




APOCRYPHAL APPENDICES

REGROUP ACTIONS

During any Regroup, there is only finite time to perform actions. Each Agent may perform **one** of the following actions during each Regroup.

KNOWLEDGE

You look over the mission data available to you. The group gains 1 Glory, and choose one of the following, depending on the type of mission data you have available.





-  **TARGET:** Study intelligence on the nature of a known foe. Nominate a named Adversary, or one or two Keywords. If one Keyword is selected, gain +1d on all tests to locate or attack a creature with that Keyword. If two Keywords are selected, gain +2d on all tests to locate or attack a creature with *both* those Keywords. If an Adversary is selected, gain +3d on all tests to locate or attack that specific Adversary.
-  **ENVIRONS:** Study intelligence on the mission location. Gain bonus dice on Awareness and Survival tests in that area. If the area is a single district, this bonus is +3 dice. If the area is a single city, this bonus is +2 dice. If the area is a single planet, this bonus is +1 dice.
-  **FATE:** Attempt to discern the future. A character with one or more Faith points, the **ADEPTUS MECHANICUS** keyword or the **PSYKER** keyword is necessary for this. The group gains an additional +2 Glory.

MEDICAE

Select a single patient (which may be yourself) and heal Wounds equal to your Medicae rating. (*Angel of Mercy* talent adds +Rank and allows you to split this amongst several patients; *Born Survivor* talent lets you use Survival instead but only on yourself).

MEDITATION

You focus on restoring your inner strength. You heal Shock equal to your Willpower attribute and gain one of the following additional benefits. Devotional items like the Rule of the Sororitas stack with this effect.




-  **FAITH:** Recover +Tier Shock. If you have Faith Points, you may regain 1 Faith Point instead, up to your normal maximum.
-  **COURAGE:** +Rank to Resolve until next Regroup or Respite.
-  **CONTEMPT:** +Rank to Conviction until next Regroup or Respite.
-  **CLARITY:** reroll Rank dice on all Psychic Mastery tests until next Regroup or Respite.

SUSTENANCE

You take the time to prepare and eat some food and have a drink. You heal Tier Wounds as long as you've suffered less than half your Maximum Wounds, and you heal 1d3+Rank Shock. You must have some form of food supply—such as ration packs. The benefits of the *A Feast in Famine* talent, or of items such as Recaf or Alcohol, stack with this.

WARGEAR

You spend your time ritually and methodically tending to your arms and armour. Recover 1d3 Shock. All malfunction or weapon jams are removed, and you may choose one of the following:

-  **AMMUNITION:** Gain +1 Reload for one weapon, or +Rank Reloads for a **Las** weapon (or other weapon at GM approval).
-  **APPEASE MACHINE SPIRIT:** Pick one weapon, which gains Reliable or loses Unreliable until next Regroup or Respite.
-  **CALIBRATE:** Pick one weapon. That weapon inflicts an additional +1ED if one or more Icons are shifted on any attack until the next Regroup or Respite.