaments, the Sepis knights serve knight houses as scouts. These nimble knights are seen as lower in status than the Armigers for the light weight knights must engage in less chivalrous tactics than other patterns.

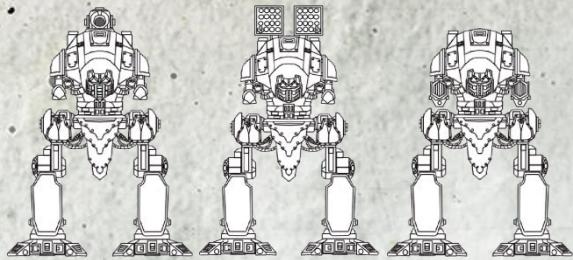
Crew: 1 Pilot

Cruising Speed 30m; **Defense** 5; **Wounds** 16;
Resilience 16; Ion Shield, Gyro-Stabilized, Neural Interface, Sealed, Walker

Weapons: Varies

Value: 7 (Rare)

Keywords: Walker, Imperium, Questoris Familia



Class	Weapons
Cavalier	Scoriacannon
Chevalier	Missile Launchers
Pretender	Two Thermal Spikes.

Stalker Transport Walker

Stalkers are large 4-legged relatives of the Sentinel. They are found on numerous worlds, for example they see heavy use on Cezaurus in the sprawling megalopolis of hive Dervin where they are favored for their ability to pick their way through the narrow streets. Many stalkers are owned by civilians and some can be decked out in sumptuous wood paneling and with silk awnings hanging over the passenger compartment

Crew: 1 Pilot **Passengers:** 10
Cruising Speed 18m; **Defense** 4; **Wounds** 10;
Resilience 14; Walker
Weapons: None
Value: 8 (Rare)
Keywords: Walker, Government, Commercial

Stegatank

Commonly used by planetary defense forces and local paramilitary forces, stegatanks are semi-robotic walking vehicles that move about on mechanical legs. Unlike conventional bi-pedal walkers, these vehicles have a central chassis and often sport segmented turrets or crew chambers. Some stegatanks are designed to be controlled by servitors.

Crew: 1 Pilot, 3 Gunners **Passengers:** 10
Cruising Speed 18m; **Defense** 4; **Wounds** 16;
Resilience 15; All-Terrain, Walker, Gyro-Stabilized
Weapons: Twin Stormbolter (10+1ED; AP 0;
Range 40m; Salvo 8; Brutal, Rapid Fire [2])
Value: 6 (Rare)
Keywords: Walker, Military, Government, Astra Militarum

Water Craft

Water craft are common throughout the Imperium and vary from the motor skiffs used to skim the surface of hive chem-pools to the mass harvesters that roam the seas of water bound agri-worlds. Water Craft require voluminous bodies of water or similar bodies of liquids to operate, and unless it possesses a secondary form of motivation becomes inoperable when beached.



Motor Skiff

The term motor skiff is used for a number of essentially unrelated styles of small boat. Traditionally, these are coastal craft or rivercrafts used for leisure, as a utility craft and for fishing, and have a one-person or small crew.

Crew: 1 Pilot

Passenger: 1

Cruising Speed 30m; **Defense** 4; **Wounds** 6;

Resilience 5; Aquatic, Bike, Stripped Chassis

Weapons: None

Value: 10 (Uncommon)

Keywords: Watercraft, Imperium, <Any>

Mass Harvester

Mass Harvesters are massive factory ships, also known as a fish processing vessels. These large ocean-going vessels are equipped with extensive on-board facilities for processing and freezing caught oceanic life stocks. Some mass harvesters are equipped to serve as a mother ships to aquatic fishing fleets.

Crew: 1 Pilot, 3 Co-Pilots, 45 Crew

Cruising Speed 12m; **Defense** 3; **Wounds** 40;

Resilience 18; Aquatic, Ponderous

Weapons: None

Value: 13 (Rare)

Keywords: Watercraft, Imperium, <Any>

Wheeled

The wheel is one of humanity's most versatile inventions, and many vehicles still benefit from the means of transport it provides. Wheeled vehicles are also easier to repair than their more resilient tracked counterparts; replacing a damaged wheel takes far less time and expertise in the ways of the machine spirits than resetting a fouled set of treads. Unless otherwise noted, vehicles with this keyword must remain on the ground at all times while moving.

Armored Multipurpose Wheeled Vehicle

Designed primarily for personnel and light cargo transport behind front lines, not as a front line fighting vehicle. Favored by senior staff officers, many maintain at least one vehicle for personal transportation. Depending on the officer's command style, they can be near tank-like in appearance or resemble an extravagant social carriage. All are reasonably well-protected and most are amphibious; most normally contain at least one heavy stubber or other defensive weapon in case the front line should change unexpectedly.

Crew: 1 Pilot, 1 Gunner **Passengers:** 4

Cruising Speed 24m; **Defense** 3; **Wounds** 14;

Resilience 14; Wheeled, All-Terrain,

Amphibious

Weapons: None

Value: 12 (Common)

Keywords: Wheeled, Imperium, Military, Astra Militarum

Armed Car: Variant Armored vehicles can mount a single pintle-mounted Heavy Stubber. This alters the value to 14.

Converted Civilian Insurrection Vehicle

Most insurrections against Imperial rule convert civilian vehicles to use in their heresy, normally to augment their limited access to tanks and other military armaments. Most have little or no armor except for what can be hastily riveted to the siding, and sizes can range from small passenger ground cars to agricultural tank-sized land crawlers to huge earthmovers larger than many habs. The lack of a military design means that most weapons are simple affairs fired by dedicated gunners or are just those carried by the passengers and fired through view ports or off the back.

The following profile is for a converted medium-utility vehicle.

Crew: 1 Pilot

Passengers: 10

Cruising Speed 24m; **Defense** 3; **Wounds** 12;

Resilience 12; Wheeled, Open Top or Sealed

Weapons: Variable

Value: 10 (Common)

Keywords: Wheeled, Imperium, Recidivist, Scum

Variable Armaments: A converted civilian insurrection vehicle can have up to two heavy weapons mounted as either a pintle-mount or forward facing mount fixture.

Enforcer "Scarab" Patrol Cruiser

Quad or hex-wheeled ground cars built for speed and power, enforcer patrol cruisers maintain order on the arteria, by the barrel of a heavy stubber if need be. Heavy beasts with strong armor, sirens, loud hailers and weapon pods, patrol cruisers double as auxiliary riot suppression units, it is found in service with enforcer units with local modifications across hive and Imperial worlds across the Imperium.

The hive worlds with perhaps the largest, most extensive, complex and dangerous arteria system, also sees the use of the Scarab and dozens of other models by its enforcers and noble houses, the most infamous of these is the "Jack-Ripper" which features a shovel-prow studded with chain blades.

Crew: 1 Pilot, 1 Gunner **Passengers:** 4

Cruising Speed 24m; **Defense** 3; **Wounds** 12;

Resilience 12; Wheeled

Weapons: None

Value: 10 (Common)

Keywords: Wheeled, Imperium, Government

Armed Car: Enforcer Patrol Cruisers can mount a single pintle-mounted Twin-linked weapon. This alters the rarity to Uncommon.

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; **Defense** 3; **Wounds** 15;

Resilience 13; Wheeled, 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: Wheeled, Imperium, <Any>



Ground Car

This is a popular form of road transport in large cities and is typical of the vehicles seen on the streets of a bustling developing city or hive complex. Ground cars can include staff cars for officers, quads, limousines, and personal conveyors - one man autos famous for being unreliable and utterly dangerous.

Crew: 1 Pilot **Passengers:** 4

Cruising Speed 15m; **Defense** 3; **Wounds** 8;

Resilience 10; Wheeled, Sealed or Open Top

Weapons: None

Value: 8 (Uncommon)

Keywords: Wheeled, Imperium, Middle Class, Nobility

Hauler

Large vehicles that serve as haulers, trucks and transports, functioning as cargo and personnel carriers. Haulers are named for the quantity of their wheels, with the Cargo-8 being one of the most common.

Crew: 1 Pilot

Passengers: 2

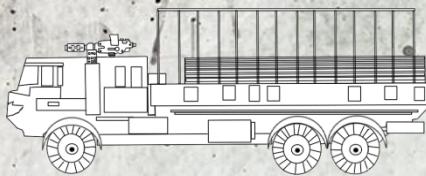
Cruising Speed 10m; **Defense** 3; **Wounds** 15;

Resilience 16; Wheeled or Tracked, Sealed or Open Top, Rugged

Weapons: None

Value: 12 (Common)

Keywords: Wheeled, Imperium, Lower Class, Government



Off-Ride Buggy

These simple stripped-down quad-wheelers are intended for use on frontier worlds and other areas of difficult terrain for exploration, personal transport and as militia patrol vehicles. Lightly built but robust, they are agile and fast, and in combat service usually fitted with medium weaponry such as a heavy stubber or rocket launcher. These vehicles are usually equipped with a cargo tray on the back. Sometimes this area can have an additional twin linked heavy weapon swivel turret bolted into place.

Crew: 1 Pilot, 1 Gunner **Passengers:** 4

Cruising Speed 30m; **Defense** 3; **Wounds** 12;
Resilience 6; Wheeled, All-Terrain, Open-Top,
Stripped Chassis

Weapons: None

Value: 10 (Common)

Keywords: Wheeled, Imperium, Military, Astra
Militarum

Variable Armaments: An Off-Road Buggy can have up two heavy weapons mounted as either a passenger-operated heavy weapon pintle-mounting, or as a turret-mounted twin-linked heavy weapon. Each weapon mounting increases the value by +2 each.

Outrider Scout Vehicle

These simple stripped-down tri or quad-wheelers are intended for use on frontier worlds and other areas of difficult terrain for exploration, hunting and personal transport. Many also see use in PDF forces and with mercenary groups as a readily available alternate to a true military vehicle. Lightly built but robust, they are agile and fast, and in combat service usually fitted with medium weaponry such as a heavy stubber or rocket launcher.

Crew: 1 Pilot, 1 Gunner **Passengers:** 4

Cruising Speed 28m; **Defense** 3; **Wounds** 12;
Resilience 12; Wheeled, All-Terrain, Open-
Topped

Weapons: None

Value: 10 (Common)

Keywords: Wheeled, Imperium, Military, Astra
Militarum

Armed Car: Variant Scout Cars can mount a single pintle-mounted Heavy Stubber. This alters the rarity to Uncommon.

Road Wheeler

Road Wheelers are wheeled vehicles designed for use on roads, or over good, solid ground. They are primarily found on civilized worlds that have road networks. On such planets, private ownership is a status symbol and a sign of wealth. Most people do not have the luxury of possession of such transportation. The number and placement of wheels can vary, but has little effect on performance.

Crew: 1 Pilot **Passengers:** 5

Cruising Speed 24m; **Defense** 3; **Wounds** 10;
Resilience 10; Sealed

Weapons: None

Value: 10 (Rare)

Keywords: Wheeled, Imperium, Government,
Nobility

Suppressor Armored Transport

The suppressor is a wheeled variant of the chimera chassis that has been modified to use six large reinforced tires in place of tank treads and up-armored to meet the demanding specifications of the Adeptus Arbites.

Crew: 1 Pilot, 1 Gunner **Passengers:** 10

Cruising Speed 28m; **Defense** 3; **Wounds** 13;
Resilience 13; Sealed, Wheeled, Crash
Webbing

Weapons: Heavy Stubber (10+2ED; AP 0;
Range 72m; Salvo 3; Heavy [4])

Value: 9 (Uncommon)

Keywords: Wheeled, Imperium, Adeptus
Arbites



VEHICULAR WEAPONS



Table: Vehicular Ranged Weapons

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Bolt weapons							
Castigator Bolt Cannon	12+2ED	-2	72m	14	Brutal, Spread	4 Very Rare	Bolt, Vehicular, Imperium, Questoris Familia
Flame weapons							
Clearance Incinerator	10+1ED	-2	6m	0	Blast (Medium), Blaze, Spread, Unwieldy (2)	5 Uncommon	Fire, Vehicular, Imperium, Commercia, Government, Lower Class
Conflagration Cannon	14+2ED	-2	32m	3	Blaze, Spread, Blast [Large]	5 Rare	Fire, Vehicular, Imperium, Questoris Familia
Flame Cannon	14+2ED	-2	32m	2	Blaze, Spread, Blast [Large]	3 Very Rare	Fire, Vehicular, Imperium, Questoris Familia
Graviton weapons							
Graviton Crusher	12+2ED	-2	32m	1	Graviton	7 Very Rare	Graviton, Vehicular, Imperium, Questoris Familia
Graviton Singularity Cannon	16+2ED	-3	72m	4	Graviton	2 Unique	Graviton, Vehicular, Imperium, Questoris Familia
Las weapons							
Atrapos Lascutter	24+5ED	-4	18m	1	Steadfast, Penetrating (1)	4 Very Rare	Las, Vehicular, Imperium, Questoris Familia
Las-Impulsor					Steadfast		
- Low Intensity	12+3ED	-2	72m	2	Blast [Large]	3 Unique	Las, Vehicular, Imperium, Questoris Familia
- High Intensity	24+6ED	-4	32m	1	Blast [Medium]		
Lightning Cannon	14+3ED	-1	92m	6	Penetrating (3)	7 Very Rare	Las, Vehicular, Imperium, Adeptus Mechanicus
Magna Lascannon	24+5ED	-3	148m	1	Steadfast, Blast [Large]	8 Very Rare	Las, Vehicular, Imperium, Questoris Familia
Multi-Laser	14+2ED	0	70m	3	Steadfast	5 Uncommon	Las, Vehicular, Imperium, Astra Militarum
Scoriacannon	17+4ED	-3	120m	2	Steadfast	9 Uncommon	Las, Vehicular, Imperium, Questoris Familia
Volcano Lance	28+5ED	-5	160m	1	Steadfast, Destroyer, Blast [Large]	8 Very Rare	Las, Vehicular, Imperium, Questoris Familia
Launchers							
Auto Launcher	By Grenade	By Grenade	15m	1	By Grenade	4 Uncommon	Explosive, Vehicular, Launcher, Imperium, Military, Astra Militarum
Heavy Mortar	By Mortar	By Mortar	120m	-	By Mortar	6 Rare	Explosive, Vehicular, Launcher, Imperium, Military, Astra Militarum

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Hellfury Missile Launcher	8+2ED	0	146m	0	Blaze, Blast [Large], Brutal, Spread	6 Rare	Explosive, Vehicular, Imperium, Launcher, Astra Militarum
Hellstrike Missile Launcher	16+2ED	-2	100m	0	Blast [Large], Brutal	6 Rare	Explosive, Vehicular, Imperium, Missile, Astra Militarum
Helios Defense Missile Launcher	16+2ED	-2	120m	2	Skyfire	4 Rare	Explosive, Vehicular, Launcher, Imperium, Questoris Familia
Ironstorm Missile Pod	10+1ED	-1	144m	3	Blast [Large]	3 Rare	Explosive, Vehicular, Launcher, Imperium, Questoris Familia
Shieldbreaker Missile Launcher	20+5ED	-4	96m	1	Special	5 Very Rare	Explosive, Vehicular, Launcher, Imperium, Questoris Familia
Stormspear Rocket Pod	16+4ED	-2	96m	3		5 Rare	Explosive, Vehicular, Launcher, Imperium, Questoris Familia
Plasma weapons							
Phased Plasma-Fusil	12+2ED	-3	48m	2	Rapid Fire, Supercharge	6 Rare	Plasma, Vehicular, Imperium, Adeptus Mechanicus
Plasma Decimator	14+2ED	-3	96m	2	Supercharge	6 Very Rare	Plasma, Vehicular, Imperium, Questoris Familia
Melta weapons							
Thermal Cannon	18+5ED	-4	72m	1	Blast [Large], Melta	7 Rare	Melta, Vehicular, Imperium, Questoris Familia
Thermal Spear	16+4ED	-4	60m	1	Assault, Blast [Medium], Melta	6 Rare	Melta, Vehicular, Imperium, Questoris Familia
Thermal Spiker	12+3ED	-4	120m	1	Assault, Blast [Small]	3 Rare	Melta, Vehicular, Imperium, Questoris Familia
Projectile weapons							
Armiger Autocannon	14+2ED	-1	120m	2	Blast [Medium]	2 Rare	Projectile, Vehicular, Imperium, Questoris Familia
Avenger Gatling Cannon	12+2ED	-2	72m	12	Spread	2 Rare	Projectile, Vehicular, Imperium, Questoris Familia
Icarus Autocannon	14+2ED	-1	96m	2		3 Rare	Projectile, Vehicular, Imperium, Questoris Familia

Name	Damage	AP	Range	Salvo	Traits	Value	Keywords
Rapid-fire Battle Cannon	16+3ED	-2	144m	2	Blast [Large]	5 Rare	Projectile, Vehicular, Imperium, Questoris Familia
Siegebreaker Cannon	14+3ED	-1	96m	1	Blast [Large]	7 Rare	Projectile, Vehicular, Imperium, Questoris Familia
Thundercoil Harpoon	32+6ED	-6	24m	1		3 Very Rare	Projectile, Vehicular, Imperium, Questoris Familia
Rad weapons							
Rad-Cleanser	Special	0	18m	1	Assault, Rad (4)	6 Very Rare	Rad, Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia
Volkite weapons							
Volkite Chieorovile	16+4ED	-3	90m	5	Deflagrate	2 Unique	Volkite, Vehicular, Imperium, Questoris Familia

Vehicular Ranged Weapons

These weapons must be mounted either upon a vehicle or as part of a permanent emplacement, and are far too huge to be man-portable. Their complex ammunition feeds, massive scale, and powerful recoil require large support elements, and are therefore often mounted upon a turret.

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.

Castigator Bolt Cannon

The Castigator Bolt Cannon is a type of heavy Bolt Weapon used by Knight Castigators. This weapon is capable of obliterating infantry formations in a thunderous rain of mass-reactive explosions and whirling power blade, or carving apart light vehicles with ease.

Castigator Bolt Cannon (Damage 12+2ED; AP -2; Range 72m; Salvo 14; Brutal, Spread)

Value: 4 (Very Rare)

Keywords: Bolt, Vehicular, Imperium, Questoris Familia

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.

Clearance Incinerator

The clearance incinerator is a massive, multi-chambered heavy flamer able to turn a landslide to molten slurry.

Clearance Incinerator (Damage 10+1ED; AP -2; Range 6m; Salvo 0; Blast (Medium), Blaze, Spread, Unwieldy (2))

Value: 5 (Uncommon)

Keywords: Fire, Vehicular, Imperium, Commercia, Government, Lower Class

Conflagration Cannon

A massive unsubtle weapon, the Conflagration Cannon consists of three enormous Flamers linked together and fed from armored promethium reservoirs. When triggered, the cannon spews forth a firestorm that washes away everything and reduces it to blackened ash.

Conflagration Cannon (Damage 14+2ED; AP -2; Range 32m; Salvo 3; Blaze, Spread, Blast [Large])

Value: 5 (Rare)

Keywords: Fire, Vehicular, Imperium, Questoris Familia

Flame Cannon

The Flame Cannon is a class of heavy Flame Weapon mounted of Imperial Knights, most notably the Knight Acheron's Acheron pattern Flame Cannon. This devastating weapon can literally project a hellstorm of the flame torrent to the enemy. The power of the Flame Cannon can be equally compared with the Titan class weapon.

Flame Cannon (Damage 14+2ED; AP -2; Range 32m; Salvo 2; Blaze, Spread, Blast [Large])

Value: 3 (Very Rare)

Keywords: Fire, Vehicular, Imperium, Questoris Familia

Graviton Weapons

Graviton Weapons are ancient and little-understood weapons dating back to the Dark Age of Technology. They refer to a group of gravity projector devices whose sophistication is such that few remained even in the Great Crusade era. Such weapons however are extremely useful when fighting on a starship or zero-gravity environment. The power of the graviton gun's highest settings is sufficient to rupture organs and smash bones that are encased even in armor, but its primary use is to impede the enemy and damage machinery.

Graviton Crusher

Graviton Weapons are devastating gravity-based weapons that function by manipulating the very nature of gravity itself, turning a target's mass against it, crushing it to pulp under its own weight. This is especially shocking when used against heavily armored infantry like Terminators. All Grav-weaponry fires a stream of graviton particles which affects the local gravitational field of a target area, making the targeted object either far heavier or lighter depending on the weapon's setting. The Graviton Crusher used by the Knight Styrix can hold entire squads of infantry in place at once.

Graviton Crusher (Damage 12+2ED; AP -2; Range 32m; Salvo 1; Graviton)

Value: 7 (Very Rare)

Keywords: Graviton, Vehicular, Imperium, Questoris Familia

Graviton Singularity Cannon

The Graviton Singularity Cannon is a type of Graviton Weapon used by Imperial Knights. A violently destructive but potentially unstable weapon, the Graviton Singularity Cannon is typically mounted on the Knight Atrapos.

Graviton Singularity Cannon (Damage 16+2ED; AP -3; Range 72m; Salvo 4; Graviton)

Value: 2 (Unique)

Keywords: Graviton, Vehicular, Imperium, Questoris Familia

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.



Atrapos Lascutter

The Atrapos Lascutter is a type of Laser Weapon used by Imperial Knights. A variant of the much smaller Lascutter, the Atrapos lascutter sees duty as both a ranged and close combat weapon. It is most typically mounted on the Knight Atrapos.

Atrapos Lascutter (Damage 24+5ED; AP -4; Range 18m; Salvo 1; Steadfast, Penetrating (1))
Astropos Lascutter – Melee (28+5ED; AP -4; Range M; Steadfast, Penetrating (2))

Value: 4 (Very Rare)

Keywords: Las, Vehicular, Imperium, Questoris Familia

Las-Impulsor

The las-impulsor is a ferociously powerful gun that, while comparatively short ranged for such power, is more than capable of bringing a fortress down in ruins or scything the leg from under an enemy Titan with a single concentrated

shot. The weapon works by building up an enormous charge of energy within capacitor shrines before cascading it down poly-sanctified conduits in escalating pulses. The result is a lightning-fast and devastating volley of laser blasts that can strip force shields from enemy war engines one at a time, and hammer their way through even the thickest armor or chitin to annihilate the vital systems beneath.

Las-Impulsor - Low Intensity (Damage 2+3ED; AP -2; Range 72m; Salvo 2; Steadfast, Blast [Large])

Las-Impulsor - High Intensity (Damage 24+6ED; AP -4; Range 32m; Salvo 1; Steadfast, Blast [Medium])

Value: 3 (Unique)

Keywords: Las, Vehicular, Imperium, Questoris Familia



Lightning Cannon

The Lightning Cannon is an enlarged version of the Mechanicum Lightning Gun. Requiring a vast energy core to draw from, the cannon fires a laser-guided electromagnetic beam that vaporizes flesh and armor with ease. It is most commonly mounted on the Krios Battle Tank and Knight Magaera.

Lightning Cannon (Damage 14+3ED; AP -1; Range 92m; Salvo 6; Penetrating (3))

Value: 7 Very Rare

Keyword: Las, Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia

Multi-Laser

A vehicle-mounted weapon, commonly found on the Chimera APC and the Sentinel Walker, a multilaser's rapid-pulse configuration allows a multitude of shots to be fired in bursts. While much less powerful than lascannon, they offer a

high sustained rate of fire that makes them excellent as suppression and antipersonnel weapons.

Multi-Laser (Damage 14+2ED; AP 0; Range 70m; Salvo 3; Steadfast)

Value: 5 (Uncommon)

Keywords: Las, Vehicular, Imperium, Astra Militarum

Scoriacannon

The Scoriacannon is a variant pattern of the tried and true Lascannon, trading in some of its raw stopping power for an increase in range. These patterns are commonly found on the pre-imperial Sepis-pattern Imperial knights.

Scoriacannon (Damage 17+4ED; AP -3; Range 120m; Salvo 2; Steadfast)

Value: 9 Uncommon

Keywords: Las, Vehicular, Imperium, Questoris Familia

Magna Lascannon

The Magna Lascannon is a devastating weapon that can obliterate even the most heavily armored targets. These Lascannon are several orders of magnitude more powerful than even the Sollex Pattern Heavy Lascannons of the Mechanicum Taghmata. The Acastus Knight Porphyron uses two sets of Magna Lascannons in a twin-linked configuration, providing the Acastus Knight Porphyron with an extraordinary amount of ranged firepower, enough to allow it to even combat enemy Titans.

Magna Lascannon (Damage 24+5ED; AP -3; Range 148m; Salvo 1; Steadfast, Blast [Large])

Value: 8 (Very Rare)

Keywords: Las, Vehicular, Imperium, Questoris Familia

Volcano Lance

The Volcano Lance possesses a massive range and stopping power that is the bane of super-heavy war engines and monsters. It is capable

of taking down anything from a Squiggoth to enemy Titan and when several Knight Castellans fire at once, it will resemble the Lance of Imperial Navy starships.

Volcano Lance (Damage 28+5ED; AP -5; Range 160m; Salvo 1; Steadfast, Destroyer, Blast [Large])

Value: 8 (Very Rare)

Keywords: Las, Vehicular, Imperium, Questoris Familia

Launchers

Craters left behind by explosive ordinances pockmark the surfaces of numberless worlds. Whether fired from launchers, or propelled by rockets, these weapons wreak unparalleled destruction.

Many of these weapons also provide singular examples of their dedicated missile or rocket types, which are provided for use on vehicles as single-use weapon variants or special use-cases (i.e. scenario driven narratives). If necessary, these individual weapons exchange the Launcher keyword for the Missile keyword.



Auto Launcher

These semi-autonomous weapons are normally mounted on fixed emplacements, defensive barricades, or vehicles. Each pre-loaded canister contains either three pairs of Frag or Smoke grenades, and can be triggered remotely from nearby crew or set to activate based on detected movement or sound. When fired they shoot out a pair of grenades in a 45 degree arc from the front, designed to either disrupt or disorient nearby infantry.

Auto Launcher (Damage By Grenade; AP By Grenade; Range 15m; Salvo 1; Traits by Grenade type)

Value: 4 (Uncommon)

Keywords: Explosive, Vehicular, Launcher, Imperium, Military, Astra Militarum

Heavy Mortar

The Heavy Mortar is a larger support version of the standard Mortar used by the Imperial Guard. Its primary advantages are a wide range of ammunition types, a high rate of fire, and simplicity to construct and maintain. However its massive size means the heavy mortar must either be towed into place by a Trojan or Centaur or mounted on a vehicle, most notably the Griffon Mortar Carrier.

While they were once quite popular with many Imperial Guard regiments, the use of heavy mortars has fallen out of favor in recent years, since for many commanders it lacks both the heavy firepower and long reach of much larger artillery pieces, limiting its use in box-barrages or counter-battery fire. Towed heavy mortars have become even less popular, being seen as too slow to keep up with advancing mechanized units, and have largely been regulated to PDFs and Siege Regiments.

For all their faults heavy mortars also have a number of advantages. They are an excellent close support weapon for engaging enemy infantry and light vehicles, freeing the heavier artillery for use against more appropriate targets,

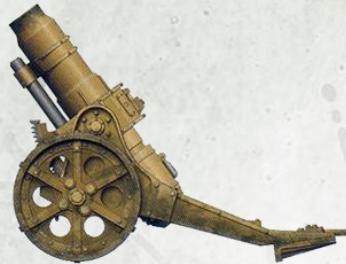
and can maintain a steady rate of fire for hours. Its versatility also allows it to fulfill a variety of other roles, from launching illumination shells during night battles or laying down a smoke screen before an infantry attack.

A Heavy Mortar can utilize Mortar Shells with the Heavy Mortar keyword.

Heavy Mortar (Damage By Mortar; AP By Mortar; Range 150m; Salvo -; Traits by Mortar)

Value: 6 (Rare)

Keywords: Explosive, Vehicular, Launcher, Imperium, Military, Astra Militarum



Hellfury Missile Launcher

The Hellfury Missile is an air-to-surface missile used by Imperial Aircraft such as the Vendetta Heavy Gunship and Vulture Gunship. Each missile is packed with incendiary sub-munitions, which burst in the air to cover a wide area. They are particularly useful against dug-in troops hiding behind cover and have proven highly effective in combat against Tyranid ground swarms.

An individual Hellfury missile has the same profile as below, but with a Salvo rating of -.

Hellfury Missile Launcher (Damage 8+2ED; AP 0; Range 146m; Salvo 0; Blaze, Blast [Large], Brutal, Spread).

Value: 6 (Rare)

Keywords: Explosive, Vehicular, Imperium, Launcher, Astra Militarum

Hellstrike Missile Launcher

The hellstrike missile is an air to surface missile commonly mounted on Imperial attack and assault craft used in support of ground-based

operations. These weapons use a solid propellant core to deliver a high explosive load, designed to effectively penetrate even well-armored targets. Because they are generally launched from fixed wing aircraft, these missiles often strike their targets with a speed that substantially exceeds that of rockets fired from ground-based platforms.

An individual Hellstrike missile has the same profile as below, but with a Salvo rating of -.

Helios Defense Missile Launcher

The Helios Defense Missile is known to have been used in the Ironstorm Missile Pod, particularly the larger variant carried by the Acastus Knight Porphyron. These missiles are equipped if the Knight is heading into battle-zones where the danger from airborne assault is apparent.

An individual Helios Defense missile has the same profile as below, but with a Salvo rating of -.

Helios Defense Missiles (Damage 16+2ED; AP -2; Range 120m; Salvo 2; Skyfire)

Value: 4 (Rare)

Keywords: Explosive, Vehicular, Imperium, Questoris Familia

Ironstorm Missile Pod

The Ironstorm Missile Pod is a type of Missile Launcher used by Imperial Knights. It can engage targets at a long range and fire missiles that explode and saturate a sizable blast radius. It is most effective against light to medium-armored foes and massed infantry assaults.

An individual Ironstorm missile has the same profile as below, but with a Salvo rating of -.

Ironstorm Missile Pod (Damage 10+1ED; AP -1; Range 144m; Salvo 3; Blast [Large])

Value: 3 (Rare)

Keywords: Explosive, Vehicular, Launcher, Imperium, Questoris Familia

Shieldbreaker Missile Launcher

Ancient variants of the Hunter-Killer Missile, these warheads incorporate raptoris Machine Spirits and empyric cascade micro-generators that allow them to disrupt and pass through enemy shields. These missiles are used to punish dishonorable enemies that hide behind walls of arcane energy or ranks of lesser warriors.

An individual Shieldbreaker missile has the same profile as below, but with a Salvo rating of -.

Shieldbreaker Missile (Damage 20+5ED; AP -4; Range 96m; Salvo 1)

Value: 5 (Very Rare)

Keywords: Explosive, Vehicular, Launcher, Imperium, Questoris Familia

Special: Shieldbreaker missiles ignore the benefits of the Shield or Force Shield traits, as well as all other sources of *Invulnerable* armor ratings.

Stormspear Rocket Pod

The Stormspear Rocket Pod is a type of Rocket Pod used by Imperial Knights. This carapace-mounted weapon fires self-propelled projectiles tipped with armor-piercing warheads. Only accurate at medium range, they are best employed versus heavily armored infantry or moderately armored vehicles. The launcher itself is capable of firing their payloads in successive volleys of three.

An individual Stormspear rocket has the same profile as below, but with a Salvo rating of -.

Stormspear Rocket Pod (Damage 16+4ED; AP -2; Range 96m; Salvo 3)

Value: 5 (Rare)

Keywords: Explosive, Vehicular, Launcher, Imperium, Questoris Familia

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.

Thermal Cannon

Thermal Cannons are a Titan-class weapon of the Imperium carried by Imperial Knights, specifically the Knight Errant. This powerful Melta Weapon is capable of easily vaporizing both steel and flesh, melting through thick fortress walls or turning a Battle Tank into a pile of molten slag.

Thermal Cannon (Damage 18+5ED; AP -4; Range 72m; Salvo 1; Blast [Large], Melta)

Value: 7 (Rare)

Keywords: Melta, Vehicular, Imperium, Questoris Familia



Thermal Spear

The Thermal Spear is a type of Melta Weapon used by the Imperial Knight Armiger

Thermal Spear (Damage 16+4ED; AP -4; Range 60m; Salvo 1; Assault, Blast [Medium], Melta0)

Value: 6 (Rare)

Keywords: Melta, Vehicular, Imperium, Questoris Familia

Thermal Spiker

Thermal spikers are a type of melta weapon utilized by the Sepis-pattern imperial knights, which trade in

Thermal Spiker (Damage 12+3ED; AP -4; Range 120m; Salvo 1; Assault, Blast [Small])

Value: 3 Rare

Keywords: Melta, Vehicular, Imperium, Questoris Familia

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.

Phased-Plasma Fusil

The Phased-Plasma Fusil is an Imperial Plasma Weapon dating back to the Great Crusade era. All but unknown in the battlefields of the 41st Millennium, these weapons were more reliable than modern Plasma Guns as plasma technology was far better understood at the dawn of the Imperium.

Phased Plasma-Fusil (Damage 12+2ED; AP -3; Range 48m; Salvo 2; Rapid Fire, Supercharge)

Value: 6 (Rare)

Keywords: Plasma, Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia

Plasma Decimator

The Plasma Decimator is capable of bathing swathes of the battlefield in searing energies and reducing the enemy to glowing ash. Castellan pilots become adept at regulating the flow of plasmic energy from their dual cores to this potent weapon, even risking angering the machine spirits in order to unleash an especially ferocious blast should the situation demand it.

Plasma Decimator (Damage 14+2ED; AP -3; Range 96m; Salvo 2; Supercharge)

Value: 6 (Very Rare)

Keywords: Plasma, Vehicular, Imperium, Questoris Familia

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.

Armiger Autocannon

The Armiger Autocannon is a type of Autocannon wielded by Imperial Knight Helverins. The Armiger Autocannon has a high rate of fire and is capable of laying down hundreds of armor-piercing shells per minute.

Armiger Autocannon (Damage 14+2ED; AP -1; Range 120m; Salvo 2; Blast [Medium])

Value: 2 Rare

Keywords: Projectile, Vehicular, Imperium, Questoris Familia

Avenger Gatling Cannon

The highly feared avenger gatling cannon is like an oversized assault cannon, though its larger caliber shells are more destructive and its rate of fire is even more prodigious. A single blazing volley from the rotary weapon can stitch a pattern of death across the foe's battle lines, causing charges to falter and fail or destroying entire attack columns of light vehicles.

Avenger Gatling Cannon (Damage 12+2ED; AP -2; Range 72m; Salvo 12; Spread)

Value: 2 (Rare)

Keywords: Projectile, Vehicular, Imperium, Questoris Familia



Rapid-fire Battle Cannon

The Battle cannon is a larger and heavier version of the autocannon, its size restricting its use to vehicles only. It is the primary weapon of the Leman Russ Battle Tank, where its explosive shells can decimate both infantry and other armor. It is also common armament on Imperial Knights, though for these mighty machines are used special Rapid Fire Battle Cannons with improved rate of fire.

Rapid-fire Battle Cannon (Damage 16+3ED; AP -2; Range 144m; Salvo 2; Blast [Large])

Value: 5 Rare

Keywords: Projectile, Vehicular, Imperium, Questoris Familia



Thundercoil Harpoon

The Thundercoil Harpoon is an unusual weapon that consists of a huge spear of adamantium filled with pneumatic grapples attached by thick chains to an electrothaumic generator. This allows the weapon to be fired and reeled back time and time again. When fired, the harpoon inflicts a massive wound against a larger target before the pilot triggers their generator, creating a massive electrical charge that sweeps across the chain. This field will cook monstrous beast and enemy war engine alike.

Thundercoil Harpoon (Damage 32+6ED; AP -6; Range 24m; Salvo 1)

Value: 3 (Very Rare)

Keywords: Projectile, Vehicular, Imperium, Questoris Familia

Twin Icarus Autocannon

The Icarus Autocannon is a type of large Autocannon utilized commonly on Imperial anti-aircraft arrays as well as Knights. On Imperial Knights, it is linked directly to the pilots mind via

the Throne Mechanicum and can track down and destroy incoming enemy flyers.

- **Twin Icarus Autocannon** (Damage 14+2ED; AP -1; Range 96m; Salvo 4)

Value: (3 Rare)

Keywords: Projectile, Vehicular, Imperium, Questoris Familia



Siegebreaker cannon

These unsubtle gun turrets are directed by servitor-brains slaved to the pilots targeting systems. They are capable of laying down punishing bombardments of heavy ordnance.

- **Siegebreaker cannon** (Damage 14+3ED; AP -1; Range 96m; Salvo 1; Blast [Large])

Value: 7 (Rare)

Keywords: Projectile, Vehicular, Imperium, Questoris Familia

Rad Weapons

Rad Weapons are deadly radioactive weapons employed by forces of the Imperium largely during the Great Crusade and Horus Heresy, and have become rare in later ages. Only employed against the most foul Xenos, these weapons detonate with a short, intense burst of radiation and shower the immediate area with deadly radioactive fallout.

Rad-Cleanser

Iradd-Cleansers (Irad-Cleansers, Irrad-Cleansers, Rad-Cleansers), also known as Irradiation Projectors, are specialized Adeptus Mechanicus weapons. A potent anti-infantry relic of the Dark Age of Technology, the weapon itself

is a dish-like projector connected to a bulky generator which unleashes a powerful blast of cross-spectrum radiation. Victims caught in the blast suffer horrendous deaths as they are boiled alive from within and blasted apart on a cellular level. Though less effective against vehicles or targets with heavy armor, the target will likely die later from radioactive contamination.

- **Rad-Cleanser** (Damage Special; AP 0; Range 18m; Salvo 1; Assault, Rad (4))

Value: 6 (Very Rare)

Keywords: Rad, Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia

Special: Rad-Cleansers do not cause direct damage, but instead inflict 1d6 automatic Mortal Wounds. Against vehicles, these weapons are only slightly less effective, causing 1d3 automatic Mortal Wounds instead.

Volkite Weapons

Possessing a killing power surpassing most armaments of their size, Volkites were little-understood and difficult to replicate on even the most capable Mechanicus Forge Worlds. Volkite weapons could deflagrate organic matter, explosively burning flesh into ash and jetting fire. A direct hit by a Volkite weapon could cause a target to simply combust, often taking nearby comrades with them.

Volkite Chieorovile

The Volkite Chieorovile is a class of heavy Volkite Weapon mounted of Imperial Knights, most notably the Knight Styrix. This devastating weapon can eliminate large numbers of enemy infantry at range.

- **Volkite Chieorovile** (Damage 16+4ED; AP -3; Range 90m; Salvo 5; Deflagrate0)

Value: 2 Unique

Keywords: Volkite, Vehicular, Imperium, Questoris Familia

Table: Vehicular Melee Weapons

Name	Damage	AP	Range	Traits	Value	Keywords
Astropos	28+5ED	-4	M	Steadfast,	4 Very Rare	Las, Vehicular, Imperium,
Lascutter				Penetrating (1)		Questoris Familia
Power Lifter	18+1ED	-1	M	Steadfast	3 Uncommon	Vehicular, Imperium, Government, Astra Militarum
Chain Weapons						
Reaper Chain-Cleaver	16+2ED	-3	M	Brutal, Parry	5 Rare	Chain, Vehicular, Imperium, Questoris Familia
Reaper Chainfist	32+6ED	-4	M	Brutal, Penetrating (2), Unwieldy (2)	4 Rare	Chain, Vehicular, Imperium, Questoris Familia
Reaper Chainsword	28+6ED	-3	M	Brutal, Parry	4 Rare	Chain, Vehicular, Imperium, Questoris Familia
Low Tech Weapons						
Chariot Scythe	12+2ED	-1	M	Steadfast	3 Common	Low-Tech, Vehicular, Imperium
Spikes & Blades	By Ram	0	M	Steadfast	2 Common	Low-Tech, Vehicular, Chaos, Recidivist, Imperium
Power Weapons						
Hekaton Siege Claw	32+6ED	-4	M	Brutal, Unwieldy (1)	3 Unique	Power Field, Vehicular, Imperium, Questoris Familia
Tempest Warblade	28+4ED	-3	2m	Parry, Special	5 Very Rare	Power Field, Blade, Vehicular, Imperium, Questoris Familia
Thunderstrike Gauntlet	32+4ED	-4	M	Brutal, Special, Unwieldy (2)	6 Very Rare	Power Field, Vehicular, Imperium, Questoris Familia
Shock Weapons						
Cerastus Shock Lance	28+5ED	-4	4m	Unwieldy (3)	6 Very Rare	Shock, Vehicular, Blade, Imperium, Questoris Familia

Vehicular Melee Weapons

The following are close combat weapons that must be mounted on a vehicle, typically a walker combat vehicle, and are far too huge to be man-portable. Their complex mechanisms, massive scale, and powerful actuators require large support elements, and are therefore often more than capable of completely annihilating infantry with ease.

Powerlifter

The Powerlifter is a device used on Imperial Guard Sentinels. The Powerlifter consists of a pair of strong hydraulic claws, easily capable of crushing a man. Despite this, the Powerlifter is most often used for logistical and hauling duties. The Powerlifter is also equipped with a counterweight mounted on the rear to prevent the Sentinel from tipping forward when it is holding heavy cargo. They are a common sight on sentinel loaders on airfields, space ship flight decks, and artillery positions, but will only be

used in self-defense when sentinel operators are called upon to defend their position as a last desperate measure.

Power Lifter (Damage 18+1ED; AP -1; Range M; Steadfast)

Value: 3 (Uncommon)

Keywords: Vehicular, Imperium, Government, Astra Militarum

Chain Weapons

Chain weapons have a set of motorized biting teeth that saw and slash through the enemy, and a blow can cause terrible damage. This carnage is brought to new levels of destruction when scaled to fit upon a massive combat vehicle.

Reaper Chainfist

Usually carried on the Knight's right weapon arm, the Reaper Chainfist is employed alongside

the Acheron's Flame Cannons as a weapon of extermination used to inspire fear in the foe. The Reaper Chainfist is actually a set of two Chain Weapons linked together, with each one spinning in opposite directions. The blades are capable of tearing through both armor and fortified walls with ease. The weapon also features a built-in set of twin-linked Heavy Bolters to be used against infantry when the Knight needs to conserve fuel for its Flame Cannon.

Reaper Chainfist (32+6ED; AP -4; Range M; Brutal, Penetrating (2), Unwieldy (2))

Value: 4 (Rare)

Keywords: Chain, Imperium, Questoris Familia



Reaper Chain-Cleaver

The Reaper Chain-cleaver is a large Chain Weapon carried by the combat walkers of the Imperial Knights, particularly the smallest class of Knights known as Knights Armiger. The Reaper Chain-cleaver is a saw-toothed weapon similar to but smaller than the similar Reaper Chainsword that mangles metal and gnaws flesh to ruin with each shuddering impact.

Reaper Chain-Cleaver (16+2ED; AP -3; Range M; Brutal, Parry)

Value: 5 (Rare)

Keywords: Vehicular, Chain, Imperium, Questoris Familia

Reaper Chainsword

The Reaper Chainsword is a smaller type of Titan chainsword carried by Imperial Knights. Once at the beginning of human colonization of space this chainswords used for tree-falling. Though only the height of three men, the Reaper's adamantine teeth are no less deadly: swung with all the power of the Knight's servomotors, the Reaper is capable of cleaving

through practically anything, from the thick ferrocrete walls of a defensive bunker to a Super-Heavy Vehicle. The very sound of this chainsword has been known to cause enemies to flee.

Reaper Chainsword (28+6ED; AP -3; Range M; Brutal, Parry)

Value: 4 (Rare)

Keywords: Vehicular, Chain, Imperium, Questoris Familia



Low-Tech Weapons

Some vehicular melee weapons have no need for any power other than the speed of the vehicle itself. Though they may now be made of plasteel and adamantium, their designs are as old as Mankind. Bladed extensions are popular with many imperial vehicles.

Chariot Scythe

A chariot scythe is a two-foot long double-sided or quadruple-sided serrated blade on a short, round peg attached to the axles of a chariot. As a chariot moves forward, the scythes spin with the wheel, allowing the charioteer to drive alongside an enemy, where the scythes will cut their legs out.

Chariot Scythe (Damage 12+2ED; AP -1; Range M; Steadfast)

Value: 3 (Common)

Keyword: Low-Tech, Vehicular, Imperium

Spikes & Blades

These are effectively a huge number of spikes and blades welded, strapped or glued onto the side of a vehicle, and help to protect it during combat as much as cause eviscerating wounds when ramming formations.

Spikes & Blades increase the damage of a vehicle's Ram stunt by +2, and increase any melee actions against it by +2 DN due to the difficulty of avoiding the multitude of protrusions jutting from the vehicle.

Spikes & Blades (Damage by Ram; AP 0; Range M; Steadfast)
Value: 2 (Common)
Keywords: Low-Tech, Vehicular, Chaos, Recidivist, Imperium

Power Weapons

These weapons are surrounded by a disruptive force field that allows an operator to slice through the thickest armor and lop off servo-limbs or sunder tanks with a single blow

Hekaton Siege Claw

The Hekaton Siege Claw is a massive siege weapon used by the combat walkers of the Questor Imperialis, the Imperial Knights, and by the Renegade Knights of the Questor Traitoris. This weapon is used solely by the Questoris Knight Magaera and the Questoris Knight Styrix. The Hekaton Siege Claw is a melee siege weapon consisting of three massive claws capable of smashing both vehicles and structures asunder. The Hekaton Siege Claw features a twin-linked Rad Cleanser built into the weapon's "palm."

Hekaton Siege Claw (32+6ED; AP -4; Range M; Brutal, Unwieldy (1))
Value: 8 (Unique)
Keywords: Vehicular, Power Field, Imperium, Questoris Familia
Special: Against targets with the Fortification keyword, or similarly immobile structures, this weapon adds +2ED to its damage rolls



Tempest Warblade

The Tempest Warblade is a Power Weapon used by the combat walkers of the Questor Imperialis, the Imperial Knights. These weapons are found only on the Cerastus Knight-Castigator. The Knight-Castigator pattern is used by those Knight Houses who are often faced by an overwhelming number of the enemy. The Tempest Warblade is a massive Power Weapon, many times the height of a man, which is used by the Castigator to scythe down large infantry formations, pierce the armored skin of enemy vehicles or to engage enemy Knights and Titans in melee combat.

Tempest Warblade (28+4ED; AP -3; Range 2m; Parry, Special)

Value: 5 (Very Rare)
Keywords: Vehicular, Power Field, Imperium, Questoris Familia

Special: For every Exalted Icon shifted into Damage, instead of increasing damage against Monstrous Creatures and Vehicles, this weapon inflicts a single Mortal Wound instead.

Thunderstrike Gauntlet

The Thunderstrike Gauntlet is a smaller type of titanic power fist carried by Imperial Knights. Crackling with destructive energies, the Thunderstrike Gauntlet allows the Knight to rip apart its enemy, even tearing limbs off of Titans. When used as a bludgeon instrument the gauntlet releases a deafening thunderclap upon impact, so powerful it is capable of hurling Battle Tanks through the air to land amongst the enemy and crush them beneath the vehicle's weight.

Thunderstrike Gauntlet (32+4ED; AP -4; Range M; Brutal, Special, Unwieldy (2))

Value: 6 (Very Rare)
Keywords: Vehicular, Power Field, Imperium, Questoris Familia

Special: If a Vehicle or Monstrous Creature is slain by this weapon, the remnants and debris can be tossed up to 18 meters against another

enemy. Once selected, roll a 1d6 - on a 4+ that enemy suffers D3 mortal wounds.



Shock Weapons

Charged with electrical energy these cause severe energy impulses on impact and can disrupt the sensitive nature of most technological devices, wracking great pain or extinguishing machine spirits outright.

Cerastus Shock Lance

The Cerastus Shock Lance is a type of Titan Power Lance wielded by Knight Lancer walkers. This magneto-hydraulic power size of prodigious size has a disruption field which may also be projected as a powerful electromagnetic plasma blast over short ranges.

Cerastus Shock Lance (28+5ED; AP -4; Range 4m; Unwieldy (3))

Shock Blast (12+3ED; AP -1; Range 32m; Salvo 6; Agonizing)

Value: 6 (Very Rare)

Keywords: Vehicular, Imperium, Questoris Familia



VEHICLE UPGRADES



Table: Vehicle Upgrades

Name	Value	Keywords
Ablative Armor	4 Uncommon	Vehicular, Standard, Imperium, Military, Astra Militarum
Amphibious Propulsion	7 Rare	Vehicular, Integral, Imperium
Anti-Grav Modifications	Varies	Vehicular, Integral, Imperium
Anti-Grenade Mesh	3 Uncommon	Vehicular, Standard, Imperium, Military, Astra Militarum
Auspex Surveyor	5 Uncommon	Vehicular, Standard, Imperium, Military, Astra Militarum
Bull Bar	3 Common	Vehicular, Standard, Imperium
Camo-Netting	3 Common	Vehicular, Standard, Imperium, Military, Astra Militarum
Dozer Blade	5 Uncommon	Vehicular, Standard, Imperium, Military, Astra Militarum
Electro-Vox Warfare Array	6 Rare	Vehicular, Standard, Imperium, Military, Astra Militarum
Encrypted Vox-Network	5 Uncommon	Vehicular, Standard, Imperium, Military, Astra Militarum
Extended Promethium Tanks	Varies	Vehicular, Standard, Integral, Imperium, Military, Astra Militarum
Extra Armor	4 Uncommon	Vehicular, Standard, Imperium, Military, Astra Militarum
Frag Defender	3 Uncommon	Vehicular, Standard, Imperium, Military, Astra Militarum
Hunter-Killer Missile	6 Rare	Vehicular, Standard, Imperium, Military, Astra Militarum
Improved Comms	4 Rare	Vehicular, Standard, Imperium, Military, Astra Militarum
Industrial Plow	2 Uncommon	Vehicular, Standard, Imperium
Integral Weapon Platform	Varies	Vehicular, Integral, Imperium, Military, Astra Militarum
Medicae Bay	Varies	Vehicular, Integral, Imperium
Mine Sweeper	6 Uncommon	Vehicular, Standard, Imperium
Neural Interface Controls	Varies	Vehicular, Integral, Imperium, Adeptus Mechanicus
Orbital Positioning System	7 Rare	Vehicular, Standard, Imperium
Pintle Weapon Mounting	Varies	Vehicular, Standard, Imperium, Military, Astra Militarum
Precision Targeting Network	Varies	Vehicular, Standard, Imperium, Military, Astra Militarum
Reinforced Roll Cage	4 Uncommon	Vehicular, Standard, Imperium
Rough Terrain Modifications	Varies	Vehicular, Integral, Imperium
Searchlight	2 Uncommon	Vehicular, Standard, Imperium, Military, Astra Militarum
Smoke Launcher	3 Uncommon	Vehicular, Standard, Imperium, Military, Astra Militarum
Sponsons	Varies	Vehicular, Standard, Imperium, Military, Astra Militarum
Superior Plating	Varies	Vehicular, Integral, Imperium, Military, Astra Militarum
Tactical Vox-Targeting Array	Varies	Vehicular, Integral, Imperium, Military, Astra Militarum

Name	Value	Keywords
Track Guards	5 Uncommon	Vehicular, Standard, Imperium, Military, Astra Militarum
Void Capable Modifications	Varies	Vehicular, Integral, Imperium, Adeptus Mechanicus
Weapon Bank Mounting	Varies	Vehicular, Integral, Imperium, Military, Astra Militarum
Adeptus Mechanicus Upgrades		
Artificer Hull	Varies	Imperium, Adeptus Mechanicus
Automated Logis Engine	Varies	Vehicular, Integral, Standard, Imperium, Military, Astra Militarum
Blessed Autosimulacra	7 Unique	Imperium, Adeptus Mechanicus
Aeronautica Imperialis Upgrades		
Armored Cockpit	5 Rare	Vehicular, Standard, Imperium, Aeronautica Imperialis, Imperial Navy
Ejector Seats	4 Uncommon	Vehicular, Integral, Imperium, Aeronautica Imperialis, Imperial Navy
External Fuel Tanks	5 Rare	Vehicular, Standard, Imperium, Aeronautica Imperialis, Imperial Navy
Distinctive Paint Scheme or Markings	3 Common	Vehicular, Standard, Imperium, Aeronautica Imperialis, Imperial
Flare or Chaff Launchers	Varies	Vehicular, Integral, Imperium, Aeronautica Imperialis, Imperial Navy
Illum-Flares	3 Uncommon	Vehicular, Standard, Imperium, Aeronautica Imperialis, Imperial Navy
Infra-red Targeting	4 Uncommon	Vehicular, Standard, Imperium, Aeronautica Imperialis, Imperial Navy
Internal Bomb Bay	Varies	Vehicular, Integral, Imperium, Aeronautica Imperialis, Imperial Navy
Imperial Knight Upgrades		
Empyreal Preysight	5 Very Rare	Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia
Helm Mechanicum	3 Unique	Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia
Ionic Flare Shield	4 Unique	Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia
Ionic Gauntlet Shield	6 Very Rare	Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia
Macro-Extinction Targeting Protocols	7 Very Rare	Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia
Throne Mechanicum	7 Unique	Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia

Vehicular Upgrades

It is rare to see two imperial vehicles that are exactly alike, even within the same organization. Smoke launchers, pintle-mounted weapons, track guards and even basic searchlights appear in numerous configurations and come in all manner of different patterns. Most are common and easy to install by a skilled adept. Others are more integral however, and are often installed during the vehicles manufacture.

There are two types of vehicle upgrades - Standard and Integral. Standard vehicle upgrades are optional additions that Characters can requisition just like other equipment. If no one is on hand to install the upgrade then the Character can do it themselves just as if they were Repairing the vehicle, requiring appropriate tools and facilities (such as a garage, motor pool or vehicle bay). Integral vehicle upgrades cannot be added to a vehicle; the vehicle must come



with that upgrade from the start. The GM has final say on what Integral Vehicle Upgrades the players might have when they are assigned a vehicle. A vehicle can only have one instance of any given upgrade at a time.

When acquiring a vehicle with an integral upgrade, the value of the upgrade increases the base value of the vehicle. If multiple integral upgrades are desired, add the values of each to the base value of the vehicle. The rarity of the acquisition is the highest provided between the upgrades and the vehicle. Standard upgrades only require a standard Tech Test (DN 2 +1 for each additional upgrade) and the appropriate facilities to perform the work.

Ablative Armour

A crude and somewhat rudimentary method of enhancing a vehicle's armored protection, ablative armor often takes the forms of large sections of plasteel welded or in some cases hooked onto exposed areas of a vehicle's sides. These types of modifications add to a vehicle's

staying power, but often slow it down due to the excess weight.

Ablative armor adds +2 Resilience to the vehicle, but reduces the vehicle's Cruising Speed by -5 meters. Any Critical Damage destroys the ablative armor but does not cause any other Critical Effects from Table 4-6: Vehicle Critical Hits. Ablative armor cannot be repaired and must be replaced.

Value: 4 (Uncommon)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Amphibious Propulsion

While not built to typically operate over mass bodies of water (or similar) environments, a vehicle can be made to roughly operate as an amphibious craft.

A vehicle with this upgrade can operate over land or air as normal, and can now operate across bodies of water with its Cruising Speed halved.

Value: 2+Vehicle Value (Rare or Vehicle Rarity, whichever is Higher)

Keywords: Vehicular, Integral, Imperium

Anti-Grav Modifications

Any vehicle can be fitted with a passive form of anti-grav combined with engine vectoring, allowing such a modified vehicle to take off, operate and land vertically.

A vehicle with this upgrade gains the Hover trait if it did not possess it before.

Value: 2+Vehicle Value (Very Rare or Vehicle Rarity, whichever is Higher)

Keywords: Vehicular, Integral, Imperium

Anti-Grenade Mesh

An uncommon upgrade mostly seen on siege tanks and vehicles expected to face the enemy in close quarters, anti-grenade mesh usually

consists of thin metal wiring or heavy plastic rings that have a slight spring when pushed, always returning to their original form. An extremely basic form of passive defense, the mesh tends to deflect incoming grenades, pushing them away before they can explode. Attaching shaped explosives, such as melta bombs, is difficult due to the nonmagnetic nature of the materials used.

Whenever a vehicle with anti-grenade mesh is struck by a grenade, roll 1d6; on a result of 5 or higher, the grenade scatters 1d6 meters away from the tank before detonating. On a result of 1, the Anti-grenade mesh is damaged by the explosion, and ceases to function until repaired. For placed explosives, such as melta bombs, Anti-Grenade Mesh imposes a +2 DN penalty to any Test to set up the explosive.

Value: 3 (Uncommon)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Auspex Surveyor

Auspex Surveyor is a short ranged vehicle-mounted device that can be used to identify concealed or dug-in enemy positions. It is installed, for example, on Salamander Command Vehicles

A vehicle equipped with such a device can make an Awareness Test (DN 3) to detect concealed enemy positions within a 25km radius, and up to a kilometer deep. Success on the test indicates the general presence of an underground facility, with additional Shifts revealing more accurate mapping.

Value: 5 (Uncommon)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Bull Bar

Usually just metal welded to the front of the vehicle, bull bars add some extra protection to the front of the vehicle. These add +1 to the

vehicles resilience during a head-on collision Ram stunt.

Any terrestrial ground vehicle may be given this upgrade.

Value: 3 (Common)

Keywords: Vehicular, Standard, Imperium

Camo-Netting

Perfect for ambushes or for hiding artillery from enemy aircraft, camo-netting comes in many forms, from actual foliage stripped from trees, to sheets of rock and rubble affixed to light metal frames, and even nets of torn fabric dyed to match the surrounding terrain.

Camo-netting requires no test to install or remove, and is easily rolled up and stored on the hull of a vehicle. It completely covers a vehicle once installed, and all Tests to spot a camouflaged vehicle suffer a +3 DN penalty. Camo-netting does not hide a vehicle that is moving or shooting. If a vehicle with camo-netting catches fire, roll 1d6; on a result of 4 or lower, the camo-netting is damaged, and does not function until repaired.

Value: 3 (Common)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Dozer Blade

“Dozer blade” is a common term that refers to a family of frontal hull attachments used by many vehicles throughout the Imperium. Most take the form of a large slab of heavy plasteel mounted atop heavy hydraulic shock absorbers, although some are more rigid “ram bars” whereas others have spikes, blades and other dangerous additions. Ostensibly designed to clear rubble and push wrecked vehicles, vehicle crews tend to use them as improvised weapons.

A vehicle with a ‘dozer blade increases its Resilience by +2 when attacked from its front. Additionally a dozer blade allows the vehicle to treat terrain with heavy rubble and other detritus

as open ground as long as it moves no faster than its Cruising Speed each Turn.

Any terrestrial ground vehicle may be given this upgrade.

Value: 5 (Uncommon)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Electro-Vox Warfare Array

Requiring an in-depth knowledge of the ins and outs of battlefield communication such as broadcast frequencies, electronic attack, cryptography, power generation, maintenance, and the dizzying array of communications gear fielded across the galaxy, the electro-vox warfare array provides such astute and tech-savvy crews to conduct advanced electronic warfare.

A vehicle with this upgrade allows a character to Access a Machine (see Violating the Machine Spirit) from a remote distance as if it were a physical communion. The range of this communion is 5km, plus an additional kilometer for every Shift on a successful Tech test (DN 3).

Value: 6 (Rare)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Encrypted Vox-Network

This vehicle's cogitation and metacalculators have been encrypted with counter-intrusion and defensive machine spirits.

Vehicles with this upgrade increase their Security Protocol rating by +2d (see Violating the Machine Spirits).

Value: 5 (Uncommon)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Extended Promethium Tanks

A vehicle with extended promethium tanks are able to sustain stronger, longer bursts of flames

with their flame-based armaments. Vehicles built with hull mounted or turret flamers treat this upgrade as an integral upgrade (such as a hellhound), due to their design. Other vehicles extending their fuel tanks for ancillary weapons (such as pintle-mounted heavy flamers) treat this as Standard upgrade. In both cases, this upgrade increases the maximum range of flame-based weapons a vehicle by 50%.

Value: 5 (Rare) (Standard), 4+Vehicle Value (Rare or Vehicle rarity, whichever is higher)

Keywords: Vehicular, Standard, Integral, Imperium, Military, Astra Militarum

Extra Armor

Extra armor is used by many militant imperial forces. Sometimes it is elaborately detailed armor and sometimes simple sheets of ceramite. They do however, prevent the vehicle from being shaken around so much on weaker impacts.

Vehicles with this upgrade only inflict a single point of Shock when a Blast weapon successfully strikes a vehicle with the Sealed trait.

Value: 4 (Uncommon)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Frag Defender

A simple but effective modification of the standard smoke launcher, frag defenders explode upwards in a shower of hot shards that patter harmlessly off the tank's hull but are far more lethal to anyone foolish enough to be attacking the tank in melee.

As a Full Defense action, a vehicle's commander or driver may activate its frag defenders. Each character within 5 meters of the hull of the vehicle suffers 11+1ED AP 0 Damage (characters inside of the vehicle and the vehicle itself are unaffected). Frag defenders are single-use items, and must be replaced after each use.

Any vehicle with the Sealed trait may take this upgrade.

Value: 3 (Uncommon)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Hunter-Killer Missile

The Hunter-Killer Missile is used by the Imperial Guard as a common upgrade for vehicles. They are effectively Krak Missiles with massively extended range, although only one can be mounted on a vehicle due to their vast size. They are also unique in that they are guided weapons with an on-board artificial intelligence, known as a "logis-engine." Sensors in the missile's nose transmit information on the target and surrounding environment to the logis-engine, which guides the missile in flight by manipulating its stabilizing fins, allowing the missile to match the target's movements and avoid obstacles. The missile's warhead is an impact fused shaped charge, designed for maximum armor penetration. Other instruments include an internal gyroscope for stable flight and a small battery to power the sensor and logis-engine.

A vehicle with this upgrade gains one Hunter-Killer Missile. A Hunter-Killer missile is a single-use item, and must be replaced after each use.

Value: 6 (Rare)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Improved Comms

Improved Comms are used by planetary defense forces and the Imperial Guard and are effectively long, attached whip aerials which allow the vehicle's commander to communicate with other regiments and forces in the field, direct preliminary bombardments, and call for reserves. This improves the command and control situation faced by all commanders.

A vehicle with improved comms has increased vox capabilities, similar to a vox-caster, and

grants a +2d bonus to tech tests when isolating signals, increasing range or similar communicae situations.

Value: 4 (Rare)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Industrial Plow

An Industrial Plow, similar to the more common dozen blade and other frontal hull attachments, is used by many vehicles specifically to clear detritus and rubble, snow, dirt, or other unwanted obstacles from a path. These are most commonly found in specialized construction equipment and haulers.

A vehicle with an industrial plow ignores the penalties of Difficult Terrain as long as it does not move faster than its Cruising Speed, and may destroy obstacles weighing up to 5 tonnes with a successful Pilot Test (DN 3).

Any terrestrial ground vehicle may be given this upgrade.

Value: 2 (Uncommon)

Keywords: Vehicular, Standard, Imperium

Integral Weapon Platform

The vehicle possesses a large, dedicated weapons platform that is hardwired into the vehicles cogitation systems. These weapons operate with sets of coordinates and formulae-engines to calculate trajectories and points of impact, rather than manipulated by sight and skill of arms.

An integral weapon platform requires a single weapon or linked weapon (such as twin-linked or quad-linked), which gains the Guided (+2) trait.

Value: 3+Vehicle Value (Rare or Vehicle rarity, whichever is higher)

Keywords: Vehicular, Integral, Imperium, Military, Astra Militarum

Medicae Bay

A vehicle designed to facilitate advanced medicae procedures and operations are common throughout the Imperium – from the medicae ground cars that can be found in servicing the arteria of hives to the field-carriages operated by the Hospitallers of the Sororitas. These vehicles provide advanced diagnostors, auspex and bio-scanners and internal compartmentalization to store necessary supplies.

A vehicle built with this upgrade, in addition to providing facilities for advanced treatments, grants a +2d bonus to any Medicae skill tests performed within it.

Value: 3+Vehicle Value (Uncommon or Vehicle rarity, whichever is higher)

Keywords: Vehicular, Integral, Imperium

Mine Sweeper

Mines represent a tremendous threat to armored vehicles. Often undetectable, mines can lie in place for years before detonating in a colossal explosion that rips through hull plates and crew alike. As there is often no warning of a minefield's presence until it is too late, many tanks fit precautionary "mine sweeper" devices that help detonate scattered mines far in advance of the vehicle's main hull.

Whenever a vehicle equipped with a mine sweeper would trigger a planted explosive, the vehicle's driver may make an Awareness Test (DN 3) as a Free Action. If he succeeds, he may have the vehicle back up 5 meters immediately, plus 1 meter per Shift (but may not move more meters than twice the vehicles Cruising Speed). If this is enough distance to avoid the explosion, the vehicle suffers no Damage from the detonating mine. Any Critical Damage to the vehicle damages the Mine Sweeper, rendering it useless until repaired. A vehicle with a minesweeper cannot have a dozer blade.

Any vehicle with the Tracked keyword may take this upgrade.

Value: 6 (Uncommon)

Keywords: Vehicular, Standard, Imperium

Neural Interface Controls

The vehicles controls have inbuilt circuitry that allows a suitably augmented pilot or driver to control the vehicle with incredible precision. When controlled by a character with suitable augmentation, such as a Mind Impulse Interface port, the vehicle's pilot gains a +2d bonus to tests when performing Stunts.

Value: 3+Vehicle Value (Very Rare or Vehicle rarity, whichever is higher)

Keywords: Vehicular, Integral, Imperium, Adeptus Mechanicus

Orbital Positioning System

Used with orbital auspex scans or with specially modified reconnaissance servo-drones, this system shows the user a detailed map of the immediate surrounding area. They are usually wired into the vehicles power systems but in some cases they can be hand held devices which simply plug into a power source to charge.

This system acts like a long-ranged Auspex or Scanner, with an effective range of 1 kilometer instead of 50m.

Value: 7 (Rare)

Keywords: Vehicular, Standard, Imperium

Pintle Weapon

A pintle mount is a fixed mount that allows the gun to be freely traversed and/or elevated while keeping the gun in one fixed position: typically the mounting is either a rod on the underside of the gun (a pintle rod) that mates with a socket, or an intermediary gun cradle that mounts to the sides of the weapon's barrel or receiver. Due to the stability offered by the mount, the gun typically does not use a shoulder stock, with many examples using spade grips. It is most commonly found on armored vehicles,

technicals, side gun stations on bomber aircraft, and the door guns of transport hovercraft.

Value: 2+Weapon Value (Common or Weapon Rarity, whichever is higher)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Precision Targeting Network

These common vehicle systems are utilized by artillery regiments as much as by advanced planetary defense forces and enforcers. These operate in tandem with a spotter, often a forward observer but occasionally an advanced unmanned servo-drone or servo-skull, to coordinate pin-point precision strikes.

A vehicle with this upgrade, if given coordinates by a forward observation marker or servo-drone with a Tech Test (DN 3), negates the penalties of the Indirect trait.

Value: 4+Vehicle Value (Rare or Vehicle rarity, whichever is higher)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Reinforced Roll Cage

A roll cage is a specially engineered and constructed frame built in (or sometimes around, in which case it is known as an exo cage) the passenger compartment of a vehicle to protect its occupants from being injured or killed in an accident, particularly in the event of a rollover.

A Reinforced Roll Cage negates the Shock suffered by passengers from a Spinout critical hit effect.

Any terrestrial ground vehicle may take this upgrade.

Value: 4 (Uncommon)

Keywords: Vehicular, Standard, Imperium

Rough Terrain Modifications

A catch-all term for a number of adaptations, rough terrain modifications give vehicles a greater ability to traverse hazardous terrain. These adaptations include different types of track links, more robust drive wheels, reinforced axles, widely spaced "feet" for walkers and even sophisticated vectored engines for skimmers.

Rough terrain modifications allow a vehicle's driver to reroll one failed Pilot Test per Encounter when navigating difficult or dangerous terrain.

Value: 2+Vehicle Value (Uncommon or vehicle rarity, whichever is higher.)

Keywords: Vehicular, Integral, Imperium

Searchlight

Many vehicles mount powerful searchlights in an effort to discover the hidden foes of the Emperor.

Any crew member or passenger can activate a searchlight as an Action by making an Awareness Test (DN 3) to find his targets. If he succeeds, he illuminates them. For as long as he keeps the Searchlight active, attacks made against these targets (and against the vehicle) suffer no penalties for darkness.

Value: 2 (Uncommon)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Smoke Launcher

A concept that stretches back to ancient Terra, smoke launchers blanket an area in thick impenetrable smoke, shielding vehicles from incoming fire and allowing for hasty retreats or sudden assaults.

As a Half Action or Reaction, the vehicle's commander or driver may trigger its smoke launchers. This creates a cloud of obscuring smoke with a radius of 15 meters, centered on the vehicle. Smoke launchers are single use items, and must be replaced when expended.

Value: 3 (Uncommon)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Sponsons

Sponsons are projections extending from the sides of land vehicles, aircraft or watercraft to provide protection, stability, storage locations, or other devices, or equipment housing. On military vehicles a sponson may refer to a mounting or enclosure projecting from the side or top of the structure or hull that is not used for buoyancy, but for armaments such as heavy bolters.

Sponsons not used with armaments can include many and varied narrative effects, such as allowing a vehicle to carry more fuel than standard operating limits, provide storage, and so on. The exact nature of non-armament sponsons are determined by their use and appropriate addition to a vehicle, with game master's discretion.

Value: 2+Weapon Value (Uncommon or Weapon Rarity, whichever is higher)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Superior Plating

Some vehicles are lucky enough to incorporate rare materials or internal reinforcement within their armor plating, giving them much greater damage resistance than standard armor and certainly more than hastily applied ablative patches.

A vehicle with superior plating gains +1 Resilience and a +1d bonus to repair tests. Superior plating always takes twice as long to repair as regular armor plating.

Value: 3+Vehicle Value (Rare or vehicle rarity, whichever is higher.)

Keywords: Vehicular, Integral, Imperium, Military, Astra Militarum

Tactical Vox-Targeting Array

The vehicle is built with a series of advanced rodum and sensor arrays, linking into regional vox-networks. Each contiguous system that makes up this network adds meteorological and topographic updates in real-time, providing advanced levels of intel. Where applicable, some even operate on an orbital level, updating from sat-com arrays and orbital precision.

A vehicle with this upgrade is treated as possessing an Auspex or Scanner, with an effective range of 10 kilometers. Additionally, integral weapon platform can be fired with the Guided (+2) quality.

Value: 2+Vehicle Value (Rare or vehicle rarity, whichever is higher.)

Keywords: Vehicular, Integral, Imperium, Military, Astra Militarum

Track Guards

Often the most vulnerable point on any armored vehicle, damaged tracks spell the doom of most tanks. Unable to turn, move or retreat, an immobile tank is an easy target. The Imperial Guard sometimes issues track guards to both its transports and its main battle tanks in an effort to limit track vulnerability. Similar to ablative armor, track guards can be the difference between life and death on the battlefield.

A vehicle with track guards may re-roll a Spinout or Shot Steering Critical Hit Effect. If the same result is rolled again, the effect is ignored but the track guards are destroyed. Track guards cannot be repaired and must be replaced.

Any vehicle with the Tracked trait may take this upgrade.

Value: 5 (Uncommon)

Keywords: Vehicular, Standard, Imperium, Military, Astra Militarum

Void Capable Modifications

With the Imperium, adapting technologies to fit outside their normal operations is common,

especially on forge worlds, where modified walkers and ground vehicles are put to service in the orbitals in a variety of new forms and functions.

A vehicle with this upgrade is sealed and equipped so that it can function in the cold harshness of space, as well as in its native atmosphere. The vehicle gains the Sealed and Spacecraft traits if it did not possess them before.

Any vehicle that does not already possess the Spacecraft keyword may take this upgrade.

Value: 3+Vehicle Value (Very Rare or Vehicle Rarity, whichever is higher)

Keywords: Vehicular, Integral, Imperium, Adeptus Mechanicus

Weapon Bank Mounting

Some vehicles may have a number of weapons linked to fire in unison, commonly known as twin, triple or quad linked weapons. Such weapons are collectively fired as one in a battery or bank mounting of three or more individual weapons. To work out the profile of such a weapon, simply add the Salvo value of the number of linked weapons together.

Value: Number of weapons linked+3+Weapon Value (Rare or Weapon Rarity, whichever is higher)

Keywords: Vehicular, Integral, Imperium, Military, Astra Militarum

Adeptus Mechanicus Upgrades

The following are upgrades and techno-gifts typically associated with the Adeptus Mechanicus and the blessings of the Omnia.

Artificer Hull

Engineered by the finest Tech-Priests, the vehicle's hull is a rare work of mechanical art.

Thrice blessed by hundreds of chanting Engineers and anointed in several sacred oils even the thinnest sections of the vehicle's armor can withstand hits that would fell lesser tank in a single hit.

A vehicle with this may ignore the first Critical Hit Effect it receives in a single encounter, gains +1d bonus to any Stunt actions, and suffers no Damage when it initiates a Ram Stunt. Due to the sacred nature of the vehicle's hull, all Repair Tests for the vehicle suffer a +2 DN penalty in addition to any other modifiers.

Value: 4+Vehicle Value (Unique)

Keywords: Imperium, Adeptus Mechanicus

Automated Logis Engine

It is common for emplacement turrets, sentry guns, and the various strange and mechanical wonders of the Adeptus Mechanicus to possess limited, automated Logis Engines to conduct automated operations.

A vehicle with this upgrade selects either one weapon as a standard upgrade or the hull as an integral to possess the Automated Logis Engine. This allows a weapon to operate with the Autonomous (5) trait. If the hull is controlled by an Automated Logis Engine, all fixed, hull or turret mounted weapons can be controlled by it instead.

Value: 3+Weapon Value (Rare or Weapon Rarity, whichever is higher) or 3+Vehicle Value (Very Rare or Vehicle Rarity, whichever is higher)

Keywords: Vehicular, Standard, Integral, Imperium, Military, Astra Militarum

Blessed Autosimulacra

Blessed Autosimulacra refers to advanced self-repair systems on Adeptus Mechanicus vehicles. These range from self-healing alloys to



on-board Servitor-simulacrum to shore up hull breaches and re-route severed fuel and circuit cables.

In addition to gaining the Damage Control trait, at the beginning of combat Round, the pilot of a vehicle with this trait rolls a D6; on the result of a 6 the vehicle heals one wound.

Value: 7 (Unique)

Keywords: Imperium, Adeptus Mechanicus

Imperial Aircraft Upgrades

These are commonly seen throughout the Imperial Navy, on many Imperial Aircraft, and are designed to improve the abilities of the aircraft themselves, usually relating to their survivability.

Any vehicle with the Aircraft keyword may take the following upgrades.

Armored Cockpit

An armored cockpit is designed to strengthen the area in which the pilot flies from. It is often enough to resist a few extra hits from the enemy which can keep the flier alive long enough to exact revenge.

An aerial vehicle with an armored cockpit gains +2 Resilience against Called Shots.

Value: 5 (Rare)

Keywords: Vehicular, Standard, Imperium, Aeronautica Imperialis, Imperial Navy

Ejector Seats

An ejector seat is a device fitted to some kind of vehicles and most aircraft, allowing the crew to leave a disabled vehicle while it is in the air. While this is relatively dangerous, it is better than crashing with the vehicle. The pilot and

crew then fall to the ground, each supported by a grav-chute, usually landing a great distance from each other.

As a Full Defense Action, crewmen of an aircraft with ejector seats can activate them to escape a crashing or exploding vehicle, granting them the ability to escape certain death from a plummeting aircraft.

Value: 4 (Uncommon)

Keywords: Vehicular, Standard, Imperium, Aeronautica Imperialis, Imperial Navy

External Fuel Tanks

Many aircraft are built for long term operations, surpassing similar aerospace vehicles in flight range.

An aircraft with this upgrade increases its operational range (see Aeronautica Operational Ranges) by 50%.

Value: 5 (Rare)

Keywords: Vehicular, Standard, Imperium, Aeronautica Imperialis, Imperial Navy

Distinctive Paint Scheme or Markings

A distinctive paint scheme or decals mark out an aircraft as unique. Often the nose of the plane is painted as a monster or other creature and the wings given flames or lightning flashes. It is simply there to give other nearby troops a morale boost as they recognize the aircraft flying by.

A vehicle with this upgrade grants its crew a +1d bonus to social interactions tests while operating their craft, and a +1d bonus to Intimidate Interaction attacks against enemies when in flight.

Value: 3 (Common)

Keywords: Vehicular, Standard, Imperium, Aeronautica Imperialis, Imperial

Flare or Chaff launchers

Flare or chaff launchers are devices which launch heat-emitting flares or chaff in order confuse incoming fire. It uses so much material however, that there is only enough on board for one firing. Within the ranks of the Space Marines, a similar device called the Decoy Flare Launcher is deployed.

Aircraft with this upgrade may use their once per flight. As a Full Defense action, the flare or chaff launcher may be used, granting a +4d bonus on the Initiative Test.

Value: 4+Vehicle Value (Rare or Vehicle Rarity, whichever is higher)

Keywords: Vehicular, Integral, Imperium, Adeptus Astartes, Aeronautica Imperialis, Imperial Navy

Illum-Flares

Illum Flares are dropped in the night and allows ground and air co-ordination as aircraft fly through the lighted area. This is useful for both locating enemies and keeping track of friendlies in the sky.

An aircraft with illumination flares may deploy them in lieu of shooting its pilot-operated weapons. The flares are treated as aerial bombs, and will illuminate an area of 50 meters. Any targets within this area can be fired upon without any penalties from darkness. These flares last for 1d6 rounds before burning out.

Value: 3 (Uncommon)

Keywords: Vehicular, Standard, Imperium, Aeronautica Imperialis, Imperial Navy

Infra-red Targeting

Infrared Targeting is used when a flier has to fight at night, allowing the gunners to 'see' where they normally could not. It is not perfect however, as normal light is still better for combat situations.

A vehicle with this upgrade grants the crew the ability to identify and see enemies in the dark while operating any of the vehicles weapons.

Value: 4 (Uncommon)

Keywords: Vehicular, Standard, Imperium, Aeronautica Imperialis, Imperial Navy

Internal Bomb Bay

Aerial bomber prototypes are commonly based on existing models of aircraft, hollowing passenger or cargo compartments to incorporate automated bomb racks capable of storing and deploying a multitude of ordinance.

An aerial vehicle with this upgrade gains the Bomber trait and can fit a considerable compliment of aerial bombs inside its central holding chambers, deploying any number of them in a single payload.

Value: 3+Vehicle Value (Rare or Vehicle Rarity, whichever is higher)

Keywords: Vehicular, Integral, Imperium, Aeronautica Imperialis, Imperial Navy

Imperial Knight Upgrades

The following are upgrades typically associated with the Imperial Knights of the Questoris Familia

Empyreal Preysight

These are an upgrade to a Knight's Occular sensors enabling a far greater degree of visual acuity, including the ability to 'see' enemy infantry through cover.

Against an Imperial Knight with Empyreal Preysights non-vehicular enemies cannot claim the bonuses from being in cover.

Value: 5 (Very Rare)

Keywords: Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia

Helm Mechanicum

The Helm Mechanicum is essentially a scaled down version of the more prestigious Throne Mechanicum. Placed upon the head and connected via pre-frontal sockets to the pilot's cerebrum, these machines do not require a full Becoming ritual in order for neural interfacing to be successful. For this reason, the prestige of piloting an Armiger is significantly less than that attached to sitting a fully-fledged Throne Mechanicum. This is compounded by the fact that, while Armigers can operate independently, it is traditional for their Helms Mechanicum to be neurally slaved to the command impulses of a larger Knight, rendering them subordinate. To accept such mental serfdom is to possess the rank of Bondsman, and while this is certainly no mark of dishonor, it is far from glorious. It is for these reasons that the piloting of Armigers falls to those from the lower social strata of the Noble houses.

Similar to throne mechanicums, these are utilized by the smallest Imperial knights – the Armigers and Sepis knights, and should one be irredeemably destroyed, replaceable.

Value: 3 (Unique)

Keywords: Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia

Ionic Flare Shield

An upgraded version of the standard Ion Shields used by most Knight classes. The Ionic Flare Shield is a combination of the standard Ion Shield and a Flare Shield, providing a greater degree of protection to its user, especially during melee combat. Imperial Knights denoted as possessing Ionic Flare Shields gain the same benefits listed as their normal Ion Shield trait, except they gain the benefits of in melee combat as well.

Value: 4 (Unique)

Keywords: Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia

Ion Gauntlet Shield

Ion Gauntlet Shield is an Ion Shield variant used by Imperial Knight Lancer walkers. This generator is mounted on the Knight's right arm and is more concentrated than the directional Ion Shield mounted on the Knight Paladin, but it lacks its tactical flexibility.



Imperial Knights denoted as possessing Ion Gauntlet shields gain the same benefits listed as their normal Ion Shield trait, except they cannot be used to protect against the rear facing of the knight. Additionally, they also grant the same benefits of the Parry weapon trait against enemies with the Titanic keyword.

Value: 6 (Very Rare)

Keywords: Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia

Macro-Extinction Protocols

These are an upgrade to a Knight's targeting protocols that allow a far greater degree of accuracy against vehicles, walkers and creatures above a certain size.

Imperial Knights with these protocols add +1 Icons to their successful ranged attacks against gargantuan targets and targets with the Titanic keyword.

Value: 7 (Very Rare)

Keywords: Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia

Throne Mechanicum

A knight pilot does not drive a Knight – he merges with it. Using interface sockets surgically inserted into his brain, the noble is wired into the control platform known as the Throne Mechanicum. Once a pilot is plugged into his Knight during the Ritual of Becoming, the

Throne allows his own thought patterns to control the machine's movements. In return, the questoris knight pilot receives sensory feedback from the Knight, allowing him to move with a fluid grace that only the war machines of the Eldar can best.

A questoris knight pilot imprints his own personality upon the Throne Mechanicum – traits that echo and are exaggerated in the machine, often lasting long after the knight pilot has died. However, the mind-link technology also directly affects the psyche of the questoris noble himself, implanting strong positive associations with notions of fealty, obligation and hierarchy, as well as a deep respect for the noble's ancestors. How such technology works and why it was originally installed remain a mystery, even to this day. It seems most likely that the mind-altering feedback routines were intentionally designed and installed during the Dark Age of Technology – a safeguard feature meant to limit the potential of a pilot to go rogue or turn upon those he was meant to protect.

A throne mechanicum is required to operate most Imperial Knights, and should one be irredeemably destroyed, replaceable – although the idea is nearly incomprehensible to the households of the Questoris Familia.

Value: 7 (Unique)

Keywords: Vehicular, Imperium, Adeptus Mechanicus, Questoris Familia