



AN ABUNDANCE OF APOCRYPHA

THE NTH BOOK OF THE ETCETERANOMICAN



THOUGHT FOR THE DAY:

In an hour of Darkness, a blind man is the best guide.
In an age of Insanity look to the madman to show the way.

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AN ABUNDANCE OF APOCRYPHA

A Collection of Unofficial Rules for Warhammer 40,000: Wrath & Glory
Written and Compiled by Nathan Dowdell

The rules here are a labour of love. I've been a fan of the Warhammer 40,000 universe for most of my life. Working on the Fantasy Flight Games 40k RPGs was my first job in the RPG industry. Getting a chance to be involved, even only peripherally (playtesting, a little bit of consulting), in *Wrath & Glory* was a joy, but as with any new rulebook, there's only so much of this vast setting that can be crammed into the pages.

But I like to tinker with rules, and to come up with my own ways of representing different things. Doing that with the 40k universe is how I got into writing RPGs to begin with, so of course I'm going to dabble with that sort of extra content now that there's a new 40k RPG to play with. It doesn't hurt that I find *Wrath & Glory* quite easy to create stuff for.

The rules content here is all my own work, and not official in any way—any resemblance it may bear to official rules that come out later is purely coincidental. If official rules resemble the ones found here, then it's just a case of "great minds think alike". The background, of course, is a mixture of Games Workshop's intellectual property and my own spin on a few less-explored things, though I've tried to keep my own additions to the lore to a minimum to allow this to be usable by as many *Wrath & Glory* fans as possible.

Note: To make the updates to this document manageable, I've removed the Expanded Bestiary section, which will be released separately. This document contains only the player-facing content.

To make comments, point out errors, and make suggestions, please either go to the homebrew channel of the Wrath & Glory Discord, where I am regularly active, or email me [here](#).

Some items represented in this homebrew can be found, interpreted differently, in official *Wrath & Glory* products.

CHANGE LOG

As of Version 4, I have marked any content where an official version of that archetype, item, etc., exists in the ***Forsaken System Player's Guide***. In total, this affects the Sister Dialogus, Sister Repentia, Sister Seraphim, Lexmechanic, Sicarian Ruststalker, Sicarian Infiltrator, Apothecary, Space Marine Chaplain, Space Marine Librarian (though not Primaris versions of the Apothecary, Chaplain, or Librarian), and Primaris Reiver archetypes, and wargear associated with them, as well as the Librarius psychic discipline, and the Blessed weapon trait. Your GM's word is final as to which version applies to their game.

As of Version 8, these rules account for the vehicles rules in ***Church of Steel***, including the Cognis, Lance, and Mounted weapon traits. Weapon stats, however, have not been replaced: there are a number of weapon profiles where I don't agree with how they're written up in the official versions.

First Complete Version: 25th August 2019

Version 2: 5th January 2020 – added Primaris Vanguard archetypes and gear, redefined Priest abilities, Asuryani Exarch powers, added Runes of Fortune and Revenant psychic disciplines, removed Strength from Death talent, added Reborn (Ynnari) ascension package and associated Ynnari talents, minor adjustments and clarifications.

Version 3: 16th April 2020 – major updates to account for Revised Core Rulebook changes

Version 3.1: 30th May 2020 – adding omitted weapon stats, additional Mechanicus weapons from *Psychic Awakening: Engine War*.

Version 3.2: 25th July 2020 – revisions in line with errata for core rulebook.

Version 3.3: 3rd November 2020 – revisions made to Blast Weapons.

Version 3.3.1: 23rd January 2021 – error correction

Version 4: 26th January 2021 – Annotations made based on new content in the ***Forsaken System Player's Guide***.

Version 5: 27th March 2021 – Revisions to Drukhari characters based on *Codex: Drukhari*, addition of Adeptus Custodes characters, plus Craftworld, Sisters Orders, and Forge World sub-faction bonuses, and additional Las-weapons.

Version 6: 20th July 2021 – Revisions to Adeptus Mechanicus, Adepta Sororitas, and Orks options based on new *Codex: Adeptus Mechanicus*, *Codex: Adepta Sororitas*, and previews of *Codex: Orks*.

Version 7: 23rd October 2021 – Assorted corrections and minor amendments.

Version 8: 29th April 2022 - Adepta Sororitas Neophyte archetype, Black Templars Vows talents, T'au Species and Archetypes, updated Talons of the Emperor (Sisters of Silence and Custodes), updates related to *Codex: Aeldari*, and updates in line with ***Church of Steel***. In addition, extra core Discipline Psychic powers, developed due to a need in my home campaign.

Version 9: 28th August 2023 – Major rewrite and restructure – new species, new factions and archetypes, new ascension packages, new equipment, new psychic powers. Leagues of Votann characters, Navigators, Aeldari Ghost Warriors, Imperial Navy, Followers and Companions, and Vehicles.

CHAPTER I: SPECIES

AN ABUNDANCE OF APOCRYPHA



CHAPTER I: SPECIES

BEING A STUDY OF MANY AND VARIED SPECIES FOUND WITHIN THE GALAXY



THOUGHT FOR THE DAY:

Not even the dead know the end of war

CHAPTER I: SPECIES

This chapter provides an assortment of additional species options, which may be used at your GM's discretion, and function in the manner described from page 26 of the *Wrath & Glory Core Rulebook*.

CONTENTS

Human Homeworlds	3
Death World	3
Hive World	3
Voidborn	4
Forge World	4
Schola Progenium	5
Shrine World	5
Asuryani Ghost Warriors	6
Playing Ghost Warriors	6
Custodian	7
Playing a Custodian	7
Drukhari	8
Playing Drukhari	8
Kin	9
Ironkin	9
Kindreds	9
Playing Kin	10
Navigators	11
Navigator Roles	11
Playing a Navigator	11
Pariahs	12
Pariah Roles	12
Playing a Pariah	12
Perpetuals	13
Perpetual Roles	13
Playing a Perpetual	13
Beastman	14
Beastman Roles	14
Playing Beastmen	14
The T'au	15
Playing Fire Caste T'au	15
Playing Earth Caste T'au	15
Playing Air Caste T'au	16
Playing Water Caste T'au	16
Playing Ethereal Caste T'au	17
Additional Details	17
Species Attribute Maximums	18

HUMAN HOMeworlds

This section provides several additional options for human characters, providing varying abilities for the assortment of different types of homeworld found across the Imperium. Any Human character may select one of these options to reflect the world of their birth and how that world has influenced their outlook and abilities.

Each option contains one or more special abilities, as well as recommendations for thematic increases to their Attributes and Skills to reflect their homeworld; consider buying at least one extra rank in one each of the Attribute and Skill recommendations.

DEATH WORLD

Born to harsh, savage worlds, which are hostile to human life. To survive in such places creates people as fierce and unforgiving as the worlds that raised them, and many of the mightiest defenders of the Imperium hail from worlds where existence is a daily struggle for survival.

ABILITIES

BITTER SURVIVOR: The character clings onto life and is well-versed in eluding death's grasp. The character adds +1 to Determination.

NOT ONE OF US: Deathworlders don't easily trust those who haven't endured the same kind of hostile environments. They suffer +1DN to all Interaction tests with those who aren't Deathworlders.

RECOMMENDED ATTRIBUTES: Strength, Toughness

RECOMMENDED SKILLS: Stealth, Survival



HIVE WORLD

Towering, overcrowded megacities dominating polluted worlds, even the smallest hive city is home to billions of souls. These people toil in obscurity, slaving away for their entire lives in vast manufactories, or battling for survival in breadline riots or territorial skirmishes. For most, the only hope of seeing open sky is to leave their homes and fight for the Imperium.

ABILITIES

CAVES OF STEEL: The character has been surrounded by technology, some of which may be centuries or millennia old, for their entire lives. The character gains +1d to Tech tests.

HIVEBOUND: Hivers are unaccustomed to the ways of wild, untamed places. Even the wilderness of underhive levels and abandoned habs is still built around artificial structures. Hiveworlders suffer +1DN on all Survival tests made when not in an urban or manufactured environment.

RECOMMENDED ATTRIBUTES: Agility, Initiative

RECOMMENDED SKILLS: Cunning, Tech



CHAPTER I: SPECIES

VOIDBORN

Born and raised in the darkness between the stars, the voidborn are a strange breed. Accustomed to the peculiar life aboard city-sized voidships and vast orbital stations, they are often seen as warp-touched, and the weird, insular customs of life in space often set them apart from planetborn people.

ABILITIES

VOIDWISE: The character is accustomed to the vagaries of life aboard ship or station and is well-versed in protective rites and emergency doctrines. The character gains +1d on all tests to resist radiation and ignores all penalties to action caused by low- or zero-gravity environments.

ILL-OMINED: Voidborn are considered strange and inauspicious by others, who look for even the slightest sign of ill-fortune. When attempting an interaction test with a non-Voidborn, two dice are replaced by Wrath dice, rather than one, and the character is unable to score criticals on these tests.

RECOMMENDED ATTRIBUTES: Initiative, Willpower

RECOMMENDED SKILLS: Pilot, Tech



FORGE WORLD

You hail from a domain of the Adeptus Mechanicus and were raised invoking psalms to the Omnissiah rather than prayers to the God-Emperor. You are a cog within a grand machine that contains trillions of souls, honed to serve your specific purpose.

ABILITIES

AVE OMNISIAH: The character has memorised countless operation litanies and maintenance hymnals, giving them an innate familiarity with machines and the Cult Mechanicus. They receive +1d on all Tech tests and Scholar tests relating to the Adeptus Mechanicus.

STRANGER TO THE CHURCH: Forgeworlders are unfamiliar with the ways of the Ministorum and the Imperial Creed and suffer +2DN on all Scholar tests relating to the Imperial Creed. The character may not take any archetypes with the **ADEPTUS MINISTORUM** keyword.

RECOMMENDED ATTRIBUTES: Strength, Intelligence

RECOMMENDED SKILLS: Scholar, Tech



CHAPTER I: SPECIES

SCHOLA PROGENIUM

You were an orphaned child of a notable servant of the Imperium, raised in one of the Schola Progenium abbeys scattered across the galaxy. Under the tutelage of Drill-Abbots and other stern teachers, young Progena are honed into devout, highly capable servants of Him-on-Terra. Many of the most renowned figures in Imperial history are former Progena, recruited into positions of status and power.

ABILITIES

SCHOLA EDUCATION: The character was groomed from a young age to be an example to others. You gain +1d on any two of the following skills, chosen during character creation: Insight, Intimidation, Leadership, Scholar.

CLOISTERED UPBRINGING: Progena have little patience for, or understanding of, the dregs of society. The character suffers +2DN on all non-hostile Interaction tests made when dealing with characters who have the **SCUM** keyword.

RECOMMENDED ATTRIBUTES: Toughness, Willpower

RECOMMENDED SKILLS: Athletics, Leadership



CHAPTER I: SPECIES

SHRINE WORLD

You were raised on a world which exists to exalt the God-Emperor. You were raised amidst faith and fury, exposed to lore of saints and martyrs and the Emperor's righteousness at every moment of every day.

ABILITIES

THE SCORN OF THE DEVOUT: The character is filled with holy hatred and fury. They receive +1 to Resolve and Conviction, and +1d on all Weapon Skill tests made to attack enemies with the **HERETIC** keyword.

ABHOR THE UNHALLOWED: The character is filled with an instinctive revulsion for the unholy or unclean. They suffer +1DN on all Scholar or Tech tests relating to items or characters with the **HERETIC** or **CHAOS** keywords, or with any keyword belonging to a Xenos species.

RECOMMENDED ATTRIBUTES: Willpower, Fellowship

RECOMMENDED SKILLS: Insight, Scholar



ASURYANI GHOST WARRIORS

All Asuryani—the Aeldari of the Craftworlds—bear upon their breast a glittering gem known as a Spirit Stone. These psycho-reactive jewels are designed to capture the soul of the bearer at the moment of their death, a far gentler fate than entering the Warp and being devoured by *She Who Thirsts* (Slaanesh).

A Ghost Warrior is a wraithbone robotic construct utilised exclusively by the Craftworld Aeldari in times of urgent need. For the Asuryani, death does not guarantee respite from war, for the species' need is greater than that of its constituent souls.

With the guidance of a Spiritseer, it is possible for an Asuryani spirit to separate itself from the Infinity Circuit of the craftworlds and flow into a Spirit Stone put aside for that purpose. Such a Spirit Stone can then be placed within the robotic body of a wraith-construct, imbuing its artificial form with a living intellect.

This process is abhorrent to the Asuryani, and such a technique is only initiated in times of dire need, but none can deny that the resultant combination of fierce warrior spirit and impervious host is a major weapon in the Craftworld Aeldari arsenal.

The wraith-constructs in which the Spirit Stones are housed are made from no common material -- they are crafted from wraithbone. At least as strong as ceramite, wraithbone is an organic material -- grown from pure psychic energy, not forged, and able to self-repair over time.



PLAYING GHOST WARRIORS

If you wish to play a Ghost Warrior character, use the following species entry:

XP COST: 228

ATTRIBUTES: Strength 7, Toughness 6, Agility 4, Initiative 4, Willpower 5

SKILLS: Psychic Mastery 2, Scholar 3

SPEED: 5

AELDARI: You may select talents which have a prerequisite of Aeldari species.

UNDEAD: You are immune to effects which would stun or knock out other foes. You can never suffer Shock damage. However, you are distant and disconnected from mortal existence, and thus can never generate Glory.

WRAITHBONE FORM: Your robotic body is extremely resistant to harm. Your body naturally has an Armour Rating of 5. In addition, your Determination increases by +3d, and you are immune to the *Bleeding*, *Exhausted*, and *Poisoned* conditions, and cannot suffocate. You are healed using the Tech skill instead of Medicae.

WRAITHSIGHT: A Ghost Warrior is a **PSYKER**, but may not purchase any psychic powers, not even Smite. Further, you are immune to any penalties or hindrances to vision from any source other than the Warp. However, whenever you roll a Complication on any Test, you become *Blinded* as the Warp clouds your vision. This can only be removed by a DN 8 Willpower test as a Combat Action, or by an **ASURYANI PSYKER** within 10m succeeding on a DN 4 Leadership (Wil) Test.

ADDITIONAL DETAILS

AGE: Use the same values as for Aeldari characters.

COLOURATION: Their armoured forms are commonly marked in the colours of their Craftworld, but may be distinguished by runes, artistic designs, and other variations.

HEIGHT: Ghost Warrior bodies are uniform in size, exactly 10 feet tall.

LANGUAGES: Ghost Warriors 'speak' the same languages they did in life, though their ability to speak and listen are more psychic than physical.

CUSTODIAN

Where one thinks of the gene-forged warriors of the Imperium, one might imagine the Adeptus Astartes and their new Primaris Astartes brethren, and the demigod Primarchs who came before them. But they are far from the only warriors the Emperor created. The Emperor's personal retinue, the Custodian Guard, were the result of refined gene-sculpting and alchemical engineering long before the Primarchs were created, and their design was perfected even then.

Each Custodian is a unique creation. Each of them towers above even the Astartes and are said to have been almost as large as the Primarchs themselves, and their physical power and martial prowess exceed that of nearly any individual Space Marine. Yet they are not only enhanced on the physical level: their minds are as carefully wrought as their bodies.

Each Custodian has a mighty intellect, with keen senses and an enhanced ability to process and understand information. Each is as much a scholar and a philosopher as a warrior, entrusted with secrets of the universe that the Emperor shared with few others, and engineered to be purely devoted to their duty to the Master of Mankind. They are profoundly vigilant, maintaining a perfect awareness of any threat to the Emperor, and they continually seek to refine their knowledge, hone their skills, and master themselves even more fully so that they do not fail in their duty again.

CUSTODIAN NAMES

The Custodes have an unusual relationship with names. Their original, true names, the ones which they bore at birth, are secret, recorded nowhere. Instead, each Custodian answers to a name of their choosing, often some moniker of note from Terran history or legend. Each accepts additional names throughout their lives, etched microscopically within their armour as a testament to their accomplishments; the mightiest Custodians may have dozens, even hundreds of names. Examples include:

Tybalus, Aetheus, Dalat, Kariyan, Basillaeus, Tristraen, Erasmian, Heracal, Tauramacchis, Nurthias, Hasturias, Artoris, Nathadian, Io, Harkhas, Constantin, Eratorius, Archimallus

PLAYING A CUSTODIAN

If you wish to play a Custodian character, use the following species entry.

XP COST: 330

ATTRIBUTES: Agility 5, Fellowship 3, Initiative 5, Intellect 3, Strength 6, Toughness 6, Willpower 3

SKILLS: Athletics 4, Awareness 5, Ballistic Skill 4, Insight 3, Scholar 2, Stealth 3, Weapon Skill 4

SPEED: 7

AEGIS OF THE EMPEROR: A Custodian may roll Determination against Mortal Wounds.

INDOMITABLE, INCORRUPTIBLE: You add +2 to your Resolve, and you automatically succeed on all Corruption Tests. Your Maximum Wounds are increased by +4.

SOLITARY: A Custodian maintains a unique pool of Glory. They may save up to 3 points of Glory, and they cannot save points into the group pool, nor can they spend Glory generated by anyone else.

DESPISED BY THE UNHOLY: If a Custodian is present in a game, the GM's starting and maximum Ruin are increased by 1.

ADDITIONAL DETAILS

Age: Custodes are functionally immortal and will persist for centuries or millennia if not slain through extreme violence. If you're randomly rolling for a Custodian character's age, roll $4d6 \times 5$, and then multiply the total by twice the game's Tier.

Colouration: As transhumans, Custodians possess a similar range and variety of skin pigments, hair colours, and eye colours to baseline humans.

Height: Custodians typically stand taller than the Astartes and are close in height to the Primarchs of old. If you're randomly rolling a Custodian character's height, roll 8' + $2d6$ ".

Languages: The Custodians speak Low Gothic and High Gothic and are often fluent in numerous obscure historical human languages, as well as other forms of communication, including the *Thoughtmark* and *Battlemark* sign languages used by the Silent Sisterhood, and Astartes battle-sign.

DRUKHARI

The Dark Eldar, referred to more correctly as the Drukhari or "Dark Ones" in the languages of the Aeldari, are a forsaken and corrupt Aeldari kindred, like their Asuryani counterparts in some ways, but vastly different in others.

The Drukhari revel in piracy, enslavement, and torture, and are sadistic in the extreme. They strike with little or no warning, using an interdimensional labyrinth known as the Webway to traverse the galaxy safely and far more quickly than most advanced starfaring species can with their Warp jumps.

The Drukhari are unique amongst the intelligent races of the Milky Way Galaxy because they do not live on a settled world or worlds, but rather the bulk of their population is concentrated in one foul city-state -- the Dark City of Commoragh -- that lies within the "ordered" Immaterium of the Aeldari Webway.

The Drukhari are mainly pirates and slavers who prey on targets across the galaxy to feed their unholy appetites for other sentient beings' souls, a terrible desire called "the Thirst," though they are sometimes used as mercenaries by other voidfaring species.

The Drukhari are the living embodiments of all that is wanton and cruel in the Aeldari character. Highly intelligent and devious to the point of obsession, these piratical people revel in the physical and emotional pain of others, for feeding upon the psychic residue of suffering is the only way they can stave off the slow consumption by the Chaos God Slaanesh of their own souls.

Unlike their Craftworld Aeldari cousins, the Drukhari do not integrate their still-powerful latent psychic abilities into their culture, and indeed have a great disdain for psykers of any kind.

This is because for the Drukhari, the use of psychic abilities would only further draw the attention of "She Who Thirsts" (Slaanesh) upon them, and their souls are already at risk enough of being devoured by the Prince of Chaos.

DRUKHARI NAMES

While sharing a common language and history with their Craftworlder cousins, the Drukhari tend to favour names with a harsher edge to them, often choosing

names which symbolise the pain and terror they wish to spread. Examples include:

Akhirion, Anarkyss, Anielyn, Bekliel, Ethrilliac, Grendett, Grevyth, Kylos, Laelanyel, Madrax, Melikka, Mellyx, Monsatos, Narlek, Nyktos, Peiythia, Phyrax, Selithrian, Theskrikil, Thessa, Thraed, Thresyn, Thrixxesh, Quaez, Uless, Vrexith, Vylekh, Vypus, Xela, Xurul

PLAYING DRUKHARI

If you wish to play a Drukhari character, use the following species entry instead of the normal Aeldari one.

XP COST: 20

ATTRIBUTES: Agility 3, Strength 2

SKILLS: Intimidation 2

SPEED: 8

BLADE ARTIST: When you make an attack with a melee weapon, increase the weapon's AP by 1 (i.e., from -1 to -2) if you shift one or more Icons on the attack. This stacks with effects such as the *Rending* weapon trait.

THE THIRST: You cannot recover Shock by spending Wrath, or through the Medicae skill. However, you recover 1d3+Rank shock whenever you inflict Shock on an opponent, kill an opponent, whenever you succeed at an Intimidation interaction attack, or when an enemy fails a Resolve test. The GM gains +1 Ruin whenever you become *Exhausted*.

SHE WHO THIRSTS: Reduce your Maximum Shock by an amount equal to your Corruption Level.

ADDITIONAL DETAILS

AGE: Use the same values as for Aeldari characters.

COLOURATION: Drukhari tend to have similar skin, hair, and eye colours to their Asuryani cousins, though the Thirst and alterations made by Haemonculi can make them seem more ghoulish or unnatural.

HEIGHT: Drukhari have the same range of heights as other Aeldari.

LANGUAGES: Drukhari speak their own dialect of the Aeldari Lexicon; while mutually intelligible, this Drukhari dialect sounds crueler and has many more words for pain and torture.

KIN

A people who dwell within the inhospitable high-gravity worlds near the galactic core, the Kin make up the civilisation known as the Leagues of Votann. Believed to have descended from the colonists sent to mine the resource-rich worlds of that region long ago, they were cut off from humanity during the Age of Strife, and evolved or engineered to suit their environments, becoming short, solid, and hardy folk.

The Kin are a tenacious, grim people, hardened by the harsh environments of their stronghold-worlds, but they're also loyal, hard-working, and honourable, and with an intellect and technical aptitude that has allowed them to thrive where few could even survive. The Kin are isolationist, and look to their own needs above all others, seldom involving themselves in the affairs of the wider galaxy unless the galaxy came to them.

The Kin are a cloned people, each generation emerging from devices known as Crucibles. The Leagues of Votann are a highly conservative and stubborn society and securing their aid in any endeavour is known to be highly difficult. While valuable and loyal allies, they look to their own familial duties and obligations first, as well as the interests of their race's survival. If they deem the motivations of others to go against these particular interests, they are as likely as becoming foes than friends.

Kin are extremely hardy and resilient. This is thanks to their Cloneskeins, genetic templates that give the cloned Kin a variety of physical and spiritual abilities. Their species have higher red and white blood cell counts, and formidable strength and durability. Other Cloneskeins impart enhanced reaction times, infrared vision, or limited resistance to extreme temperatures, gravity, and radiation. Many Cloneskeins manifest physically, whether it be unusually coloured eyes or skin, craggy subdermal layers, chemical body odours, or various other giveaways.

More esoteric, Cloneskeins allowed the souls of the Kin to shine far more dimly in the Warp than Humans or Aeldari. This makes the Kin extremely resilient in the face of mutations and temptations of Chaos.

IRONKIN

Ironkin were and are still created by the Votann Ancestor Cores. They are computationally advanced enough that the Ironkin have learned to mimic the Kin's

social behaviour and are fully integrated into the species' society as equal partners. No one is quite sure of when they were created, though the Ironkin are known to have accompanied the Kin since the species' earliest days. They are seen as equal partners to the Kin however, as the species has determined whether one is made from meat or metal—Kin is Kin. Each Ironkin consists of a Cerebral Unit—woven with microfield generators that make it very hard to destroy—and a unique mechanical body. However, their bodies are not some component to be replaced—they are deeply personal, as much as the bodies of the Kin are. The Ironkin's bodies are designed to fulfil a certain niche in society, such as mining support units, cargo luggers, combat pilots, shock troopers or even Wayfinders.

Though the purpose of the Ironkin is to support the Squats in every aspect of their lives, they are not held in servitude, nor treated as lessers. The Ironkin are simply designed to want to be helpful. However, they can only imitate the emotions of the Squats and it is rare—but not unknown—for an Ironkin to possess ambition or seek to become a leader.

KINDREDS

Kin gather together in groups called Kindreds. These are groupings somewhere between extended families and close-knit nations and vary in size from a few dozen up to many thousands or even millions. All Kin in a Kindred have sprung from its Crucible, and thus share a genetic bond stronger than any other allegiance. They usually live, train, and toil within their Kindred's Hold when not abroad in the stars for trade, prospecting, or war. The familial bond of the Kindred remains with their Kin and Ironkin whether they live in a hold or roam the stars as warriors and prospectors. There is a shared understanding between members of a Kindred that goes deeper than words, a commonality of thought and action that binds their armies and appears almost telepathic to outsiders. The vast majority of Kindreds in turn answer to a greater League, and typically a League is made up of at least six to twenty Kindreds.

Every Kindred has its own name chosen when it was founded. Some are named for the Ancestor credited with their establishment, while others are named after a defining feature of their Hold world. Others have oddly basic names, or names that denote their defining nature.

CHAPTER I: SPECIES

Other than its people, the heart of every Kindred is its Four Pillars. The first is its Hearth, the reactor at the heart of their home, the second its Forge, where their tools and armaments are made, the third its Fane, which allows communication with the Ancestor Cores, the fourth its Crucible, within which new Kin are wrought.

KIN NAMES

Each Kin has a first given name and a second chosen name. The given name is determined by their Crucible of birth and is given moments before their emergence. This name cannot be changed, for it is seen as the will of the Ancestors. Ironkin choose their name shortly after they are first created.

Meanwhile, a chosen name is something a Kin may choose for themselves and are free to change at will. It may incorporate some component of the names of their Kindred, Hold, or Votann. Others choose their names based on their institutions, reputation, or their family names.

PLAYING KIN

If you wish to play a Kin character, use either the Kin or Ironkin species entries below. All Leagues of Votann archetypes are costed to fit either species, though some may only allow Kin or Ironkin.

KIN SPECIES ABILITIES

XP COST: 56

SPEED: 5

ATTRIBUTES: Strength 4, Toughness 4, Willpower 3

SKILLS: Ballistic Skill 1, Tech 1, Weapon Skill 1

SHROUDED SOUL: Your Conviction increases by +2.

KIN-BOND: On any Interaction-based skill test with another member of your own Kindred, gain +2 bonus dice.

CLONESKEIN: Kin receive the **ABHUMAN** keyword. In addition, each Kin may select a single Cloneskein Trait from the list below.

CLONESKEIN TRAITS

- **Thermographic Vision:** You ignore penalties or DN increases on skill tests due to visual conditions, as if you were wearing Preysense Goggles.
- **Heightened Reflexes:** In combat, each round, if you have not yet acted, your side may Keep

the Initiative without spending Ruin, but only if you are the next character to act.

- **Void-Hardened:** You gain +2 bonus dice on all Toughness tests to resist the effects of suffocation, extreme heat and cold, and radiation.

IRONKIN SPECIES ABILITIES

XP COST: 56

SPEED: 5

ATTRIBUTES: Strength 4, Toughness 4, Willpower 3

SKILLS: Ballistic Skill 1, Tech 1, Weapon Skill 1

CEREBRAL UNIT: Your Conviction increases by +2.

Further, if you are slain, your Cerebral Unit (CU) can be retrieved and a new body built for you.

SYNTHETIC EMOTION: You increase the DN of any interaction-based skill test with any character who lacks the **LEAGUES OF VOTANN** keyword by +1.

MACHINE: Ironkin receive the **ROBOT** keyword. You are immune to the *Bleeding* and *Poisoned* conditions and cannot suffocate. You are healed using the Tech skill instead of Medicae.

ADDITIONAL DETAILS

Except where noted, these apply equally to Kin and Ironkin.

AGE: Kin, with their hardy physiology, tend to live long lives and feel the effects of age only gradually. If you're randomly rolling for a Kin character's age, roll 4d6 x 5, and then multiply the total by the game's Tier.

COLOURATION: Kin possess a similar range and variety of skin pigments, hair colours, and eye colours to humans, though their particular Cloneskein may result in stranger colouration. Ironkin are entirely mechanical, and their colouration is determined by their construction.

HEIGHT: Kin are not a tall people. An average Kin stands a little over four feet tall, or around 1.3 metres. If you're randomly rolling a Kin character's height, roll 4' +2d6".

LANGUAGES: Kin speak their own language, with countless dialects for individual Kindreds, Leagues, and Guilds, collectively known as *Kinspäke*, and its written form *Kinrhûn*.

NAVIGATORS

A Navigator (*Homo sapiens navelis*) is a very particular form of Imperial-sanctioned Human mutant who possesses the Navigator Gene. This gives a Navigator the unique ability to navigate a faster-than-light starship accurately through Warpspace. This ability makes Navigators absolutely essential to the Imperium's continued survival and to all interstellar transportation, communication and commerce.

All Navigators have a third eye, commonly called the "Warp eye," on their foreheads, which allows them to perceive the psychic beacon known as the Astronomican, enabling them to fully use their powers in guiding Human starships through the currents of the Warp.

Their ability to sense the tides of the Warp is considered a psychic power, although Navigators never possess any psychic abilities beyond the powers their Warp Eye affords them.

NAVIGATOR ROLES

For Terran centuries uncounted, Navigators have led Mankind between the stars. Theirs is the unique power to gaze into the Warp and guide Humanity's vessels across the vastness of the galaxy. This power affords them a special place within the Imperium of Man, and over time, it has won them great prestige, political power and wealth.

The contemporary Navigator Houses of the Navis Nobilite have a scope of power and influence that is breath-taking to behold, reaching from the farthest world of the human-settled galaxy to the vaulted chambers of the High Lords of Terra themselves.

It is into this position of power and privilege that a Navigator is born, gifted with unique and strange powers by the blood of their ancestors. Although they may be one among many within their brood, a Navigator knows that they stand head and shoulders above the common citizens of the Emperor's domain because of their unique and priceless ability.

They also know that with training, dedication, and influence, they may rise within the ranks of their House and perhaps even take the mantle of Novator—lord and master of the family and all of its often extensive economic, military and political power.

The origins of the Navigators have long been lost to antiquity like so much of the Imperium's history, forgotten and buried beneath the weight of millennia of strife and decay. They are an ancient mutated or deliberately engineered psyker strain of Mankind "designed" to facilitate Warp travel.

PLAYING A NAVIGATOR

If you wish to play a Navigator character, use the following species entry:

SPECIES ABILITIES

XP COST: 24

ATTRIBUTES: Intellect 3, Willpower 3

SKILLS: Pilot 1, Psychic Mastery 1

SPEED: 6

MUTANT: +2DN to all Interaction tests with **IMPERIAL** characters.

WARP EYE: You are considered to be a **PSYKER**, though you may only select Navigator powers. When you use *Psyniscience*, double the range for each Exalted Icon shifted. Further, you cannot gain Corruption from looking into or being exposed to the Warp.

HEREDITARY MUTATIONS: Your form has been twisted and distorted by exposure to the Immaterium and by generations of inbreeding. Choose one of your attributes; any skill tests using that attribute suffer +1DN, and any derived traits from that attribute are reduced by 1.

ADDITIONAL DETAILS

AGE: Navigators can live for centuries, with an average lifespan of around 400 years. If you're randomly rolling for a Navigator character's age, roll 3d6 x 5, and then multiply the total by the game's Tier.

COLOURATION: Navigators have comparable skin, eye, and hair colour to baseline humans, except where their mutations alter this.

HEIGHT: Navigators are similar in height to baseline humans, but those who dwell mostly in the void tend to be slightly taller. If you're randomly rolling a Navigator character's height, roll 5' +4d6".

LANGUAGES: Navigators are customarily fluent in High Gothic and Low Gothic, as well as the private languages of the Navis Nobilite and their own House.

PARIAHS

Pariahs, also known as untouchables, nulls, and blanks, are a rare form of human mutant that possess no presence in the Warp. Indeed, their souls actively blot it out, disrupting psychic phenomena in their proximity and rendering them utterly impervious to psychic effects.

Most sentient beings have an innate connection to the Warp, and their conscious minds and emotions are reflected within it. This echo, this signature presence, is commonly thought of as the soul by humans and Aeldari alike. Psykers—and Aeldari—have especially strong connections to the Warp, and thus their souls are bright flames in the Immaterium compared to the flickering sparks of the average human. Pariahs, however, have a negative presence to the Warp.

In practice, this means that a pariah dampens the effects of psychic and warp-spawned powers occurring nearby. A psyker standing in the area will find their powers weakened or nullified entirely. The pariah themselves is immune to all direct psychic effects. They are entirely immune to daemonic possession and corruption by the powers of Chaos. They cannot be detected by most psychic means, though especially perceptive psykers may infer a pariah's presence by the absence they produce.

Ensouled beings perceive the universe as much through their immaterial spirit as through their physical senses. Many humans think of this as instinct, intuition, gut feeling, or as an ability to judge character. To such perceptions, a pariah creates a feeling of deep unease and foreboding, and even revulsion or hostility. To psykers these feelings are amplified a hundredfold, creating an instinctive disgust that borders on pain.

Some pariahs feel the absence of human contact and socialisation keenly, while others are utterly without emotion. In either case, they are often driven to the fringes of society, leading short, unhappy lives: ironically, many are persecuted as witches, when nothing could be further from the truth.

In particular, the Ecclesiarchy teaches that the soulless being is incapable of faith, often leading to added persecution of Pariahs as vile nonbelievers.

PARIAH ROLES

Pariahs are extraordinarily rare, with only one born for every billion humans. Where they are discovered, they are often misidentified as witches due to the revulsion they inspire.

Those who are identified correctly are a rare and valuable tool in the war for humanity's survival. The Silent Sisterhood served in this capacity during the Great Crusade and Horus Heresy and have recently returned in a time of dire need, and both the Inquisition and the Officio Assassinorum employ them to hunt and slay witches and sorcerers.

However, not all pariahs are so fortunate, and tend to live lives of isolation on the edges of society, often eking out an existence by doing solitary work, or work where the revulsion they inspire is little impediment. A few discover that the extent of their abilities and hire themselves out as freelance witch-hunters and wyrd-banes, or as bodyguards to the paranoid.

PLAYING A PARIAH

Any Human character may be chosen to be a Pariah during character creation. This has an additional XP cost, and applies additional special abilities to the character, but it also comes with some penalties and restrictions too.

This additional cost must be paid if you choose any Human archetype. It is already included in the cost of all Pariah archetypes.

XP COST: 30

ABHORRENT PRESENCE: +2DN to all interaction tests with non-pariah characters. +4DN to interaction tests with **PSYKERS**. Pariahs reduce their Influence by 1.

PSYCHIC ABOMINATION: A pariah cannot be directly affected by psychic powers or other warp phenomena, whether positive or negative. A pariah can never gain the **PSYKER** keyword, nor can they ever gain Faith points or any other ability that requires drawing upon the Warp for power. Any psychic powers attempted or targeted within a number of metres of the Pariah equal to their Willpower increase their DN by twice the Pariah's Rank.

UNTOUCHABLE: A pariah cannot gain Corruption from warp phenomena, and they automatically succeed at Resolve tests caused by **DAEMONS**.

PERPETUALS

An extraordinarily rare and reclusive form of human, Perpetuals are immortal and nigh-indestructible. While they can be injured, even to the point of seeming to die, they can recover from virtually any injury, including decapitation or even disintegration. There are very few ways to truly slay a Perpetual, and none of them are conventional weapons.

It is unknown whether Perpetuals are born naturally or created artificially, and indeed, it is possible that they have multiple origins, with some born immortal while others were created by powerful entities. Only a tiny number of Perpetuals have ever been born or created—only one or two every few hundred generations—and they do not advertise their presence.

While the existence of Perpetuals is known only to very few, the best-known of their kind is the Emperor Himself; ancient legend posits that he once worked with other immortals like himself, but each one of them eventually betrayed him and fled into exile or were somehow destroyed. How much of this is true may perhaps never be answered.

Amongst those who knew of them, the Perpetuals of old are said to have a powerful sense of purpose. They saw themselves as the next evolution of humanity and viewed it as their responsibility to guide and protect their mortal kin. Yet, their conflict with the Emperor may have led to those few surviving Perpetuals in exile becoming disillusioned with this cause.

PERPETUAL ROLES

Perpetuals are extraordinarily rare, with only a handful in every trillion humans. They are careful to keep their nature concealed, assuming new identities and adopting new lives periodically to hide their immortality.

Perpetuals can be found in almost any role within the Imperium, though they're almost unheard of in the Adeptus Mechanicus for the simple reason that their superhuman recovery makes adopting augmetic implants complicated. A small number are psykers, but they have a compelling reason to avoid the Blackships.

PLAYING A PERPETUAL

Any Human character may be chosen to be a Perpetual during character creation. This has an additional XP cost and applies additional special abilities to the character.

You are treated as Human in all other regards, though when you determine your character's age, use the Aeldari age values instead.

This additional cost must be paid if you choose any Human archetype.

XP COST: 30

IMMORTAL: You cannot die, though you can still suffer injuries and enter the *dying* state. If you would suffer from Annihilation (suffering damage equal to twice your Maximum Wounds), you instead suffer Traumatic Injuries equal to the game's Tier +2. You automatically remove one Traumatic Injury after each Respite.

CLANDESTINE CONNECTIONS: You've accumulated a great many contacts across your impossibly long life. When you attempt an Influence test, you may roll additional Wrath dice equal to the game's Tier, but a Wrath Complication means that some detail of your immortal nature has reached those who would hunt you.

DESPISED BY THE UNHOLY: If a Perpetual is present in a game, the GM's starting and maximum Ruin are increased by 1.



BEASTMAN

Often regarded as mutants, rather than Abhumans, Beastmen possess numerous bestial features. However, unlike mutants, Beastmen are relatively stable in form, and tend to possess similar features. The average Beastman has a thick hide covered in patches of wiry fur, the head of a ruminant mammal, with sturdy horns, and digitigrade legs ending in cloven hooves. They stand slightly taller and broader than the average human, and are generally stronger, faster, and more resilient, but their intellect is as close to the beasts they resemble as it is to that of humans.

What they lack in intelligence, they make up for in ferocity and determination, however. They are quick-tempered, and despite their resemblance to herbivores, they are decidedly carnivorous beings, and bloodthirsty ones. Many are easily swayed to the worship of Chaos, often becoming even more monstrous as they mutate further. Some, however, are taught devotion to the God-Emperor, and instructed in a crude form of the Creed; these devout Beastmen believe the sin of their twisted existence and seek to atone for their shameful nature by spilling the blood of the Emperor's enemies.

BEASTMAN ROLES

Before the Cicatrix Maledictum opened, nearly a third of the Imperium regarded Beastmen as mutants, rather than Abhumans. On most of the others, Beastmen populations were considered to be a source of itinerant labour at best. Today, their numbers are greater than ever – perhaps as some consequence of the rift's opening – and desperate times have called for desperate measures.

On those worlds which see a use for the Beastmen, they're often used as auxiliary troops for PDF and Astra Militarum forces, driven into a zealous, flagellating frenzy and herded towards the enemy as expendable shock troops.

On any other world, they're driven to the edges and depths of society. In these places, they may find work as mercenaries and hired guns, or they may find their ways to cults devoted to the Dark Gods, where they revel in their bestial degeneracy.

BEASTMAN NAMES

Beastmen tend to have either simple, descriptive Low Gothic names, or whatever guttural combinations of syllables their mouths can pronounce. The former is more common amongst "Imperial" Beastmen, while the latter is prevalent amongst those who fall outside of normal society.

PLAYING BEASTMEN

SPECIES ABILITIES

XP COST: 20

ATTRIBUTES: Strength 3, Toughness 3

SPEED: 7

REVILED ABHUMAN: +2DN to all Interaction tests with characters who do not possess the **CHAOS** keyword.

HORNS: You may make melee attacks with your horns ([S]+5 +2ED / AP -). Thus, you are always armed.

BESTIAL SAVAGERY: +1d to all Intimidation tests.

CHILD OF CHAOS: You begin play with +3 corruption.

ADDITIONAL DETAILS

AGE: Beastmen tend not to live out their natural lifespan, as most are killed or die off far younger than that, whether through battle or mishap. Beastmen reach maturity relatively quickly, and they are forced to either learn how to survive quickly or be denied the opportunity. If determining a Beastman character's age randomly, roll 3d6 + 10 and multiply the total by the game's Tier.

COLOURATION: Beastmen tend to have fur in the same range of colours as human hair, though darker colours are more common (roll twice for hair colour and choose the lowest). Their eyes vary between human colourations and more savage-appearing crimson or amber eyes.

HEIGHT: Beastmen tend to stand a similar height to baseline humans, though their gait (having hooves) and their horns often make them appear taller.

LANGUAGES: Beastmen are barely equipped to speak Low Gothic, though they can manage a mangled rendition of it through mouths not well-suited to speech. They do not possess a distinct language of their own.

THE T'AU

The T'au—also known as the Tau in older Imperial records—are a relatively recent humanoid Xenos species native to a world in the Eastern Fringe of the galaxy. They are an intelligent and technologically advanced species with an emergent colonial empire that has spread across several adjacent sectors of space over the past centuries, using a mixture of conquest and diplomacy to expand their influence and territory.

T'au society is divided into several functional castes, each of which is responsible for a single aspect of society. These castes are reinforced through strict eugenic breeding programs, maintaining each caste as a physiologically distinct subspecies.

The T'au believe in the concept of the *Tau'va*, a philosophy of all individuals working together to the collective betterment of all, placing the wellbeing of their society above their individual needs or desires.

T'au player characters will belong to one of five Castes, each of which are suited to different roles within society. In game terms, each Caste is a different species; a *Shas* T'au cannot choose an archetype for *Fio* T'au, and vice versa.

T'AU NAMES

T'au names are tied closely with their lives within the empire. A T'au's full name always starts with their caste and their rank, followed by the sept (planetary system) of their birth, followed by their personal name, which is often determined/extended by their notable actions or achievements in life. In common speech, they may be referred to by a nickname or by their rank and one of their personal names, rather than speaking the full name each time: the rebel *Shas'O* Vior'la Shovah Kais Mont'yr was also known as O'Shovah, or Commander Farsight.

A T'au character at Tier 1 will only have their caste, rank, and maybe a single personal name. At Tier 2, they will have gained their first personal name if they didn't have it before. At Tier 3 or 4, a T'au will likely have received their second personal name. T'au with three or more personal names are likely to be Tier 5 or higher.

PLAYING FIRE CASTE T'AU

Members of the Fire Caste—the *Shas*—are the warriors of the Tau Empire, and as such are most often seen on the field of battle. They have been bred to be the strongest and most aggressive Tau, and weak strains are quickly weeded out. These traits come from the Fire Caste's origin on the plains of T'au, where they were hunters and warriors. Fire Warriors, as soldiers of the Fire Caste are known, spend their entire lifetimes in battle or preparing for it, constantly honing their tactics, and working to improve their skills. The Fire Caste guided by the Code of Fire—a doctrine of loyalty, martial arts and merciless war tempered by wisdom.

SHAS SPECIES ABILITIES

XP COST: 4

SPEED: 6

SKILLS: Ballistic Skill 1, Tech 1

FOR THE GREATER GOOD (SHAS): When you assist an ally using Awareness, Ballistic Skill, or Stealth, you may halve the number of dice you would add and add that many Icons to the test you are assisting.

DULL SOUL: You cannot gain the **PSYKER** keyword under any circumstances.

PLAYING EARTH CASTE T'AU

The Earth caste—the *Fio*—provides for the manufacturing, agricultural, industrial, artisans, and engineering needs of the Tau Empire. By far the largest caste in sheer numbers, it is they who erect dwellings, provide food, and produce new technology. Members of the Earth Caste are often described as plain and dour, possessing a rather stoic outlook on life in general.

FIO SPECIES ABILITIES

XP COST: 14

SPEED: 5

ATTRIBUTES: Intellect 3

SKILLS: Scholar 1, Tech 1

FOR THE GREATER GOOD (FIO): When you assist an ally using Medicae, Scholar, or Tech, you may halve the number of dice you would add and add that many Icons to the test you are assisting.

DULL SOUL: You cannot gain the **PSYKER** keyword under any circumstances.

CHAPTER I: SPECIES

PLAYING AIR CASTE T'AU

The Air Caste—the *Kor*—is charged with holding the Tau Empire together through the Korvattra, the Tau Empire's merchant and war-fleet in addition to operating Tau Orbitals and Fortress Stations. Formerly functioning as messengers, these days they are the Tau Navy and are sometimes called the "Invisible Caste", for they rarely if ever set foot upon planets. Living in Orbital Cities, Tau of the Air Caste are the tallest and most slender of all Tau, with long, skinny limbs and hollow bones developed due to lives lived mostly in low- and zero-gravity ships and space stations. In the past, before the time of the Mont'au, the Tau that originally became the Air Caste had membranes stretching between their limbs, allowing them to glide on air currents. Tau pilots tend to be superior pilots compared to their human counterparts because they have a better depth perception and higher G-tolerance, but they lack battle-experience compared to the best Imperial fighter-pilots.

KOR SPECIES ABILITIES

XP COST: 14

SPEED: 7

ATTRIBUTES: Agility 3

SKILLS: Awareness 1, Pilot 1

FOR THE GREATER GOOD (KOR): When you assist an ally using Awareness, Pilot, or Tech, you may halve the number of dice you would add and add that many Icons to the test you are assisting.

GRAV-ADAPTED: You ignore all DN increases for high, low, or zero-gravity, and you gain a Flying Speed equal to your normal Speed when in zero gravity.

DULL SOUL: You cannot gain the **PSYKER** keyword under any circumstances.

PLAYING WATER CASTE T'AU

The Water Caste—the *Por*—serve the Tau Empire as traders, merchants, public servants, bureaucrats, administrators, diplomats, and ambassadors. They interact with other races when such affairs are not handled by the Fire Caste, and often act as administrators of Tau worlds in the absence of an Ethereal governor. Like water, Water Caste bureaucrats fluidly move between other Castes and alien races incorporated within the Empire to make sure that it flows smoothly. The Water Caste are known for their great linguistic, diplomatic, and negotiation skills. Members of the Water Caste are often the ones who initiate first contact with new species encountered by the Empire, skilfully negotiating their union with the Tau. The members of the Water Caste has a gift for linguistics that has become more and more developed over time, so they able to learn alien languages with ease and show a remarkable ability to emulate and pick up subtlest of communication features.

POR SPECIES ABILITIES

XP COST: 14

SPEED: 6

ATTRIBUTES: Fellowship 3

SKILLS: Insight 1, Persuasion 1

FOR THE GREATER GOOD (POR): When you assist an ally using Cunning, Deception, or Persuasion, you may halve the number of dice you would add and add that many Icons to the test you are assisting.

POLYGLOT: You know additional languages equal to your Scholar rank. When you encounter an unfamiliar language, you gain +Double Rank on Scholar tests to learn or translate that language.

DULL SOUL: You cannot gain the **PSYKER** keyword under any circumstances.



CHAPTER I: SPECIES

PLAYING ETHEREAL CASTE T'AU

The Ethereal Caste—the *Aun*—are the leaders of T'au society, serving as some mixture of philosopher-kings and spiritual leaders. Their arrival started the unification process between the various Tau tribes and coincided with the implementation of the concept of the Greater Good. They first appeared during a siege between the Tau of the plains (later known as the Fire Caste) and the Tau of the city of Fio'taun (later known as the Earth Caste). The Ethereals brought the two sides together to negotiate and convinced them to follow the Greater Good. Their power over the Tau is such that an Ethereal could tell a Tau to die and that Tau would do so quickly and gladly.

As the leaders of the Tau, the Ethereals are enigmatic and studious, yet unfaltering in their authority and their drive to further the Greater Good. They are mystics and philosophers, possessed of knowledge and wisdom not shared by their more practical subjects. As such they had some part to play in the Tau rapid development, and to this day guide their species in its dynamic expansion, or the castes revert to the savagery that once threatened to destroy them.

AUN SPECIES ABILITIES

XP COST: 40

SPEED: 6

ATTRIBUTES: Agility 3, Willpower 3

SKILLS: Leadership 2, Scholar 3, Weapon Skill 1

ETHEREAL PRESENCE: **T'AU** characters within 12m always add bonus dice equal to twice the Ethereal's Rank to their Resolve and Conviction tests. **T'AU** characters cannot willingly harm an Ethereal and must pass a DN 5 Resolve test or become Pinned if their actions allow an Ethereal to be harmed.

DULL SOUL: You cannot gain the **PSYKER** keyword under any circumstances.

ADDITIONAL DETAILS

AGE: T'au live slightly shorter lives than baseline humans, aging to maturity by around 8 Tau'cyr (a T'au unit of time, roughly equal to a year). And rarely living for longer than 40 or 50 Tau'cyr, though some valuable T'au leaders and experts are interred in stasis pods or receive experimental treatments or implants to extend their lives, and Ethereals appear to live somewhat longer than other T'au. If you're randomly rolling for a T'au character's age, roll 1d6+6, and then add an additional d6 for each Tier.

COLOURATION: T'au have skin in various shades of blue-grey—some more grey, some more blue. Their eyes tend to be large dark orbs, with little distinct colouration. Their hair tends to be carefully maintained, normally shaven except for a single scalp-lock, and tend to be various shades of red, brown, or black, though turning grey or white with age.

HEIGHT: T'au height varies significantly by caste. Air Caste T'au are the tallest, at 7' +2d6". Fire, Water, and Ethereal Caste T'au are all similar in height, averaging 4' + 5d6", slightly shorter than a human. Earth Caste T'au are especially short and broad, averaging 4' + 4d6".

LANGUAGES: The T'au speak their own language, typically referred to as "T'au" by the Imperium. This language is well-known to Imperial xenolinguists, as the T'au Water Caste are quite free with translation guides to aid interactions (though those same T'au diplomats also speak Imperial Gothic extremely well). This agglutinative language—a language where new words are built by combining existing words—is extremely adaptable to the rapid growth of the T'au Empire, and new concepts are added or developed regularly. Each Caste has their own highly developed dialects replete with distinctive jargon and specialised colloquialisms. The Earth Caste are also fluent in the complex octal machine-languages of their Drone assistants.

CHAPTER I: SPECIES

SPECIES ATTRIBUTE MAXIMUMS

Attribute	Custodian	Drukhari	Ghost Warrior	Kin & Ironkin	Beastman	Shas T'au	Fio T'au	Kor T'au	Por T'au	Aun T'au
Strength	14	7	16	10	10	7	6	6	6	8
Toughness	14	7	16	10	10	8	8	6	6	8
Agility	11	12	8	6	9	8	7	9	7	8
Initiative	11	12	8	8	8	8	8	8	8	8
Willpower	12	12	8	10	8	8	8	8	8	10
Intellect	12	10	8	9	6	9	10	9	9	9
Fellowship	10	6	6	7	6	7	6	7	10	10
Speed	9	10	7	6	8	7	5	10	6	7

AN ABUNDANCE OF APOCRYPHA



CHAPTER II: FACTIONS & ARCHETYPES

BEING A STUDY OF THE NUMEROUS ORGANISATIONS AND POLITIES OF THE GALAXY



THOUGHT FOR THE DAY:

Even a man who has nothing can still offer his life.

CHAPTER II: FACTIONS & ARCHETYPES

This chapter provides an assortment of additional options for existing factions, as well as new factions designed to fit with new archetypes in the following chapter, which may be used at your GM's discretion.

CONTENTS

Adeptus Astartes Chapters and Heretic Astartes Legions	27
Black Templars	27
Crimson Fists	27
Flesh Tearers	28
Grey Knights	28
Emperor's Children [Legion]	29
Iron Warriors [Legion]	29
Night Lords [Legion]	30
World Eaters [Legion]	30
Death Guard [Legion]	31
Thousand Sons [Legion]	31
Black Legion [Legion]	32
Word Bearers [Legion]	32
Alpha Legion [Legion]	33
Adepta Sororitas Orders	34
Orders Militant	34
Order of the Argent Shroud	34
Order of the Bloody Rose	34
Order of the Ebon Chalice	34
Order of Our Martyred Lady	34
Order of the Sacred Rose	34
Order of the Valorous Heart	34
Orders Dialogus	35
Order of the Holy Word	35
Order of the Quill	35
Order of the Sacred Oath	35
Order of the Lexicon	35
Orders Famulous	35
Order of the Key	35
Order of the Gate	35
Order of the Holy Seal	35
Order of the Sacred Coin	35
Orders Hospitaller	36
Order of the Eternal Candle	36
Order of Serenity	36

CHAPTER II: FACTIONS & ARCHETYPES

Order of the Cleansing Water	36
Order of the Torch	36
Adeptus Mechanicus Forge Worlds	37
Mars	37
Agripinaa	37
Graia	37
Lucius	37
Metalica	37
Ryza	37
Stygies VIII	37
Asuryani Craftworlds	38
Alaitoc	38
Altansar	38
Biel-Tan	38
Iyanden	38
Saim-Hann	38
Ulthwé	38
Adeptus Arbites	39
Adeptus Custodes	41
Shield Hosts	42
Emperor's Chosen	42
Shadowkeepers	42
Dread Host	42
Aquilan Shield	42
Solar Watch	42
Emissaries Imperatus	42
Anathema Psykana	44
Harlequins of the Laughing God	46
Rising Crescendo	46
Masques & Saedaths	46
Dark: Dark Deeds	46
Light: Blaze of Light	47
Twilight: Twilight Falls	47
Imperial Navy	48
Logos Historica Verita	50
History	50
Navis Nobilite	52
An Unpleasant Necessity	52

CHAPTER II: FACTIONS & ARCHETYPES

Navigator Lineage	53
Officio Assassinorum.....	55
The Emperor's Knives.....	55
An Army of One.....	56
Assassinorum Conditioning.....	56
The Drukhari.....	58
Drukhari Kabals	58
Wych Cults	59
Haemonculi Covens.....	59
The Leagues of Votann.....	61
Origins	61
The Leagues and the Galaxy.....	61
Society and Culture	63
Leagues	63
The Greater Thurian League	64
The Ymyr Conglomerate	64
Urani-Surtr Regulates.....	64
Trans-Hyperian Alliance	64
Kronus Hegemony.....	65
Other Leagues	65
The T'au Empire	67
T'au Septs.....	67
Bork'an Sept.....	67
Dal'yth Sept.....	68
The Farsight Enclaves.....	68
Sa'cea Sept.....	68
T'au Sept	68
Vior'la Sept.....	68
T'au Ranks and Game Tier.....	69
Additional Archetypes.....	70
New Archetypes.....	73
Air Caste Messenger (T'au Empire, Tier 1).....	73
Back-Alley Doc (Scum, Tier 1).....	74
Beastman Auxiliary (Astra Militarum, Tier 1).....	75
Chaos Cultist (Chaos, Tier 1)	76
Earth Caste Technician (T'au Empire, Tier 1).....	77
Enforcer (Adeptus Arbites, Tier 1)	78
Frateris Militia (Adeptus Ministorum, Tier 1)	79

CHAPTER II: FACTIONS & ARCHETYPES

Fire Caste Breacher (T'au Empire, Tier 1)	80
Fire Caste Pathfinder (T'au Empire, Tier 1).....	81
Fire Caste Warrior (T'au Empire, Tier 1)	82
Guardian (Aeldari, Tier 1).....	83
Hearthkyn Warrior (Leagues of Votann, Tier 1).....	84
Imperial Guard Medic (Astra Militarum, Tier 1)	85
Imperial Guard Officer (Astra Militarum, Tier 1)	86
Kabalite Warrior (Drukhari, Tier 1)	87
Khorngor (Chaos, Tier 1)	88
Pestigor (Chaos, Tier 1)	88
Penal Legionnaire (Astra Militarum, Tier 1).....	89
Sister Dialogus Polyglot (Adepta Sororitas, Tier 1)	90
Sister Famulous (Adepta Sororitas, Tier 1)	91
Sister Novitiate (Adepta Sororitas, Tier 1)	92
Slaangor (Chaos, Tier 1)	93
Tzaangor (Chaos, Tier 1).....	93
Void Reaver (Aeldari, Tier 1)	94
Water Caste Functionary (T'au Empire, Tier 1).....	95
Wrack (Drukhari, Tier 1).....	96
Wych (Drukhari, Tier 1).....	97
Wyrd (Scum, Tier 1).....	98
Aeronautica Pilot (Imperial Navy, Tier 2).....	99
Arbites Subductor (Adeptus Arbites, Tier 2).....	100
Arbites Vigilant (Adeptus Arbites, Tier 2).....	101
Astropath (Adeptus Astra Telepathica, Tier 2)	102
Banisher (Adeptus Ministorum, Tier 2).....	103
Black Sentinel (Adeptus Astra Telepathica, Tier 2)	104
Beast Snagga Boy (Ork, Tier 2)	105
Bonesinger (Aeldari, Tier 2)	106
Burna Boy (Ork, Tier 2).....	107
Calculus Logi (Adeptus Mechanicus, Tier 2).....	108
Chirurgeon (Inquisition, Tier 2)	109
Corpuscarius Electro-Priest (Adeptus Mechanicus, Tier 2).....	110
Crisis Suit Pilot (T'au Empire, Tier 2)	111
Demagogue (Chaos, Tier 2)	112
Fulgorite Electro-Priest (Adeptus Mechanicus, Tier 2)	113
Hernkyn Pioneer (Leagues of Votann, Tier 2)	114
Historitor-Investigatus (Logos Historica Verita, Tier 2).....	115

CHAPTER II: FACTIONS & ARCHETYPES

Inquisitorial Storm Trooper (Inquisition, Tier 2)	116
Magistrate (Adeptus Arbites, Tier 2).....	117
Mekboy (Ork, Tier 2)	118
Navigator (Navis Nobilite, Tier 2).....	119
Navy Breacher (Imperial Navy, Tier 2)	120
Navy Officer (Imperial Navy, Tier 2).....	121
Novice-Sister (Anathema Psykana, Tier 2)	122
Painboy (Ork, Tier 2)	123
Reaver (Drukhari, Tier 2).....	124
Rogue Psyker (Chaos, Tier 2).....	125
Runtherd (Ork, Tier 2)	126
Scourge (Drukhari, Tier 2)	127
Seeker (Inquisition, Tier 2)	128
Sister Oblatia (Adepta Sororitas, Tier 2)	129
Skitarius Vanguard (Adeptus Mechanicus, Tier 2)	130
Speculator (Inquisition, Tier 2).....	131
Speed Freek (Ork, Tier 2)	132
Stealth Suit Pilot (T'au Empire, Tier 2)	133
Tankbusta (Ork, Tier 2).....	134
Transmechanic (Adeptus Mechanicus, Tier 2).....	135
Arch-Confessor (Adeptus Ministorum, Tier 3).....	136
Assault Space Marine (Adeptus Astartes, Tier 3).....	137
Brôkhyr Iron-Master (Leagues of Votann, Tier 3)	138
Cadre Fireblade (T'au Empire, Tier 3)	139
Chastener (Adeptus Arbites, Tier 3).....	140
Crimson Hunter Aspect Warrior (Aeldari, Tier 3).....	141
Cthonian Beserk (Leagues of Votann, Tier 3).....	142
Dark Reaper Aspect Warrior (Aeldari, Tier 3)	143
Detective (Adeptus Arbites, Tier 3).....	144
Devastator Space Marine (Adeptus Astartes, Tier 3).....	145
Dire Avenger Aspect Warrior (Aeldari, Tier 3)	146
Einhyr Hearthguard (Leagues of Votann, Tier 3)	147
Ethereal (T'au Empire, Tier 3)	148
Fire Dragon Aspect Warrior (Aeldari, Tier 3)	149
Flash Git (Ork, Tier 3)	150
Havoc (Chaos, Tier 3)	151
Howling Banshee Aspect Warrior (Aeldari, Tier 3)	152
Incubus (Drukhari, Tier 3)	153

CHAPTER II: FACTIONS & ARCHETYPES

Legionary (Chaos, Tier 3).....	154
Null-Maiden (Anathema Psykana, Tier 3)	155
Raptor (Chaos, Tier 3)	156
Shining Spear Aspect Warrior (Aeldari, Tier 3)	157
Sicarian Infiltrator (Adeptus Mechanicus, Tier 3) ##	158
Sicarian Ruststalker (Adeptus Mechanicus, Tier 3) ##	159
Space Marine Apothecary (Adeptus Astartes, Tier 3/Tier 4).....	160
Striking Scorpion Aspect Warrior (Aeldari, Tier 3)	161
Swooping Hawk Aspect Warrior (Aeldari, Tier 3)	162
Verispex Adept (Adeptus Arbites, Tier 3).....	163
Warp Spider Aspect Warrior (Aeldari, Tier 3)	164
Weirdboy (Ork, Tier 3)	165
Zephyrim (Adepta Sororitas, Tier 3).....	166
Chaos Sorcerer (Chaos, Tier 4).....	167
Dark Apostle (Chaos, Tier 4).....	168
Genetor (Adeptus Mechanicus, Tier 4)	169
Grey Knight Space Marine (Adeptus Astartes, Tier 4)	170
Grimnyr (Leagues of Votann, Tier 4).....	171
Harlequin Player (Aeldari, Tier 4).....	172
Kâhl (Leagues of Votann, Tier 4)	173
Khorne Berzerker (Chaos, Tier 4)	174
Logis (Adeptus Mechanicus, Tier 4)	175
Magos (Adeptus Mechanicus, Tier 4).....	176
Navis Scion (Navis Nobilite, Tier 4)	177
Noise Marine (Chaos, Tier 4).....	178
Oblivion Knight (Anathema Psykana, Tier 4).....	179
Plague Marine (Chaos, Tier 4)	180
Primaris Aggressor (Adeptus Astartes, Tier 4)	181
Primaris Vanguard Eliminator (Adeptus Astartes, Tier 4)	182
Primaris Hellblaster (Adeptus Astartes, Tier 4).....	183
Primaris Inceptor (Adeptus Astartes, Tier 4)	184
Primaris Vanguard Incisor (Adeptus Astartes, Tier 4)	185
Primaris Vanguard Infiltrator (Adeptus Astartes, Tier 4)	186
Primaris Reiver (Adeptus Astartes, Tier 4)	187
Space Marine Chaplain (Adeptus Astartes, Tier 4/Tier 5).....	188
Space Marine Librarian (Adeptus Astartes, Tier 4/Tier 5)	189
Space Marine Techmarine (Adeptus Astartes, Tier 4)	190
Warpsmith (Chaos, Tier 4)	191

CHAPTER II: FACTIONS & ARCHETYPES

Adamus Assassin (Officio Assassinorum, Tier 5).....	192
Archon (Drukhari, Tier 5)	193
Autarch (Aeldari, Tier 5).....	194
Callidus Assassin (Officio Assassinorum, Tier 5)	195
Culexus Assassin (Officio Assassinorum, Tier 5)	196
Custodian Guard (Adeptus Custodes, Tier 5).....	197
Eversor Assassin (Officio Assassinorum, Tier 5).....	198
Haemonculus (Drukhari, Tier 5)	199
Harlequin Death Jester (Aeldari, Tier 5).....	200
Harlequin Shadowseer (Aeldari, Tier 5)	201
Harlequin Solitaire (Aeldari, Tier 5).....	202
Harlequin Troupe Master (Aeldari, Tier 5).....	203
Succubus (Drukhari, Tier 4).....	204
Vanus Assassin (Officio Assassinorum, Tier 5)	205
Venenum Assassin (Officio Assassinorum, Tier 5)	206
Vindicare Assassin (Officio Assassinorum, Tier 5).....	207
Wraithblade (Aeldari, Tier 5)	208
Wraithguard (Aeldari, Tier 5)	209
New Ascension Packages	210
A Test of Faith	210
Agent of the Inquisition	210
Apocryphon Oath.....	211
Blessed by the Emperor	212
Sainthood	213
Crux Terminatus.....	214
Divine Revelation	214
Glimpse from Beyond	215
Illuminated	215
Lost Upon The Seer Path.....	216
Lost Upon The Warrior Path	216
Reborn.....	217
Rite of Duplessence.....	217
Sanctioned Xenos.....	218
The Rubicon Primaris	219
Willing Possession.....	221

ADEPTUS ASTARTES CHAPTERS AND HERETIC ASTARTES LEGIONS

This section provides additional choices for which Chapter an Astartes character belongs to, following the same rules as on page 96 of the *Wrath & Glory* rulebook. Some of these are successor chapters of the original Legiones Astartes, which have specialised or deviated from their progenitor's traditions in some way.

Some of the options below are marked **[LEGION]**. These are not options for loyal Adeptus Astartes, but are instead options for Heretic Astartes characters, representing the legacy of the Traitor Legions. That said, Belisarius Cawl, creator of the Primaris Marines, believes that the geneseed of the Traitor Legions can still be salvaged, and may have experimented with the idea against the wishes of Roboute Guilliman.

BLACK TEMPLARS

Following the example set by First Captain Sigismund of the Imperial Fists Legion, the Black Templars are eternal crusaders, having devoted themselves utterly to the continued war against the enemies of the Emperor. The Black Templars' crusades have lasted the hundred centuries since their formation, making it the longest Astartes crusade ever carried out, and the Black Templars' fanaticism and righteous fury is legendary. Because of the far-ranging nature of their eternal crusades, groups of Black Templars can be found across the Imperium and beyond, from crusades consisting of several fighting companies of marines, to individual squads or lone warriors on detached duty or penitent mission.

Characters with the **BLACK TEMPLARS** keyword may not, under any circumstances, take the **PSYKER** keyword: The Black Templars accept no psykers within their ranks.

SUCCESSOR: Imperial Fists**RIGHTEOUS ZEAL**

Your hatred permits you to show no mercy, nor does it permit you to yield while the enemy draws breath.

When you charge, you may re-roll up to Rank dice on your Weapon Skill test. In addition, you may re-roll Rank dice when you roll Determination.

GENE-SEED FLAW (GENE-SEED)

Though proven resistant to mutation and deviance, Rogal Dorn's gene-seed inhibits two of the Space Marine implants.

You are missing implant 12: Sus-an Membrane, and implant 17: Betcher's Gland.

CRIMSON FISTS

The other Second Founding Chapter formed from the Imperial Fists, the Crimson Fists were formed from those Imperial Fists who were calm, level-headed, and willing to embrace the logic and reason of the Codex Astartes. In the millennia since, the Crimson Fists have earned a reputation as stalwart, fierce warriors devoted to the preservation of the Imperium. But fate has not been kind: they were almost wiped out during an Ork invasion of their homeworld. In recent days, they have been brought back from the brink by reinforcements from Roboute Guilliman's Indomitus Crusade, and the new Primaris additions to the Chapter have been welcomed for they renew the strength of these fierce Sons of Dorn.

SUCCESSOR: Imperial Fists**NO MATTER THE ODDS**

You will not yield in the face of overwhelming odds.

When making an attack while you and your allies are outnumbered at least two-to-one, you may add Rank dice to your Ballistic Skill or Weapon Skill test.

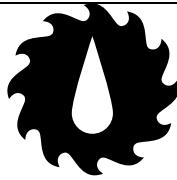
GENE-SEED FLAW (GENE-SEED)

Though proven resistant to mutation and deviance, Rogal Dorn's gene-seed inhibits two of the Space Marine implants.

You are missing implant 12: Sus-an Membrane, and implant 17: Betcher's Gland.

CHAPTER II: FACTIONS & ARCHETYPES

FLESH TEARERS



A much-diminished successor of the Blood Angels, the Flesh Tearers are especially afflicted by the curse of the Black Rage, making them particularly brutal in battle. Their savagery is so notorious that few other servants of the Imperium will call upon their aid unless there is no other recourse, for more than once the Flesh Tearers have been gripped with madness and turned on their allies. In the Era Indomitus, an influx of Primaris Marines, less susceptible to the Red Thirst, may help bring redemption to the Chapter, or it may only prolong their slow decline.

SUCCESSOR: Blood Angels

FURY WITHIN

You are possessed of a bloodthirsty recklessness. When properly directed, this murderous ferocity makes you unstoppable.

You may re-roll Double Rank dice once per melee attack Test. In addition, if you shift one or more Icons on a melee attack, improve the AP of your attack by 1 (i.e., from -1 to -2).

THE RED THIRST (GENE-SEED)

Your fury comes from a deep destructive impulse within your body and soul, an insatiable bloodlust that resists all attempts to deny it.

Whenever you are in melee combat and see blood, you must make a DN 4 Willpower Test. If you fail, you are *Frenzied*.

GREY KNIGHTS



An ancient Chapter, founded in secret at the Emperor's bidding during the Horus Heresy, the Grey Knights exist to combat the threat of the daemonic, and to this end they serve as the Chamber Militant of the Ordo Malleus. Few even know that the Grey Knights exist, for witnesses to their actions are mind-wiped or executed to ensure that the secret is not revealed. Every Grey Knight is a psyker, trained and conditioned to wield their mental powers to ward themselves from corruption and drive back the daemons they battle.

Due to their unique geneseed and secretive nature, the Grey Knights do not yet count any Primaris Marines amongst their number. As such, Primaris Astartes characters cannot select this **CHAPTER**.

DAEMONBANE

You have been taught the secrets of daemon-kind to best understand how to end them.

When attacking a creature with the **DAEMON** keyword in melee combat, you add +Rank ED to the attack's damage. You also add +Rank to your Conviction.

SECRETIVE (TRADITION)

Grey Knights do not trust outsiders, and their nature cannot be permitted to be known to any outside the chapter.

You suffer a +2DN penalty for Interaction tests involving anyone who lacks the Grey Knights or Inquisition keywords.

CHAPTER II: FACTIONS & ARCHETYPES

EMPEROR'S CHILDREN [LEGION]



One of the nine Legions that betrayed the Emperor during the Horus Heresy, the Emperor's Children were once a shining example of what the Legiones Astartes could be. Driven to the pursuit of perfection in all of their endeavours, the Emperor's Children pushed themselves to the very limits of their abilities in the performance of their duties. During and after the Heresy, the Emperor's Children and their Primarch became creatures of excess and sensation, twisting their pursuit of perfection into a desire to experience ever-greater sensations, and no debauchery is beneath their appetites.

Characters with the **EMPEROR'S CHILDREN** keyword must take **SLAANESH** as their **[MARK OF CHAOS]** keyword.

Legion: III

Primarch: Fulgrim

IN PURSUIT OF PERFECTION

Each Emperor's Children Space Marine seeks to perfect a single aspect of the arts of warfare.

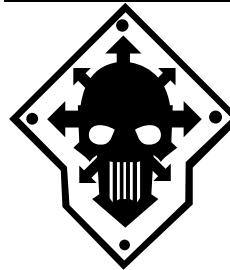
Select one of the following skills: Awareness, Ballistic Skill, Leadership, Pilot, Weapon Skill. You gain +Rank dice as a bonus to all uses of that skill.

FEAR OF IMPERFECTION (TRADITION)

The Emperor's Children cannot abide the imperfect and fear the notion that a flaw may mean perfection is unattainable.

Whenever you suffer a complication on the skill chosen for Pursuit of Perfection, above, the GM gains 1 Ruin, in addition to any other results.

IRON WARRIORS [LEGION]



One of the nine Legions that betrayed the Emperor during the Horus Heresy, the Iron Warriors were siege-masters, specialising in the destruction of fortified positions. Even while loyal, they were rivals to the Imperial Fists,

and their fury and resentment went hand-in-hand, making them ferocious and merciless in battle. Since their fall, they have grown crueler still, creating twisted fortifications that entrap and punish their foes, using slaves as cannon fodder to expend an enemy's ammunition, and exploiting whatever technological abominations they can create to gain an advantage.

Iron Warriors are known to despise mutation, and often replace mutated flesh with augmetics.

Legion: IV

Primarch: Perturabo

SIEGE MASTERS

Iron Warriors know fortifications.

You may reroll Double Rank dice whenever you attack a building, fortification, or an enemy in cover.

You may also add +Rank dice whenever you make a test related to architectural engineering.

SCORN FOR THE WEAK (TRADITION)

Iron Warriors despise weakness in their comrades.

If one of your allies fails a Resolve test, you must pass a Willpower test (DN 3). On a failure, you feel a strong urge to punish that ally. If the failure involves a complication, the urge becomes a compulsion. The GM may alter the DN based on the severity or significance of the failure.

CHAPTER II: FACTIONS & ARCHETYPES

NIGHT LORDS [LEGION]



Always regarded with some wariness and suspicion, the Night Lords were one of the nine Legions that betrayed the Emperor. Focussed on spreading terror, the Night Lords believed that only fear could keep a populace compliant, based on their Primarch's experiences on the Legion's crime-infested homeworld of Nostramo.

Their excesses and brutality earned them censure during the Great Crusades, but the Horus Heresy broke out before any punishment could be delivered, and the Night Lords sided with Horus. Since their fall, the Night Lords have become reavers and pirates, taking satisfaction from the terror they spread.

Legion: VIII

Primarch: Konrad Curze

AVE DOMINUS NOX

Night Lords revel in the fear of others and are swift to spread it.

While under cover of darkness, you may add +Rank to your Defence and Speed.

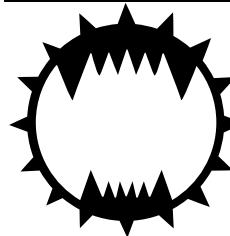
As a free action at the start of combat, you may spend one Glory to cause Fear for the duration of the fight; enemies who see you must pass a Fear test (DN 2 + Double Rank).

BLOOD OF NOSTRAMO (TRADITION):

Night Lords often recruit from amongst the criminal element and have little love for a fair fight.

If you see an ally fail a Resolve or Fear test, you must attempt a Resolve test (DN 3) or become *pinned*.

WORLD EATERS [LEGION]



One of the Legions that betrayed the Emperor during the Horus Heresy, the World Eaters were always known for their ferocity and brutality. The Twelfth Legion always applied maximum force to every conflict, leaving

mountains of corpses in their wake, and they were only unleashed against enemies who could not be reasoned with or forced to yield. During the Heresy, their brutality grew, turning them into bloodthirsty berserkers who would struggle to tell friend from foe in the crimson haze of their frenzy.

Characters with the **WORLD EATERS** keyword must take **KHORNE** as their **[MARK OF CHAOS]** keyword.

Legion: XII

Primarch: Angron

INCARNATE VIOLENCE

You are driven to spill blood and rend flesh, and nothing will stop you.

You may reroll Double Rank dice on any melee attack test.

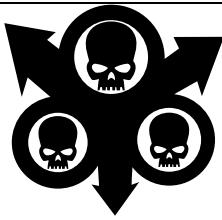
BUTCHER'S NAILS (GENE-SEED)

The implants buried in your skull drive you into fits of berserk rage in battle.

Upon engaging in melee combat, you become *Frenzied* for the rest of the battle. The Willpower test to restrain your frenzy increases by +1 for every enemy you have killed during the battle.

CHAPTER II: FACTIONS & ARCHETYPES

DEATH GUARD [LEGION]



One of the Legions that betrayed the Emperor during the Horus Heresy, the Death Guard were a grim, stoic, and implacable force, consisting primarily of rank after rank of remorseless infantry. They believed that oppression could be overcome with an iron will and stern resolve, a reflection of their Primarch's struggle for freedom on the world of Barbarus. During the Heresy, after purging their ranks of any lingering loyalist presence, this was twisted into a belief that any who were too weak to fight for themselves were not deserving of freedom, and this shift was accompanied by unleashing armouries of proscribed toxic and radioactive weaponry.

Characters with the **DEATH GUARD** keyword must take **NURGLE** as their **[MARK OF CHAOS]** keyword.

Legion: XIV

Primarch: Mortarion

INEXORABLE ADVANCE

The brutal, relentless stride of the Death Guard is accompanied by a constant barrage of fire.

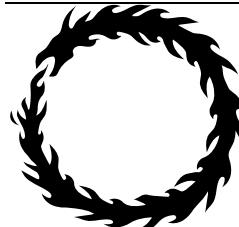
You suffer no penalty for operating a Heavy weapon without bracing it, and when you take a normal move, you may use your Simple Action to aim.

INTRACTABLE (TRADITION)

Death Guard are slow and purposeful, never given to needless haste when they could instead grind their foes down with inexorable force.

You must spend a point of Glory to take the Sprint action.

THOUSAND SONS [LEGION]



A Legion of psykers, being sanctioned by the Emperor for their reckless use of sorcery when the Heresy broke out, it was inevitable that the Thousand Sons turned to Horus after the Space Wolves sacked and razed their homeworld.

Always a legion of scholars and savants, knowledge was at the heart of the Thousand Sons' existence, but they were punished for delving too deeply in lore that was forbidden, and in their desperation, they found a patron in Tzeentch. However, the instability of their gene-seed made mutation rife amongst the Legion, and devotion to the Changer of Ways made this worse, leading the Legion's Chief Librarian, Ahriman, to perform a great ritual to burn this flaw from his brethren. This ritual led to all those with psychic power becoming mightier, but turned the rest of the Legion into automata, their bodies turned to dust within their armour.

These rules reflect those who possess psychic abilities, rather than the *Rubricae* automata that accompany them into battle.

Characters with the **THOUSAND SONS** keyword must take **TZEENTCH** as their **[MARK OF CHAOS]** keyword.

Legion: XV

Primarch: Magnus the Red

THE RUBRIC

A Thousand Sons are legendary for their mastery of warp-craft.

You gain the Favoured by The Warp talent.

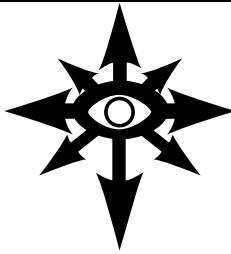
GIFT OF MUTATION (GENE-SEED)

Between your unstable gene-seed and the attentions of the Changer of Ways, the Thousand Sons are especially prone to mutation.

You gain an additional +1 Corruption whenever you would gain one or more Corruption points. You also increase the DN of all tests to resist Corruption or Malignancy by +1.

CHAPTER II: FACTIONS & ARCHETYPES

BLACK LEGION [LEGION]



Once the Luna Wolves, and later the Sons of Horus, the Black Legion are what remains of the legion that Horus commanded during the Heresy. The Luna Wolves were a proud force, that exemplified the best qualities of the Legiones Astartes, but when they came became the Sons of Horus, a darker character has overcome them, a spiteful savagery that has only grown deeper and darker since the Heresy ended. The survivors reforged themselves as the Black Legion, to expunge the stain of Horus' defeat, and their hatred for the Imperium is greater than ever.

Legion: XVI

Primarch: Horus Lupercal

THE TIP OF THE SPEAR

The Black Legion epitomise the Traitor Legions' threat, swift, ruthless, and unyielding in their hateful fervour.

You may re-roll Rank dice on all Ballistic Skill tests made with a ranged weapon at close range. You may also re-roll Rank dice on Weapon Skill tests made when you Charge.

You also gain +1 Resolve.

BITTER PRIDE (TRADITION)

The Black Legion have little love for those outside their ranks.

You suffer a +2DN penalty for Interaction tests involving anyone outside the Black Legion, unless those people are subordinate to the Black Legion character.

WORD BEARERS [LEGION]



Long ago, they were devout servants of the Emperor, faithful in an age where faith was scorned. They brought the Emperor's light to many worlds, building great monuments to the Imperium and converting populations to the Imperial Truth. But, when the Emperor rebuked their worship, the Word Bearers turned to other, darker gods, and set in motion events that would tear the Imperium asunder. The Legion now consists of warbands of daemon-worshipping zealots, sorcerer-priests, and the possessed.

Legion: XVII

Primarch: Lorgar Aurelian

PROFANE ZEAL

The Word Bearers march to war for the glory of the Dark Gods.

When you charge, you may re-roll up to Rank dice on your Weapon Skill test. In addition, you may re-roll Rank dice when you roll Determination.

In addition, you are immune to fear caused by creatures with the **DAEMON** keyword.

THE WILL OF THE GODS (TRADITION)

Word Bearers follow the will of the Chaos Gods, as interpreted through their prayers and visions, and through the guidance of their Apostles, and must strive to walk the path the Dark Gods set before them.

You start each session with 1 Wrath Point instead of 2.

ALPHA LEGION [LEGION]

The mysterious, secretive Alpha Legion have always been deceptive and manipulative, using compelled agents to do much of their work while lone Alpha Legionnaires and scattered squads deal with more difficult objectives. Often operating without heraldry, or under the colours of other Legions, the Alpha Legion's actions during the Great Crusade and Horus Heresy are largely unknown, as is why they chose to side with Horus. Since the Heresy, the Alpha Legion have continued to be a thorn in the side of the Imperium, establishing cults and committing acts of terrorism and sabotage on countless worlds, performed by small autonomous warbands scattered across the galaxy. None even know if their Primarch still exists, as sightings of Alpha Legionnaires claiming to be Alpharius have occurred intermittently for millennia.

Legion: XX

Primarch: Alpharius Omegon

MUTABLE TACTICS

The Alpha Legion are masters of misdirection and sabotage, undermining their foes long before battle is joined.

After each Respite, select one of the following skills: Athletics, Cunning, Deception, Intimidation, Persuasion, Stealth, or Tech. You may re-roll up to Rank dice on any test involving the chosen skill.

I AM ALPHARIUS (TRADITION)

The Alpha Legion rely on deception and misdirection, and disdain direct tactics.

Add 1 to Ruin when you fail an Intellect test, as your carefully wrought plans and contingencies fail you.

ADEPTA SORORITAS ORDERS

This section provides specific benefits for **ADEPTA SORORITAS** characters hailing from the most prominent Orders. These are like the benefits received by Adeptus Astartes characters for their Chapter and Astra Militarum characters for their Regiment. In each case, the name of the Order replaces the character's **[ORDER]** keyword.

Orders are divided into several categories: Orders Militant, Orders Dialogus, Orders Famulous, and Orders Hospitaller. Most **ADEPTA SORORITAS** characters belong to an Order Militant (and many non-Militant Sisters are permanently attached to an Order Militant), but Sisters Dialogus, Sisters Famulous, and Sisters Hospitaller also have their own Orders.

Lore discussing the non-Militant Orders is entirely homebrew, and while the names are drawn from canon sources, the descriptions and abilities associated with those Orders are entirely apocryphal.

ORDERS MILITANT

The Orders Militant are the armed wing of the Adepta Sororitas, and the oldest of the Orders. They serve as the standing army of the Ecclesiarchy and are the reason the Adepta Sororitas are called the Sisters of Battle.

ORDER OF THE ARGENT SHROUD



It is the strong belief of those within the Order of the Argent Shroud that one's conviction is best shown through bold action. Thus is battle the best way to prove their unquenchable faith, for there they may smite the Emperor's foes and demonstrate the depths of their devotion.

Deeds, Not Words: When you make an attack, you may re-roll up to Rank dice on that attack.

ORDER OF THE BLOODY ROSE



Once their battle fury is roused, none prosecute the wars of the Adeptus Ministorum with greater fervour than do those warriors who belong to the Order of the Bloody Rose.

Quick to Anger: Add +Rank bonus dice to your melee attacks when you Charge.

ORDER OF THE EBON CHALICE



The Order of the Ebon Chalice is the oldest of the Orders Militant, and they strive to be exemplars, both martial and spiritual, to the followers of the God-Emperor. Their purity and nobility of spirit can see them perform miraculous acts of survival.

Daughter of the Emperor: When you roll Determination, you may spend 1 Faith. If you do so, negate all damage the attack would cause, including Mortal Wounds, but do not suffer any Shock.

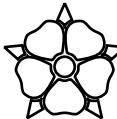
ORDER OF OUR MARTYRED LADY



So dedicated are the Sisters of the Order of Our Martyred Lady that nothing can keep them from fulfilling their Emperor-given duty. When the fighting is fiercest and the casualties highest, these holy warriors fight with renewed conviction and purpose, inspired by their desire to avenge the deaths of their fallen.

The Blood of Martyrs: You regain all spent Faith points when you start Dying. You regain 1 Faith point whenever an ally is slain or starts Dying.

ORDER OF THE SACRED ROSE



The Sisters of the Order of the Sacred Rose are renowned for their calm and implacable resolve in battle. Even in the face of overwhelming odds, the heirs of Saint Arabella stand unyielding.

Devout Serenity: You increase your Resolve by +Rank. Further, if you ever roll a 6 on your Wrath die when making a Resolve test, you gain 1 Faith.

ORDER OF THE VALOROUS HEART



Like their patron saint, Lucia, those of the Order of the Valorous Heart are willing to bear any agony in the name of atonement. Such is their willingness to suffer for their cause that they can shrug off seemingly mortal wounds without breaking stride.

Stoic Endurance: You add +Rank bonus dice to Determination rolls.

ORDERS DIALOGUS

The Orders Dialogus are a non-militant order of the Adepta Sororitas. The sisters within are experts in language and scholarly activities. They can translate texts, heretical, pious or alien in nature.

These **[ORDER]** options may be selected by any **Sister Dialogus** (found in the *Forsaken System Player's Guide*) or **Sister Dialogus Polyglot** (p. 90) characters.

ORDER OF THE HOLY WORD

The Order of the Holy Word are charged with ensuring that every proclamation and dictum issued by the Church can be understood by people across the Imperium, no matter what form of Gothic they speak.

Voice of the Church: You gain +Rank bonus dice on all Persuasion tests.

ORDER OF THE QUILL

The legends of every supposed miracle and words of every potential saint, prophet, and would-be faith leader are sought out and transcribed by the Order of the Quill, to determine their truth. Sisters of the Quill are vigilant in all things, ensuring that no detail goes undocumented.

Pious Scrutiny: Your Passive Awareness is increased by +Rank.

ORDER OF THE SACRED OATH

While they have many other duties, the Order of the Sacred Oath are often called upon to bear witness to other servants of the Imperium swearing oaths of purpose or devotion when elevated to new ranks or preparing new undertakings.

Voice of Judgement: When you attempt a Persuasion interaction attack, you may spend 1 Faith Point to target +Rank enemies.

ORDER OF THE LEXICON

Some of the greatest linguists and lexicographers in the Imperium are found within the Order of the Lexicon, and they are charged with the protection and study of texts that would be too great a moral threat for any scholar of lesser faith.

Unquestioned Faith: You increase your Conviction by +Rank.

ORDERS FAMULOUS

The Orders Famulous are a non-militant wing of the Adepta Sororitas. They provide diplomats, advisers and chamberlains who have an excellent knowledge of Imperial blood lines and act well when disputes form on worlds over ruler-ship.

These **[ORDER]** options may be selected by Sister Famulous (p. 91) characters.

ORDER OF THE KEY

The Order of the Key spend much of their works overseeing matters of inheritance, familial alliances, arranged marriages, and other considerations which affect the seats of power within the Imperium.

Key to Power: You increase your Influence by +1.

ORDER OF THE GATE

Many of the most powerful families on countless worlds in the Imperium are advised by Sisters of the Gate. They thus have considerable influence over who has access to their charges.

Watchful Counselor: When you attempt an Awareness, Insight, Leadership, Scholar, or Persuasion test, each point of Glory you spend adds +2 dice.

ORDER OF THE HOLY SEAL

While their duties are much the same as any Sisters Famulous, the Order of the Holy Seal secretly monitor their charges for deviancy and heresy, ensuring that the highest positions of power do not fall to corruption.

Inescapable Scrutiny: When you succeed at an Insight test, you may spend 1 Faith point to discern some inner truth or secret shame of the target. Ask the GM one question about the target.

ORDER OF THE SACRED COIN

The Order of the Sacred Coin have particular influence over the wealth and trade of the Imperium, helping negotiate deals between merchant houses and stamping out illicit trades in the unholy.

Faith and Coin: When you attempt an Influence test to requisition items, you may spend 2 Glory to gain the effects of 1 Wealth.

CHAPTER II: FACTIONS & ARCHETYPES

ORDERS HOSPITALLER

The Orders Hospitaller are non-militant orders of the Adepta Sororitas, and an individual of the Order is referred to as a Sister Hospitaller. The Orders Hospitaller provide surgeons, physicians and nurses to areas which require them, including both military operations and civilian areas, and they operate sanatoria and hospices across the Imperium, as well as running field hospitals in warzones and acting as combat medics.

ORDER OF THE ETERNAL CANDLE

Each human life is a candle in the darkness, and the Imperium is the luminance of all those lives joined with the Emperor's infinite light. The Order of the Eternal Candle seek to keep those candles being snuffed out.

Healing Light: When you succeed at a Medicae test to heal wounds or stabilise a dying character, or when you heal Wounds during a Regroup, you may spend 1 Faith to heal an additional +Double Rank Wounds.

ORDER OF SERENITY

The Sisters of Serenity are a grim order, well-known for the solemn deliverance and quiet mercy they offer those who cannot be saved. Yet, to the living, they also represent the serene endurance of hardship and suffering, and their patients often seek to emulate their example rather than be offered their mercy.

Serene Endurance: When you succeed at a Medicae test to recover a patient's Shock, recover +Rank shock. Your own Maximum Shock is increased by +Rank.

ORDER OF THE CLEANSING WATER

Pestilence and corruption are as deadly to the Imperium as the blades and bullets of mankind's enemies. The Order of the Cleansing Water seeks to combat these insidious, creeping dangers.

Indomitable Purity: Allies with the **IMPERIUM** keyword within 6m of you reduce the rating of any Poisoned condition, or the DN of any test to resist disease, by 1+ double your Rank. If this would reduce the rating or DN to 0, then the poison or disease has no effect.

ORDER OF THE TORCH

Sisters of the Torch view themselves as bearers of a light that burns away darkness and corruption.

Purifying Flame: When you attempt a Medicae test to remove a condition, you gain +Rank bonus dice on the test.

ADEPTUS MECHANICUS FORGE WORLDS

This section provides specific benefits for **ADEPTUS MECHANICUS** characters hailing from the most prominent Forge Worlds. These are like the benefits received by Adeptus Astartes characters for their Chapter and Astra Militarum characters for their Regiment. In each case, the name of the Forge World replaces the character's **[FORGE WORLD]** keyword.

MARS

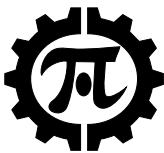


mFIRS41

In all the Cult Mechanicus, there are no forge worlds more holy or more blessed than Mars. The favour of the Machine God can be seen in the powerful optimisation granted by every static-ridden psalm incanted by his most faithful followers.

GLORY TO THE OMNISSIAH: You may shift up to two dice to Glory on a single Test, rather than one.

AGRIPINAA



Battle-hardened by constant clashes with the horrors that issue out of the Eye of Terror, those from Forge World Agripinaa have learned the lessons of defensive warfare well.

STAUNCH DEFENDERS: When you are in cover and did not move during your turn, you add +Rank bonus dice to your ranged attacks.

GRAIA



Steely minded tenacity and the refusal to retreat are more than just character traits of those who serve Graia. Indeed, such qualities are hardwired into all who bear the forge world's symbol.

REFUSAL TO YIELD: When you make a Test while Dying, you heal 1 Wound for each Wrath Critical you roll. When you make a Test while under the effects of Fear, Terror or Pinning, a Wrath Critical causes you to recover from that condition immediately. However, you must spend a point of Glory to Fall Back.

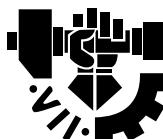
LUCIUS



Lucius is renowned for its craftsmanship and its unique solar-blessed ores. Those clad in such raiment consider themselves armoured in their faith of the Omnia.

THE SOLAR BLESSING: When attacked by a weapon with only 1 ED, gain +1 Resilience.

METALICA



Those of Forge World Metalica seek nothing less than to completely obliterate their foes and to re-order the galaxy according to their own dictates. They will let nothing sway their appointed task.

RELENTLESS MARCH: When you Sprint, you may fire a ranged weapon as if it had the Assault trait. You may not fire a Heavy weapon in this way.

RYZA



Tech-Priests of Ryza point to aggressive combat doctrines and zealous training protocols to explain the exceptional hand-to-hand prowess of their troops. Sceptics, however, counter that such designs do not explain why Ryza troops seem to revel in close-quarters violence.

RED IN COG AND CLAW: You may re-roll up to Rank dice when making a melee attack.

STYGIES VIII



When the armies of Stygies VIII march to war, they do so beneath stealth screen projectors and target-befouling apparatus. That the Tech-Priests of this forge world deny owning such technology only reinforces their untrustworthy reputation.

SHROUD PROTOCOLS: You add +Rank bonus dice to Stealth Tests and gain an additional +1 to Defence against ranged attacks from more than 12 metres away.

ASURYANI CRAFTWORLDS

This section provides specific benefits for **ASURYANI** characters hailing from the most prominent craftworlds. These are like the benefits received by Adeptus Astartes characters for their Chapter and Astra Militarum characters for their Regiment. In each case, the name of the craftworld replaces the character's **[CRAFTWORLD]** keyword.

ALAITOC

 Far out on the frontiers of the galaxy, on the edge of explored space in the Ultima Segmentum, lies the Alaitoc craftworld. The Alaitoc Asuryani are zealous in their guard against the touch of Slaanesh, even more so than is common amongst the other Craftworld Aeldari. As such, Alaitoc is strictly governed to prevent any emergence of the sadistic obsessions that the Aeldari are prone to as a species.

PURITANICAL DISCIPLINE: Your Conviction is increased by +Rank.

ALTANSAR

 Altansar was caught in the Eye of Terror, and it was thought lost for millennia. Its symbol is a Broken Chain, referencing the escape of Kurnous and Isha from the dungeons of Khaine but also the shattering of the links that bound Vaul to his anvil. It has since returned but is now held in great suspicion by other Eldar, for how could any Eldar remain untouched by the predations of Chaos for so many millennia?

GRIM SURVIVORS: Your Determination is increased by +Rank.

BIEL-TAN

 Biel-Tan is renowned for the strong warrior ideals of its people. For the Asuryani of Biel-Tan, the Way of the Warrior, the life-stage that encompasses the Aspect Warriors, is considered the first step upon the Asuryani Path. Upon reaching physical maturity a Biel-Tan Asuryani becomes an Aspect Warrior, and only once they have fulfilled this role can they continue along the other roles of the Asuryani Path.

PROWESSION OF THE BLADEWIND: Select either ranged attacks or melee attacks. You may re-roll up to Rank dice on the chosen type of attack.

IYANDEN



Iyanden drifts through the stars of the eastern rim. Once, its halls were busy and vibrant with life, but no longer. Now, it is but a shadow of its former glory, a sombre and desolate vessel where the dead walk and the living dwindle. The Iyanden people have endured much, and suffered great tragedy, but they do not allow their despair to consume them.

STOIC AND TENACIOUS: Your Resolve is increased by +Rank.

SAIM-HANN



The Asuryani craftworld of Saim-Hann was one of the first craftworlds to abandon what became the Crone Worlds as the Fall of the Aeldari approached, heeding their Farseers' warnings. They are fierce warriors, who place upon honour a higher value than their sophisticated kin. They are hot-blooded, quick to battle, eager for satisfaction for perceived slights and hungry for the glory of victory.

FURY OF THE WILD HUNT: You increase your Speed by +Rank when you Sprint or Charge, or when mounted on an **AELDARI** vehicle with the Hover trait.

ULTHWÉ



During the Fall of the Aeldari, the lamentable event that heralded the birth of the Dark Prince Slaanesh, Ulthwé was caught in the pull of the Eye of Terror. Here it has remained for millennia, trapped, where the Immaterium intersects with realspace. They must remain vigilant, and their psychic instincts have been honed by proximity to the Eye of Terror and the peril it presents.

FORESIGHT OF THE DAMNED: You increase your Passive Perception by +Rank.

ADEPTUS ARBITES

The Adeptus Arbites is the Imperial Adepts that serves as the galactic police force of the Imperium of Man, responsible for enforcing Imperial Law (the *Lex Imperialis*) on all Imperial-controlled worlds. They have been granted the right by the High Lords of Terra to serve as judge, jury, and executioner to any Imperial citizen they discover having broken Imperial law.

However, in those cases where Imperial law is unclear or the law breaker has committed a truly heinous deed or is of unusually high-ranking stature, the offender will be taken back to an Arbites Precinct House for judgement by a Magistrate or Judge, the sentence to be carried out immediately. Imperial justice is swift and sure, but not always just.

Only through constant watch and the execution of brutal law can the Imperium survive, and it is the Adeptus Arbites who carry out this function. While the armies of the Astra Militarum struggle to hold back the aggression of alien empires and protect the worlds of Mankind from without, the Adeptus Arbites roots out rebels, recidivists, and threats to the stability of the Imperium from within.

They operate as they best see fit, using their greater training and weaponry to tackle foes that might be beyond the scope of local Enforcers, or in many cases to deal with a planetary government which has itself become corrupted. Remorseless and single-minded, the Arbites do not forgive or forget any crime, and pursue their quarry relentlessly until the Emperor's Justice has been served.

The laws of the Imperium of Man are a complex web of tradition, obligation, and local custom. Thus, they can vary from world to world or sector to sector, with each Planetary Governor, local prefect, or headman pronouncing his own laws. Arbitors care little for such trivialities and enforce the serious crimes against the Imperium while leaving such petty matters to local officials. Murder or theft, for example, are considered inconsequential unless they affect the Imperium directly, are perpetrated against Imperial officials, or somehow fundamentally threaten a world's security or safety.

Arbitors have little pity or compassion for the transgressions of Imperial citizens. 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 an Arbitrator patrol 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 or corrupt Imperial or planetary officials.

Arbitors must deal with ineffectual or corrupt local government agencies. These are often an Arbitor's greatest foes as he must clean up a local situation, taking over the Enforcers 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.

On Imperial worlds the Adeptus Arbites are the last, most absolute law, answering only to the Marshalls and Judges of star systems and entire sectors, and not to local authorities. It is a thankless task, for the anonymous, helmeted Arbitrator usually only receives fear and hatred for his actions.

To ensure their loyalty is to the Imperium and the Law first, foremost, and only, Arbitors never serve on the world upon which they were born. Indeed, they will receive training on one world and then be deployed to another entirely, ensuring that bonds of local familiarity cannot compromise enforcement of the law. This often means that Arbites are well-travelled, with veterans having served on several worlds across multiple sectors during their storied careers.

***Author's note:** The Adeptus Arbites as presented in this document are based on the Arbites as depicted in the Shira Calpurnia novels by Matt Farrer, which are available [here](#), but using the term Magistrates rather than Judges to describe the legal side of the Arbites.*



CHAPTER II: FACTIONS & ARCHETYPES

Adeptus Arbites Archetypes

Tier	Archetype	Description	Page
1	Enforcer	Local law enforcement, often aligned with or deputised by the Arbites	78
2	Arbites Subductor	An armoured enforcer of the Emperor's Law, skilled in riot suppression and quelling dissent	100
2	Arbites Vigilant	A ruthless enforcer of the Emperor's Law, delivering punishment to the guilty	101
2	Magistrate	A scholar of the Law, passing judgement upon the guilty	117
3	Chastener	A dogged pursuer of those who would flee the Emperor's judgement	140
3	Detective	A specialised investigator, assigned to solve more complex crimes	144
3	Verispex Adept	A technician who studies the scenes of crimes to uncover evidence	163

Adeptus Arbites Backgrounds

D3	Origin	+1
1	PROGENA: Your parents were stalwart servants of the Throne, and after their deaths, you were raised by the Schola Progenium, who identified your talents and groomed you to join the Adeptus Arbites.	Influence
2	REPENTANT: You once lived a life of criminality and desperation before you found the Emperor's light and saw the error of your ways. You sought out an Arbites Precinct-Fortress and turned yourself over to their judgements, and after your sentence was served, your contrition was rewarded with an opportunity for redemption.	Conviction
3	ASCENDED: You served the local Enforcers of your homeworld honourably and dutifully, until you found yourself caught between your loyalty to your home and your loyalty to the Emperor. You chose the Imperium, and the Arbites recruited you in the aftermath.	Resolve
D3	Accomplishment	+1
1	REBELLION QUASHED: When a rebellion arose on your last posting, you were instrumental in crushing it and bringing the Emperor's Justice to the rebels.	Conviction
2	SUBVERSIVE ELIMINATED: A noted subversive who had eluded Justice upon a dozen or more worlds found himself within your jurisdiction, and you were the one who carried out the Judgement.	Determination
3	FRONTIER MARSHAL: You were posted to a world on the fringes of the Imperium, with little established Imperial presence. Your efforts helped bring order to such a lawless place.	Max Wounds
D3	Goal	+1
1	FUGITIVE: One criminal in particular has continued to elude your efforts, and you will stop at nothing to see them Judged.	Determination
2	ORDER TO THE LAWLESS: You desire the next great challenge that awaits an Arbitrator – to pacify the criminality and anarchy of places which have fallen from the Emperor's Light.	Resolve
3	COLD CASE: An unsolved crime has haunted your precinct, or possibly your career specifically, for longer than anyone is comfortable with. You will solve that case and bring the perpetrator to justice.	Max Shock

Adeptus Arbites Objectives

D6 Roll	Objective
1	Seek to apply the dictates of the <i>Lex Imperialis</i> to a situation.
2	Compare your current environment to another world on which you have served.
3	Interrogate a suspect using threats of violence and punishment while an ally offers leniency in exchange for compliance (or vice versa).
4	Berate a criminal or other citizen who you have judged as insufficiently law-abiding.
5	Open a door, or otherwise enter a room, using forceful methods.
6	Subdue an enemy non-lethally so that they might face proper judgement later.

ADEPTUS CUSTODES

The Adeptus Custodes, known as the Legio Custodes during the Great Crusade and Horus Heresy eras, is the Imperial Adepta responsible for protecting the Imperial Palace and the physical body of the Emperor of Mankind, as well as serving as His most important emissaries, His companions, and the keepers of His many secrets.

The Custodes is an elite cadre of genetically engineered transhuman warriors who are even more potent in combat than the Adeptus Astartes. They are to the Space Marines as the Emperor is to His Primarchs, and it is rumoured that they were each created by the Master of Mankind personally.

These warriors have stood in the presence of the immortal Emperor of Mankind since before the time of the Unification Wars. For ten thousand Terran years and more, the Custodians have stood watch over their lord and master, serving as the Emperor's personal heralds and praetorian bodyguard.

During the Great Crusade, these resplendent warriors guarded the Emperor wherever He went and swore to give their lives to protect His. After His incarceration in the Golden Throne following the Horus Heresy ten millennia ago, they have taken a far more limited role in the Imperium of Man.

With the birth of the Great Rift in the Era Indomitus, and the resurrection of the Primarch Roboute Guilliman as the Lord Commander of the Imperium, the Adeptus Custodes have been forced to take a more active role in galactic affairs. A force of Custodians has followed Guilliman's Indomitus Crusade out into the galaxy, often serving as the heralds of a Torchbearers fleet.

As befits such a body of elite warriors, the internal hierarchy of the Adeptus Custodes is remarkably flat. The overall command of the Adeptus Custodes of course lies within the purview of the Emperor directly but serving as the head of the Order is a single officer; the Captain-General, and due to the importance of the Adeptus Custodes in the governing of the Imperium, since they always stand the closest to the Emperor, the

Captain-General often holds a position amongst the ruling High Lords of Terra on the *Senatorum Imperialis*. The Captain-General commands the Ten Thousand, inheriting a post that has been passed down from one gallant leader to the next ever since the mysterious disappearance of Constantin Valdor. The Captain-General has absolute authority over the Custodes, acting as the ritual proxy for the Emperor Himself and speaking with the voice of the Master of Mankind.

Immediately below the absolute authority of the Captain-General were the two Tribunes, the senior members of the Custodian Tribune; a senior cadre of ten veteran Custodians, forming the Adeptus Custodes' council of war and policy who acted as advisors to the

Captain-General. This body has the incomparable privilege of providing their services as counsel to the Emperor Himself should He so desire it, and in the matters of the security of the Imperial Palace's inner sanctums and the person of the Emperor, no higher authority exists. Membership of this body changes periodically to ensure a blend of established wisdom and fresh ideas.

Below this ruling council can be found the Custodian Prefecture and the Shield-Captains. The title of Prefect is accorded as a reward of veterancy and favour in service by the Emperor, while the rank of Shield-Captain indicates an active field

command over a particular detachment or deployment of the Custodes. These two ranks fulfil the roles of inspiring leaders, gifted generals, and selfless champions. Their titles vary enormously, from "Supreme Castellans" and "Aquila Commanders" to "Master Guardians," often borne in accordance with the specific duties to which they have been assigned. It is Shield-Captains that take charge of the Adeptus Custodes' military engagements; one is typically afforded overall command of an operation, while several others of his rank may lend him their strength and wisdom in a supporting capacity.



CHAPTER II: FACTIONS & ARCHETYPES

SHIELD HOSTS

Led by conclaves of Shield-Captains and boasting tens, sometimes hundreds of Custodians, Shield Hosts have the martial strength to crush enemy armies and bring entire star systems to heel. The gathering of such might is a momentous undertaking -- a Shield Host is only assembled to accomplish those tasks that no other Imperial force could be trusted with, and its warriors march to war with a singular and implacable determination to enact the Emperor's will.

Most Shield Hosts are temporary formations, but a few have remained in active service for many millennia, their functions persisting for countless generations.

All Custodes characters can select a single Shield Host to belong to, reflected by the **[SHIELD HOST]** keyword, which should be replaced with the name of the Shield Host the character belongs to. Those who do not belong to any specific Shield Host should select the Emperor's Chosen host instead.

EMPEROR'S CHOSEN

Not every Custodian belongs to a shield host, for such organisations are a temporary formation of shield companies gathered for a particular purpose though some have existed for ten thousand years without having been disbanded. Those Custodes not part of such a formation play just as vital a role in the service of the Emperor, and fight all over the galaxy in their liege's name.

EXEMPLAR: You increase your Influence, Resolve, and Conviction each by +1.

SHADOWKEEPERS

The Shadowkeepers watch over the Dark Cells beneath the Imperial Palace and keep trammelled the dread entities and technologies sealed within. Should such potent and terrible manifestations appear abroad in the Imperium, it falls to the Shadowkeepers to capture and imprison them.

WARDEN: When an enemy engaged with you attempts to Fall Back, roll a number of d6 equal to Double Rank. For each Icon rolled, the enemy's Speed is reduced by 1.

DREAD HOST

Fear is a familiar weapon to the Imperium, used to deter enemies and keep seething populations in line. There is no terror as pure and absolute as that invoked when the Emperor's own fury is unleashed to punish his foes. Such is the Dread Host, a weapon forged to strike at dawning threats and spread fear through absolute annihilation.

WRATH OF THE THRONE: At the start of the first round of combat, or when you enter combat, enemies who can see you who lack the **IMPERIUM** keyword must pass a DN 2 +Rank *Fear* test.

AQUILAN SHIELD

Certain servants of the Emperor bear great responsibilities deemed directly relevant to the safety of Terra. Such esteemed figures are afforded the protection of the Aquilan Shield, until their usefulness is thought to be at its end. These warriors devote every iota of their strength and will to the defence of their assigned charge, be that an Indomitus Crusade Fleetmaster or a lowly Imperial Guardsman turned visionary prophet.

GUARDIAN: At the start of the first round of combat, or when you enter combat, you may select a single ally with the **IMPERIUM** keyword. While that ally is within 3 metres of you, they add +Rank to their Defence.

SOLAR WATCH

The Solar Watch move fast and strike hard, launching their Talon Sorties to eliminate those threats in or around the Sol System itself. Their wrath is swift and terrible, delivered with a martial precision that few could match.

SWIFT ONSLAUGHT: When you Run, Sprint, or Charge, you increase your Speed by +1. Further, you may Fall Back as a Simple Action rather than a Combat Action.

EMISSARIES IMPERATUS

In the days of the Great Crusade, the Emperor often entrusted crucial messages or artefacts to be borne by his Custodians. It is a duty they still fulfil now, speaking, acting and making war with the absolute authority of the Master of Mankind himself.

HERALD OF THE THRONE: Allies within 9m who possess the **IMPERIUM** keyword increase their Resolve and Conviction by +Rank.

CHAPTER II: FACTIONS & ARCHETYPES

Adeptus Custodes Archetypes			
Tier	Archetype	Description	Page
5	Custodian Guard	The Emperor's personal guard	197

Adeptus Custodes Backgrounds		
D3	Origin	+1
1	PRIVELEGE: You were selected from amongst the wealthy and powerful families of Holy Terra as a small child.	Influence
2	PROPHESY: Your place in the Custodian Guard was foretold and you were sought out as a child to ensure that your fate came to pass.	Resolve
3	PROVENANCE: During a Custodes action, you were noticed, and your potential discovered. You were taken away to join the Ten Thousand.	Determination
D3	Accomplishment	+1
1	BLOOD GAMES VETERAN: You have participated in many Blood Games, testing the defences of the Palace with your own skills to discover any flaws that remain.	Determination
2	HETAERON GUARD: You spent years or even decades amongst the Companions, one of three hundred Custodians guarding the Emperor personally, but not even the strongest can bear such a burden indefinitely.	Passive Awareness
3	JAILOR OF THE DARK CELLS: You watched over the ancient prisons deep beneath the Imperial Palace, standing vigil over terrors that have been caged since before the Imperium. You may even have been charged to hunt down a creature destined for those cells.	Max Shock
D3	Goal	+1
1	VISION: You, or another of your order, had a dream-vision sent by the Emperor, revealing some specific objective or purpose that you must fulfil.	Max Shock
2	THREAT IDENTIFIED: Your order's spies and agents have discovered an impending threat to the Throne, and you have been charged with eliminating that threat.	Resolve
3	TORCHBEARER: You have been placed with the Indomitus Crusade, delivering the Primarch's Gift to distant Astartes Chapters and striking out at the darkness that fills the galaxy.	Influence

Adeptus Custodes Objectives	
D6 Roll	Objective
1	Utilise your awe-inspiring presence and status as the Emperor's guardian in a social situation
2	Speak of the absolute nature of your duty to the Throne
3	Apply the wisdom of the Emperor or of ancient philosophy to the current situation
4	Dismiss the faith of a servant of the Imperium, or play along with their beliefs to inspire them
5	Express doubt as to the loyalty or spiritual fortitude of a servant of the Emperor
6	Comment on how secure or vulnerable a location is, or how you would secure a vulnerability.

ANATHEMA PSYKANA

The Sisters of Silence are an all-female order of Imperial Witch Hunters tasked with hunting down rogue psykers and other psychic threats across the galaxy.

The Silent Sisterhood was most active during the time of the Great Crusade in the late 30th and early 31st Millennia. In the wake of the Horus Heresy, they vanished almost entirely from the Imperium, and the order was wrongfully believed to have been disbanded.

Yet the Sisters of Silence have recently returned to prominence in the Imperium of Man following the birth of the Great Rift and the start of the Era Indomitus.

The Sisters of Silence's original purpose was to hunt and kill rogue human psykers whose activities presented a terrible danger to the people of the newborn Imperium of Man and to oversee the tithe of psykers from every Imperial world to Terra.

Each one of the warriors of this order are psychic Nulls, a soulless being who inspires dread wherever they walk. The Sisters of Silence's primary base of operations was the Somnus Citadel on Luna, the moon of Terra, which was maintained by the ancient Selenite Cults of gene-engineers who had long governed that world.

It was Roboute Guilliman who, upon his resurrection in 999.M41 after the 13th Black Crusade and resumption of the duties of the Lord Commander of the Imperium, ordered the remnants of the Silent Sisterhood located and reinstated to the Imperial fold.

Guilliman well remembered the value his father had placed on the Null-Maidens. With the threat posed by the Great Rift, they were now needed more than ever, and he declared the *Dispensatus Anathema*, sending out as emissaries those of the Sisterhood who had fought with him at the Battle of Luna. The decree called upon Sisters of Silence who still fought in the sectors surrounding the Throneworld.

As Guilliman's Indomitus Crusade took shape and the first fleets were mustered, bands of Silent Sisters converged on Terra from every direction. Each isolated group had met different challenges through the generations, diverging to overcome them as necessity dictated.

The hosts of Silent Sisters upon Terra eventually numbered near three thousand, and Guilliman declared them the Vigil Indomitus. They would be the first in a spreading network of vigils throughout the Imperium, each granted the explicit authority to carry out their ancient duties. The Vigil Indomitus divided into cadres, with each joining the battle groups of the Indomitus Crusade fleets.

There had once been a large population of Sisters of Silence during the Great Crusade and the Horus Heresy. Though numerous enough to play a role in the War of the Beast a thousand standard years after the end of the Heresy, by the late 41st Millennium they had dwindled almost to extinction. The militant orders of the Emperor's day had been disbanded, diminished, or lost to war.



The last surviving few were scattered around the Imperium, most reduced to a handful of members. They had fought on, here and there, but their glory days were a myth at best. They were unremembered by the people they had died to protect.

But after thousands of standard years of obscurity, when Guilliman returned, the Sisters of Silence came back willingly into the light, not because of who he was, but because of what he was. To them, the Primarch was a Living Saint.

No longer centralised within the vast spire-convents of Luna, the Sisterhood has recently re-established a presence in every Segmentum, forming many new orders and offshoots. Some are charged with specific duties—such as infiltrating the hyperspatial tunnels of the Webway to stymie the plans of psychic xenos races, recovering Pariahs from enemy forces that seek to use them for their own gain, or neutralizing spectral attacks in strategically vital locations.

Others have carte blanche to pursue their own agendas, provided they culminate in the destruction of the Archenemy's forces. If there is any quality these genetic deviants share in abundance, it is self-reliance.

CHAPTER II: FACTIONS & ARCHETYPES

VOW OF TRANQUILITY

Each Sister swears an oath of silence known as the Vow of Tranquility upon being nominated for Sisterhood; before this, when they are novices, they are allowed to converse normally. Amongst their other duties novices sometimes act as interpreters between senior Sisters and other agents of the Imperium.

Thoughtmark is one of the symbolic sign languages employed by the Silent Sisterhood. Full of delicate gestures of finger and thumb, it served to convey concepts of great subtlety or intricate nature.

Battlemark was the command sign language used by the Sisters to communicate on the battlefield. The gestures used to communicate in Battlemark were large, sharp motions that enabled a person to convey their thoughts in line of sight and can be seen at extreme ranges.

The Silent Sisterhood maintained fluency in numerous other forms of gestural and non-verbal linguistic communication such as voidsys and graph-binaries for conversing with other military forces of the Imperium directly when the need arose. They once maintained familiarity with *Astartes Battle-Sign*, but that was millennia ago.

Anathema Psykana Archetypes

Tier	Archetype	Description	Page
2	Novice-Sister	An aspirant to the Silent Sisterhood, who has not yet taken her Vow of Tranquility	122
3	Null-Maiden	A pariah trained and honed as a deadly hunter of witches.	155
4	Oblivion Knight	Elite warriors of the Silent Sisterhood, hunting the mightiest of witches andemonic foes.	179

Anathema Psykana Backgrounds

D3	Origin	+1
1	PERSECUTED: From a young age, you survived despite being regarded with dread and revulsion by all who met you. When hunting rumours of a witch, the Sisterhood found you instead.	Determination
2	BLOODLINE: It is believed that you came from a bloodline engineered since the dawn of the Imperium to produce Pariahs for the Sisterhood.	Max Wounds
3	HAPPENSTANCE: Though frequently alone in life, you made something of yourself, until the extent of your powers were noticed.	Max Shock
D3	Accomplishment	+1
1	WITCH-BANE: Your skills and powers proved instrumental in defeating a coven of witches or a powerful sorcerer.	Conviction
2	HUNTER: You spent months, even years, tracking your quarry. You eventually triumphed, though it required all of your skill and cunning.	Passive Awareness
3	ANATHEMA: When all around you were overrun by daemons and the forces of the Ruinous Powers, you stood your ground, unaffected by the warp-spawned horror, and drove it back.	Resolve
D3	Goal	+1
1	RECLAIM: You've been charged with retrieving old strongholds or technologies of the Silent Sisterhood or seeking out new recruits to restore the order's old numbers.	Wealth
2	VIGILANT: You are part of a newly established Vigil, standing guard over a region of space to secure it from psychic oremonic threats.	Resolve
3	VIGIL INDOMITUS: You were stationed upon one of the ships of the Indomitus Crusade, helping the crusaders return light to the darkness, facing some of the heaviest fighting.	Max Wounds

Anathema Psykana Objectives

D6 Roll	Objective
1	Wield your dread presence and fearsome reputation in a social situation
2	Demonstrate the superiority of your order's traditions and techniques
3	Express gratitude for the Emperor's wisdom and protection
4	Use your keen skills of observation to pass judgement upon an individual you've just met
5	Be confronted by hostility or fear because of your Pariah nature
6	Face communications difficulties because of your Vow of Tranquility.

HARLEQUINS OF THE LAUGHING GOD

A Harlequin, known to their Aeldari kin as *Rillietann*, is a member of a very distinct sub-group of the Aeldari species who belongs to none of the existing Aeldari factions. They are the keepers of the Black Library and serve the enigmatic Aeldari deity called the Laughing God.

The Harlequins see no distinction between art and war, and their outlook can best be explained by reference to the legend of the Fall; one of their self-appointed duties is to keep this legend alive through their performances. The central figure of Harlequin belief is *Cegorach*, the Great Harlequin -- also known as the Laughing God.

None truly know how this strange being survived the birth of Slaanesh where the other Aeldari gods did not. However, every Harlequin is firm in the belief that Cegorach escaped into the bounds of the Webway, existing there still behind myriad disguises and mocking She Who Thirsts from behind the veil.

The Laughing God is the only authority that the Harlequins recognise, and their every deed is thought to be in furtherance of his own inscrutable agenda. Harlequins are undeniably part of the Aeldari species, yet they owe no allegiance to any given Craftworld or Kabal.

These enigmatic warriors are often credited with supernatural powers, and many amongst both Asuryani and Drukhari society believe that the Harlequins know most, if not all, of the secret paths through the endless maze of the Webway.

They are welcomed by all the other Aeldari factions, including the Drukhari of Commoragh and the Webway, and are known for their brightly coloured clothing, incredible agility (even for an Aeldari), and use of unusually powerful weapons. Harlequins always organise themselves into groups they call Troupes, which are led by a Troupe Master.

RISING CRESCENDO

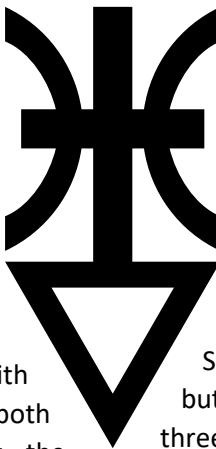
The warriors of the Laughing God flow like water around their foes, falling back then darting forward again as their grand performance reaches its culmination. All **HARLEQUIN** characters receive the **Rising Crescendo** rule, below:

You increase your Speed by +Rank. Additionally, Enemies may never attempt a Reflexive Attack against you when you move out of Engagement.

MASQUES & SAEDATHS

Most of the Aeldari live with the bitter knowledge that their gods are gone, having abandoned them or been destroyed in the Fall. Almost unique among their kind, the Harlequins know that Cegorach survived the Fall, and even now plans for the salvation of the Aeldari species. With every passing year more Aeldari are drawn towards the way of the Harlequins, erasing their past identity, and taking up the mask and motley of the Laughing God.

A masque is an army and a company of dramatic players both. It has no formal leaders, being instead a collective of like-minded devotees of Cegorach. All know their duties through their familiarity with the traditional roles of the characters they have adopted. No Harlequin rules their fellows for long, for all possess an equal voice.



A masque possesses a synergy unmatched in almost any other fighting formation, an instinctive bond grown between the Harlequins as they travel and perform together and unleashed on the battlefield in times of war and strife.

Since the Fall, a place has traditionally been reserved in a masque's structure should a Solitaire lend their considerable abilities to a cause, but they are otherwise unchanged, centred around three distinct *Saedaths*: the Light, the Dark, and the Twilight. Each contains a different cast of characters, grouped by outlook and symbolism. This structure ensures that each member is aware their fellows' roles, upon both stage and battlefield.

DARK: DARK DEEDS

Troupes of the Dark are characterised by violent endings and villainous antagonists, and they delight in portraying the cruel and malicious parts of the Aeldari psyche.

The character replaces their **[SAEDATH]** keyword with **THE DARK**, and gains the following ability:

When the character makes a melee attack, improve the AP of that attack by 1.

CHAPTER II: FACTIONS & ARCHETYPES

LIGHT: BLAZE OF LIGHT

Troupes of the Light are characterised by swift, bold action and heroic protagonists, and they hurtle across battlefields in a storm of dazzling light and colour.

The character replaces their **[SAEDATH]** keyword with **THE LIGHT**, and gains the following ability:

When the character is the target of a ranged attack and their attacker is 12 or more metres away, add +1 to the character's Defence.

TWILIGHT: TWILIGHT FALLS

Troupes of the Twilight embody change, transitions, and journeys, and straddle the threshold between life and death.

The character replaces their **[SAEDATH]** keyword with **THE TWILIGHT**, and gains the following ability:

When the character uses the Charge action, they gain +1 bonus dice when making their attack.

Harlequin Archetypes

Tier	Archetype	Description	Page
4	Harlequin Player	All worlds are a stage to these enigmatic warrior-troubadours.	171
5	Harlequin Death Jester	Skull-faced killers with grim humour and deadly aim.	199
5	Harlequin Shadow Seer	Seers who specialise in illusion, misdirection, and performance.	201
5	Harlequin Solitaire	Accursed, for their soul goes to She Who Thirsts, and terrifyingly deadly.	202
5	Harlequin Troupe Leader	The masterful leaders of Harlequin Troupes, enigmatic and deadly.	203

Harlequin Backgrounds

D3	Origin	+1
1	ASURYANI: You once walked the Paths of the Craftworlds, living a life of strict discipline.	Resolve
2	DRUKHARI: Though no longer, you once preyed upon dread and pain to sustain yourself.	Max Shock
3	EXODITE: You once sought salvation through hard labour and a return to nature.	Determination
D3	Accomplishment	+1
1	THE DANCE WITHOUT END: You played a role within the tale of the Fall of the Aeldari and the birth of She Who Thirsts.	Conviction
2	THE BLACK LIBRARY: You waylaid those who would seek to exploit or defile the most sacred repository of knowledge.	Passive Awareness
3	THE WAR IN HEAVEN: You have performed within the dance of the ancient birth of the Aeldari people, and their conflict with the Bloody-Handed God of War.	Max Wounds
D3	Goal	+1
1	DEFY SHE WHO THIRSTS: Your eventual purpose is to thwart the machinations of The Great Enemy at some pivotal moment.	Conviction
2	ENLIGHTENMENT: You are fated to bring vital knowledge to a specific being at a vital time.	Determination
3	REVERSAL: An ally falls, an enemy is triumphant, and you had a part in it... but everyone knows that such ill-fortune presages a resurgent victory.	Resolve

Harlequin Objectives

D6 Roll	Objective
1	Speak about your purpose or agenda in a cryptic or poetic fashion
2	Compare your current situation to some event in the mythology or history of the Aeldari
3	Challenge a foe to battle with theatrical flourish, including addressing them by the name of a villain from Aeldari legend.
4	Pursue a course of action which seems strange or bizarre to others, purely because your role demands it
5	Show mercy to a foe, or act ruthlessly to an ally, because it is your role to do so.
6	Enter battle with laughter on your lips

IMPERIAL NAVY

The Imperial Navy, or *Navis Imperialis* is one of the armed forces employed by the Imperium. While the Astra Militarum accounts for the vast majority of the Imperium's ground forces, the Imperial Navy is responsible for the fleets of warships that soar between the stars and planets in the Imperium as well as engaging threats both inside and outside the Imperium's borders.

The Imperial Navy fleets are arranged around the five **Segmentae Majoris** that comprise the Imperium—Segmentum Solar, Segmentum Tempestus, Segmentum Pacificus, Segmentum Obscuras, and Ultima Segmentum—and are based at the five Segmentum Fortresses of Mars (Solar), Bakka (Tempestus), Hydraphur (Pacificus), Cypra Mundi (Obscuras) and Kar Duniash (Ultima).

These fleets are named after the Segmentum in which they are based, such as the Warfleet Solar and so on. These fleets are then sub-divided into smaller fleets patrolling individual sectors and subsectors, again they are generally named after the area they are safeguarding. For example, the renowned *Battlefleet Gothic* protects the Gothic Sector.

The Imperial Navy is headed by the Lord High Admiral of the Imperial Navy who is often one of the High Lords of Terra. He oversees five Segmentum Lord High Admirals.

Below the Lord Admirals are various Sector and Battlefleet commanders, then individual ship Captains and junior officers and below them a myriad array of Non-Commissioned Officers. The Imperial Navy has a corps of Commissars that oversee the morale and discipline of Naval personnel, known as the Fleet Commissariat.

The Imperial Navy also operates Naval Security Battalions, also known as Naval Armsmen. These consist of units of armed soldiers intended to put down mutinies, board enemy ships, and protect Imperial Navy installations. Typically, Naval Security troopers are equipped with armoured void suits and shotguns.

Imperial Navy vessels require personnel from other Imperial factions in order to function. These include Navigators from the *Navis Nobilite* for navigation, Astropaths for interstellar communication, and Tech-Priests from the *Adeptus Mechanicus* for higher maintenance. One of the foremost duties of the Navy is to transport the Imperial Guard to warzones, and as such every Navy vessel no matter how small will sport some means of training deck to accommodate them.



The lowest level of personnel in the Navy hierarchy are bondsmen, which in truth are little more than slaves. Alongside Servitors, these poor souls undertake the most thankless and often most dangerous tasks on a vessel. Bondsmen are acquired from a variety of means, such as rounding up criminals or unsavoury elements of Imperial society or simply being born into their status aboard a vessel. Bondsmen duties include cleaning, hauling ammunition into weapons chambers, shovelling fuel, and manual labour. Working long hours and only fed meagre rations, Bondsmen are met with brutal discipline should they protest their status.

The *Aeronautica Imperialis* is a branch of the Imperial Navy dedicated to atmospheric warfare. The *Aeronautica Imperialis* works closely with the Imperial Guard, providing both gunship transportation and close air support.

CHAPTER II: FACTIONS & ARCHETYPES

Imperial Navy Archetypes			
Tier	Archetype	Description	Page
2	Aeronautica Pilot	Skilled pilots and gunners trained to operate aircraft and voidcraft	99
2	Navy Breacher	Hardy, well-equipped experts of shipboard combat	120
2	Navy Officer	Dedicated, forceful leaders and starship commanders.	121

Imperial Navy Backgrounds			
D3	Origin	+1	
1	PROGENA: Your parents were stalwart servants of the Throne, and after their deaths, you were raised by the Schola Progenium, who identified your talents and groomed you to join the Navy.	Conviction	
2	PRESTIGE: You're the scion of a wealthy and powerful family, possibly nobility from your world, sent to one of the prestigious Naval Academies to attain a commission.	Influence	
3	PRESSGANG: You were rounded up and dragged onto a ship to toil within its depths. You took every opportunity to rise above such ignoble beginnings, however.	Max Shock	
D3	Accomplishment	+1	
1	EFFICIENCY: Your unit, work-gang, squadron, or department aboard ship have been commended for their performance during a crucial battle.	Wealth	
2	ELEVATION: Whether through survival or success, you find yourself advancing up the rates or ranks of the Navy.	Influence	
3	ENDURANCE: After a hard-fought battle, you pressed on and did your duty when all you wanted to do was give in.	Resolve	
D3	Goal	+1	
1	COMMAND: You aspire to lead your own unit, squadron, or starship, or maybe even loftier levels of authority beyond that.	Influence	
2	CRUSADE: You seek to lay low the enemies of the Imperium, cleaning the stars and skies of their vile presence.	Max Shock	
3	CERTAINTY: You are stalwart in your faith in the God-Emperor, and seek only to serve Him-on-Terra to the best of your ability.	Conviction	

Imperial Navy Objectives	
D6 Roll	Objective
1	Express confidence (or doubt) in the Navy's dominance of the void or skies.
2	Apply Navy doctrine or tradition to the current situation
3	Compare the protection given by faith in the Emperor to the hull or shields of a voidship
4	Reminisce about your service on a previous ship or the events of a previous mission
5	Obey an order without question or doubt
6	Make a tactically sound plan to achieve an objective.

LOGOS HISTORICA VERITA

The Logos Historica Verita is a small Imperial organisation of the Adeptus Terra dedicated to recovering a full and accurate accounting of the history of Mankind unmarred by religious superstition or political bias.

It was created by Roboute Guilliman, the lord commander of the Imperium and the Primarch of the Ultramarines Legion, sometime after his resurrection.

It was the Primarch's intent to make a full and accurate accounting of the Imperium of Man's fragmentary and often contradictory history, the truth of which would inevitably help Humanity's advancement out of the darkness that had befallen it in the millennia after the Horus Heresy.

HISTORY

Not long after the Primarch's resurrection and assumption of the mantle of the lord commander of the Imperium, Guilliman launched his Indomitus Crusade to push back the encroaching forces of Chaos that had been unleashed across the galaxy after the birth of the Great Rift.

When the demands of war retreated, the Primarch was not idle, for he worked tirelessly within his scriptorium aboard his flagship, the Macragge's Honour. Even after a solar decade or more on from his rebirth, Guilliman had yet to grasp all the events of the last ten millennia since he fell at the Battle of Thessala to the Daemon Primarch Fulgrim.

He was dismayed to find that much of Mankind's history during the Age of the Imperium, like so much else once based on objective reason, had fallen afoul of superstition, fanaticism and hearsay. If anything, the state of Humanity's knowledge was now worse than it had been after the Unification Wars, when the Emperor had unified Terra before the Great Crusade. Much of Terra's ancient history, painstakingly pieced together by the Remembrancers of Guilliman's own era, had been lost again.

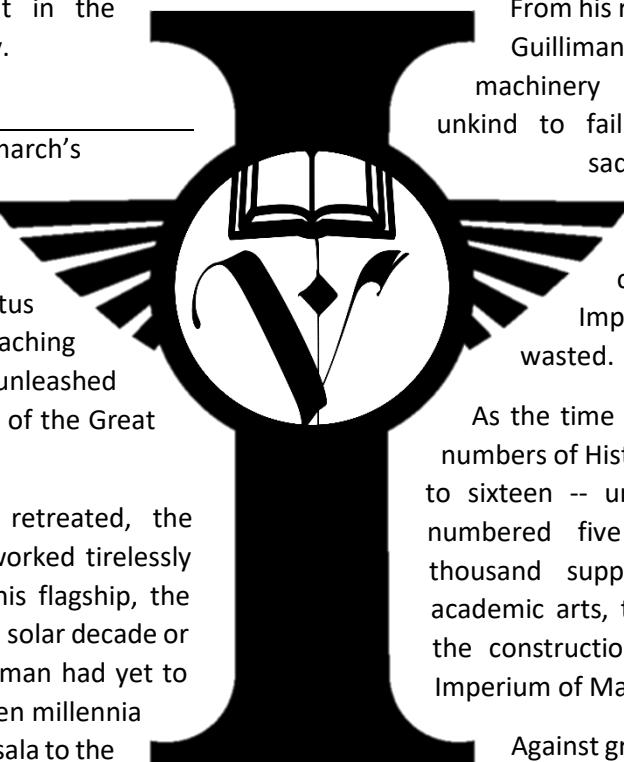
Even Guilliman, the Imperial Regent himself, faced opposition from the Inquisition in his quest for knowledge. To oppose their puritanical redactionism,

he had trained his own corps of Historitors. Between campaigns, he sought out inquisitive minds, exactly the sort that had long been frowned upon within the Imperium, rescuing them from penal servitude and impending brain wipe.

The first handful he had tutored himself, when time allowed. They in turn taught more, and more still. Each one was assessed by the Primarch personally. Those that passed were given the rank of "Historitor-Investigatus." Those that failed to meet his exacting standards were given less-taxing roles within the new organisation, as librarians, servants and assistants.

From his reading of the histories available, Guilliman had learnt that the brutal machinery of Imperial government was unkind to failures, yet another thing that saddened him about the present age. The Primarch already had enough blood upon his conscience. No life in the Imperium henceforth was to be wasted.

As the time since his rebirth wound on, the numbers of Historitors grew from four, to eight, to sixteen -- until the Logos Historica Verita numbered five hundred operatives and a thousand support staff. Utilising long-dead academic arts, they attempted the impossible: the construction of a reliable history of the Imperium of Man.



Logos Historica Verita symbol by Matt Ceb

Against great odds, small cells of the Logos searched out ancient records. At their presentation of the Primarch's seal, forbidden vaults were opened and emptied, their contents copied and dispatched to Guilliman's crusade wherever it was.

The Logos' work was a torturous, dangerous affair. Warzones now engulfed half the galaxy in the early years of the Era Indomitus, and Guilliman's Historitor teams sometimes disappeared into them without trace.

Often, they were opposed by the existing powers that be, as well as the more conservative agents of the Inquisition. But Guilliman would not be stopped, his determination to restore Humanity's truth irrepressible.

CHAPTER II: FACTIONS & ARCHETYPES

Logos Historica Verita Archetypes

Tier	Archetype	Description	Page
2	Historitor-Investigatus	Skilled researchers and historians, charged by the Imperial Regent to piece together a fragmented history.	115

Logos Historica Verita Backgrounds

D3	Origin	+1
1	ADEPTUS TERRA: You hail from within the Priesthood of Terra, one of the trillions of faceless functionaries who serve as the Imperial government. Your eye for detail and your resourcefulness drew attention to you, for good or ill, until you were summoned to serve the Lord-Regent.	Passive Awareness
2	ADEPTUS MECHANICUS: You were raised amidst data-looms and info-vaults, a cog in the Omnissiah's grand mechanism. Questioning the accepted doctrine, and the pursuit of knowledge even your betters would not seek, would have seen you condemned, but for the Lord-Regent's summons.	Influence
3	HIGHBORN: You were born to wealth and privilege, the scion of an ancient legacy and storied traditions. While you were probably not the heir-apparent, you still had far greater freedom and access than most and were able to study history in ways that few others could.	Wealth
D3	Accomplishment	+1
1	INSIGHTFUL TREATISE: You composed a thoughtful, keenly-observant analysis of some aspect of the Imperium or the nature of the universe.	Resolve
2	EXTENSIVE HISTORIES: You've pieced together an accounting of historical events from the records and texts of the era, and it is more accurate than most.	Conviction
3	WORK OF REMEMBRANCE: You created some artistic or creative work that commemorated a significant event in recent history.	Wealth
D3	Goal	+1
1	IMMORTALISED: You desire for your works to leave a mark upon the Imperium, far outlasting your physical life.	Resolve
2	SERVICE: To attain, or retain, the favour of the Lord-Regent, is your greatest wish. You will serve in whatever capacity will ensure you remain in his good graces.	Influence
3	TRUTH: There are secrets hidden in the tapestry of history, things which may be necessary to know in order to survive in future. You will leave no stone unturned in your quest for these secrets.	Conviction

Logos Historica Verita Objectives

D6 Roll	Objective
1	Retrieve a vital piece of historical lore or archived data
2	Record an event, or the testimony of a witness to an event, which will be an important part of history
3	Quote (or misquote) a historical figure you have discovered in your research
4	Name-drop the Returned Primarch when your work is obstructed by another institution in the Imperium
5	Reference a historical event you have studied which is reminiscent of, or applicable to, your current situation
6	Mention a controversial, even heretical, fact that you've discovered, even if it may draw ire or condemnation.

NAVIS NOBILITE

Navigators are both a human sub-species as well as a collectively powerful political organisation of the Imperium known as the Navis Nobilite, a guild of Imperial nobility that represents all of the Navigator bloodlines or houses of the Imperium.

The members of the Navis Nobilite are exempt from many Imperial laws, and even the Imperial Inquisition tends to be careful in the handling of individual Navigators due to the political power of the Navis Nobilite.

However, Navigators guilty of treason, heresy, or something equally serious are hunted down without mercy. Such affairs are many times dealt with internally by the Navis Nobilite itself before the Inquisition has any reason to act and potentially blacken the name of Navigators as a whole amongst an Imperial population already superstitious and distrustful of them.

Each Navigator family is very close and often very large, and different families are often allied by marriage, while others are political and economic rivals. Although individual Navigators are not directly employed by the Imperium, every Warp-capable spacecraft in the Imperium has at least one Navigator who acts as the Warp pilot.

Navigators are organised into families known as "houses" (sometimes "clans"), through which both the Warp Eye mutation and their esoteric but priceless knowledge of Warp navigation has been passed down through the generations.

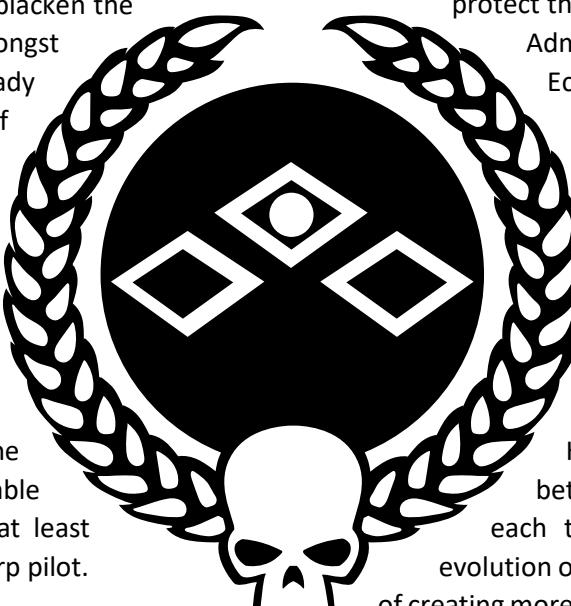
Because of their monopolies, ancient lineages, and accorded Imperial rights, Navigator families are usually both immensely wealthy and influential, their power extending to all corners of the Imperium. In particular, their influence on matters of interstellar trade is beyond that of any other group in the human-controlled galaxy.

Perhaps most importantly, they have an Emperor-given right to conduct their own affairs as they see fit and thus are effectively outside of the laws and authority of the Imperium in most cases. This freedom is only void in particular circumstances of overt rebellion or

treachery, and even then, great care is taken by the Adepta in confronting and punishing such crimes.

A Navigator clan's private retainers, soldiers and bodyguards can number in the thousands. The houses largely police their own, binding themselves together within a shared culture and through lines of alliance, fealty, and marriage. However, wary of the balance of power, the high master of the Navis Nobilite, the Paternova, and his agents are often merciless when one clan or family should, by its treachery or excess, endanger the others.

Whilst ostensibly the role of the Paternova, and by extension the Novators who lead the individual Houses, is to manage the power of the houses and protect their interests from the greed of the Administratum or the ignorance of the Ecclesiarchy and Inquisition, they do in fact have a far more important role to play.



This role is in the cultivation and protection of the Navigator Gene. Vital to the survival of the houses is the continuance of the birthing and training of skilled and potent Navigators. However, the competition between the families has also led to each tampering with and altering the evolution of some of its children, in the hopes of creating more powerful and able Navigators with which to defeat their rivals and win more lucrative and farther-reaching contracts.

Over many centuries, these deliberate alterations of the Navigator Gene has created many different Navigator lineages, giving rise to some strains of bloodlines possessing the Navigator Gene in which certain powers, abilities, and mutations are more prevalent.

AN UNPLEASANT NECESSITY

One of the fundamental tensions that exists between the Navis Nobilite and the rest of the Imperium is the fact that Navigators are patently mutants in a culture that does not often suffer the mutant to live save as a brutally oppressed underclass. Many dark legends and fables of excess, witchery, and murderous power have grown up about them, and not all without cause.

CHAPTER II: FACTIONS & ARCHETYPES

As a result, Navigators are often shunned and feared, and the popular dread at meeting the gaze of their three-fold eyes means that many prefer to have dealings with them only when they absolutely must. The maintenance of the recessive Navigator Gene through selective breeding has also meant that over thousands of standard years most Navigator families have acquired malformations, strange afflictions, or mental abnormalities.

While some attribute these maladies to inbreeding and the close-knit relations between the Navigator families, it is more likely that the Navigator Gene itself causes genetic instability and mutation as a Navigator grows in power and age. As a Navigator ages and suffers from increasing exposure to the Warp, the likelihood of suffering from mutations also grows exponentially.

To offset the fickle nature of the Navigator Gene, many Navigator Houses rigorously screen the genetic material of their members and use gene-scryers to determine the best match between young Navigators when marriages are arranged.

In addition to the gene-scryers, the use of divination tools like the Emperor's Tarot are employed to ensure no psychic taint threatens to destabilise the gene pool. The most ancient and traditional houses often use their considerable resources to maintain strict control of their bloodlines through carefully arranged unions, which has made them more resilient to the symptomatic genetic instability that plague lesser houses.

Others have either neglected such strict control or have tampered with the gene pool of their bloodlines to produce more powerful and skilled progeny. Inevitably, this has led to considerable instability in some of the dynasties.

In some Navigator families, the genetic corruption of the line has become so severe that only a few members of the clan can move amongst the rest of the Imperium. The remainder remain confined to the family's great estates or in sealed tabernacles aboard ship, their deformities hidden from sight.

These differences have often led to conflict in the past, and localised factions of the Ecclesiarchy have, on a number of occasions, burned Navigator holdings and executed Navigators as Heretics. Such incidents are often brought violently to heel by the Ecclesiarchy itself before the wrath of the High Lords of Terra is visited

upon the culprits and any above them in rank that allowed such action to come to pass. After all, no one can afford to offend those who hold the key to voyaging between the stars.

The Inquisition is one of the few bodies that can truly move beyond the immunity of the Navigators' charter, and its eye is ever kept on the Navigator clans. Even the Inquisition must be circumspect and certain in this task. However, in rare extreme cases, the Ordos have destroyed entire clans and carried their patriarchs and matriarchs off in the Black Ships for final sanction.

NAVIGATOR LINEAGE

In the Imperium, there are thousands of Navigator houses, each with a history that can be traced back hundreds if not thousands of Terran 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 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 at the time of the Great Crusade.

Some have dwindled and died off over the years, some few turned outlaw, whilst many others have prospered in 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 Navigator Gene as well as their area of influence and way of life.

All Navigator characters are beholden to a Navigator House, reflected by the **[HOUSE]** keyword, which should be replaced with the name of the Navigator House the character belongs to. Each Navigator House will be one of the following four types:

- **Nomadic** Houses are well-travelled. They grant +Rank dice to Pilot tests and Conviction.
- **Magisterial** Houses are exalted and influential. They add +Rank to their Influence and Wealth.
- **Shrouded** Houses are mysterious and opportunistic. They add +Rank to Cunning and Stealth tests.
- **Renegade** Houses are forsaken and corrupt. They begin with 1d3x Tier Corruption but add +Rank to Psychic Mastery tests and Maximum Shock.

CHAPTER II: FACTIONS & ARCHETYPES

Navis Nobilite Archetypes

Tier	Archetype	Description	Page
2	Navigator	A rare individual capable of safely guiding ships through the Warp.	119
4	Navis Scion	A representative of one of the powerful Navigator Houses, both Navigator and Politician.	177

Navis Nobilite Backgrounds

D3	Origin	+1
1	MAGISTERIAL HOUSE: You hail from an ancient House, which dates back to before the Unification of Terra. The power of your kin is felt across the Imperium.	Influence
2	NOMADIC HOUSE: Your house has forsaken holdings on Terra or any other world to voyage amongst the stars, giving you a significant edge when it comes to the practicalities of navigating the Immaterium.	Max Shock
3	SHROUDED HOUSE: Your house has withdrawn from the wider galaxy, perhaps due to some ancient shame or loss that haunts them still. While not lacking in power or wealth, your House has needed to be resourceful to survive.	Determination
D3	Accomplishment	+1
1	A NEW ROUTE CHARTED: During your travels, you identified and charted a previously-unknown stable passage through the Immaterium, earning wealth and prestige for your discovery.	Wealth
2	EMERGED FROM A STORM: You managed to safely guide a vessel from the clutches of a Warp Storm, a feat accomplished by few Navigators.	Conviction
3	WARP GLEANINGS: While in the Warp, you caught glimpses of weal or woe for your House, which may aid your kin in their future endeavours.	Resolve
D3	Goal	+1
1	LINEAGE: You aspire to carry on House and bloodline, bringing forth the next generation of Navigators.	Conviction
2	FORTUNE: You desire to expand the wealth and resources of your House.	Wealth
3	POWER: You desire to take your place amongst the rulers of your House, perhaps even becoming Novator, with your will felt wherever the light of the Astronomican reaches.	Influence

Navis Nobilite Objectives

D6 Roll	Objective
1	You unnerve or scare somebody because of your mutated form or the reputation of Navigators.
2	You use your proud lineage to secure something valuable or useful.
3	You spend time admiring the ship you serve upon and reminisce about previous voyages.
4	You compare some strange phenomenon to something you experienced while gazing into the Immaterium.
5	You recount a vision which you had while within the Warp to the current situation.
6	You use the name and influence of your House to get your way or refuse a request.

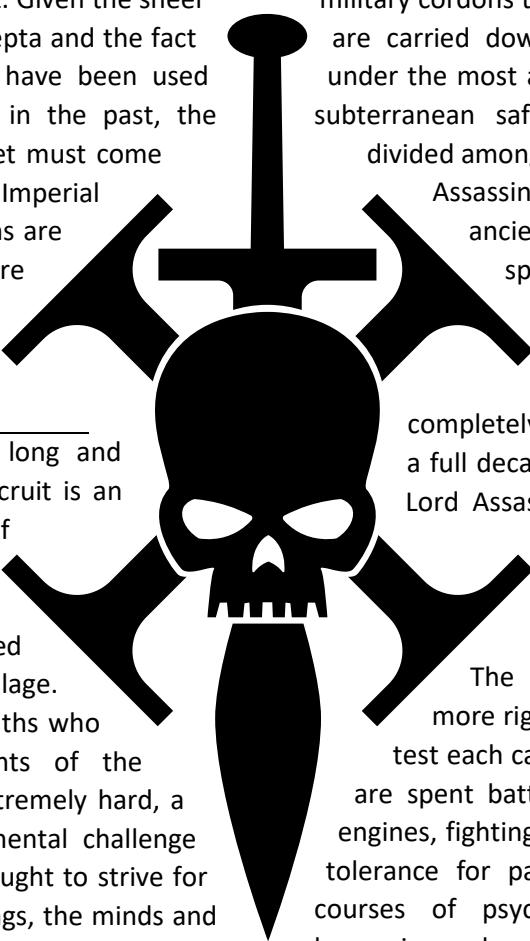
OFFICIO ASSASSINORUM

The Officio Assassinorum is a highly secretive agency of the Imperium of Man's government that employs different "temples" that train human Assassins to further the goals and protect the security of the Imperium of Man. Although the Inquisition strikes fear in the hearts of all Imperial citizens, loyal and corrupt alike, the deadly disciples of the Officio Assassinorum strike fear in the hearts of even the most savvy, battle-hardened of Imperial warriors.

Assassins are typically deployed alone wherever feasible, having been trained to operate extensively behind enemy lines with no support. Given the sheer potential political power of this Adepta and the fact that its operatives are known to have been used against rival High Lords of Terra in the past, the authorization to assassinate a target must come from the very highest echelons of Imperial command. For this reason, Assassins are watched very closely to make sure that they are under the control of the Imperium.

THE EMPEROR'S KNIVES

The training of an Assassin is a long and arduous business. Almost every recruit is an orphan, taken from the wreckage of their former life among the population of a Death World, feral society, or Hive City, and transported to the Schola Progenium for tutelage. There, they train alongside the youths who will become the foremost agents of the Imperium. Life in the Scholas is extremely hard, a relentless grind of physical and mental challenge where only the strongest thrive. Taught to strive for excellence and obedience in all things, the minds and bodies of the recruits are sharpened to a killing edge whilst their spirit learns to embrace the Emperor as master and immortal father. Most of these intense young men and women go on to train as Militarum Tempestus Scions, Commissars or, in the most unusual cases, Inquisitors. Those of their number who are born killers, however, are instead appropriated by the shadowy figures that haunt each Selection Day. Those recruits are never seen again by their fellows. From that day onwards, their only true friend is death itself. Training starts even as the Assassinorum ships return to Terra, with the Officio instructors testing their prospective pupils mercilessly. The recruits must



survive on limited food or air for solar days at a time. They must constantly fight each other in armed and unarmed combat, in conditions of total darkness or blinding light, zero gravity or crushing weight, stifling heat, or freezing cold. By the time of their arrival, there may be only a tenth of the prospective Assassins left, or sometimes—if the instructors deem every recruit to be unworthy—none.

Upon arrival at Terra, the surviving Initiates begin the next stage of their training. Sailing past the space-borne basilicas, immense queues of pilgrim craft and military cordons that congest Terra's outer orbit, they are carried down into the Temples Assassinorum under the most advanced of shrouding protocols. In subterranean safehouses, these new recruits are divided amongst the hidden temples of the Officio Assassinorum. Each temple has its own ancient ways and mysteries, and each specialises in a different aspect of the art of murder. There are many such temples, some of which are known to the others and some that remain completely secret. There, the Initiates train for a full decade, labouring under the auspices of Lord Assassins so harsh they make the Drill Abbots of the Schola Progenium look like kindly uncles by comparison.

The training procedure becomes ever more rigorous over the years as the temples test each candidate to their utmost limits. Days are spent battling with bone-wrenching exercise engines, fighting in deadly bouts, or mastering their tolerance for pain. Initiates must survive lengthy courses of psycho indoctrination and aggressive hypnosis, undergo physical tests of ever-escalating severity, and digest vast quantities of information about the Imperium that will soon be their hunting ground. They must train in the most esoteric of weaponry and steel their bodies against the ravages of endless steroids and stimms. Even then, they have only scratched the surface of their temple's potential arsenal. The hidden orders of the Assassinorum conceal masterpieces of destruction, some of which were devised by the Primarchs, Malcador the Sigillite, and even the Emperor Himself. Truly, it is said that each temple houses a thousand deaths and more.

CHAPTER II: FACTIONS & ARCHETYPES

AN ARMY OF ONE

Unlike other warriors of the Imperium, who can focus on war and war alone, the Assassin must be truly autonomous. Once an operative is in the field, they must be able to cross the galaxy from one side to the other, by means fair or foul. They must not only master their own lethal calling, but also be proficient in a dozen others. They must know how to drive and sanctify everything from an armoured bike to a small spacecraft, must be able to convince truculent Machine Spirits to do their bidding, and clean, disassemble, and reconsecrate his wargear whenever necessary. They must have a professorial knowledge of the Imperium's history, organisation, and common languages. Their understanding of human anatomy must be complete, and every fact the Imperium has uncovered about the physicality of the xenos is bequeathed to him under oaths of secrecy. Few human minds can process such vast quantities of information, let alone master them. Not all survive the rigours of their training with their spirits intact, and many have fallen into madness at the sheer quantity of the trials they face. Yet an Initiate that joins the ranks of his temple's operatives will have all these skills at his command.

Key to the uncanny might of the Assassin is the surgery they must undergo during their ten standard years of tutelage. Augmentative nodes are stitched into his brain, and sub-muscular acoustic surgery prepares his body for the punishment that will be visited upon him in the line of duty. The level of arcane technology necessary is perhaps the most advanced the Imperium can provide -- for good reason, it is constrained to Holy Terra to

minimise the chance of it being captured by the enemies of Humanity. It is well that such ancient technomagicks are revered so and maintained with such painstaking care. Without them, the polymorphic drugs and reality-shifting

devices used by the more esoteric temples would literally tear their operatives apart. Even if an Assassin survives his training, their leash is still held suffocatingly tight. Only by a successful petition to the High Lords of Terra themselves and a two-thirds majority in the subsequent vote can an Assassin be sanctioned and released into the galaxy to complete the task they were born to do.

The fact that the ultimate luminaries of the Imperium give their direct attention to the deployment of a single individual shows just how exceptional these killers are. The records of the Officio temples are as detailed as they are scrupulous, a source of great pride to the masters that watch over them. Across the millennia, occasions where the despatch of an operative has not resulted in the desired result are extraordinarily few and far between. Be the target man, witch, beast or daemon, the result is the same, for an Imperial Assassin is death incarnate.

ASSASSINORUM CONDITIONING

The extensive, even brutal regimen of training, surgery, chem-enhancement, and other arcane processes turns a human being into a living weapon of incomparable prowess. All **OFFICIO ASSASSINORUM** characters receive the Assassinorum Conditioning rule, below:

You add +Rank ED to all damage rolls, and you add +Double Rank to the damage value of your Unarmed Strikes. In addition, so long as you are not immobilised or Restrained, you may use Agility instead of Toughness when you roll Determination, and you may roll Determination against Mortal Wounds.



CHAPTER II: FACTIONS & ARCHETYPES

Officio Assassinorum Archetypes			
Tier	Archetype	Description	Page
5	Adamus Assassin	A deadly student of the first of the Assassin Temples.	192
5	Callidus Assassin	The perfect infiltrator, able to reach even the most protected target.	193
5	Culexus Assassin	Witch-slayer, wyrd-bane, living nightmare to all psykers.	196
5	Eversor Assassin	A living weapon altered and engineered to spread terror and death.	198
5	Vanus Assassin	Strange assassins who kill with knowledge rather than weapons	204
5	Venenum Assassin	Masters of poison, able to tailor a unique death for every target	206
5	Vindicare Assassin	A master sniper, able to slay any target, anywhere.	207

Officio Assassinorum Backgrounds			
D3	Origin	+1	
1	PROGENA: Your parents were stalwart servants of the Throne, and after their deaths, you were raised by the Schola Progenium. There, you demonstrated an aptitude for killing that set you apart.	Resolve	
2	CULTIST: You were once a member of one of the countless death cults devoted to the God-Emperor's glory. Your existence was, and still is, devoted to slaying the Emperor's foes.	Determination	
3	ABANDONED: Whatever your life before, at one point it ended, and you were left to fend for yourself. Learning to survive in such inhospitable condition has honed your instincts and hardened you for the duties you now perform.	Max Wounds	
D3	Accomplishment	+1	
1	TARGET ELIMINATED: After extensive time and effort infiltrating their stronghold, you slew a mighty Champion of Chaos.	Conviction	
2	TARGET ELIMINATED: After tracking the enemy force across a dozen worlds, you assassinated a powerful Xenos warlord.	Resolve	
3	TARGET ELIMINATED: After infiltrating the depths of a world in rebellion, you made an example of the witch or demagogue at the heart of a rebellion.	Max Shock	
D3	Goal	+1	
1	TARGET ACQUIRED: You have little ambition beyond the annihilation of your next target in the Emperor's name.	Conviction	
2	TARGET ACQUIRED: A target escaped you once. You cannot permit this failure to stain your service to the Emperor.	Determination	
3	TARGET ACQUIRED: Of all the targets you have slain, one particular foe haunts your thoughts and fills your heart with rage. You crave each opportunity to slay targets that resemble that particular hated foe.	Resolve	

Officio Assassinorum Objectives	
D6 Roll	Objective
1	Conclude a combat without any surviving witnesses other than your allies.
2	Extol the superiority of your Temple's methods of dealing death.
3	Explain the how your assigned mission allows—or prohibits—a particular course of action.
4	Quote a motto or philosophy of your Temple.
5	Refuse to use overt methods to gain access to a location
6	Maintain secrecy over your entire operation, refusing to reveal your identity or target to any but your immediate allies.

THE DRUKHARI

The origins of the Drukhari can be found in the Fall of the Aeldari, the great cataclysm that nearly destroyed the entire Aeldari race. It was an event so terrible that not only did it kill trillions of Aeldari, but it breached the gap between real space and the Warp, and gave birth to Slaanesh, a Chaos God.

Life on the Aeldari Worlds was idyllic, with fantastically sophisticated machines to take care of all labour and manufacturing required, leaving the Aeldari free to indulge in other, more aesthetic pursuits. With all menial work taken care of for them, the Aeldari became indolent and decadent. They began to explore more and more the arts of pleasure, delving ever deeper into hedonism. This descent into decadence spanned millennia. Tradition and order disintegrated, as they limited the pursuit of pleasure. Sects called Pleasure Cults were formed, dedicated to achieving the highest levels of hedonistic sensation, and their ceremonies and practices became ever wilder, eventually devolving into violence and sacrifice of their own kind. Some Aeldari hated what their race had become and left the homeworlds, leaving the Pleasure Cults to their madness. Building realms and outposts within the Webway to act as ports for intergalactic travel, the city of Commoragh was founded. Isolated within the Webway, Commoragh itself soon became a bastion for pleasure cults and increasingly depraved acts.

Meanwhile, something terrible was stirring in the Warp. The millennia of Aeldari hedonism had made a massive impact in the psychic realm of Chaos. Within the warp the decadent Aeldari civilisation was giving shape to a Power of Chaos, which grew and grew over thousands of years, getting stronger and more defined until suddenly it sparked into an intelligence - a shatteringly huge and malign intelligence, with an immense and bottomless thirst for Aeldari souls. This was the birth of Slaanesh. The process lasted for thousands of years, corresponding to mankind's Age of Strife, although when Slaanesh finally came into being, the results with the universe were apocalyptic and sudden. An almighty psychic shockwave scythed across the galaxy. The souls of almost every Aeldari were stripped from them in an instant and devoured by the new-born Chaos god. There were few survivors. Most

were driven mad, their minds trapped half in the real world and half in the swirling insanity of the Warp. A great Warp rift was created, encompassing the entire Aeldari empire and creating the Eye of Terror.

The denizens of Commoragh, however, were tucked away safely in the Webway, protected from Slaanesh and its thirst. Though much of the Webway was in ruin, they had endured and, unlike their Craftworld counterparts, remained unrepentant. Though they discovered Slaanesh was still slowly claiming their souls, the denizens of Commoragh soon discovered that by absorbing the pain and torments of another's soul they could rejuvenate themselves and cheat death. Assuming they could feed regularly, the Aeldari of the Webway had become physically immune to the passage of time. Soon the Aeldari of the Webway began raiding Realspace in search of captives and slaves to rejuvenate themselves with. So it was that the Drukhari were born, a race of sadistic murderers who feed upon the anguish of others to prevent the death of their immortal souls.



DRUKHARI KABALS

The Kabals are massive political entities, part noble house, part pirate warband, part economic power, and not dissimilar in structure to the criminal syndicates found on many Imperial worlds.

If you have the **KABALITE** keyword, you will also have the **[KABAL]** Keyword, which is replaced with the name of the Kabal you are a member of.

The most prominent Kabals are as follows:

- **The Black Heart:** The enforcers of Asdrubael Vect's iron rule of Commoragh, the Kabal of the Black Heart are ruthless and cruel. Increase the character's Resolve and Determination by +Rank.
- **The Poisoned Tongue:** The Kabal of the Poisoned Tongue are cunning, using guile and subtlety to corner their foes before striking with the vilest of poisons. The character adds +Rank dice to Stealth tests and adds +Rank ED to any damage rolls with *Fleshbane* weapons.

CHAPTER II: FACTIONS & ARCHETYPES

- **The Flayed Skull:** The Kabal of the Flayed Skull are masters of the skies, bringing death from above to countless worlds. The character adds +Rank to all ranged attacks or melee attacks made when they are above their target.
- **The Obsidian Rose:** The Kabal of the Obsidian Rose are noted for their exquisite artisanship, whose implements of agony and death are crafted with obsessive precision. The short range of any ranged weapon the character possesses is increased by +Rank, the medium range is increased by +Double Rank, and the long range is increased by three times Rank. In addition, the character may re-roll up to Rank ED when determining damage with one of their own weapons.

WYCH CULTS

Each Wych Cult is collective of gladiatorial fighters known as Wyches, or *Hekatarii*, whose battles entertain the masses of the Dark City, and whose skills can be hired by raiding parties when the price is right.

If you have the **WYCH** keyword, you will also have the **[CULT]** Keyword, which is replaced with the name of the Cult you are a member of.

The most prominent Wych Cults are as follows:

- **The Cult of Strife:** The mightiest and most respected of Wych Cults, the Cult of Strife are exemplars of the spectacle of bloodshed, and they do not hesitate to show their skill. The character may *Seize the Initiative* without spending Glory. They may do this a number of times per scene equal to Rank.
- **The Cursed Blade:** The Cult of the Cursed Blade are paragons of betrayal, seeing it as the pinnacle of their craft. When the character rolls Determination against damage inflicted in melee, each Exalted Icon rolled inflicts a single Mortal Wound upon the attacker.
- **The Red Grief:** The Cult of the Red Grief seek to attack so swiftly that few even know an attack has begun before the first drops of

blood are shed. They are lethally fast and compete amongst themselves to be the first into battle. The character's Speed is increased by +Rank when they Advance or Charge.

HAEMONCULI COVENS

The Haemonculi band together for mutual benefit, collaborating on research and experimentation, and providing services to the rest of the Dark City. These groups of Haemonculi and their followers are known as Covens.

If you have the **HAEMACOLYTE** keyword, you will also have the **[COVEN]** Keyword, which is replaced with the name of the Haemonculi Coven you belong to. The most prominent Covens are:

- **The Prophets of Flesh:** No sadistic art is beyond or beneath these fleshcrafters and their countless, mutated thralls. The character adds +Rank to their Determination, and each Exalted Icon rolled when rolling Determination restores a single lost Wound after the attack is resolved.
- **The Dark Creed:** This monstrous coven cultivate terror and wield it as the first weapon in their arsenal. Enemies within 6m add +2 DN to all Resolve tests. In addition, the character adds +Rank dice to all attacks against enemies with a lower Resolve than them.
- **The Coven of Twelve:** Masters of close-quarters butchery, the Coven of Twelve are known for their inventive approach to violence, seeking to find novel forms of murder to inflict upon their foes. When making a melee attack, the character improves the AP of their weapon by 1 (i.e., from -1 to -2). In addition, the character reduces the total penalty of any Multi-Action they attempt by Rank.

CHAPTER II: FACTIONS & ARCHETYPES

Drukhari Archetypes			
Tier	Archetype	Description	Page
1	Kabalite Warrior	Deadly, murderous raiders, who excel at bringing pain.	87
1	Wrack	Twisted, ghoulish beings, servants and apprentices to Haemonculi	96
1	Wych	Graceful, ruthless gladiators, for whom war is sport.	96
2	Reaver	Daring, reckless, deadly racers, riding swift and lethal jetbikes	124
2	Scourge	Winged messengers, heavily armed and painfully augmented	127
3	Incubus	Masters of the deadly strike, with no regard for anything but killing	153
4	Archon	Princes of Darkness, rulers of grand Drukhari Kabals	166
4	Haemonculus	Scientists, philosophers, and artisans of flesh and spirit alike	171
4	Succubus	Queens of the arena, revelations of beauty and bloodshed	204

Drukhari Backgrounds			
D3	Origin	+1	
1	TRUEBORN: You were born naturally, to one of the powerful families of the Dark City whose resources allowed them to raise a child in the traditional manner. You are a scion of the powerful, raised from childhood to dominate and terrorise.	Influence	
2	HALFBORN: You were born from an artificial gestation tube, quickly and efficiently, like the majority of Drukhari. To thrive in the slums and lower tiers of the Dark City, you had to be ruthless and ambitious.	Determination	
3	WROUGHT: You know not from whence you came, only that you awoke upon a Haemonculus' table fully formed and thirsting for the agony of others. Your mysterious, possibly unnatural origin may disquiet some, but you are what you have made of yourself.	Max Shock	
D3	Accomplishment	+1	
1	RAIDER: You were part of a victorious real-space raid, and the souls you dragged back, and the recorded hologhosts of your kills have earned you prestige, glory, and status.	Wealth	
2	TRIUMPH: You set foot within the arena, and you emerged victorious. The hard-fought victory came with many scars, the ache of which still reminds you of the fury of the battle.	Max Wounds	
3	USURPER: You attained your status through guile and skill, undermining and then eliminating a former superior and assuming their position. You know that others seek to recreate your ascension and take what you have won, but you will not make it easy for them...	Determination	
D3	Goal	+1	
1	DOMINION: You seek to rise to the highest levels of Drukhari society, by any means necessary. Nothing short of final death or ultimate dominion will see your ambition sated.	Resolve	
2	TERROR: Out there, in realspace, there is a place which awaits your malicious attentions, which has not learned to dread your kind. You will find them, and you will feast upon their anguish.	Determination	
3	SATIETY: The thirst that gnaws away at your soul, at once part of you and external to you, is a perpetual weight upon your existence. You will slake that thirst or escape it.	Conviction	

Drukhari Objectives	
D6 Roll	Objective
1	Revel in the pain or distress of another creature
2	Be scornful or dismissive of the taboos of other Aeldari, or another species
3	Coerce or threaten another creature into doing what you want
4	Apply your cruelty and cunning to trick or ambush a foe
5	Explain a number of the different ways you could hurt or kill someone
6	Gain in status or influence through murder or intimidation

THE LEAGUES OF VOTANN

The Leagues of Votann are a prominent civilization based around the Galactic Core. For many thousands of years, they have exploited the riches of the core and endured the hazards and hardships of that perilous region. Over these millennia they have battled many of the galaxy's races, while just as frequently trading or acting as mercenaries.

The Leagues are a rugged survivalist culture, seeking prosperity for their own kind above all else. They find strength and unity in the endless quest to acquire the resources they need to endure. While many judge them as selfish hoarders, they see these actions as necessary to ensure the survival of their kind.

The people of the Leagues are known by many names to many other outsiders, and for the most part are content to allow strangers to believe what they will. Amongst themselves, they are simply Kin; the mistaken ideas of others do not matter.

ORIGINS

According to the First Truths of the Leagues of Votann, the Kins origins lie in the Age of Myth. It is said that during this time, mining explorers and settlers known as the First Ancestors set out for the Galactic Core in Generation Ships from what was almost certainly pre-Imperial Terra. Seeking its great wealth, these fleets left with highly advanced Artificial Intelligences—now known as Votann Ancestor Cores—in order to provide them with all the wisdom and aid they would require in their mission.

While it is unknown as to why these Fleets never returned to the heartlands of Humanity, from the fact that so many fleets plunged into the Galactic Core within a period of only a few centuries it may have been a deliberate choice. It is during this period that the last references to the First Ancestors are made, often blurring with the tales of Ancestor Cores. These



are themselves referred to as The Votann, with the Kin employing the two terms interchangeably. It is said that the First Ancestors were responsible for the majority of stable mutations known as Cloneskeins which allowed the Kin to survive within the Galactic Core. Some accounts claim this was in response to some sort of threat, others that it was done to ready the Kin for inhabiting their new home. Regardless of the truth, the Cloneskeins made the Votann more durable and physically stronger than standard

Humans, as well as more resistant to the mutating power of the Warp and Chaos.

As the Fleets settled the Galactic Core, Holds soon began to construct space-borne Particle Excavators to disassemble newborn stars, employing their fusion harvest to refine elements undreamt of and fuelling a burgeoning industry. One by one, the Leagues formed. Trade routes bridged void-straits battered by stellar winds or saw merchant craft ply back and forth between the Core's outer disc and the ominous dead zone that encircled the supermassive black hole at its heart. More and greater Holds were raised upon new worlds.

Life was hard, but the rewards were plentiful, and the Kin clearly saw the benefits of thriving in a location where competitor species could not. Thus, as millennia passed, the Leagues of Votann continued to focus upon settling the immense sprawl of the Core and exploiting its boundless riches.

THE LEAGUES AND THE GALAXY

Millennia have passed since the first of these mining fleets established Holds in the galactic core. The Kin have been content to remain largely within the bounds of this strange region but have nonetheless had interactions with various civilizations and races seeking to plunder the core for its great riches. Not all Kin have remained content to remain within the Core, and some ventured out into the greater Galaxy to establish trade

CHAPTER II: FACTIONS & ARCHETYPES

with other species they have encountered. Many of these pioneers were not simply motivated by a desire for wealth, but rather a belief that in order to honor their Ancestors a Kin must live a full life and discover all that one can. This was the region that many Prospector Fleets were sent out into the wider Galaxy. The Kin of these fleets have since fought in mercenaries in the wars of other species, returning only when they have gathered knowledge and experience fit to offer their Ancestor Core.

While the Leagues of Votann have since encountered all the major races of the galaxy thanks to their Prospector Fleets, in some cases these interactions have been limited and limited to a single fleet, conflict, or trade agreement. The Kin are close-mouthed around outsiders and are reluctant to reveal the extent of their civilization within the Galactic Core lest it risk their existence. Many outside players in the Galaxy have thus mistook these fleets for the entirety of their race and dismissed as a minor alien civilization.

In Imperial records, it is impossible to say how many itinerant nomad races, xenos traders, or Abhuman settlements have actually been Kin. Where they have been identified consistently, the Kin are typically referred to as the pejorative of "Squats" and vary in classification between Abhuman and true Xenos. The Kin have mistakenly been identified as the Demiurg to T'au and Human alike, to the Aeldari as the Heliosi Ancients, and to other peoples as the Gnostari, the Kreg, and others. To the Kin, they bear all this with a mixture of contempt and amusement. They are especially careful not to reveal their links to ancient Humanity on Terra, lest the Imperium impose a claim upon them. For the most part, the Imperium has been an enemy as often as an ally. The Inquisition or especially zealous Space Marines are quick to name the Kin as Xenos and demand their slaughter, while the Kin have disdain for the superstitious Imperium and the Adeptus Mechanicus in particular. They see the acquisitive ignorance of the Cult Mechanicus especially dangerous and are on orders to swiftly eliminate them where they cannot be avoided. The Leagues of Votann maintain semi-cordial relations with other species, such as the Aeldari and Tau Empire. There are exceptions of course, and while the Demiurg seem to happily coexist with the Tau there have been clashes between the Votann and Tau Empire around the Chalnath Expanse.

During their long history the Leagues of Votann have engaged in countless wars. A disproportionate amount of these have been against the Orks of the Galactic Core, who remain their most hated and frequent foe. However, they have also come to battle the followers of Chaos, who they view with a mix of disgust and bewilderment. Another major foe is the Necrons due to their disturbing of ancient Tomb Worlds or ancient Dynasties returned to reclaim worlds settled by the Kin. The Tyranids, meanwhile, are known throughout the Leagues of Votann as simply "The Bane" and are afforded the wary respect one gives to an especially intelligent and dangerous predator. This has not prevented some Kindreds from actively stalking Tyranid fleets, striking at isolated Hive Ships in order to harvest their resources.

The formation of the Great Rift has shaken the Leagues of Votann to their foundations. Many new Warp Storms such as Örgvayar, Gëirokh, Töroll, Öggh, Cyklöp, and others all appeared simultaneously, swallowing entire systems. Holds vanished amidst the new swirling Warp storm belt, while trade routes were severed. Many Kindreds were compelled to relocate their holdings, abandoning regions held for thousands of years and venturing out from the Galactic Core to seek more stable areas to settle. Both within the core and beyond its fringes, the Rift's creation has driven the Kin into new conflicts, as well as stirring up old foes and setting them on a collision course with the Leagues. The Kin not only came into conflict with the forces of Chaos, but also with Xenos such as the Septeryx, Chrobdyr Ferrophagites, and the ominous Cult of Ohn. During this time of great calamity, the Kin refused to give the Great Rift an overarching name, believing it would lend further superstitious menace to it. They choose instead to name the greatest of the component Warp storms that have opened within the Galactic Core, treating each as a separate peril.

Because of the Rift, many Kin have chosen new settlement outside of the core for the first time in millennia. At the same time, the universal upheaval catapulted Humans, Aeldari, and Tau interlopers into the galactic core, dislocated through space and time by the Rift. Thus, the Leagues of Votann now find themselves dealing with outsiders on a level unseen in their history.

CHAPTER II: FACTIONS & ARCHETYPES

SOCIETY AND CULTURE

The people of the Leagues of Votann refer to themselves as Kin. All Kin—barring only rare outcasts—belong to an extended familial and biological groupings known as a Kindred. Kindred dwell in Holds, which while simple at first glance often are wildly different in their structures and locations. Each Kindred is ruled over by a Hearthspake, and nearly all Kindreds and their Holds in turn pledge their allegiance to a League that make up the Leagues of Votann. At the heart of every one of these Leagues is a Votann Ancestor Core, venerable thinking machines created long ago and placed aboard the first Kin mining fleets. Some of the most notable Leagues include the Greater Thurian League, Trans-Hyperian Alliance, Ymyr Conglomerate, Urani-Surtr Regulates, and Kronus Hegemony.

Another important aspect of Votann society is the Guild, which are united bodies that make up of all those Kin whose perform a particular role or provide a particular service. Guilds officially exist outside of Kindreds and Leagues, but in truth a great deal of overlapping takes place at the smaller levels.

While the Leagues of Votann sport a large population greater than the T'au or Aeldari, they still pale in comparison to the teeming masses of Humanity. The Leagues are a cloned race, each generation emerging from devices known as Crucibles. Their numbers are further augmented by the Ironkin, Artificial Intelligence clad in mechanical bodies and dedicated in aiding their fleshy brothers. To the Kin, the Ironkin are equal and valuable members of their society. The Leagues of Votann are a highly conservative and stubborn society and securing their aid in any endeavour is known to be highly difficult. While valuable and loyal allies, they look to their own familial duties and obligations first, as well as the interests of their race's survival. If they deem the motivations of others to go against these particular interests, they are as likely as becoming foes than friends.

So conservative are the Kin that certain truisms and idioms have found universal acceptance. These are dubbed Truths, and they are treated as articles of sincere good sense that are loaded with more nuance and meaning than is immediately apparent. The most common of these is the frequent Kin saying, "The Ancestors are Watching", which often doubles as a battle-cry. One interpretation of this Truth is that all generations who have gone before are judging the deeds of the living, who must strive their hardest to live

up to their ancestors. Yet equally, this Truth can remind the Kin that their Ancestors live on in every new generation and they are never truly alone. There are many other Truths, from describing useless objects or foolish schemes as a "prize for an Ork", to encompassing the depths of their race's space-faring prowess as "The void is in our veins".

When a Kin dies, they usually are sent to re-join their Ancestor Core. Their minds are offered up to the Votann in the belief that their experiences will enrich the machine minds and aid future generations. This places great pressure on individual Kin to live up to the perceived ideals of their Ancestors, driving them on in their duties. It is a major motivator for Oathbands setting out to fight as soldiers of fortune in wars of other races, for doing so allows them to learn much from their temporary employers. This act has ironically perhaps contributed to the decline of the Ancestor Cores, for over the millennia they have been forced to intake more (and often duplicate) data from the exponentially growing Votann civilization.

The Leagues of Votann usually do not bother with incarceration of transgressors from their own kind, instead using exile as their harshest punishment. This serves to ensure that the Kin will never be rejoined with their Votann Ancestor Core. Furthermore, their name is told to the Core so that the Ancestors know who has failed them and can forbid the transgressor entrance into another Kindred or League.

LEAGUES

The first Leagues were formed by Kindreds in direct possession of Ancestor Cores. These Leagues were initially military alliances intended to ensure their precious Votann were protected and sprang out naturally over the long period of mining fleet settlement within the Galactic Core. Soon enough, the Leagues became mutually beneficial allied bodies comparable to star-spanning nations.

Each League possess sole claim to the ancient heraldic colours and insignia of one of the ancient mining fleets. Every Kindred that belongs to a League is thus entitled to display these schemes and sigils in whatever fashion they see fit. Over time, the territories of each League have become relatively set, while prevailing cultures, specialties, and outlooks have come to prominence within their membership. While uncommon, it is not unheard of for Kindreds to leave one League for another.

CHAPTER II: FACTIONS & ARCHETYPES

URANI-SURTR REGULATES



The Kindreds of the URSR have long held onto a swathe of heavily contested and enemy-ridden territories in the southern reaches of the Galactic Core. On one border they face the Necron Samnokh Dynasty, from the Shattered Stars the raiding Ork fleets of Bogg Da Freeboota King, and in its northernmost Gnawstar Cluster Tyranid infestations. Other Kindreds may have given grounds to these foes, but the URSR refuse to do so. Nor do they show any inclination to explain their apparent stubbornness to other Leagues, beyond asserting that their Ancestors would abandon them should they retreat. Some Grimnyr believe that the Urani-Surtr guard some secret of great import or are privy to knowledge whose burden they shoulder alone. Others suspect that they are bound by rash Grudges sworn by their fore-bearers against their encroaching foes, and they must see these through whatever end they meet. The most cynical claim that the Kindreds of the URSR are simply too stubborn to admit their holdings are not worth the effort of defence.

TO THE LAST: You add +Rank to your Resolve, and you add +1 to your Determination.

TRANS-HYPERIAN ALLIANCE



Known as peerless explorers and adventurers, they seek out new warp routes, trade partners, and mysteries with a compulsive determination. While they control vast swathes of territory both within and without the Galactic Core, these holdings are far-flung and thinly spread. Many of their Kindreds dwell in isolated pockets or have their Hold aboard nomadic fleets. The League remains well connected despite this, for their lighter craft streak between scattered Kindreds for communication. Even its three Votann have adopted this void-faring existence and they are nestled deep within the Alliance's highly fortified spaceships. Ancient technologies ensure their Fanes stay updated with the coordinates of their Votann, the information scrambled so as to appear useless to outsiders.

NOMADIC EXPLORERS: You increase your Passive Awareness by +Rank and add +1d to all Pilot skill tests.

Typically, a League is made up to six to twenty Kindreds but this number varies greatly. A powerful League will oversee vast swathes of space within the Galactic Core, from not only Hold Worlds and mining planets to void stations, flotillas, and more.

A character with the [LEAGUE] keyword may select one of the Leagues listed below, or the player may work with the GM to create a League of their own.

THE GREATER THURIAN LEAGUE



One of the original founding Leagues, as of its most recent count the Greater Thurian League consists of over two hundred allied Kindred. Between them they boast vast fleets of ships and huge armies of Kinhost warriors. Huge and wealthy guilds such as the Yngvâry Combined Logistics, the Starstriders Mercantile Confederation, and the Cthonian Guild of Kâdokh see the League's continued and immense prosperity. The Greater Thurian League have long ventured outside the Galactic Core, whether to trade, explore, or fight as mercenaries in Prospects. Recently, they have settled into the neighbouring Marsalis and Sepulchor Sectors outside of the core in levels unseen. The remit of these forces is to claim new worlds for those dispossessed by the Great Rift or fight back Chaos invaders vying for the Core.

HIGHLY EFFICIENT: You add +1 to your Influence, and you gain +1 Wealth at the end of each session.

THE YMYR CONGLOMERATE



Considered an "elite" League, a Kindred's entry into the Ymyr Conglomerate is dependent upon them proving exceptional skill in craftsmanship and a territory that yields a suitably high bounty of resources. There is no stigma attached to a Kindred effectively buying its way in like this - for the Kin are ever pragmatic. Its Brôkhyrs are thus of unparalleled skill and oversee great wealth to fuel their forges. In exchange for sizable exports of raw materials, these resource-rich Kindreds are rewarded with weapons, wargear, and vessels forged by their skilled allies.

ELITE ARTISANS: You add +Rank to Tech skill tests and add +1 to the AR of any armour you wear.

KRONUS HEGEMONY



A relatively young League, it was founded less than a millennium ago when the Fane of Kôrynn's Kindred achieved self-awareness. This newly ascended Ancestor Core exhibited an aggressive drive for knowledge and demanding appetite for raw materials. Prior to this, the Kindred had been relatively minor and part of the faltering Kapellan League. Upon their new boon they broke away and formed their own League, drawing many Kin to them from across Votann civilization.

The Kin of the Kronus Hegemony display a trademark aggression which often veers into outright belligerence. This has only become more pronounced as the centuries have passed and their might has grown. A Kindred wishing to join the Hegemony must first offer suitable tribute to earn its place, and its Kin must swear martial oaths of service that are considered eternally binding. It is expected that their Hold and fleets will focus upon war, and that they will train and equip massive Kinhost forces. The expectation of tribute does not end with joining the Hegemony, for each Kindred must prove their commitment by conquering an allotted quota of enemy worlds each year, sending the spoils back to Kôrynn's Kindred for their Votann's defence. Since the formation of the Great Rift, they have wasted little time in annexing new territories belonging to alien races.

AGGRESSIVE EXPANSION: You may re-roll Rank dice on melee attacks when you charge and add +1ED to the damage of all melee attacks when you charge.

Below are a listing of other named Leagues. Little is known about them, and there are no listed benefits for characters from those Leagues, but they may spark the imagination, and a suitable bonus can be discussed with your Gamemaster.

- The Ghulo Industrial Complex
- The Typhon-Styx Protectorate
- The Kapellan League
- The Seran-Tok Mercantile Leagues
- The Grand Orion Compact
- The Balor-Attal Conglomerate
- The Pan-Telluric Commonwealth
- The Tethys Expanse
- The Sigma-Drakoni Union
- The Grendl Dominance
- The Jotun-Erydani Combine

CHAPTER II: FACTIONS & ARCHETYPES

Leagues of Votann Archetypes			
Tier	Archetype	Description	Page
1	Hearthkyn Warrior	The rank and file of a Stronghold, doughty and dependable	84
2	Hernkyn Pioneer	Daring scouts and explorers who venture into the galaxy seeking profit	114
3	Brokhyr Iron-Master	Masterful artisans, creating the devices necessary for survival.	138
3	Cthonian Beserks	Cybernetically-enhanced miners, ready and able to turn their tools to warfare.	142
3	Einhyr Hearthguard	Doughty elite warriors pledged to defend hearth and home.	147
4	Grimnyr	Sages engineered to tap into the Warp with care and listen to the wisdom of the Votann.	171
4	Kâhl	Shrewd war-leaders and commanders of a Hold.	173

Leagues of Votann Backgrounds		
D3	Origin	+1
1	KINWORLD: You were born in the heart of your League's territories, with all the resources and opportunities that entails.	Conviction
2	PROSPECT: Your Kindred plied the void, seeking new resources to exploit and new opportunities for trade or conquest.	Passive Awareness
3	VOID STATION: Your early life was spent aboard a void station, a nexus of trade and production.	Wealth
D3	Accomplishment	+1
1	LODE: You were part of an expedition which discovered a considerable new resource to exploit.	Wealth
2	LORE: Your efforts led to new knowledge and expertise coming to your Kindred, lending certainty to future expeditions.	Resolve
3	LEGEND: You have recovered something precious that had been thought lost, or you accomplished some deed that brings status and prosperity to your Kindred.	Influence
D3	Goal	+1
1	INVENTION: You wish to become known for creating some invaluable tool, technique, or other creative work.	Wealth
2	DISCOVERY: Far-space is a wild and dangerous place, but it contains opportunities and resources as-yet-untapped by the Leagues. You want to change that.	Resolve
3	VENGEANCE: You are driven to seek recompense for the slights made against your Kindred, and the payment is due in blood.	Max Wounds

Leagues of Votann Objectives	
D6 Roll	Objective
1	Grumble about the technology of outsiders, comparing it to the craftsmanship of your own people.
2	Compare current events to the accomplishments of an honoured ancestor.
3	Swear an oath to avenge a misdeed done to you.
4	Invoke a Truth—a traditional Leagues of Votann idiom or aphorism—that applies to your current situation.
5	Dedicate an action to fallen ancestors.
6	Seek to obtain extra necessary supplies, such as ammunition, when preparing for a mission.

THE T'AU EMPIRE

The T'au Empire is a rapidly expanding xenos stellar empire situated within the Imperium of Man's Ultima Segmentum, near the Eastern Fringes of the Milky Way Galaxy.

The T'au Empire was founded by the T'au caste called the Ethereals, who lead the T'au Empire in the name of the philosophy they have named the Greater Good.

Several intelligent alien races (the Kroot, Vespid, Nicassar, Demiurg and even some Humans who have turned their backs on the Imperium, known as Gue'vesa in the T'au language) have allied themselves with the T'au.

Apart from the star systems directly colonised by the T'au, which are known as Septs, the T'au Empire also includes the worlds and star systems belonging to the species of the Kroot, Vespid, and the Nicassar. It is currently unknown if the Demiurg are full members of the Empire, allies, or mere trading partners. The T'au Empire is composed of over twenty fully developed Septs and around one hundred settled worlds, but the exact number and most of their names are unknown to the Imperium.

A known splinter faction among the T'au are the Farsight Enclaves, founded beyond the Damocles Gulf by the T'au Commander Farsight against the orders of the Ethereals. More recently, some worlds and star systems of the Imperium of Man have been conquered by the forces of the T'au, while a handful have seceded from the Imperium and pledged their allegiance to the T'au Empire.

T'AU SEPTS

The rise of the T'au can be seen to develop through three distinct phases, periods of intense growth known to the T'au as "Spheres of Expansion." Each of these waves of interstellar colonisation is marked by a long building up of resources, after which continual waves of exploratory missions are launched, followed, where needed, by military campaigns to solidify territorial gains.

Once a colony transforms itself into a stable settlement, it then serves as a jumping-off point for the next expansion. By the end of the millennia-long First Sphere Expansion, as it later came to be called, the T'au Empire had unfurled across the heavens and consisted of eight fully settled star systems known as "septs."

Named after its primary or "Sept World," a sept can include any number of additionally colonised planets or moons in the same system, as well as other holdings such as listening posts, sensor fields, shield satellites, orbital cities, and mining operations.

Although it might take many generations to establish itself, each T'au sept is unique, with its own cultural nuances and varying proportions of the different castes and non-T'au alien populations.

A character with the [SEPT] keyword may choose a Sept from below, or from other *Warhammer 40,000* materials, or to work with the GM to create a Sept of their own. The selected Sept then replaces the [SEPT] keyword on the character sheet.

BORK'AN SEPT

Bork'an is a centre of learning and academia, and it is the home to many of the T'au Empire's universities and research facilities. Many of the most distinguished Earth caste hail from this world, and the most advanced and ingenious prototypes emerge from Bork'an's laboratories.



- Air caste T'au from Bork'an add +1 to the Speed, Wounds, and Resilience of their vehicles, due to superior engineering.
- Earth caste T'au from Bork'an add +2 to their Medicae, Scholar, and Tech skills.
- Fire caste T'au from Bork'an add +2 to the short range of their ranged weapons, +4 to the medium range, and +6 to the long range.
- Water caste T'au from Bork'an are practical and reliable; they may re-roll a 1 on their Wrath die when attempting a Cunning, Deception, Insight, or Persuasion test.

CHAPTER II: FACTIONS & ARCHETYPES

DAL'YTH SEPT



Dal'yth is a hub of trade and commerce for the T'au Empire, and it is home to countless merchant guilds, embassies, and markets.

Many of the Water caste hail from this world, and even its warriors have a reputation for misdirection and subtle cunning.

- **Air** caste T'au from Dal'yth add +2 to the Defence of their vehicles when they perform Evasive Action.
- **Earth** caste T'au from Dal'yth carry devices which are cunningly wrought with hidden functions or secret countermeasures: double the range of the character's Tech interaction attacks.
- **Fire** caste T'au from Dal'yth employ advanced camouflage systems to obscure their presence; if they do not move during their turn, they add +2 to their Defence (as if in cover) until the start of their next turn.
- **Water** caste T'au from Dal'yth add +2 to their Cunning, Deception, Insight, and Persuasion skills.

THE FARSHIGHT ENCLAVES



The Farsight Enclaves are a series of heavily fortified T'au colony worlds that are independent and indeed opposed to the rule of the T'au Empire. They are led or ruled by the legendary T'au Fire Caste Commander Farsight and lie on the far side of the Damocles Gulf region of the Segmentum Ultima in the Eastern Fringe of the Milky Way Galaxy.

- All T'au from the Farsight Enclaves are rebels, free from the dogma and deceptions of the Ethereals, and add +2 to their Conviction.
- **Fire** caste T'au from the Farsight Enclaves are drilled to engage enemies at close range: they add an extra +2 to all attacks made against enemies within 9m.

SA'CEA SEPT



Sa'cea is a hot, densely populated world, once overrun by fearsome predators which the Fire caste's warriors had to slay before the settlers could land. A highly militarised world, it contains a large population of Fire caste warriors, and its people are grim and highly-disciplined.

- All T'au from Sa'cea add +1 to their Resolve.

- **Air** caste T'au from Sa'cea hone their skills in the skies above dense cityscapes, where absolute precision is needed: they may re-roll any 1s rolled (even on a Wrath die) for Pilot tests.
- **Earth** caste T'au from Sa'cea are keenly observant, almost to a point of wariness, and add +2d to all Awareness tests.
- **Fire** caste T'au from Sa'cea have exceptional fire discipline: they may re-roll one die on any Ballistic Skill test they attempt.

T'AU SEPT



The birthworld of the species which shares its name, T'au is a world of traditions, for everything within the T'au Empire has an origin there. Its people have a reputation for wisdom and reverence, building upon the experiences of those who founded the T'au Empire in everything they do.

- All T'au from the T'au Sept grant +1 additional die when they assist an ally. Further, whenever they use an ability which affects **T'AU EMPIRE** allies, the range is increased by +3m.

VIOR'LA SEPT



Vior'la means "hot-blooded" in the T'au language, and its people live up to that moniker, for they are passionate, quick to anger, and even aggressive.

- **Air** caste T'au from Vior'la have a knack for high-speed manoeuvres that other T'au might balk at: they ignore the additional Wrath Dice that comes piloting a vehicle at Breakneck speed.
- **Earth** caste T'au from Vior'la are quick to experiment and jury-rig the devices they use: they may add a second Wrath die to any Tech test they attempt, and thus have the potential for two criticals, two complications, or one of each.
- **Fire** caste T'au advance and redeploy quickly, adding +1 to their Speed during the first round of each combat, and +1 Speed when they Run or Sprint.
- **Water** caste T'au from Vior'la are fast-talking and effusive: they may add a second Wrath die to any Persuasion test they attempt, and thus have the potential for two criticals, two complications, or one of each.

CHAPTER II: FACTIONS & ARCHETYPES

T'AU RANKS AND GAME TIER

The majority of T'au characters will progress through their Caste's ranks alongside the game's Tiers: A Fire Caste character at Tier 1 will be a Shas'La, while that same character at Shas'Vre rank will be Tier 3. Ethereals are the exception: the lowest-ranked Ethereal (an Aun'La) will be a Tier 3 character.

T'au Rank	Tier	Shas	Fio	Kor	Por	Aun	Tier (Ethereal)
'La	1	Warrior	Worker	Messenger	Bureaucrat	Lord	3
'Ui	2	Veteran	Senior	Carrier	Envoy	Prelate	4
'Vre	3	Hero	Overseer	Pilot	Magister	King	5
'El	4	Knight	Engineer	Captain	Diplomat	Holy One	Above T5
'O	5	Commander	Planner	Admiral	Ambassador	Highest of the Holy	Above T5

T'au Archetypes

Tier	Archetype	Description	Page
1	Air Caste Messenger	T'au who pilot light aircraft and serve as crew on spacecraft	73
1	Earth Caste Technician	T'au engineers and labourers, often supported by drones	77
1	Fire Caste Breacher	Close-assault troopers for fighting through dense terrain	80
1	Fire Caste Pathfinder	Scout infantry equipped with sophisticated wargear	81
1	Fire Caste Warrior	The standard line infantry of the T'au Empire	82
1	Water Caste Functionary	One of the masses of bureaucrats who keep the Empire running	95
2	Crisis Suit Pilot	Elite T'au infantry piloting sophisticated battlesuits	111
2	Stealth Suit Pilot	Elite T'au infantry equipped with advanced stealth battlesuits	132
3	Cadre Fireblade	Veteran T'au heroes who eschew battlesuits to fight on foot	138
3	Ethereal	One of the venerated leaders of the T'au	147

T'au Backgrounds

D3 Origin		+1
1	FIRST-SPHERE SEPT: You hail from one of the original Septs settled by the T'au, or possibly from the T'au homeworld itself.	Influence
2	SECOND-SPHERE SEPT: Your ancestors braved the unknown to colonise a Sept during the second-sphere expansion phase.	Resolve
3	THIRD-SPHERE SEPT: Your forebears faced extreme resistance to settle a Sept during the third-sphere expansion phase.	Determination
D3 Accomplishment		+1
1	DISCOVERY: You aided in finding, securing, or creating something valuable to the ongoing expansion of the T'au Empire.	Wealth
2	PROTECTION: You helped to protect some territory, resource, or other vital asset from being lost to outsiders.	Resolve
3	SACRIFICE: You willingly gave of yourself in the name of the Greater Good, suffering some form of loss or injury for the betterment of the T'au Empire.	Conviction
D3 Goal		+1
1	ADVANCEMENT: You know that you will be able to further the <i>tau'va</i> if you can gain power and status within the Empire.	Influence
2	DUTY: You will do whatever the Ethereals will to ensure the T'au Empire grows and prospers and all are brought within the protection of the Greater Good.	Max Shock
3	SUPREMACY: The galaxy is full of misguided species who need to be shown the error of their ways, and you will do your part to show them.	Resolve

T'au Objectives

D6 Roll	Objective
1	When you seek to apply the wisdom of the Ethereals to a situation.
2	Extol the virtues of the Greater Good to someone who does not belong to the T'au Empire
3	Reminisce about the wonders and glories of your home Sept and other worlds within the T'au Empire
4	Describe a previous triumph or achievement of the T'au Empire
5	Reflect on your bond with your team-mates (especially if you <i>Ta'lissera</i> bonded)
6	Ponder the differences or similarities between the Castes, or between the T'au and another species

CHAPTER II: FACTIONS & ARCHETYPES

ADDITIONAL ARCHETYPES

Archetypes marked in red in the tables below also have versions presented in official *Wrath & Glory* sourcebooks.

Adepta Sororitas Archetypes			
Tier	Archetype	Description	Page
1	Sister Dialogous Polyglot	A devout scholar of language, ensuring that the Emperor's Word is understood by all.	90
1	Sister Famulous	A pious advisor to those of noble birth and ancient bloodlines.	91
1	Sister Novitiate	A young, devout Sister, still learning the ways of her Order	92
2	Sister Oblatia	A penitent soul burdened with another's shame, seeking atonement through death.	129
3	Zephyrim	An elite and zealous warrior, faithful even compared to other Sisters of Battle.	166
Adeptus Ministorum Archetypes			
Tier	Archetype	Description	Page
1	Frateris Militia	A faithful citizen whipped into a fervour and eager to slay in the Emperor's name.	79
2	Banisher	A priest trained in secret and dangerous rites and litanies that allow them to cast out daemons.	103
3	Arch-Confessor	A high-ranking priest whose rhetoric inspires zeal and piety wherever they go.	136
Astra Militarum Archetypes			
Tier	Archetype	Description	Page
1	Imperial Guard Medic	A disciplined soldier trained to treat the injuries of their comrades.	85
1	Imperial Guard Officer	A stern commander trained to inspire and lead others into the fray.	86
1	Beastman Auxiliary	A twisted abhuman pressed into the service of the Emperor	75
1	Penal Trooper	Convicted of a crime and sent to a penal world, you now have the honour of dying for the Emperor.	89
Adeptus Astartes Archetypes			
Tier	Archetype	Description	Page
3/4	Space Marine Apothecary	A warrior-healer, guardian of his brothers' lives.	160
3	Assault Space Marine	A deadly shock trooper, taking the fight to the enemy.	137
3	Devastator Space Marine	A ruthless heavy weapons specialist, delivering death at a distance.	145
4	Grey Knight Space Marine	A member of a secretive order of elite psychic daemon-hunters	170
4	Primaris Aggressor	A mighty warrior, overwhelming foes at close range.	181
4	Primaris Vanguard Eliminator	Expert snipers, laying down supporting fire from concealed positions	182
4	Primaris Hellblaster	A specialised warrior, armed with sophisticated, powerful weapons to deal with the toughest foes.	183
4	Primaris Inceptor	An airborne warrior, dealing death from above.	184
4	Primaris Vanguard Incisor	Aggressive, close-assault shock troops, wearing advanced sensors that expose enemies.	185
4	Primaris Vanguard Infiltrator	Saboteurs and marksmen, used to operating far from support	186
4	Primaris Reiver	A cunning warrior, spreading death and terror to the enemy.	187
4/5	Space Marine Chaplain	A devout warrior, who tends to the spirits of his comrades.	188
4	Space Marine Librarian	A veteran battle-psyker with greater command of his deadly mind	189
4/5	Space Marine Techmarine	A warrior-savant initiated into the mysteries of the Machine Cult.	190

CHAPTER II: FACTIONS & ARCHETYPES

Adeptus Astra Telepathica Archetypes

Tier	Archetype	Description	Page
2	Astropath	Soul-bound to the Emperor, blinded by His light, and able to communicate between worlds.	101
2	Black Sentinel	Soldiers entrusted with protecting Telepathica facilities and sanctioned psykers alike, both from external threats, and from themselves.	104

Adeptus Mechanicus Archetypes

Tier	Archetype	Description	Page
2	Calculus Logi	Techno-savants who consume data as easily as most people breathe	108
2	Corpuscarius Electro-Priest	Charged with sacred energy, these warrior-priests blaze with lightning.	110
2	Fulgorite Electro-Priest	These warrior-priests tear the bioelectricity from their foes to fuel their march.	113
2	Skitarius Vanguard	Radiation-soaked warriors for the Machine Cult.	130
2	Transmechanic	Communications technicians and cryptographers.	135
3	Sicarian Infiltrator	Augmetic scouts, cloaked in disruptive signals that overwhelm their foes' senses.	158
3	Sicarian Ruststalker	Augmented killers, their blades humming with transonic vibrations.	159
4	Genetor	Geneticists and physicians, who view the body as an organic machine	169
4	Logis	Statistician-prophets, who calculate futures with mechanical precision	175
4	Magos	High priests of the Omnissiah, feudal lords of the Mechanicus	176

Scum Archetypes

Tier	Archetype	Description	Page
1	Back-Alley Doc	Illicit physicians who ply their trade for criminals and gangers	74
1	Wyrd	Minor psykers, with only limited control over their dubious gifts.	98

Inquisition Archetypes

Tier	Archetype	Description	Page
2	Chirurgeon	A skilled and specialised medicae, particularly experienced in autopsy and studying the deadly methods of the enemy.	109
2	Inquisitorial Stormtrooper	Elite shock troops trained and conditioned to prosecute the secret wars and necessary purges carried out by the Inquisition	115
2	Seeker	Hunters, trackers, and killers who specialise in finding hidden or elusive prey.	128
2	Speculator	Spies and infiltrators, skilled at gleaning secrets from secretive foes.	131

CHAPTER II: FACTIONS & ARCHETYPES

Chaos Archetypes

Tier	Archetype	Description	Page
1	Chaos Cultist	Crazed servants of the Dark Gods	76
1	Khorngor	Savage beastmen, driven to a berserk rage by the scent of blood	88
1	Pestigor	Monstrous beastmen, uncaring to pain or fear	88
1	Slaangor	Beastmen who glory in the name of the Prince of Pleasure,	93
1	Tzaangor	Twisted, cunning Beastmen who serve sorcerous masters	93
2	Demagogue	A frothing orator and zealot priest of the Ruinous Powers	112
2	Rogue Psyker	A foul dabbler in the dark powers of the Warp	125
3	Havoc	Heavy weapon specialists who revel in endless destruction	151
3	Legionary	Monstrous traitors and savage posthuman killers	154
3	Raptor	Cruel hunters who descent upon shrieking wings of fire	156
4	Chaos Sorcerer	Warrior-mystics who have dabbled in the blasphemous powers of the Warp	167
4	Dark Apostle	A furious zealot-priest, speaking blasphemous prayers from blood-flecked lips.	168
4	Khorne Berzerker	Frenzied, bloodthirsty killers who have devoted themselves to the Blood God	173
4	Noise Marine	Sensation-addicted warriors of the Prince of Pleasure, armed with sonic weaponry	178
4	Plague Marine	Nigh-unstoppable foot-soldiers of the God of Disease	180
4	Warpsmith	An artisan who blends warpcraft and engineering to create daemonic machines of war.	191

Aeldari Archetypes

Tier	Archetype	Description	Page
1	Guardian	Citizen-soldiers, taking up arms in their defence of their homes.	83
1	Void Reaver	Dangerous, cunning corsairs and pirates.	94
2	Bonesinger	Seers skilled in growing the psychoreactive wraithbone from which Aeldari technology is made.	106
3	Crimson Hunter	Aspect Warriors, deadly pilots and aerial duellists.	141
3	Dark Reaper	Aspect warriors, merciless and deadly at range.	142
3	Dire Avenger	Aspect warriors, skilled in the arts of aggressive defence.	146
3	Fire Dragon	Aspect warriors, turning all in their path to molten ruin.	149
3	Howling Banshee	Aspect warriors, swift shock troops whose shriek freezes the hearts of their foes.	152
3	Shining Spear	Aspect warriors, jetbike-mounted lancers who slay the mightiest foes.	157
3	Striking Scorpion	Aspect warriors, stealthy killers who strike with unseen power.	160
3	Swooping Hawk	Aspect warriors, flitting across the skies to deal vengeance.	162
3	Warp Spider	Aspect warriors, appearing from nowhere to cut down their prey.	164
4	Autarch	Decisive and cunning leaders who walk the Path of Command.	194
5	Wraithblade	Ghost warriors whose deathless rage compels them to fight for the living	208
5	Wraithguard	Ghost warriors solemnly called to serve their people in death	209

Ork Archetypes

Tier	Archetype	Description	Page
2	Beast Snagga Boy	Larger, stronger, battle-scarred Orks who hunt monsters and other large prey.	105
2	Burna Boy	Pyromaniacs, obsessed with fiery destruction	107
2	Mekboy	Engineers and mechanics, whose understanding of technology is in his blood.	118
2	Painboy	Healers, of a sort, who patch the wounds of their kin.	122
2	Runtherd	Slave-drivers who coerce and direct the weakling creatures in their charge.	126
2	Speed Freek	Orks addicted to speed and violence, mounted on powerful Warbikes	132
2	Tankbusta	Orks obsessed with explosions and hunting armoured vehicles	134
3	Flash Git	Big, wealthy, gun-obsessed Orks	150
3	Weirdboy	Ork Psykers, who crudely direct the ravening power of the WAAAGH!	165

NEW ARCHETYPES

The following additional Archetype options may be used at your GM's discretion, and function in the manner described in the *Wrath & Glory Core Rulebook*. In this section, suggested talents from the core rulebook are listed with their page number, while suggested talents from this document are marked in *italics*.

AIR CASTE MESSENGER (T'AU EMPIRE, TIER 1)

Ours is to be an empire of worlds, not merely of castes or nations, or races or peoples. To simply control the worlds which we claim as our own will not be enough – we must control the paths between them also, or be divided, and so fail.

— The Air Caste Petition ahead of the Tau'n Campaign

You are a pilot of the T'au Empire, a member of the Air Caste. You seldom set foot upon the worlds of the Empire, but without you, the Empire would unravel, disconnected.

The Air Caste is charged with holding the Tau Empire together through the Kor'vattra, the Tau Empire's merchant and war-fleet in addition to operating Tau Orbitals and Fortress Stations. Formerly functioning as messengers, these days they are the Tau Navy and are sometimes called the "Invisible Caste", for they rarely if ever set foot upon planets. Living in Orbital Cities, Tau of the Air Caste are the tallest and most slender of all Tau, with long, skinny limbs and hollow bones developed due to lives lived mostly in low- and zero-gravity ships and space stations.

Messengers are the most common of Air Caste T'au, operating light aircraft and serving as crew aboard the voidships of the Kor'vattra, the T'au fleet. Many train for the opportunities to take on more significant tasks for the Empire, such as operating combat aircraft, piloting escort ships, and eventually receiving command of their own ship or squadron.

AIR CASTE MESSENGER								
TIER	1	SPECIES	Kor T'au	XP Cost	20			
KEYWORDS: T'AU EMPIRE, AIR CASTE, [SEPT]								
ATTRIBUTES: Agility 3								
SKILLS: Awareness 1, Pilot 2								
ARCHETYPE ABILITY: At Home in the Skies When you attempt a difficult manoeuvre in an aircraft or spacecraft, reduce the DN of the action by Rank.								
WARGEAR: T'au Flight Suit, Pulse Pistol								
SUGGESTED ATTRIBUTES					XP Cost	32		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	1	2	4	3	2	2	1	
SUGGESTED SKILLS					XP Cost	18		
Awareness 2, Ballistic Skill 1, Pilot 3, Tech 2								
SUGGESTED TALENTS								
<i>Combat Driving, Jargon (p. 135), Ta'lissera Bonding</i>								



CHAPTER II: FACTIONS & ARCHETYPES

BACK-ALLEY DOC (SCUM, TIER 1)

Damn it, I'm a doctor, not a hive ganger!

— Leonid “Sawbones” M’koi

For your sins, you patch up the gangers, guns-for-hire, ne'er-do-wells and anyone else too poor or too far on the wrong side of the law to visit a licensed medicae.

While institutions like the Officio Medicae and the Orders Hospitaller of the Adepta Sororitas tend to the health of planetary populations, armies, and similar, there are always those who fall through the cracks: those who live their lives in places the Imperium does not reach, or who deliberately seek to avoid Imperial attention.

In such places, a skilled ‘doc’ is often well-respected within their communities and the places they travel, simply because their skills are rare and valuable also often means that they can go about their business free from harassment by local gangs, criminal factions, and similar: nobody wants to be cut off from medical aid.

BACK-ALLEY DOC								
TIER	1	SPECIES	Human	XP Cost	14			
KEYWORDS: SCUM								
ATTRIBUTES: Intellect 3								
SKILLS: Cunning 1, Medicae 1								
ARCHETYPE ABILITY: Improvised Healing You may make Medicae tests without the use of a medikit, relying on numerous improvised techniques. In addition, when you heal an ally’s Wounds, they also recover 1d3+Rank Shock.								
WARGEAR: Mono-Knife, stubber or laspistol, common clothing, medikit, 3 uses of Stimm								
INFLUENCE: +1								
SUGGESTED ATTRIBUTES					XP Cost	40		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	2	3	2	2	2	3	2	
SUGGESTED SKILLS					XP Cost	26		
Awareness 1, Cunning 2, Insight 1, Medicae 3, Persuasion 1, Scholar 1, Survival 1, Tech 1								
SUGGESTED TALENTS								
Deductive (p. 132), Gallows Humour (p. 134), Scum Savvy (p. 139)								



CHAPTER II: FACTIONS & ARCHETYPES

BEASTMAN AUXILIARY (ASTRA MILITARUM, TIER 1)

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

— Packmaster Grasht, attached to 7 Company, Gratanor 14th Regiment

You have been drafted to serve alongside Astra Militarum forces as an auxiliary. Under the watchful eyes of preachers and Commissars, you do your duty for the Emperor, to cleanse yourself of the sin of your abhumanity.

While uncommon, and illegal in many parts of the Imperium, the Imperial Guard have been known to draft populations of the *Homo sapiens variatus* breed of abhuman—Beastmen, as they are commonly known—into service to bolster numbers. These auxilia detachments are often used as cannon fodder, herded towards the enemy on the front lines to soak up fire from the enemy guns so that it doesn't cause casualties in more valuable units.

The Beastmen are typically indoctrinated with a deep sense of shame for their nature, and taught that death in service, especially when killing the enemies of the Emperor, is a fitting way to atone for the sin of their existence. Lacking little in the way of education, this is normally sufficient to drive them into a fervour, such that they can be herded towards the enemy easily enough.

BEASTMAN AUXILIARY									
TIER	1	SPECIES	Beastman			XP Cost			
KEYWORDS: IMPERIUM, ASTRA MILITARUM, [REGIMENT], ABHUMAN, MILITARUM AUXILIA									
ATTRIBUTES: Strength 3, Toughness 3									
SKILLS: Athletics 1, Weapon Skill 2									
ARCHETYPE ABILITY: Bestial Zealotry When you can see an enemy (either an obvious foe, or a creature identified as an enemy by an ally or superior), you add +Rank to your Resolve, and add +Rank bonus dice to any melee attacks you make when you charge.									
WARGEAR: Two melee weapons each of Value 3 or less of up to Common rarity, primitive armour									
SUGGESTED ATTRIBUTES					XP Cost	12			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	3	3	2	2	2	1	1		
SUGGESTED SKILLS					XP Cost	8			
Athletics 1, Awareness 1, Ballistic Skill 1, Intimidation 1, Survival 1, Weapon Skill 2									
SUGGESTED TALENTS									
Brutalist (p. 130), Dual Wield (p. 133), Flagellant (p. 134)									



CHAPTER II: FACTIONS & ARCHETYPES

CHAOS CULTIST (CHAOS, TIER 1)

Don't blame me for what I've done. I watched my wife and daughters die before me. It was death or embracing Chaos, and I knew that through Chaos, I might live. Live! It is life that matters and what I have learned is that Chaos IS life, for life is change and destruction and new forms, new mutations ever manifesting. We clung to the Emperor, a dying effigy, because He was all we knew. We feared life. We feared our own potential strength. The Imperium is dying. A slow death, but it's dying. I did what I had to, that's all. I opened my eyes and saw what a fool all of us were, bowing to a half-dead failure slumped on a throne. Haha! The blasphemy still sends shivers down my spine. It is the freshness of life. I am given to Chaos now. Now I truly live!

— Unknown

You have sworn yourself to the Dark Gods, seeking to liberate yourself from the oppression of the Imperium or lured to darkness by promises of power.

Those who forswear their loyalty to the Imperium almost invariably soon place their faith in the Dark Gods. Often, this is because those beings—or their agents—drew the unwitting away from the Emperor in the first place. The unholy creatures of the warp have tremendous power, and they use it to reward their faithful. However, their dark blessings all come at a price, and that cost increases with each successive interaction. Cultists must embrace their cause and commit their very beings to service, or they soon discover that the cost can be more than they are capable of repaying.

To the unwary, a cultist may appear no different than any other citizen of the Imperium. Most cover their blasphemous brands and tattoos with clothing, revealing them only in the presence of their peers lest they draw undue attention. Only when an appropriate opportunity arises do they throw off their Imperial costumes and reveal their true forms. This may be in response to an astronomical alignment, or the arrival of allies in the form of daemons or even Space Marine renegades. Under these circumstances, the cultists assemble wargear, which may have been carefully scavenged and maintained in preparation for this day. Many don costumes, invariably primitive, which they carefully manufactured in accordance with the

directions they have received from their heretical masters. Assembling in vast hordes, they prepare to strike against those who remain loyal to the Emperor.

CHAOS CULTIST							
TIER	1	SPECIES	Human	XP Cost	8		
KEYWORDS: CHAOS, HERETIC							
ATTRIBUTES: Fellowship 2							
SKILLS: Cunning 1, Deception 1							
ARCHETYPE ABILITY: The Enemy Within While disguised, you gain +Rank bonus dice on all Deception tests to pass as an Imperial citizen. When no longer disguised, you gain +Rank bonus dice on all Interaction Attacks against IMPERIAL characters. In addition, you gain 1d3 Corruption.							
WARGEAR: Autogun, or Stubber and Industrial Bludgeon, unholy icon, guard issue mess kit, tattered blanket, ordinary citizen's clothing.							
SUGGESTED ATTRIBUTES						XP Cost	
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	2	3	2	2	3	1	3
SUGGESTED SKILLS						XP Cost	
Athletics 1, Awareness 1, Ballistic Skill 2, Cunning 2, Deception 2, Survival 1, Stealth 1, Weapon Skill 2						28	
SUGGESTED TALENTS							
Betrayer (p. 130), Let the Galaxy Burn (p. 135), Supplicant (p. 140)							



CHAPTER II: FACTIONS & ARCHETYPES

EARTH CASTE TECHNICIAN (T'AU EMPIRE, TIER 1)

Some say that perfection is the enemy of the good. They speak nonsense. Such apathetic thinking is what turns that which is good into bad. We should never cease our striving for greatness, never halt our purpose of bettering ourselves. Anything else is nothing but stagnation, and I have seen enough of the galaxy to know that to stagnate is to wither and die in shameful ignominy.

— Shas’O Arra’kon

You are a technician of the T’au Empire, a member of the Earth Caste. Your labours keep the Empire functioning, ensuring that people are fed, armies are well-equipped, and new advances are made to allow the Empire to expand ever-further.

The Earth Caste are the scientists, engineers, physicians, industrialists, and labourers of T’au society, and they outnumber the other castes by far. Most of the routine labour in the T’au Empire is automated, performed by drones, with T’au engineers concerning themselves with challenges that are beyond their AI helpers.

The lowest rank of the Earth Caste are the technicians, who divide their time between performing maintenance and repairs too precise or demanding for drones to perform and coordinating swarms of technical drones to perform simpler or large-scale tasks.

EARTH CASTE TECHNICIAN										
TIER	1	SPECIES	Fio T’au	XP Cost	22					
KEYWORDS: T’AU EMPIRE, EARTH CASTE, [SEPT]										
ATTRIBUTES: Intellect 3										
SKILLS: Medicae 1, Scholar 2, Tech 2										
ARCHETYPE ABILITY: State of the Art When you attempt to repair T’AU technology or attempt to operate a complex piece of T’AU technology using a Tech test, you may re-roll a number of dice equal to twice your Rank.										
WARGEAR: Work Uniform (Clothes), Multi-Tool, Drone Controller,										
SUGGESTED ATTRIBUTES						XP Cost	34			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	2	3	2	2	2	4	1			
SUGGESTED SKILLS						XP Cost	20			
Awareness 1, Medicae 2, Scholar 3, Tech 3, Pilot 1										
SUGGESTED TALENTS										
Augmetic (p. 129), Jargon (p. 135), <i>Ta’lissera Bonding</i>										



CHAPTER II: FACTIONS & ARCHETYPES

ENFORCER (ADEPTUS ARBITES, TIER 1)

Nobody is innocent, there are merely varying levels of guilt.

A law enforcement officer, sworn to uphold the rule of your world's Imperial Commander. Some are efficient, professional peacekeeping forces. Others are little better than private militias or hive gangs. Most are somewhere between the two.

Many worlds have their own cadres of Enforcers, local law enforcement agencies provided by the Imperial Commander to enforce their will and the common law of their world. Unlike the mighty Arbitrators, most Enforcers, or whatever other local title they use, hold little loyalty to the law itself or to the tradition of service (although there are notable exceptions to this).

Instead, they function as the iron hand of the planetary governor's rule at best and are at worst little more than hired muscle with some degree of official sanction—loyal only to their paymaster and eminently venial and corruptible.



These native Enforcers often mimic the Arbites in appearance and armament, 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 groups work in conjunction when it is mutually beneficial. However, there are also occasions when they come into direct conflict.

For their local knowledge and useful skills, Enforcers deemed trustworthy are often deputised by the Adeptus Arbites or the Inquisition.

ENFORCER							
TIER	1	SPECIES	Human	XP Cost	18		
KEYWORDS: IMPERIUM, ADEPTUS ARBITES							
ATTRIBUTES: Toughness 2, Willpower 2							
SKILLS: Ballistic Skill 2, Investigation 1, Intimidation 1							
ARCHETYPE ABILITY: Freeze!							
At the start of the first round of combat, before anyone has taken a turn, you may make an Intimidate Interaction Attack against a single enemy who can see and hear you.							
WARGEAR: Flak Armour, combat shotgun, stubber, repression baton, magnacles.							
INFLUENCE: +0							
SUGGESTED ATTRIBUTES						XP Cost	
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	2	3	2	2	3	2	2
SUGGESTED SKILLS						XP Cost	
Athletics 1, Awareness 1, Cunning 2, Ballistic Skill 2, Intimidation 2, Investigation 2, Persuasion 1						20	
SUGGESTED TALENTS							
Die Hard (p. 132), Gallows Humour (p. 134), Scum Savvy (p. 139)							

CHAPTER II: FACTIONS & ARCHETYPES
FRATERIS MILITIA (ADEPTUS MINISTORUM, TIER 1)

A single man with faith can triumph over a legion of the faithless. Untold billions of the faithful can never be opposed.

—Sebastian Thor, Sermons, Volume XI Chapter IV

A common citizen of the Imperium, called to action by the church in times of crisis to fight in the Emperor's name. Armed only with whatever weapons you can muster yourself, and your devotion to the Lord of Mankind, you give all that you are to protect His Imperium.

During Wars of Faith, and when temples and shrines are under attack, the priests of the Ministorum have the right to unlock secret arms-vaults and raise a militia from amongst the faithful. Not officially part of the Church—as the Decree Passive bans the Ecclesiarchy from having any 'men under arms'—these Frateris Militias are often little more than mobs of zealots, especially when drawn from local Redemptionist cults and other fringe sects of the Church.

A priest only raises a militia when absolutely necessary. Without proper guidance, these groups can turn into violent vigilante mobs. However, when directed by the will and personality of an inspirational figure, they can be stalwart and valorous fighters.

Since the opening of the Cicatrix Maledictum, worlds across the Dark Imperium have raised Frateris Militias as a last-ditch defence against the darkness that has enveloped them. There are more souls who march beneath the banners of the Ecclesiarchy than have done so since the Age of Apostasy, and few in the clergy are entirely comfortable with the notion.

FRATERIS MILITIA									
TIER	1	SPECIES	Human			XP Cost			
KEYWORDS: IMPERIUM									
ATTRIBUTES: Willpower 2									
SKILLS: Ballistic Skill 1 or Weapon Skill 1									
ARCHETYPE ABILITY: Fervour When within hearing range of a character with the ADEPTUS MINISTORUM keyword, you increase your Resolve by +Rank. In addition, if that Adeptus Ministorum character has suffered any wounds during the current scene, your Determination is increased by +Rank while you remain within 10 metres of them.									
WARGEAR: One ranged or melee weapon of Value 3 or less of up to Common rarity, knife, symbol of devotion (tin aquila, devotional scroll, etc.).									
SUGGESTED ATTRIBUTES					XP Cost	32			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	2	3	2	2	3	1	2		
SUGGESTED SKILLS					XP Cost	16			
Athletics 1, Awareness 1, Ballistic Skill 1, Intimidation 2, Persuasion 1, Survival 1, Weapon Skill 1									
SUGGESTED TALENTS									
Death Or Glory! (p. 132), Flagellant (p. 134), Hatred (p. 135)									



CHAPTER II: FACTIONS & ARCHETYPES

FIRE CASTE BREACHER (T'AU EMPIRE, TIER 1)

Learn to shorten your reach! If your foe can come close enough to negate your striking power, all stratagem is lost and when all stratagem is lost, the battle is lost.

—Attributed to Commander Farsight

You are a warrior of the T'au Empire, a member of the Fire Caste. You specialise in close-quarters assault, equipped with short-ranged, powerful pulse blasters, and trained to efficiently clear buildings and fortifications of enemies.

Having been bred and trained to be soldiers at birth, Tau Fire Warriors strictly follow both the Greater Good and the Code of Fire and represent the best fighters of their species. They are soldiers outfitted with a wide variety of advanced technology. Their main firearm is the Pulse Rifle, although they do sometimes use Pulse Carbines.

The Breacher Team is a type of Tau Fire Warrior deployment. The Breacher Team specializes in brutally effective close-range assaults, clearing buildings of threats in a tight, tactical formation and delivering sharp, shockingly sudden frontline displays of raw incendiary power that grind enemy soldiers into dust, discharging Pulse Blasters and hurling Photon Grenades until they are certain every path is clear.

FIRE CASTE BREACHER									
TIER	1	SPECIES	Shas T'au	XP Cost	8				
KEYWORDS: T'AU EMPIRE, FIRE CASTE, [SEPT]									
SKILLS: Ballistic Skill 2, Tech 1									
ARCHETYPE ABILITY: Urban Clearance Tactics									
You have an efficient way of flushing enemies out of defensive positions. When you make a ranged attack against an enemy who has taken the <i>Blinded</i> or <i>Pinned</i> conditions, add +Rank ED to the attack's damage.									
WARGEAR: T'au Body Armour, Field Relay Amplifier, Pulse Blaster, 3 Photon Grenades.									
SUGGESTED ATTRIBUTES						XP Cost	48		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	3	3	3	3	2	1	2		
SUGGESTED SKILLS						XP Cost	20		
Athletics 2, Awareness 1, Ballistic Skill 3, Survival 1, Tech 2									
SUGGESTED TALENTS									
Die Hard (p. 132), Supporting Fire, Ta'lissera Bonding									



GAMES
WORKSHOP

CHAPTER II: FACTIONS & ARCHETYPES

FIRE CASTE PATHFINDER (T'AU EMPIRE, TIER 1)

A good warrior strikes fast but retreats faster.

—Fire Caste Maxim

You are a warrior of the T'au Empire, a member of the Fire Caste. You specialise in long-range reconnaissance operations, guerrilla warfare, sabotage, and assassinations.

Pathfinder teams range far ahead of Hunter Cadres in search of enemy forces. They maintain a watch on the foe while remaining hidden, reporting details of the enemy's nature and disposition by way of encrypted and undetectable communication systems. Pathfinder teams are also deployed in the role of aggressive patrol groups, maintaining dominance over a wide area around a stationary Hunter Cadre and detecting any enemy forces that attempt to approach. Occasionally, an entire Hunter Cadre of Pathfinders is tasked with a mission, such as exploring a newly discovered planet and ascertaining if it is suitable for colonisation.

Pathfinders are equipped with a range of specialised equipment to aid in their mission. Every member of the team wears Recon Armour and carries a Markerlight, a laser designator device attached to his firearm that projects an almost invisible, highly focused beam of light at a potential target. The Markerlight is networked to a support weapon platform such as a Hammerhead gunship and transmits precise targeting information to guide the fire of such units. When used to guide the armour-piercing Seeker Missiles carried as additional weapons on many Tau tanks, the Pathfinders can remain hidden as they call in devastatingly powerful and unerringly accurate fire right onto the target. Many Imperial troops have come to fear the small, red dot of light that appears on the body of those about to be slain, and some refer to it as the "Valkyrie's Mark." Pathfinders are called to sacrifice themselves more often than their basic Fire Warrior counterparts, though recklessly wasting lives is always anathema to the Tau. However, during the early days of the Great War of Confederation, Pathfinder teams sustained casualty rates of 84% or higher. Despite this, or perhaps because of it, Fire Caste academies are overflowing with volunteers wishing to be Pathfinders.

FIRE CASTE PATHFINDER							
TIER	1	SPECIES	Shas T'au	XP Cost	10		
KEYWORDS: T'AU EMPIRE, FIRE CASTE, [SEPT]							
SKILLS: Ballistic Skill 2, Tech 1, Stealth 1							
ARCHETYPE ABILITY: Vanguard							
You're practised at staying mobile while unnoticed, avoiding attention until necessary. While you have a Stealth score, increase your Speed by +Rank. Further, at the start of the first round of combat, before turn order is determined, you may make a normal move.							
WARGEAR: T'au Recon Armour, Pulse Carbine, Markerlight, 3 Photon Grenades.							
SUGGESTED ATTRIBUTES						XP Cost	48
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	3	3	3	2	1	2
SUGGESTED SKILLS						XP Cost	24
Athletics 2, Awareness 1, Ballistic Skill 3, Survival 1, Tech 2, Stealth 2							
SUGGESTED TALENTS							
Silent (p. 139), Supporting Fire, Ta'lisserra Bonding							



CHAPTER II: FACTIONS & ARCHETYPES

FIRE CASTE WARRIOR (T'AU EMPIRE, TIER 1)

A well-maintained warrior is an effective warrior.

—*Sio't meditation 12, lesson 4*

You are a warrior of the T'au Empire, a member of the Fire Caste. You have been born and raised to fight for the defence and expansion of the Empire, and you have been well-equipped for that task.

Having been bred and trained to be soldiers at birth, Tau Fire Warriors strictly follow both the Greater Good and the Code of Fire and represent the best fighters of their species. They are soldiers outfitted with a wide variety of advanced technology. Their main firearm is the Pulse Rifle, although they do sometimes use Pulse Carbines.

As basic infantry, they are deployed in small teams to efficiently deploy the superior firepower they can bring to bear. Fire Warriors are known to be efficient, professional, but cautious fighters. Often deployed from a Devilfish APC, they can rapidly deploy and lay down withering barrages of fire against their foes. The basic team is made up of six Fire Warriors, but it is not uncommon for them to contain up to twelve including a *Shas'ui* team leader, as well as supporting drones.

FIRE CASTE WARRIOR									
TIER	1	SPECIES	Shas T'au	XP Cost	8				
KEYWORDS: T'AU EMPIRE, FIRE CASTE, [SEPT]									
SKILLS: Ballistic Skill 2, Tech 1									
ARCHETYPE ABILITY: Disciplined Volley									
You are used to laying down consistent, deadly volleys of fire. When you make a ranged attack with a PULSE weapon, and did not move during your turn, you may increase the weapon's Salvo rating by +Rank.									
WARGEAR: T'au Body Armour, Pulse Rifle or Pulse Carbine, 3 Photon Grenades.									
SUGGESTED ATTRIBUTES						XP Cost	48		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	3	3	3	3	2	1	2		
SUGGESTED SKILLS						XP Cost	20		
Athletics 2, Awareness 1, Ballistic Skill 3, Survival 1, Tech 2									
SUGGESTED TALENTS									
Deadshot (p. 131), <i>Pulse Onslaught</i> , <i>Ta'lisserra Bonding</i>									



CHAPTER II: FACTIONS & ARCHETYPES

GUARDIAN (AELDARI, TIER 1)

When there is no other way, the perilous path is the only road to salvation.

—Farseer Eldrad Ulthuan

You are a citizen of one of the Craftworlds of the Aeldari, called upon to fight and risk your life in the name of protecting the fate of your species. Such a task is a grim necessity, and one you face with solemnity.

With their population in decline and their Craftworlds beset on all sides by merciless enemies, Guardians form an essential part of the Aeldari military assets. They are primarily a defensive force, guarding their Craftworlds from direct attacks, but will also accompany Aspect Warriors on offensive operations. Guardians are raised on an as-needed basis, and each unit will be led by an Aeldari who has already walked the Path of the Warrior. These former Aspect Warriors are effectively an officer corps for the Guardians, and while they cannot fully revive their previous battle skills, they nevertheless retain the experience required to organize and lead the Guardians into battle. Other Aeldari who have yet to travel the Warrior Path, or who were forced from it for various reasons, also relish the opportunity to go to war as Guardians.



GUARDIAN										
TIER	1	SPECIES	Aeldari	XP Cost	20					
KEYWORDS: AELDARI, ASURYANI, [CRAFTWORLD]										
ATTRIBUTES: Agility 3, Willpower 2										
SKILLS: Ballistic Skill 2 or Weapon Skill 2										
ARCHETYPE ABILITY: Defenders										
At the start of combat, before the first turn is taken, nominate a single location on the battlefield (no bigger than 1m across) as your objective. While within 6m of this objective, you may re-roll all rolls of 1 on ranged attacks and Resolve tests you attempt.										
WARGEAR: Aeldari Mesh Armour, Shuriken Catapult, mono-knife, spirit stone										
SUGGESTED ATTRIBUTES					XP Cost	52				
ATTRIBUTE	S	T	A	I	Wil	Int	Fel			
RATING	2	2	4	4	3	2	2			
SUGGESTED SKILLS					XP Cost	18				
Athletics 2, Awareness 1, Ballistic Skill 2, Pilot 1, Stealth 1, Weapon Skill 2										
SUGGESTED TALENTS										
<i>Battle Focus, Strike and Fade, Mastered Paths (p. 136)</i>										

STORM GUARDIANS

The Guardian archetype above creates a Guardian Defender, the most common form of Asuryani Guardian. Storm Guardians are those who favour close quarters combat, with many having been melee-focussed Aspect Warriors when upon a previous Path.

Replace the above Archetype Ability and Wargear with the following to play a Storm Guardian.

ARCHETYPE ABILITY: Stormblades

At the start of combat, before the first turn is taken, nominate a single location on the battlefield (no bigger than 1m across) as your objective. When you make a melee attack against an enemy within 6m of this objective, you may re-roll all rolls of 1 on melee attacks and Resolve tests you attempt.

WARGEAR: Aeldari Mesh Armour, Shuriken Pistol, Aeldari Chainsword, three plasma grenades, spirit stone

WINDRIDERS

The Guardian archetype above creates a Guardian Defender, the most common form of Asuryani Guardian. Windriders are Aeldari Pilots who operate sleek Jetbikes, serving as scouts and rapid-response forces for Asuryani Warhosts.

Replace the above Archetype Ability and Wargear with the following to play a Windrider.

ARCHETYPE ABILITY: Swift Demise

At the start of combat, before the first turn is taken, nominate a single location on the battlefield (no bigger than 1m across) as your objective. When you make a ranged attack using your Jetbike's weapons against an enemy within 6m of that objective, re-roll any rolls of 1 on that attack.

WARGEAR: Aeldari Mesh Armour, Shuriken Pistol, spirit stone, Aeldari Jetbike (**Church of Steel**, p. 92)

CHAPTER II: FACTIONS & ARCHETYPES

HEARTHKYN WARRIOR (LEAGUES OF VOTANN, TIER 1)

"You people do well at war because you treat it as a religion. We do well because we treat it as a business. It is just a matter of outlook."

Hargr Brônd, Kahl of the Gruben Kinhost

You're a proud, dependable warrior, trained in martial traditions of Kin and Hold. You do not yield while a fellow warrior continues to fight, and you do not despair when facing the enemy because your kin stand by your side.

These clone warriors form the core of the Kinhosts, and unlike Space Marines, they are not bred solely for war. These soldiers are a citizen militia drawn from the populace of the Holds and disregard gender, occupation, or social role. While warriors, they also live fulfilling lives outside of war. However, while they often have side trades outside of war, Hearthkyn are nonetheless well-trained and equipped for war and drill themselves as much as the elite warriors of many other races. They boast excellent discipline and prodigious martial skill, for a Hearthkyn cannot join a band until they are able to pass a rigorous series of tests.

Moreover, Hearthkyn Warriors are often engineered with particular cloneskeins that allow them to specialize in combat such heightened senses, improved stamina, and night vision. Others augment their bodies for battle with mechanical limbs and synthetic organs. Despite being technically classified as militia, no Hearthkyn is treated as expendable, and field medics are common amongst their ranks. Strong bonds of loyalty bind the individual Hearthkyn together and ensure comradeship of one squad to the next.

HEARTHKYN WARRIOR								
TIER	1	SPECIES	Kin or Ironkin	XP Cost	72			
KEYWORDS: LEAGUES OF VOTANN, [LEAGUE]								
ATTRIBUTES: Strength 4, Toughness 4, Willpower 3								
SKILLS: Awareness 1, Ballistic Skill 2, Tech 1, Weapon Skill 3								
ARCHETYPE ABILITY: Stalwart Comrade When you make an attack against an enemy who has already been attacked this round, you gain +Rank bonus dice.								
WARGEAR: Autoch-pattern Bolter <i>or</i> Ion Blaster, Autoch-pattern Bolt Pistol, Void armour, 2 gravitic concussion grenades								
SUGGESTED ATTRIBUTES					XP Cost	18		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	4	4	2	3	3	2	1	
SUGGESTED SKILLS					XP Cost	10		
Awareness 2, Ballistic Skill 3, Tech 1, Weapon Skill 3								



CHAPTER II: FACTIONS & ARCHETYPES
IMPERIAL GUARD MEDIC (ASTRA MILITARUM, TIER 1)

Hope for the best but prepare for the worst.

—Imperial Guard Tactical Manual

You've been given the honour and responsibility of keeping your fellow soldiers up and fighting, or at least ensuring that their deaths aren't too painful.

Soldiers of the Astra Militarum who have been trained in combat medicine, Medics are responsible for providing first response and front-line medical care to their fellow guardsmen on the battlefield. They are fighting chirurgeons, as comfortable with a medikit kit as with their Lasguns. In battle, they fight shoulder-to-shoulder with their comrades, only stopping to treat wounds and, where necessary, administering the Emperor's Peace.

IMPERIAL GUARD MEDIC									
TIER	1	SPECIES	Human	XP Cost	22				
KEYWORDS: IMPERIUM, ASTRA MILITARUM, [REGIMENT]									
ATTRIBUTES: Intellect 3									
SKILLS: Ballistic Skill 2, Medicae 2									
ARCHETYPE ABILITY: Field Medic When you make a Medicae test during combat on a Dying character, add +Double Rank bonus dice.									
WARGEAR: Flak armour, Lasgun, knife, guard issue mess kit, blanket, grooming kit, Uplifting Primer, 3 ration packs, medikit.									
SUGGESTED ATTRIBUTES						XP Cost	44		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	3	3	3	3	2	3	1		
SUGGESTED SKILLS						XP Cost	12		
Athletics 2, Awareness 1, Ballistic Skill 2, Medicae 2, Survival 1, Weapon Skill 1									
SUGGESTED TALENTS									
Die Hard (p. 132), Gallows Humour (p. 134), Take Cover									



CHAPTER II: FACTIONS & ARCHETYPES

IMPERIAL GUARD OFFICER (ASTRA MILITARUM, TIER 1)

A good soldier obeys without question. A good officer commands without doubt.

Tactica Imperium

You have been given the responsibility of commanding a platoon or more of Astra Militarum troopers. Their victories are your triumphs, and their failures are your shame. You must navigate the complex web of considerations – the orders of your superiors, the needs of your soldiers, and the stern gaze of the Commissar ensuring that your every act and word is a loyal one.

Regimental officers hail from the same world as the troops they command, assuming officer rank at the initial formation of the regiment. Prior to this, they may have held positions of leadership within their world's PDF, or otherwise had some other status or authority. This ensures that the common rank and file can look up to familiar leaders, which ensures that the regiment is a cohesive unit.

Lieutenants are the most junior officers on the field, controlling platoons and similarly sized groups. More senior officers—Captains, Majors, Colonels, and their regional equivalents—command increasingly more personnel.

Astra Militarum Officer Orders

All references to Rank in the orders below refer to the Rank of the character giving the order. A character may only benefit from one order at a time, and an order's effects last only until the start of the officer's next turn.

Each Officer knows two of the Orders listed below at each Rank.

TAKE AIM! The ally may re-roll Double Rank dice on their next aimed ranged attack.

FIVE ROUNDS RAPID! On the ally's next ranged attack with a **LAS** weapon with the Rapid Fire (X) Trait, increase the weapon's Salvo and Rapid Fire (X) Traits by +Double Rank.

BRING IT DOWN! The officer chooses a single enemy, and the ally adds +Rank ED to their next ranged attack against that target.

FORWARDS, FOR THE EMPEROR! The ally may shoot as part of a Sprint action as if their weapon had the Assault trait.

REGROUP! The ally may Fall Back as a Simple Action, rather than a Combat Action.

MOVE! MOVE! MOVE! The ally adds +Rank to their Speed if they Run or Sprint in their next turn.

FIX BAYONETS! The ally adds +Rank bonus dice to their next melee attack.

IMPERIAL GUARD OFFICER									
TIER	1	SPECIES	Human	XP Cost	22				
KEYWORDS: IMPERIUM, ASTRA MILITARUM, [REGIMENT]									
ATTRIBUTES: Fellowship 3									
SKILLS: Leadership 2, Weapon Skill 2									
ARCHETYPE ABILITY: Voice of Command As a Combat Action, you may issue an order to allies with the [REGIMENT] keyword who are able to hear you. Issuing orders requires a DN 1 Leadership test to order a single ally, adding +2 DN for each additional ally. Orders can be found on the sidebar below.									
WARGEAR: Flak armour, Refractor Field, Laspistol, chainsword, knife, guard issue mess kit, blanket, grooming kit, Uplifting Primer, 3 ration packs.									
INFLUENCE: +1									
SUGGESTED ATTRIBUTES					XP Cost	36			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	3	2	2	3	2	2	3		
SUGGESTED SKILLS					XP Cost	12			
Athletics 2, Awareness 1, Ballistic Skill 1, Leadership 2, Survival 1, Weapon Skill 2									
SUGGESTED TALENTS									
Disturbing Voice (p. 133), Supplicant (p. 140), In His Name (p. 143)									



CHAPTER II: FACTIONS & ARCHETYPES

KABALITE WARRIOR (DRUKHARI, TIER 1)

"A flawless shot, surgical in its precision, artistic in its placement, and splendidly sadistic in its timing. The wretched creature could not have known how near death it truly was."

—Sarik Heshaq, commenting on a fellow Kabalite Warrior's kill-log

You are one of the few cruel, deadly, and ruthless enough to have earned your way into the Kabals and get the chance to raid realspace. Your opportunities for glory and advancement have increased exponentially, but so too do the costs of failure.

Kabalite Warriors are the basic soldiers of a Drukhari Kabal. They make up the vast majority of the soldiers in a Kabal and perform any and all tasks too important to leave to the slaves.

The innate danger of simply living in Commoragh gives its citizens training as warriors from birth, their entire lives a constant fight for survival leaving even women and children to be better able to defend themselves than their Craftworld cousins. Kabalite Warriors are those who that have excelled enough to be noticed by a Sybarite. They are then granted increased status and inducted into the warriors of the Kabal. The Kabal furnishes weapons and armour in return for lifetime service to the Kabal. Despite this, the new warrior generally has no loyalty to the Sybarite, seeing them as just another stepping-stone to power in the Kabal.

KABALITE WARRIOR										
TIER	1	SPECIES	Drukhari	XP Cost	38					
KEYWORDS: AELDARI, DRUKHARI, KABALITE, [KABAL]										
ATTRIBUTES: Agility 3, Strength 2, Initiative 3										
SKILLS: Ballistic Skill 2, Cunning 1, Intimidation 2										
ARCHETYPE ABILITY: Innate Cruelty You add +Double Rank bonus dice to all Intimidation Interaction attacks you make.										
WARGEAR: Kabalite warsuit, splinter rifle, mono-knife										
INFLUENCE: +1										
SUGGESTED ATTRIBUTES						XP Cost	32			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	2	2	4	4	2	2	1			
SUGGESTED SKILLS						XP Cost	20			
Athletics 2, Awareness 2, Ballistic Skill 2, Cunning 1, Intimidation 2, Stealth 1, Weapon Skill 2										
SUGGESTED TALENTS										
<i>Power Through Pain, Deadshot (p. 131), Disturbing Voice (p. 133),</i>										



CHAPTER II: FACTIONS & ARCHETYPES

KHORNGOR (CHAOS, TIER 1)

Stamp and trample! Gore and crush!

Unknown Khorngor

You embrace your rage. You give in to the bloodlust that thunders in your head and your heart like the beating of a war drum.

Beastmen devoted to the Chaos God Khorne, Khorngor are bloodthirsty monstrosities even by the standards of their bestial kind. Khorngor tend to have ruddy flesh and dark fur, and many find that their features mutate to become more canine or ursine. They are often herded into battle by Khornate warbands as cannon fodder, driven into a berserker rage by the scent of spilled blood.

KHORNGOR									
TIER	1	SPECIES	Beastman	XP Cost	36				
KEYWORDS: CHAOS, ABHUMAN, HERETIC, KHORNE									
ATTRIBUTES: Agility 3, Strength 3, Toughness 3									
SKILLS: Weapon Skill 2									
ARCHETYPE ABILITY: The Scent of Blood You become <i>Frenzied</i> when an enemy is killed within 10 metres of you. While <i>Frenzied</i> , you add +Rank ED to all melee attacks you make. In addition, gain +1d3 Corruption									
WARGEAR: Flak armour, and one of the following – two axes or chainaxe and autopistol									
SUGGESTED ATTRIBUTES						XP Cost	18		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	4	3	3	2	2	1	1		
SUGGESTED SKILLS						XP Cost	12		
Athletics 1, Ballistic Skill 1, Intimidation 1, Weapon Skill 3									
SUGGESTED TALENTS									
Berzerker (p. 130), Brutalist (p. 130), Let the Galaxy Burn (p. 136)									

PESTIGOR (CHAOS, TIER 1)

It wouldn't stop. No manner how many shots we put into it; we couldn't bring it down. It just kept braying and bellowing and fighting.

Unknown Guardsman [executed], describing a Pestigor.

You are special. Beloved. The Grandfather, the Filthbringer, the Poxmaker... he will protect you, give you a home and a purpose, if you protect his other children.

Filthy, disease-ridden creatures, Pestigor are Beastmen devoted to Nurgle. Their fur and flesh are decaying and filled with parasites, their horns and claws are yellowed and deformed, and they are variously wasted or bloated depending on the diseases that infest them. Pestigor are often used as the guardians of temples and other profane sites devoted to Nurgle, and as bodyguards for cult leaders.

PESTIGOR									
TIER	1	SPECIES	Beastman	XP Cost	34				
KEYWORDS: CHAOS, ABHUMAN, HERETIC, NURGLE									
ATTRIBUTES: Strength 3, Toughness 4									
SKILLS: Intimidation 1, Weapon Skill 1									
ARCHETYPE ABILITY: Inured to Suffering You add +Rank to both your Resolve and your Determination. In addition, gain +1d3 Corruption									
WARGEAR: Flak armour, Autogun, plague knife									
INFLUENCE: +1									
SUGGESTED ATTRIBUTES						XP Cost	16		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	3	4	2	2	2	1	2		
SUGGESTED SKILLS						XP Cost	12		
Athletics 1, Ballistic Skill 1, Intimidation 2, Weapon Skill 2									
SUGGESTED TALENTS									
Die Hard (p. 132), Let the Galaxy Burn (p. 136), Tenacious (p. 140)									

CHAPTER II: FACTIONS & ARCHETYPES

PENAL LEGIONNAIRE (ASTRA MILITARUM, TIER 1)

"You've just been volunteered for the Last Chancers. For your crimes against the Emperor and humanity you will spend your life in this, the XIII Penal Legion, until such time as you receive the Emperor's Absolution from the Colonel or the Emperor himself. And of course, the only way you can receive the Emperor's personal absolution is when you're dead..."

Convicted of a crime and sentenced to deportation to a Penal Colony, you have since been rounded up to give your life for the Emperor in battle. You still face a life sentence, but it is likely to be much shorter.

Because there are many capital crimes in the Imperium, convicted criminals are abundant. For 'petty' crimes that do not warrant immediate execution or servitorisation, miscreants in the Imperium are sometimes shipped to a nearby Penal World, performing hard labour, serving as test subjects, or being gathered to fight in Penal Legions.

The Penal Legions are not self-sufficient armies but are instead attached to other regiments and armies in battle and are useful where greater numbers are necessary to win the day. They are considered expendable, as the Penal Legionnaires' lives are already forfeit. They are often used to test enemy defences. New 'recruits' have their heads shaved and tattooed with unit insignia, and explosive collars are put around their necks. The collars are a disciplinary device rather than a means of turning the troops into human bombs; the blast is directed inwards, killing only the wearer. The collars are controlled by personnel accompanying the force and are detonated only to restore discipline. As well as the collars, Penal troops are sometimes equipped with frenzon dispensers.

Troops sentenced to the Penal Legions serve for life. Most die in their very first battle, herded into the enemy gunfire and dying by the hundreds. A few, often hardened killers even before their sentencing, somehow beat these merciless odds and survive

—Sergeant Green, XIII Penal Legion, "The Last Chancers"

through numerous battles. In extremely rare cases a penitent might be granted the Emperor's forgiveness in a way other than dying in battle, by performing some incredible act of battlefield valour. These redeemed men then enter the Imperial Guard as regular Guardsmen.

PENAL LEGIONNAIRE								
TIER	1	SPECIES	Human	XP Cost	8			
KEYWORDS: IMPERIUM, ASTRA MILITARUM, [REGIMENT], MILITARUM AUXILIA, SCUM								
SKILLS: Ballistic Skill 2, Cunning 1								
ARCHETYPE ABILITY: Death Sentence								
Your life is forfeit anyway, so what is there left to fear? When you fail a Resolve Test, you may choose to suffer 1d3 Shock immediately to count as having passed that Resolve Test instead.								
WARGEAR: Flak armour, lascarbine, 1d3+1 knives, Munitorum issue mess kit, blanket, 3 ration packs, explosive collar, 3 doses of Frenzon with injector.								
SUGGESTED ATTRIBUTES					XP Cost	44		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	3	3	3	3	2	1	1	
SUGGESTED SKILLS					XP Cost	20		
Athletics 2, Awareness 1, Ballistic Skill 2, Cunning 2, Survival 2, Weapon Skill 3								
SUGGESTED TALENTS								
Brutalist (p. 130), Death or Glory (p. 131), Gallows Humour (p. 134)								



CHAPTER II: FACTIONS & ARCHETYPES
SISTER DIALOGUS POLYGLOT (ADEPTA SORORITAS, TIER 1)

*A spiritu dominatus,
 Domine, libra nos,
 From the lighting and the tempest,
 Our Emperor, deliver us.
 From plague, temptation and war,
 Our Emperor, deliver us,
 From the scourge of the Kraken,
 Our Emperor, deliver us.*

The *Fede Imperialis*, commonly known as the Battle-Prayer of the Adepta Sororitas

With quick mind and faithful heart, yours is the duty and burden of studying the countless languages and dialects of the Imperium and its enemies. If your Sisters-Militant are the Emperor's Wrath, then you must be His Voice and His Ear.

Speech and language are the speciality of the Orders Dialogus. Those with an aptitude for translation find their way into its ranks where they learn countless languages and dialects. While there are branches of the Adeptus Terra dedicated to the study of linguistics, the Orders Dialogous use their talents in more practical ways.

Though the all the Imperium converses in Imperial Gothic, there are millions of dialects, creoles, argots, pidgins, and ethnolects, some of which may as well be distinct languages, so far have they diverged from the Emperor's Gothic. When a missionary finds a new civilisation, a Sister Dialogus Polyglot will be assigned to help him learn the local language and communicate with the newly discovered people. Similarly, the Dialogous accompany the Astra Militarum and Imperial Navy, translating the orders of high command into the varied tongues of the common soldiers.

The Sisters of the Orders Dialogous are also skilled negotiators and mediators, and often work within the Adeptus Terra to aid discussions between disparate groups and individuals.

SISTER DIALOGUS POLYGLOT									
TIER	1	SPECIES	Human	XP Cost	24				
KEYWORDS: IMPERIUM, ADEPTA SORORITAS, [ORDER], ADEPTUS MINISTORUM, PRIEST									
ATTRIBUTES: Intellect 3, Willpower 3									
SKILLS: Persuasion 1, Scholar 1									
ARCHETYPE ABILITY: Sanctified Linguist You add +Rank bonus dice on Scholar tests relating to language, and you know Double Rank additional languages. You also gain +Rank Conviction.									
WARGEAR: Sororitas power armour, bolt pistol, copy of the <i>Rule of the Sororitas</i> , collection of reference texts, vox-caster, laud hauler.									
INFLUENCE: +1									
SUGGESTED ATTRIBUTES						XP Cost	26		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	2	2	2	2	3	3	3		
SUGGESTED SKILLS						XP Cost	22		
Ballistic Skill 2, Investigation 1, Persuasion 2, Scholar 3									
SUGGESTED TALENTS									
Orthopraxy (p. 137), Inspired Blessing (p. 143), Shield of Faith (p. 144)									

CHAPTER II: FACTIONS & ARCHETYPES

SISTER FAMULOUS (ADEPTA SORORITAS, TIER 1)

"I come now before you not as a Sister of the Sororitas, nor as one of the faithful, nor even as your judge. I come as an emissary of He who sits on the Golden Throne and I bring you His word: you have sinned, and you shall pay for your sins."

Sister Famulous Esme to the heretic Cardinal Galt

You have been charged with the task of ensuring that the Noble families of the Imperium do not fall from the Emperor's Light. You must advise, guide, and counsel them, but also censure them when needed, and through all this, you must hold strong to avoid succumbing to the depravity of their ways.

The sisters of the Orders Famulous serve amongst the household of the highest of the Imperium's nobility, acting as chamberlains, counsellors, and consuls. They broker inter-house alliances, trade deals, and marriages, and their hand is ever at work amongst the highest echelons of power. The Sisters of the Orders Famulous are skilled diplomats who perform many negotiations behind the scenes. Through their arranging of alliances and marriages, they take a direct hand in the fate of humanity, for those they counsel wield the power of whole planets and control the fates of billions. The servants of the Orders Famulous do not openly discuss this element of their work, even with other members of the Sisterhood, but many do appear to have extensive contact with members of the Inquisition, especially the Ordo Hereticus. Much of the work of the Orders Famulous also involves tracking the manifestation of saints, and they often become involved in the arcane process of determining whether or not.

The Orders Famulous also provide the Ecclesiarchy with watchful eyes throughout the Imperium, often serving as their spies who closely observe the dealings of influential individuals. Should these people go against the dictates of the Adeptus Ministorum, they may send reports that result in Confessors being sent to extract admissions of heresy. Powerful families that have held sway for generations may be eradicated entirely at the word of a Famulous Sister. In the course of their duties, Sisters Famulous often speak of how the Emperor manifests his will through his subjects, pointing to the miracles performed as Saints as evidence.

SISTER FAMULOUS								
TIER	1	SPECIES	Human	XP Cost	28			
KEYWORDS: IMPERIUM, ADEPTA SORORITAS, [ORDER], ADEPTUS MINISTORUM								
ATTRIBUTES: Intellect 2, Willpower 3, Fellowship 3								
SKILLS: Leadership 1, Persuasion 1								
ARCHETYPE ABILITY: Spiritual Advisor You add +Rank bonus dice to Leadership and Persuasion tests when interacting with the Nobility of the Imperium. You also add +Rank to your Conviction.								
WARGEAR: Formal Sororitas Robes (clothing), bodyglove, Autopistol, mono-knife, Chaplet Ecclesiasticus, copy of <i>Rule of the Sororitas</i>								
INFLUENCE: +1								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	2	2	2	2	3	3	3	
SUGGESTED SKILLS						XP Cost		
Awareness 2, Ballistic Skill 1, Investigation 1, Leadership 2, Persuasion 2, Scholar 1						20		
SUGGESTED TALENTS								
Orthopraxy (p. 137), Ever Vigilant (p. 133), Repent! (p. 144)								



CHAPTER II: FACTIONS & ARCHETYPES

SISTER NOVITIATE (ADEPTA SORORITAS, TIER 1)

"It is not enough to serve the Emperor, or even to love Him. You must give to Him all that you had, all you have, and all you shall ever have. You must give yourself over utterly and entirely to His divine will and become a vessel of that will. Only then is your sacrifice fitting."

From the *Rule of the Sororitas*

You are a recent recruit to the Adepta Sororitas. Your training under the Drill Abbots of the Schola Progenium was intense, and now you hone your skills and test your faith against the horrors of the galaxy before you are judged ready to be assigned to an Order of the Adepta Sororitas.

Most recruits into the Adepta Sororitas are drawn from the Schola Progenium, having been identified by the Drill Abbots and Abbesses of those Imperial orphanages as suitable candidates from an early age.

A few may be transferred from outside organisations, in particular the ranks of the servants of the Inquisition, although this is relatively unusual and only undertaken following lengthy consideration.

Having been identified as a candidate for membership, the individual is shipped to one of the two primary convents on Terra or Ophelia VII, where she will be subjected to a lengthy and arduous regime of testing as a novice intended to gauge her suitability to join the Sisterhood and to identify which of the Orders she would be most suited to.

Regardless of which Order she will eventually join, all novices undergo extensive instruction in the traditions of the Adepta Sororitas, and most receive at least a modicum of military instruction.

Once a novice is judged worthy to join the Sisterhood, swear her vows to the Emperor and has completed her basic training, the candidates are gathered in the great hall of the convent before the canonesses and palatines of the Orders to which they will be assigned.

Once she is assigned to her Order, the sister will begin a period of even more rigorous training and indoctrination, which, it is said, will never end until she sits in death at the right hand of the Emperor.

SISTER NOVITIATE									
TIER	1	SPECIES	Human	XP Cost	22				
KEYWORDS: IMPERIUM, ADEPTA SORORITAS, [ORDER], ADEPTUS MINISTORUM									
ATTRIBUTES: Strength 2, Toughness 2, Agility 2, Willpower 2									
SKILLS: Ballistic Skill 2, Scholar 1, Weapon Skill 1									
ARCHETYPE ABILITY: Impetuous Fervour Your youthful zeal makes you quick to action, adding +Double Rank bonus dice to any skill test attempted during the first round of a combat.									
WARGEAR: Sororitas Vestments, carapace armour, auto-pistol, Chaplet Ecclesiasticus, copy of <i>Rule of the Sororitas</i> , 2 frag grenades, 2 krak grenades, and either: autogun or sword.									
INFLUENCE: +0									
SUGGESTED ATTRIBUTES						XP Cost	36		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	2	3	3	3	3	2	2		
SUGGESTED SKILLS						XP Cost	12		
Athletics 1, Awareness 1, Ballistic Skill 2, Intimidation 1, Scholar 1, Weapon Skill 2									
SUGGESTED TALENTS									
Death or Glory! (p. 131), Orthopraxy (p. 137), By His Will (p. 142)									



CHAPTER II: FACTIONS & ARCHETYPES

SLAANGOR (CHAOS, TIER 1)

"Gorge and rut, rip and gore. Slake every hunger and thirst you possess. The Dark Prince commands it."

Mal'grash the Sharp-horned, Slaangor

You are a servant of the Prince of Chaos and blessed to even vaguely resemble the great Keepers of Secrets who serve them.

With sleek fur, gleaming horns, and lithe, supple flesh, Slaangor appear almost as if they had been perfected. Yet the spittle in their maws and the mania in their eyes show that, for all their glorified appearance, they are still the same savage creatures. Slaangor are marked as beloved creatures of the Prince of Pleasure and given status as protectors and guardians of the cults and temples they dwell within; for their status, they are gaudily adorned with jewellery and fine fabrics.

SLAANGOR										
TIER	1	SPECIES	Beastman	XP Cost	38					
KEYWORDS: CHAOS, ABHUMAN, HERETIC, SLAANESH										
ATTRIBUTES: Agility 3, Strength 3, Toughness 3										
SKILLS: Persuasion 1, Weapon Skill 2										
ARCHETYPE ABILITY: Distracting Musk Characters within 5 metres of you which lack the SLAANESH keyword add +Rank to the DN of all Intelligence and Willpower tests. In addition, gain +1d3 Corruption										
WARGEAR: Mesh armour, two swords										
INFLUENCE: +1										
SUGGESTED ATTRIBUTES						XP Cost	28			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	3	3	4	3	2	1	2			
SUGGESTED SKILLS						XP Cost	10			
Athletics 1, Awareness 1, Persuasion 1, Weapon Skill 3										
SUGGESTED TALENTS										
Acute Sense (p. 129), Dual Wield (p. 133), Let the Galaxy Burn (p. 136)										

TZAANGOR (CHAOS, TIER 1)

"Every abomination is a creation of Tzeentch. Every twisted monstrosity a child of the Changer of Ways. If I could, I would devour the thoughts of them all, that I too might know the horror of their existence. But for me there is a different fate."

Hasophet, Sorcerer and Magister of the Mind-Eaters

Tzaangors are bright of colouration and sharp of intellect. Their beaks clack as they chant blasphemous refrains in their dark tongues, gimlet eyes glowing in their aquiline skulls. They look to transcend their existences by seeking out the most powerful artefacts and priceless relics – in serving sorcerous masters, they may earn the chance to elevate themselves. However, a cruel streak resides within the soul of every Tzaangor, and their artistic pretensions are often set aside in favour of sheer, shocking brutality.

TZAANGOR										
TIER	1	SPECIES	Beastman	XP Cost	38					
KEYWORDS: CHAOS, ABHUMAN, HERETIC, TZEENTCH										
ATTRIBUTES: Strength 3, Toughness 3, Intellect 3										
SKILLS: Scholar 1, Weapon Skill 2										
ARCHETYPE ABILITY: Aura of Change Your Resilience increases by +Rank, and you make roll Determination against Mortal Wounds. In addition, gain +1d3 Corruption.										
WARGEAR: Two swords, or a chainsword and autopistol										
INFLUENCE: +1										
SUGGESTED ATTRIBUTES						XP Cost	12			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	3	3	2	2	2	3	1			
SUGGESTED SKILLS						XP Cost	14			
Awareness 1, Ballistic Skill 1, Scholar 2, Weapon Skill 3										
SUGGESTED TALENTS										
Dual Wield (p. 133), Let the Galaxy Burn (p. 136), Touched by Fate (p. 141)										

CHAPTER II: FACTIONS & ARCHETYPES

VOID REAVER (AELDARI, TIER 1)

The void is wealth. The void is freedom. I reject the tightly-bound chords of the Path. I reject the pettiness of Commorite politics. I reject the plain frugality of the Exodites. I reject the masks of the clown and mime. I most certainly reject death. The stars belonged to my ancestors. Thus, they belong to me. Thus, I go where I will, take what I will, and kill whom I will.

—Lady Hale'drithea of the Black Suns

You are a piratical raider, living a life of adventure and freedom amongst the stars your ancestors once claimed. Whatever walk of life you belonged to before, you are a reaver of the void now.

Corsairs, known as *Anhrathe* in the Aeldari tongue, are those Aeldari who seek freedom above all else. They are thrill-seekers, pursuing adventure, glory, and riches above all else, eschewing the discipline of the Asuryani Path, or the depravity of the Drukhari, or any other of the distinct fragments that Aeldari society has fragmented into.

Corsairs hail from all parts of Aeldari society. Outcasts from the Craftworlds, Drukhari from Commoragh, Exodites from the edges of the galaxy, and more besides. Some sought the Corsair life for freedom, others were exiled and found it by necessity, while others succumbed to nihilism and have embraced self-indulgence over the futile struggle against oblivion.

Corsairs garb themselves outlandishly, showing off the spoils of their raids in ostentatious displays of finery, yet for all their excess, they are agile and creative warriors, often with centuries of experience and subtle psychic abilities to call upon.

The Craftworlds often hold the *Anhrathe* at arm's length, content to employ them as privateers, but ill-at-ease with way the Corsairs' reckless freedom clash with Asuryani discipline. Similarly, some *Anhrathe* maintain trade and political relationships with Drukhari Kabals, even joining them on realspace raids, but are always wary of the insatiable hunger for agony the Drukhari possess.

This Archetype has been designed to work with characters of either Aeldari or Drukhari species.

VOID REAVER								
TIER	1	SPECIES	Aeldari or Drukhari	XP Cost	36			
KEYWORDS: AELDARI, ASURYANI, DRUKHARI, ANHRATHE, [COTERIE]								
ATTRIBUTES: Agility 3, Strength 2, Willpower 2								
SKILLS: Ballistic Skill 2, Intimidation 2, Weapon Skill 2								
ARCHETYPE ABILITY: Reavers of the Void When you make an attack, if you roll one or more Exalted Icons on the attack, then the minimum damage your attack will inflict, after deductions for your target's Resilience, is equal to the number of Exalted Icons rolled.								
WARGEAR: Corsair Armour, Shuriken Rifle, Shuriken Pistol, mono-knife, spirit stone. The Shuriken Rifle may be exchanged for a Power Sword.								
SUGGESTED ATTRIBUTES					XP Cost	48		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	3	2	4	4	3	2	2	
SUGGESTED SKILLS					XP Cost	12		
Athletics 2, Awareness 1, Ballistic Skill 2, Intimidation 2, Pilot 1, Stealth 1, Weapon Skill 2								



CHAPTER II: FACTIONS & ARCHETYPES

WATER CASTE FUNCTIONARY (T'AU EMPIRE, TIER 1)

It is well that they are known as the Water caste. One might as well try to nail the sea to the wall as pin them down with a straight answer. They flow around your words until they wear you down, like the trickle of water that over time will split the rock.

— Rogue Trader Guarnerius

You speak for the T'au Empire, a member of the Water Caste. You are part of the bureaucratic, mercantile, and diplomatic infrastructure which allows the T'au Empire to function.

The T'au Water Caste is made up of merchants, diplomats, and administrators. They are responsible for maintaining effective interaction between the castes, as well as communicating with and supervising the integration of alien species into the T'au Empire.

The Water Caste are consummate diplomats, manipulators, and fences, able to procure a rare Plasma Weapon for a handful of Kroot toenail clippings or talk a drug-crazed mutant into quiet subservience before convincing it to savagely assault its former master.

Members of the Water Caste tend to be taller and more slender than other T'au, and their features are softer and more expressive. Water Caste T'au will frequently adopt the mannerisms and other cultural habits of the intelligent species they deal with, although this is often done to promote communication with these other species.

Water Caste members are bureaucrats, politicians, negotiators, and administrators. They are the merchants and diplomats of the T'au Empire, moving in and around the other castes to ensure that T'au society functions smoothly, always in the service of the Greater Good.

Water Caste members often accompany T'au expeditionary forces to negotiate safe conduct through alien star systems and smooth the passage of T'au merchants and colonists.

Servants of the Imperium of Man should be aware that these T'au are exceptionally skilled at manipulating weak-willed individuals and every remark addressed to a member of the Water Caste must be carefully considered and phrased to prevent any sensitive information from being divulged.

WATER CASTE FUNCTIONARY									
TIER	1	SPECIES	Por T'au	XP Cost	26				
KEYWORDS: T'AU EMPIRE, WATER CASTE, [SEPT]									
ATTRIBUTES: Intellect 2, Fellowship 3									
SKILLS: Cunning 1, Insight 2, Persuasion 2									
ARCHETYPE ABILITY: Careful Words When you attempt an Interaction Attack using Persuasion, you receive +Double Rank bonus dice. When resisting Persuasion-based Interaction Attacks, increase your Resolve by +Rank.									
WARGEAR: Functionary's Robes (clothing), Escort Drone, Vox Caster, Holographic Projector, Trade Goods (worth +3 Wealth)									
INFLUENCE: +2									
SUGGESTED ATTRIBUTES						XP Cost	34		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	1	1	2	2	3	3	4		
SUGGESTED SKILLS						XP Cost	30		
Awareness 2, Cunning 2, Deception 2, Insight 3, Persuasion 3, Investigation 1									



CHAPTER II: FACTIONS & ARCHETYPES

WRACK (DRUKHARI, TIER 1)

"The creatures of realspace are so possessive of their flesh, hiding it from their peers and betters beneath skin and armour. The same is true of their bones, which they are quick to mend when broken. How tedious an existence they must lead, bound to one form forever. That is, of course, until I find them, and introduce them to a life of ever-changing torment."

—Exen Bal'reyn, Wrack of the Coven of Twelve

You are a servant of a Haemonculus, a willing subject of your master's experiments and a gleeful assistant in their craft. You have transcended the limitations you were born with, and you aspire someday to become something far greater.

Every ruler needs obedient servants, and Wracks are literally fashioned for the task. Known in some circles as "Haemacolytes," each Wrack's sole duty is to dutifully serve their master, whether at the slab or upon the battlefield.

To this end they are physically modified to better perform their gory duties. Within the Wrack's surgically enhanced frame lies a shocking strength, and in combat they lay about themselves with a variety of sickled blades, corrosive whips, stun-rods and silvered hooks.

Because Haemonculi tend towards megalomania or even delusions of godhood, they surround themselves with supplicants and minions to enact their orders. In fact, most Haemonculi prefer not to sully themselves with physical labour of any kind and consider themselves somehow polluted if they have to exert themselves in any way. Instead, the dirty work of each Haemonculus is performed by his Wracks.

Most Wracks hope to one day transcend their previous lives entirely—a Wrack will endure almost any degradation in the hope that they may eventually ascend to the ranks of the Coven lords. A typical scene in theoubliettes and laboratories of the Haemonculi is a single figure looming over a partially dissected victim whilst hunched Wracks scrabble to enact every disturbing command.

WRACK								
TIER	1	SPECIES	Drukhari	XP Cost	48			
KEYWORDS: AELDARI, DRUKHARI, HAEMACOLYTE, [COVEN]								
ATTRIBUTES: Agility 3, Strength 4, Toughness 3								
SKILLS: Medicae 2, Intimidation 2, Weapon Skill 2								
ARCHETYPE ABILITY: Insensible to Pain Your maximum Shock is increased by +Rank. Further, when you roll Determination, you may re-roll any die which rolls a 1. You may roll Determination against Mortal Wounds. You cannot wear armour, due to your altered physiology.								
WARGEAR: Gnarlskin, Wrack Blade, Haemacolyte's Tools, any one Augmetic with the DRUKHARI keyword and a rarity of up to Rare.								
SUGGESTED ATTRIBUTES					XP Cost	18		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING								
SUGGESTED SKILLS					XP Cost	10		
Athletics 2, Deception 1, Insight 1, Intimidation 2, Weapon Skill 3								
SUGGESTED TALENTS								
<i>Power Through Pain, Blood Must Flow! (p. 130), Furious Charge (p. 134)</i>								



CHAPTER II: FACTIONS & ARCHETYPES

WYCH (DRUKHARI, TIER 1)

"The caress of cold steel upon warm flesh is a divine gift, a sensation unmatched in all of existence in its purity and simplicity. I have drunk deep of its echoes in more opponents than I care to count but have never felt the sensation myself. Will you be the first to gift me with the experience, or shall you be another through whom I must feel this gift vicariously?"

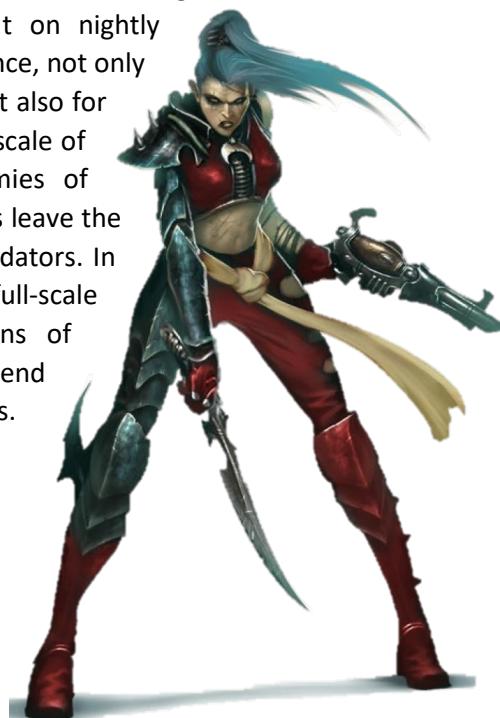
Attributed to Lelith Hesperax, of the Wych Cult of Strife

You are a gladiator, a combatant and performer beyond compare—barring maybe the enigmatic Harlequins—who strives for the perfect strike, the perfect wound, the perfect kill, and all the delicious sensations and emotions which accompany the blade's caress. For the right price, your skills can even be put to use outside the arena.

Wyches, also known as *Hekatarii* are gladiatorial warriors of the Drukhari, they each belong to one of the various Wych Cults of Commoragh. Wyches fight in arenas in duels with one another and with various captured aliens and beasts; few survive their first duel but those who live learn quickly. Ruled over by their Succubi, the Wyches are highly proficient at close-quarters combat, practising their skills for their entire lives. Wyches often use a cocktail of combat-enhancing drugs to improve their performance on the battlefield.

Because of Drukhari's unending need to bathe in murderous sensations, the Drukhari have evolved the Hekatarii, known in common parlance as the Wych Cults. Each Wych Cult is a thousands-strong organisation of gladiators that put on nightly displays of the most incredible violence, not only for the edification of the masses, but also for their literal sustenance. Such is the scale of the carnage staged by these armies of warrior-athletes that their audiences leave the arena with the glow of well-fed predators. In this way the populace is kept from full-scale anarchy – at least, those portions of Commoragh wealthy enough to attend the Wych Cults' nightly performances.

WYCH										
TIER	1	SPECIES	Drukhari	XP Cost	52					
KEYWORDS: AELDARI, DRUKHARI, WYCH, [WYCH CULT]										
ATTRIBUTES: Agility 4, Strength 2, Initiative 3										
SKILLS: Athletics 2, Intimidation 2, Weapon Skill 2										
ARCHETYPE ABILITY: Hekatarii Prowess As long as you are not immobilised or <i>Restrained</i> , you may use Agility instead of Toughness when you roll Determination, and you may roll Determination against Mortal Wounds. In addition, enemies attempting to Fall Back must pass an Agility test (DN 2+ Double Rank); failure means that they cannot Fall Back this turn.										
WARGEAR: Wychsuit, Hekatarii blade, splinter pistol, 3 plasma grenades, three doses of Hekatarii combat drugs										
SUGGESTED ATTRIBUTES						XP Cost	18			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	2	2	4	4	2	1	1			
SUGGESTED SKILLS						XP Cost	10			
Athletics 2, Deception 1, Insight 1, Intimidation 2, Weapon Skill 3										
SUGGESTED TALENTS										
<i>Power Through Pain, Blood Must Flow! (p. 130), Furious Charge (p. 134)</i>										



CHAPTER II: FACTIONS & ARCHETYPES

WYRD (SCUM, TIER 1)

"Some call me witch, some call me wyrd, some call me worse things. But they've all got coin when they think I'll give them an edge."

— “Mama” Magritte, local Wyrd outside Fool’s Delving, Hive Primus, Necromunda

You can feel the Warp, and it sometimes listens to you. You’re quick to hide when the authorities come looking, but for everyone else your powers are an open secret, denounced in public but fetching a tidy sum in private.

With every passing generation of humanity, more and more psykers are born, and not all of them are captured and sent to the Blackships to be tested and carried to Terra. A proportion, growing year by year, stay on their homeworlds, often lending their powers to any who can pay.

While humanity has long feared the witch and the sorcerer, greed and desperation can override that fear, and many worlds still maintain ancient, heretical traditions of spirit-talkers, fortune-tellers, mysterious hermits, and wise old crones. Communities often hold these figures at arm’s length, never accepting them, but unwilling to cast them out entirely. Part of this is pragmatism—a wyrd’s powers can be quite useful—but part of it is fear that an outcast witch might return seeking vengeance. Still, such relationships are tenuous at best, and a season’s misfortune for a community can often lead to people casting blame upon a wyrd, with an angry mob following soon after.

BACK-ALLEY DOC									
TIER	1	SPECIES	Human			XP Cost			
KEYWORDS: SCUM, PSYKER									
ATTRIBUTES: Willpower 3									
SKILLS: Cunning 1, Psychic Mastery 1									
ARCHETYPE ABILITY: Self-Taught Witchcraft You are a psyker; you know a number of randomly determined Minor Psychic Powers equal to 1 +Rank, and you may learn additional Minor Powers. Each time you suffer Perils of the Warp, you lose the power you attempted to use, and must randomly generate a new minor power to replace it.									
You may not learn Smite or powers from any psychic discipline unless you have ascended and achieved Tier 2 or higher.									
WARGEAR: Mono-Knife, stubber <i>or</i> lascannon, common clothing, one dose of Spook									
SUGGESTED ATTRIBUTES						XP Cost			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	2	3	2	2	3	2	2		
SUGGESTED SKILLS						XP Cost			
Awareness 1, Cunning 2, Deception 1, Insight 1, Intimidate 1, Psychic Mastery 3, Scholar 1, Survival 1						26			
SUGGESTED TALENTS									
Disturbing Voice (p. 133), Ever Vigilant (p. 133), Scum Savvy (p. 139)									



CHAPTER II: FACTIONS & ARCHETYPES

AERONAUTICA PILOT (IMPERIAL NAVY, TIER 2)

"This is Fury Squadron commencing fly-over, don't worry Colonel, we've got you covered."

—Flight Lieutenant Bayde, 104th “Fury” Thunderbolt Squadron

Sat in the cockpit of your aircraft, you are a terror for the enemies of the Emperor, descending from the skies to strike down your target.

All across the Emperor's vast interstellar realm, desperate aerial combat is fought; wings of fighters and bombers sally forth from ground bases and void ships in relentless waves, adding their meagre strength to that gone before them, hoping against hope to tip the balance in their favour and gain some minuscule measure of supremacy that might lead to a lasting conquest.

No amount of training can prepare a rookie pilot for the reality of what is to come. A pilot can fly many sorties and complete numerous missions in hostile skies, but until they are blooded in combat, they have no comprehension of what aerial warfare truly means.

The sheer, breakneck speed and dizzying assault on the senses is something that cannot be experienced in test conditions. Legends can be born or lives lost as a result of decisions made and actions taken in the briefest of moments. Consequently, the one staple, the one unifying trait shared by pilots of any intelligent race, is that their first experience of action may well be their last.

Not all pilots face a swift, fiery end, however. For every squadron destined to spin into oblivion, one or two pilots will overcome the dangers and quell their fears. Such natural airborne warriors show an almost preternatural skill, quickly mastering the subtle nuances of their craft, able to jink and dive out of fire arcs and target locks with the grace of a dancer. They develop a sixth sense for danger and a rapacious hunger for the thrill of the kill.

AERONAUTICA PILOT									
TIER	2	SPECIES	Human	XP Cost	60				
KEYWORDS: IMPERIUM, NAVIS IMPERIALIS, AERONAUTICA IMPERIALIS									
ATTRIBUTES: Agility 3, Initiative 3									
SKILLS: Ballistic Skill 3, Pilot 3, Tech 2									
ARCHETYPE ABILITY: Aerial Hunter While you are PILOT of an AERONAUTICA IMPERIALIS vehicle, the vehicle's Defence is increased by +Rank while it is moving. In addition, you may re-roll up to Rank dice on attacks using the weapons of any AERONAUTICA IMPERIALIS vehicle you are PILOT or CREW of.									
WARGEAR: Laspistol, Aeronautica Flight Suit, survival kit, Thunderbolt Fighter or Lightning Interceptor.									
SUGGESTED ATTRIBUTES						XP Cost	52		
ATTRIBUTE	S	T	A	I	Wil	Int	Fel		
RATING	2	2	4	4	3	3	2		
SUGGESTED SKILLS						XP Cost	48		
Awareness 3, Ballistic Skill 4, Leadership 2, Pilot 4, Scholar 1, Survival 2, Tech 3									
SUGGESTED TALENTS									
<i>Combat Driving, Gunnery Crew, Gallows Humour (p. 134)</i>									



CHAPTER II: FACTIONS & ARCHETYPES
ARBITES SUBDUCTOR (ADEPTUS ARBITES, TIER 2)

"To be just, our Law must be cruel".

Credo Arbites

You are one of the black-armoured enforcers of the Emperor's Law, charged with bringing order to the lawless and justice to those who transgress. With shield and shock maul, you are part of the thin line that stands between civilisation and anarchy.

Within the Adeptus Arbites, the *Lex Imperialis* is enforced and protected by two equally important groups: the Arbitrators (*Aedile* in High Gothic) who enforce order, and the Judges (*Praetors*), who pass judgement upon the guilty.

Of the former, Subductors are the common image of the Arbites in the minds of most citizens: clad in heavy black carapace armour, mailed fists clutching a shock maul and locked shoulder to shoulder with others behind a wall of suppression shields during a riot. Arbitrators represent the physical might of the Law, delivering swift and brutal punishment to transgressors.

All Arbitors are required to maintain combat readiness and possess knowledge of legal doctrine, but Arbitrators specialise in the former, studying urban pacification tactics, riot suppression methods, and proficiency with dozens of different weapons and armoured vehicles. Sometimes, keeping order means patrolling the streets and dispensing a few summary judgements on petty crimes.

Sometimes it means waging war on a rebellious fiefdom, or withstanding a siege from within a Precinct-Fortress.



ARBITES SUBDUCTOR							
TIER	2	SPECIES	Human	XP Cost	58		
KEYWORDS: IMPERIUM, ADEPTUS ARBITES							
ATTRIBUTES: Strength 3, Toughness 3, Intellect 2							
SKILLS: Athletics 2, Investigation 2, Intimidation 2, Weapon Skill 2							
ARCHETYPE ABILITY: Inviolate Jurisdiction							
While wielding a shield, you may take the Full Defence action as a Simple Action, rather than a Full-Round Action, and you may add +1 die to the Initiative Test for each ally wielding a Shield within Rank metres.							
WARGEAR: Arbites Carapace, excruciator maul, suppression shield, Arbites shotpistol, magnacles, Book of Judgement (abridged).							
INFLUENCE: +1							
SUGGESTED ATTRIBUTES						XP Cost	50
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	4	3	3	3	3	2
SUGGESTED SKILLS						XP Cost	42
Athletics 2, Awareness 3, Ballistic Skill 3, Insight 1, Intimidation 3, Investigation 2, Leadership 1, Scholar 1, Weapon Skill 3							
SUGGESTED TALENTS							
Brutalist (p. 130), Disturbing Voice (p. 133), Tenacious (p. 140)							

CHAPTER II: FACTIONS & ARCHETYPES

ARBITES VIGILANT (ADEPTUS ARBITES, TIER 2)

"We determine the guilty. We decide the punishment".

You are one of the black-armoured enforcers of the Emperor's Law, charged with bringing order to the lawless and justice to those who transgress. With each shotgun blast, you deliver judgement to those who defy the Imperium.

Within the Adeptus Arbites, the *Lex Imperialis* is enforced and protected by two equally important groups: the Arbitrators (*Aedile* in High Gothic) who enforce order, and the Judges (*Praetors*), who pass judgement upon the guilty.

Of the former, Vigilants are amongst those most commonly seen by the citizens of the Imperium: clad in heavy black carapace armour, mailed fists clutching a sturdy combat shotgun, patrolling the streets and standing vigil against lawbreakers. Arbitrators represent the physical might of the Law, delivering swift and brutal punishment to transgressors.

All Arbitors are required to maintain combat readiness and possess knowledge of legal doctrine, but Arbitrators specialise in the former, studying urban pacification tactics, riot suppression methods, and proficiency with dozens of different weapons and armoured vehicles. Sometimes, keeping order means patrolling the streets and dispensing a few summary judgements on petty crimes. Sometimes it means waging war on a rebellious fiefdom, or withstanding a siege from within a Precinct-Fortress.



The Commandments of Justice

ARBITES VIGILANT							
TIER	2	SPECIES	Human	XP Cost	58		
KEYWORDS: IMPERIUM, ADEPTUS ARBITES							
ATTRIBUTES: Strength 3, Toughness 3, Intellect 2							
SKILLS: Awareness 2, Investigation 2, Intimidation 2, Weapon Skill 2							
ARCHETYPE ABILITY: Ruthless Efficiency							
When you make a ranged attack at short range with a Shotgun of any kind, for each Exalted Icon you shift for additional damage, you add +2ED rather than +1ED.							
WARGEAR: Arbites Carapace, Arbites combat shotgun, repression baton, Arbites shotpistol, magnacles, Book of Judgement (abridged).							
INFLUENCE: +1							
SUGGESTED ATTRIBUTES						XP Cost	50
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	4	3	3	3	3	2
SUGGESTED SKILLS						XP Cost	42
Athletics 2, Awareness 3, Ballistic Skill 3, Insight 1, Intimidation 3, Investigation 2, Leadership 1, Scholar 1, Weapon Skill 3							
SUGGESTED TALENTS							
Disturbing Voice (p. 133), Ever Vigilant (p. 133), Tenacious (p. 140)							

CHAPTER II: FACTIONS & ARCHETYPES
ASTROPATH (ADEPTUS ASTRA TELEPATHICA, TIER 2)

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

—Arradin Vykis, Astropath

You were blessed—or cursed—with psychic potential and gathered up by the Black Ships. Your mind was reforged by the Emperor Himself into something that could withstand your powers, so that you could listen and speak across the darkness between the stars, binding the Imperium together.

Astropaths are psykers collected by the Imperium's Black Ships whose powers are considerable, but who lack the mental strength to resist the dangers of the Warp.

They are trained at the Adeptus Astra Telepathica, where they undergo years of training and extensive indoctrination. At the end of this period, they undergo a techno-arcane ritual, known as Soul Binding. They prepare for months, fasting and praying; then they are brought a hundred at a time in procession to the Emperor's Palace and the ritual takes place: they kneel before the Emperor and he himself (being the only psyker powerful enough to complete such a task) reshapes their very minds.

On one side, Soul Binding shapes their powers, allowing them to safely interact with the Warp and to broadcast messages through it and preventing them from being tainted by the Warp: they resist easier than other psykers to daemonic possession and daemons' powers and they are even less prone to the Perils of the Warp. In fact, after the ritual they are linked to the Emperor and their new abilities are a result of the combination of their powers with a fraction of the Emperor's.

On the other side, Soul Binding is not an absolutely safe measure, so Astropaths still face the risk of succumbing to daemons. In addition, during the ritual they must endure several hours of agony and this results in a real trauma. In general, all have their personalities altered to some extent. Touching the mind of the God-Emperor himself is also such an intense sensory experience that it completely overloads their sensory organs, to the point that some of the Astropaths are killed or driven

insane during the process. Those who survive are permanently blinded and most of them even suffer from nerve damage, which results in a loss of smell, touch or hearing. Although blinded, Astropaths make up for their sensory lacks with the help of their psychic abilities: they develop a sort of "near-sense", which means that few of them choose to have mechanical eyes implanted.

ASTROPATH										
TIER	2	SPECIES	Human	XP Cost	32					
KEYWORDS: IMPERIUM, ADEPTUS ASTRA TELEPATHICA, PSYKER										
ATTRIBUTES: Willpower 4										
SKILLS: Psychic Mastery 1										
ARCHETYPE ABILITY: Soul-bound Psyker:										
You are a Psyker; you know the <i>Telepathy</i> psychic power and may purchase additional psychic powers from the <i>Telepathy</i> Discipline. If you purchase an access to an additional Discipline, it must be Divination or Theosophamy.										
You permanently have the <i>Blinded</i> condition, though you can perceive the world well enough as long as you can use your psychic powers. You add +Rank to your Conviction, and you may spend ten minutes entering a trance in order to use the <i>Telepathy</i> psychic power with a range of 1 Light Year rather than 100m. Each use of <i>Telepathy</i> over this distance may only communicate with other Astropaths, and it inflicts 1d3 Shock.										
WARGEAR: Laspistol, staff, Psykana mercy blade, clothing (Astropath's robes), blanket, grooming kit, 2 ration packs.										
SUGGESTED ATTRIBUTES						XP Cost	61			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	1	2	2	2	6	3	2			
SUGGESTED SKILLS					XP Cost	14				
Awareness 1, Psychic Mastery 3, Scholar 1										
SUGGESTED TALENTS										
Mind Probe (p. 279), Psychic Shriek (p. 279), Psychometry (p. 275), Scrier's Gaze (p. 276),										

CHAPTER II: FACTIONS & ARCHETYPES

BANISHER (ADEPTUS MINISTORUM, TIER 2)

"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

Yours is a solemn burden. When most of the Priesthood speak of The Enemy as a figurative, spiritual peril, you know the truth. You have seen the truth of the daemon, and you have learned to combat it as best you can. With the purity of your hate and your scorn, you drive the daemon out, banishing them to the hells from whence they came.

In the eternal battle against Chaos, faith and knowledge are weapons. Few servants of the Throne wield these weapons with greater solemnity than the Banisher. Whether stalking the darkest halls of a hive city's Librarium in search of omens or enacting the Rites of Dispossession on the fields of battle, daemonic lore is vitally important to these rare and specialised priests.

Banishers, also known as Exorcists and Black Priests, are those who have learned to combine their faith and their zeal with forbidden knowledge in order to combat daemons. Such knowledge is normally a death-sentence to know—if the knowledge itself does not inflict madness and corruption, the Inquisition routinely purges those who know things they should not—but many in the Ordo Malleus find Banishers to be invaluable assets, sponsoring orders of Banishers within the Ecclesiarchy across the Imperium.

Though most Banishers are chosen at a young age to be trained by the Ecclesiarchy, not all Banishers are trained by the Ministorum. On many Feudal Worlds or Feral Worlds, the wise steel themselves to study that which dwells in the dark, seeking wisdom to help them vanquish Warp-spawned entities.

While these elders are not usually steeped in the doctrines of the Ecclesiarchy, they are no less devout believers in the Imperial Creed and can be quite useful in rooting out long-forgotten omens and ancient secrets in Imperial archives. Many Inquisitors have also been known to train Banishers to combat specific daemons.

BANISHER							
TIER	2	SPECIES	Human	XP Cost	50		
KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, PRIEST, INQUISITION, [ORDO]							
ATTRIBUTES: Willpower 4, Fellowship 4							
SKILLS: Intimidation 3, Persuasion 3, Scholar 2							
ARCHETYPE ABILITY: Litany of Purity							
You have +1 Faith Point. When you attempt an Intimidation or Persuasion Interaction Attack against a DAEMON, you may spend one Faith point to invoke the Litany of Purity. If the Interaction Attack succeeds, the DAEMON is Pinned in addition to other effects, and suffers 1d3 Mortal Wounds, +1 per Exalted Icon shifted.							
WARGEAR: Flamer with Blessed Promethium ammo, one melee weapon of up to Value 7 and a rarity of up to Rare, with the Sanctified upgrade, Rosarius, knife, clothing (Ministorum robes), missionary kit, symbol of authority.							
INFLUENCE: +2							
SUGGESTED ATTRIBUTES						XP Cost	68
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	2	3	2	3	5	3	5
SUGGESTED SKILLS						XP Cost	42
Awareness 2, Ballistic Skill 1, Intimidation 4, Persuasion 4, Scholar 3, Weapon Skill 3							
SUGGESTED TALENTS							
Disarming Stare (RR1 p.64), Forbidden Knowledge (RR1 p.65), War Hymns, Consecrated Light (p. 143)							

CHAPTER II: FACTIONS & ARCHETYPES
BLACK SENTINEL (ADEPTUS ASTRA TELEPATHICA, TIER 2)

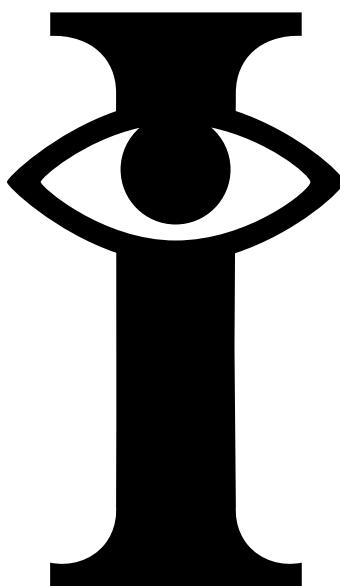
"Psykers are necessary for the Imperium to exist. But that necessity does not require trust. They are a vulnerability the Enemy will seek to exploit, and thus we guard them from threats both without and within."

—Rem Tholus, Black Sentinel

You have been chosen to stand watch over the facilities, ships, and other actions of the Adeptus Astra Telepathica, securing them against intruders and delivering the Emperor's judgement should they succumb to their accursed powers.

The Black Sentinels are an armed force of the Adeptus Astra Telepathica, having been active since the Great Crusade and Horus Heresy. In those ancient days, they supplemented the elite warriors of the Sisters of Silence, and in the millennia since they have stood guard over the psyker tithe, Astropathic choirs, and any other places where sanctioned psykers are gathered.

Black Sentinels provide security for Astropaths and their facilities across the Sol System and beyond. They are also entrusted with the task of eliminating compromised Psykers, prowling across the gantries and corridors of the Telepathica headquarters on Terra and similar locations, forever poised for the first twitch or spasm of possession. Well-trained and heavily-armed, they are dressed in black armor protected with psychic wards, and wear masks that resemble snarling beasts.



BLACK SENTINEL								
TIER	2	SPECIES	Human	XP Cost	80			
KEYWORDS: IMPERIUM, ADEPTUS ASTRA TELEPATHICA								
ATTRIBUTES: Toughness 3, Agility 2, Initiative 3, Willpower 4								
SKILLS: Awareness 3, Ballistic Skill 3, Intimidation 2, Weapon Skill 2								
ARCHETYPE ABILITY: Witch-Guard								
You are trained to react swiftly to psychic phenomena. When a PSYKER within Double Rank metres of you attempts to use a Psychic Power, or suffers Perils of the Warp, you may use your Reflexive action to immediately attack that Psyker. If the attack inflicts one or more Wounds, the psychic power and any accompanying Perils of the Warp immediately fails. If you use this ability on a friendly Psyker, you may choose to reduce the damage inflicted by up to Rank.								
WARGEAR: Lasgun, shock maul, flak armour, hexagrammic wards, clothing (uniform), blanket, grooming kit, 2 ration packs.								
SUGGESTED ATTRIBUTES					XP Cost	40		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	3	4	3	4	4	2	2	
SUGGESTED SKILLS					XP Cost	50		
Athletics 2, Awareness 4, Ballistic Skill 4, Insight 1, Intimidation 2, Scholar 1, Survival 3, Weapon Skill 3								
SUGGESTED TALENTS								
Dirty Fighter (p. 132), Disturbing Voice (p. 133), Ever Vigilant (p. 133)								

CHAPTER II: FACTIONS & ARCHETYPES
BEAST SNAGGA BOY (ORK, TIER 2)

"Out da way, runtz! I'z killin' dat fing!"

—Uzgrak, Ork Snagga Boy, upon seeing a Carnifex

You're one of the biggest and hardest of the Boys, covered in scars, bioniks, and trophies from previous kills against monsters and enemy vehicles.

Beast Snaggas are a sub-sect of Orks well-known for hunting and wrangling beasts such as the larger species of squig. Many ride into battle on “tame” mounts as belligerent as their riders, but some delight in bringing their targets down on their own two feet. Banding together into mobs, these ferocious fighters can often be found crashing into the monsters and hacking their tough hides to pieces.

A (relatively short) lifetime of hunting huge, dangerous beasts has made these Orks particularly large and strong in comparison with regular Boyz. While they’re not quite as durable as a Nob, they can certainly swing their choppas just as hard, which makes them especially prone to lording it over the Boyz they charge alongside.

Although the Beast Snaggas’ adherence to the old ways of Orky culture makes them an ideal fit for the equally traditionalist Snakebites, they can be found across almost every clan. While other greenskins might see them as a bit weird, no one will turn down a few extra bodies in a fight, and it can be a good laugh seeing the Beast Snagga Boyz trying to harpoon giant tanks.

As if they weren’t tough enough already, the frequent and plentiful injuries that come as part of any career in squig-wrangling mean frequent trips to the Dok, and by necessity Beast Snagga Doks are some of the most ‘creative’ around.

BEAST SNAGGA BOY										
TIER	2	SPECIES	Ork	XP Cost	60					
KEYWORDS: ORK, [CLAN]										
ATTRIBUTES: Strength 4, Toughness 3										
SKILLS: Intimidation 2, Survival 1, Weapon Skill 3										
ARCHETYPE ABILITY: Monster Hunters										
You add +Rank bonus dice to attacks made against enemy Monstrous Creature Threats and Vehicles.										
WARGEAR: Chain Choppa, Slugga, Ork Flak armour, one Augmetic or Ork Bionic (rarity Rare or better).										
SUGGESTED ATTRIBUTES						XP Cost	68			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	5	5	2	4	2	1	1			
SUGGESTED SKILLS						XP Cost	32			
Athletics 2, Awareness 1, Ballistic Skill 2, Intimidation 3, Survival 2, Weapon Skill 4										
SUGGESTED TALENTS										
Armourbane (p. 129), Death or Glory (p. 131), ‘Ere We Go										

CHAPTER II: FACTIONS & ARCHETYPES

BONESINGER (AELDARI, TIER 2)

"We are shaped by Fate, just as we shape it."

—Dathedron Maerathil, Asuryani Bonesinger

You are a psychic artisan, shaping and sculpting the structures, tools, and other technology which your people rely upon for survival.

A Bonesinger serves as a psychic engineer and craftsman for the Craftworld Aeldari, the Asuryani. The Bonesingers are the builders and maintainers of all Aeldari weapons, tools and even the Craftworlds themselves. These powerful xenos psykers are gifted in the arts of construction using the solidified power of the Warp. They use their telepathic ability to summon or psychically generate the solidified substance of the Immaterium the Aeldari call Wraithbone, which they construct into buildings or tools and use to repair the vehicles, weapons and armour of the Asuryani.

Like all of their kind, the Bonesingers are following one of the many Asuryani Paths that determines their current focus and purpose in life. The Bonesinger's Path, the Path of Shaping, is closely related to both the Path of the Artisan and the Path of the Seer. During their time on the Path of Shaping, the Bonesinger is tasked with the construction and maintenance of Craftworld structures, weapons and machinery, serving as psychic architects, engineers, and sculptors. They do this through the psychosonic manipulation of Wraithbone and other psychoreactive crystals, using sound, music, and mental energies to shape and mould these substances into various items. While Wraithbone naturally repairs itself, and grows over time, the process can be accelerated and guided by the psychic abilities of a Bonesinger.

BONESINGER									
TIER	2	SPECIES	Aeldari	XP Cost	72				
KEYWORDS: AELDARI, ASURYANI, [CRAFTWORLD], PSYKER									
ATTRIBUTES: Agility 3, Intellect 4, Willpower 4									
SKILLS: Psychic Mastery 2, Tech 2									
ARCHETYPE ABILITY: Path of the Shaper: You are a psyker; you know the Smite and Vaul's Song psychic powers and may purchase other powers from the Divination discipline, the Runes of Shaping discipline, and one other discipline of your choice.									
WARGEAR: Rune armour, psytronomer shaper, a set of wraithbone runes, Bonesinger shard, Spirit Stone.									
INFLUENCE: +1									
SUGGESTED ATTRIBUTES						XP Cost	57		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	2	2	3	3	6	4	2		
SUGGESTED SKILLS						XP Cost	30		
Awareness 2, Insight 2, Psychic Mastery 3, Scholar 2, Tech 3									
SUGGESTED TALENTS									
<i>Focus Will, Webway Step, Wraithtomb</i>									



CHAPTER II: FACTIONS & ARCHETYPES

BURNA BOY (ORK, TIER 2)

"Look! Look, Nashrak! It'z burnin' good an' proppa now!"

—Gargutz, Ork Burna Boy

You love fire. You love it so much, that you want to share it with everyone you meet.

Burna Boyz are those pyromaniacal Greenskins whose desire to burn and destroy grows to consume them entirely. Often, they join forces with Mekboyz who they depend on to keep them supplied with Promethium fuel and the heavy blow torch/flamethrowers known as Burnas that give them their name. These dedicated arsonists take great delight in setting fire to the enemy (and anybody and anything else they can lay their hands on if no enemy is available) and it takes a strong Warboss or the blackmailing powers of the Meks to keep them in line. However, the benefits of these lunatics in any Ork warband just about outweigh the risks of getting anywhere near them.

Burna Boyz can be a powerful asset on the battlefield, whether in small team or large mobs; their mass incendiary firepower can prove devastating, particularly against enemy infantry, flushing out foes from defended positions and bringing down bestial creatures. Also, with their weapons turned to the searing hot point of a blowtorch flame, they can wield them to hack and slice up enemy armour and vehicles.

They serve a vital secondary role in this regard, cutting up battlefield salvage for later use.

BURNA BOY									
TIER	2	SPECIES	Olk	XP Cost	48				
KEYWORDS: ORK, [CLAN]									
ATTRIBUTES: Strength 3, Toughness 3, Intellect 2									
SKILLS: Ballistic Skill 2, Tech 1, Weapon Skill 2									
ARCHETYPE ABILITY: Da Burny Dance									
You add +1 to Resolve for every creature you can see which is currently <i>On Fire</i> . Each time you set a new creature <i>On Fire</i> , recover Rank +1 Shock.									
WARGEAR: Burna, Ork Flak armour, 3 stikkombs									
SUGGESTED ATTRIBUTES						XP Cost	50		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	4	4	4	3	1	2	1		
SUGGESTED SKILLS						XP Cost	32		
Athletics 2, Awareness 1, Ballistic Skill 2, Cunning 1, Intimidation 1, Survival 1, Tech 2, Weapon Skill 4									
SUGGESTED TALENTS									
Brutalist (p. 130), More Dakka (p. 137), Trademark Weapon (p. 141)									



CHAPTER II: FACTIONS & ARCHETYPES

CALCULUS LOGI (ADEPTUS MECHANICUS, TIER 2)

Intellect is the Understanding of Knowledge

—The Fourth Universal Law of the Cult Mechanicus

You are a voracious consumer of information, collating and compiling vast quantities of data and processing it within your augmented, highly-trained mind to glean valuable insights from endless facts and figures. There are few things worth knowing that can elude your scrutiny.

Calculus Logi are a form of Lexmechanic, a lower order of Tech-Priest devoted to gathering and compiling data so that it can be entered into a central Cogitator repository, noospheric archive, infocrypt, or other store of information. The precise differences between a Lexmechanic and a Calculus Logi are... difficult to describe, at least to any outside the baroque and bewilderingly-complex hierarchies of the Adeptus Mechanicus.

Regardless, they work with computer-like speed and accuracy, assembling battle reports, economic statistics, planetary reports, and other masses of necessary if mundane data required to keep the massive bureaucracy of the Imperium functioning from day to day. Outside of the Adeptus Mechanicus, their skills are valued across the Imperium.



CALCULUS LOGI							
TIER	2	SPECIES	Human	XP Cost	44		
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, [FORGE WORLD], CULT MECHANICUS							
ATTRIBUTES: Intellect 3, Willpower 2							
SKILLS: Investigation 1, Scholar 3, Tech 2							
ARCHETYPE ABILITY: Infovore							
Whenever you succeed at an Investigation or Scholar test, and shift an Exalted Icon to gain additional information, you may ask a number of additional questions equal to your Rank. In addition, at the start of a scene, you may spend 1 Glory to ask the GM to give you a number of facts about the location or situation equal to your Rank.							
WARGEAR: Calculus Logi implant, one optical or utility Mechadendrite, any two Augmetics, mesh armour, laspistol.							
INFLUENCE: +1							
SUGGESTED ATTRIBUTES						XP Cost	43
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	1	2	2	2	3	5	1
SUGGESTED SKILLS						XP Cost	42
Awareness 2, Insight 2, Investigation 2, Scholar 5, Tech 3							
SUGGESTED TALENTS							
Augmetic (p. 129), Conversational Cogitator (p. 131), Rite of Pure Thought (p. 139), Unremarkable (p. 141)							

CHAPTER II: FACTIONS & ARCHETYPES

CHIRURGEON (INQUISITION, TIER 2)

"You get more with a kind word and an Excruciator than with just a kind word."

--Inquisitor Malden

You are a student of anatomy and biology, turning your skills both to healing the servants of the Throne, and to studying the methods and forms of the enemy.

Chirurgeons are medical and anatomical specialists from a variety of organisations within the Imperium, such as in Astra Militarum field hospitals, or the Officio Medicæ. The Officio Medicæ is the office of the Administratum that deals with public health and medical-related issues in the Imperium, operating medical facilities throughout the Galaxy—often in conjunction with the Orders Hospitaller of the Adepts Sororitas—and monitoring the spread and containment of disease on many Imperial worlds.

Some particularly talented Chirurgeons serve in the retinues of Inquisitors, specialising not only in the art of healing but also the art of repentance, interrogation, and the yielding of information through torture. Knowing the intricacies of human anatomy, they know the exact amount of punishment they can inflict on their subjects before it expires. They can inflict the maximum amount of pain for the least amount of effort, and then nurse their subject's shattered body back to health to begin the process again.



In some cases, under careful watch for corruption, they even learn the intricacies of Xenos anatomy and genetics, and the ways that the mutating influence of Chaos can affect human biology.

CHIRURGEON									
TIER	2	SPECIES	Human	XP Cost	99				
KEYWORDS: IMPERIUM, INQUISITION, [ORDO], plus either ASTRA MILITARUM, [REGIMENT] or ADEPTUS ADMINISTRATUM, OFFICIO MEDICAE									
ATTRIBUTES: Intellect 5, Willpower 3									
SKILLS: Awareness 2, Investigation 2, Medicæ 5, Scholar 3, Tech 2, Weapon Skill 1									
ARCHETYPE ABILITY: Morbid Expertise									
When you attempt an Intimidation or Investigation Test to uncover information, you may add bonus dice equal to your Medicæ skill ranks.									
WARGEAR: mono-knife, needle pistol, bodyglove, diagnostor, chirurgeon's tools, 3 doses of Stimm.									
INFLUENCE: +2									
SUGGESTED ATTRIBUTES						XP Cost	44		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	2	3	2	3	4	5	3		
SUGGESTED SKILLS						XP Cost	36		
Awareness 2, Ballistic Skill 2, Investigation 3, Intimidation 3, Medicæ 5, Scholar 4, Tech 2, Weapon Skill 2									
SUGGESTED TALENTS									
Deductive (p. 132), Anatomical Scourge (RR1 p. 60), Angel of Mercy (RR1 p. 60)									

CHAPTER II: FACTIONS & ARCHETYPES

CORPUSCARIUS ELECTRO-PRIEST (ADEPTUS MECHANICUS, TIER 2)

'ILLUMINATE YOUR DEVOTED CHARGES, LET BUILD THE BOLTS, 'TIL THE SACRED ENERGIES COURSE THROUGH VEINS ELECTRIC, AND SEND YOUR SEIZURES OF STATIC STRIKING!'

'I AM BECOME LIGHTNING, AND THIS GIFT I GIVE TO UNBELIEVERS, THAT IN THEIR LAST FLASH-BLINDING THEY MIGHT SEE THE BRIEFEST GLIMPSE OF THE OMNISSIAH HIMSELF.'

—Excerpt from the Chant of Electro-traction

You are a devotee of the Motive Force that flows through the universe, and it surges within your flesh and augmetics. At a moment's notice, you can unleash it to discharge into non-believers, searing their unworthiness with resplendent arcs of power.

The Corpuscarii Electro-Priests (sing. Corpuscarius) are a rival faction to their Fulgorite brethren. They are devoted to the Motive Force, and it is their desire to share its glory with every creature and machine not already so aligned. On every Forge World there are many different subsects within the factions of Electro-priests, each preferring their own rituals and rites to worship the Divine Current.

The Corpuscarii are truly blessed, for the Motive Force literally runs in their veins. In battle, the Corpuscarii advance, chanting litanies to build up the charges

within their bodies. Incoming fire sparks off their Voltagheist fields, sending chain reactions of arcing charges crackling outwards. At close range, the blazing fanatics can summon lightning at will, stretching out their electrostatic gauntlets to send jagged bolts of the Machine God's wrath into the foe. Those struck by these sacred energies are granted the ecstasy of full-body electrocution. For a brief second before death, the unbelievers see the light, their paroxysms shaking them apart as their bodies burn from the inside out. Such is the generosity of the Corpuscarii, for their duty is to illuminate the galaxy, and to bring the light to non-believers.



CORPUSCARIUS ELECTRO-PRIEST									
TIER	2	SPECIES	Human	XP Cost	46				
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, [FORGE WORLD]									
ATTRIBUTES: Toughness 3, Willpower 3									
SKILLS: Ballistic Skill 2, Scholar 1, Tech 2, Weapon Skill 1									
ARCHETYPE ABILITY: Voltaic Fanaticism									
Your maximum Shock is increased by +Double Rank, and you ignore all penalties for being Wounded.									
WARGEAR: Lumenin capacitor, electrostatic gauntlets, Voltagheist field generator, any two augmetics									
INFLUENCE: +1									
SUGGESTED ATTRIBUTES					XP Cost	60			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	3	4	3	3	4	3	1		
SUGGESTED SKILLS					XP Cost	24			
Athletics 2, Awareness 1, Ballistic Skill 3, Medicae 1, Scholar 2, Tech 2, Weapon Skill 2									
SUGGESTED TALENTS									
Augmetic (p. 129), Duty Unto Death (p. 133), Tenacious (p. 140)									

CHAPTER II: FACTIONS & ARCHETYPES

CRISES SUIT PILOT (T'AU EMPIRE, TIER 2)

It is not our technology that will enable us to prevail in this galaxy. It is our shared sense of honour and commonality of cause that unites us and will give us the power to defeat our enemies.

— Shas'el Sa'cea Or'es, Fire caste commander

You are an elite warrior of the T'au Empire, a member of the Fire Caste. You have passed your first Trial By Fire and been granted the right to pilot a Crisis Suit into battle, striking at the heart of the enemy.

To the T'au, the XV8 Crisis Battlesuit is more than just a powerful weapon of war; it is also a symbol of great achievement. Being allowed to pilot an XV8 Crisis Battlesuit is considered a high honour by the T'au Fire Caste and is only granted to those Fire Warriors who have earned the rank and privilege required to be granted this responsibility.

Such a privilege can only be attained after several Terran years of progressing through the ranks of the Fire Caste as a Fire Warrior. A Fire Warrior will normally follow a standard rate of progression and advancement in the T'au military that is based around an evaluation of their skills called a "Trial by Fire."

It is only once a Fire Warrior has proven himself in battle and completed his first Trial by Fire to earn the Fire Caste rank of Shas'ui that he is then given the honour of piloting an XV8 Crisis Battlesuit and becoming a member of the Fire Caste's elite. This is the aspiration of every Fire caste warrior -- recognition of a mastery of the Code of Fire and noble service to the Greater Good.



Becoming an XV8 Crisis Battlesuit pilot is one of the first steps to becoming a T'au officer, and those who take that step are experienced warriors who have fought the deadliest of foes and triumphed. Once a Fire Warrior has proven himself ready for more responsibility in a second Trial by Fire, he will then be promoted to the rank of Shas'vre and lead his own XV8 Crisis Battlesuit Team. If he succeeds at that demanding role, he will go on to be assigned to a T'au Commander's Battlesuit Bodyguard Team, and eventually will become a T'au Commander himself once he attains the rank of Shas'el.

CRISIS SUIT PILOT								
TIER	2	SPECIES	Shas T'au	XP Cost	64			
KEYWORDS: T'AU EMPIRE, FIRE CASTE, [SEPT]								
ATTRIBUTES: Toughness 2, Agility 3, Initiative 3								
SKILLS: Awareness 2, Ballistic Skill 3, Tech 2, Pilot 2								
ARCHETYPE ABILITY: A Multitude of Weapons You may use a Multi-Action to make attacks with multiple weapons at once, so long as those weapons are mounted on your Battlesuit. The DN increase for this Multi-Action is reduced by your Rank.								
WARGEAR: XV8 Crisis Battlesuit, Burst Cannon, T'au Flamer								
INFLUENCE: +1								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT		
RATING	2	3	4	4	3	2		
SUGGESTED SKILLS						XP Cost		
Awareness 3, Ballistic Skill 4, Leadership 1, Survival 2, Tech 2, Pilot 2, Weapon Skill 1						24		
SUGGESTED TALENTS								
Dual Wield (p. 133), Dynamic Offensive, Strike and Fade								

CHAPTER II: FACTIONS & ARCHETYPES

DEMAGOGUE (CHAOS, TIER 2)

"What right have you to preach to us? You who abandoned my people to the night so many long centuries past. You have no such right; it is I who shall preach to you and teach you the error of your faith in your so-called god!"

—Last words of Jahoh Faas, Pontifex Maximus of Psili V (executed 798.M41)

Your words bring the Dark Gods new servants and bring the power of the Ruinous Powers to your congregation. With such power, you can shake the very foundations of worlds, topple (or subvert) planetary governors, and being billions into the service of the Powers.

The forces of the Imperium maintain a stalwart barrier against Chaos intrusions within the worlds and organizations of their monolithic realm. Between the incessant speeches of the Ecclesiarchy and the ruthless enforcement of the Inquisition and the Adeptus Arbites, the Imperial Creed is effectively reinforced. Through the ministrations of the Adeptus Administratum and the legions of Imperial bureaucracy, the rule of Imperial law is brutally maintained. However, every so often one of those within that vast bureaucracy falls from grace. When this happens, the consequences can be disastrous. Those who served within the Imperium's inner workings can be ideally placed and equipped to destabilise the very structures they spent a lifetime creating and supporting.

Some Demagogues may be newly turned against the Imperium, whether through some personal rebellion against the Imperial Creed, succumbing to the dark lure of power, or any number of other reasons. These may begin their work against the Imperium in the very organizations they serve in. Apostate preachers and cardinals may subtly twist the words they speak, using their finely honed powers of persuasion to change beliefs until their flocks have become unwitting servants of Chaos. Traitorous members of the Administratum may redirect funds and supplies into their own coffers, starving entire planets to feed his own greed. Meanwhile, treasonous Munitorum agents may subtly alter orders so that entire Guard regiments are redirected from critical warzones, or even assault the wrong worlds. Other Demagogues are long-time foes of the Imperium and may even be the first agents of Chaos to begin an incursion upon a target world. They enter the planet under the cover of an Imperial

loyalist. These Heretics begin their subterfuge under the pretence of an honest merchant or a loyal servant of the Ministorum. Only once they have established a presence and friendly relationships with the world's residents can their true work begin. These characters may rely upon subtlety, perhaps calling controversial facets of the Imperial Creed or seemingly pointless bureaucratic procedures into question. As they develop a sense of trust with their targets, they can begin to gradually draw those subjects to the path of the Chaos Gods.

Demagogues may purchase *Prayers to the Dark Gods*, found in Chapter III of this collection.

DEMAGOGUE									
TIER	2	SPECIES	Human	XP Cost	50				
KEYWORDS: CHAOS, [MARK OF CHAOS], HERETIC, PRIEST									
ATTRIBUTES: Willpower 3, Fellowship 4									
SKILLS: Leadership 2, Persuasion 3, Scholar 1									
ARCHETYPE ABILITY: Serpent's Tongue									
You add +Rank bonus dice to all Persuasion and Intimidation Interaction attacks against targets with the IMPERIUM, SCUM, or HERETIC keywords. On a successful Interaction Attack, you may spend 1 Wrath to add +Rank Exalted Icons to the result.									
WARGEAR: Laspistol, one melee weapon or one ranged weapon of up to Value 5 and a rarity of up to Rare, Aura of Dark Glory, knife, clothing (tattered robes), blasphemous symbol of authority.									
INFLUENCE: +2									
SUGGESTED ATTRIBUTES						XP Cost	78		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	2	2	3	3	5	3	5		
SUGGESTED SKILLS						XP Cost	52		
Awareness 2, Cunning 3, Leadership 3, Persuasion 5, Scholar 3									
SUGGESTED TALENTS									
Devotees (p. 132), Let the Galaxy Burn (p. 135), Supreme Presence [Persuasion] (p. 140)									

CHAPTER II: FACTIONS & ARCHETYPES

FULGURITE ELECTRO-PRIEST (ADEPTUS MECHANICUS, TIER 2)

ALL PRAISE THE EBB AND FLOW,

ALL FEEL THE NIMBUS RISING,

ALL SING THE BODY ELECTRIC,

FEEL THE FULL CHARGE CRACKLE!

—Excerpt from the Chant of Electro-traction

You are a devotee of the Motive Force that flows through the universe, and it surges within your flesh and augmetics. You cannot tolerate the misuse of this divine power, so you siphon it from the flesh and technology of non-believers, ensuring that it can only be used by the faithful.

Fulgurite Electro-priests crackle with energies stolen from those they slay in mortal combat. A protective shroud of lightning known as a "voltagheist" field surrounds them, and their rewired veins and subcutaneous Electoo circuits thrum with divine force. The Fulgurites are amongst the most blunt and bellicose of the Omnissiah's disciples—these holy warriors do not slay their foes at range but bludgeon the life from Heretic and foe-machine alike. It is the creed of the Fulgurite to tear the life energy from the galaxy—in particular the bioelectricity that animates living souls. Also known as the "Brotherhood of

Petrified Lightning," the Fulgurites wish to harness the animus of their foes and bind it to the Omnissiah, reclaiming the Motive Force and solidifying it with the power that dwells in the care of the Tech-priests. The Fulgurites believe that only those found worthy in the eyes of the Machine God should possess the divine grace of His galvanising power. They would willingly render every culture that did not praise the Omnissiah totally inert, plunging the civilisations of the unenlightened into eternal night. This selfish creed is no idle philosophy, but rather a holy crusade, and they fight for it night and day.



FULGURITE ELECTRO-PRIEST									
TIER	2	SPECIES	Human	XP Cost	50				
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, [FORGE WORLD]									
ATTRIBUTES: Toughness 3, Willpower 3									
SKILLS: Scholar 1, Tech 2, Weapon Skill 3									
ARCHETYPE ABILITY: Voltaic Fanaticism									
Your maximum Shock is increased by +Double Rank, and you ignore all penalties for being Wounded.									
WARGEAR: Lumenin capacitor, electroleech staff, Voltagheist field generator, any two augmetics									
INFLUENCE: +1									
SUGGESTED ATTRIBUTES						XP Cost	60		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	3	4	3	3	4	3	1		
SUGGESTED SKILLS						XP Cost	24		
Athletics 2, Awareness 1, Ballistic Skill 3, Medicae 1, Scholar 2, Tech 2, Weapon Skill 2									
SUGGESTED TALENTS									
Augmetic (p. 129), Duty Unto Death (p. 133), Furious Charge (p. 134)									

CHAPTER II: FACTIONS & ARCHETYPES

HERNKYN PIONEER (LEAGUES OF VOTANN, TIER 2)

"Do not underestimate these beings, these 'Squats'. They survived for millennia cut off from the galaxy and assailed from all sides. Their determination and resilience is an example to all."

—Attributed to Leman Russ, Wolf-King of Fenris, Primarch of the VI Legiones Astartes

You venture out into the reaches of Far-Space, far away from Hold and Kindred, seeking new opportunities and new prospects. This perilous endeavour is not for the faint of heart, but you bear the risks—and rewards—of such adventure proudly.

The Hernkyn are rugged survivalists who set out in small, self-reliant bands to adventure and prospect on behalf of their Kin. Hernkyn leave their Kindred for decades at a time, forging out into the dark spaces beyond. In many galactic cultures such explorers are seen as shameful or rebellious, but for the Leagues of Votann it brings a high honor. This is because they serve a great purpose to the Votann, for their discoveries and insights ensures that when the Hernkyn finally returns to their Ancestor Core upon death, it will be benefited with new enriching data and knowledge. Besides this role, the Hernkyn also locate potential trading partners for their Kindreds, mark navigable void-channels, scout viable regions for settlements, and most importantly of all locate new resources to be exploited.

To achieve all this however, the Hernkyn has to make great personal sacrifices. It is not easy for the family-focused clones to spend such extended periods of times away from their Hold, and the ever-present danger that they may never return to their Ancestor Core. That such souls are still willing to undertake these scouting expedition is yet another reason they are held in high regard in Kin society. To that end, they are equipped with the finest scout ships manned by the finest Voidmasters. They are also given a wide array of vehicles, and gunships, most notably Magna-Coil Bikes. They also make use of Pan-Spectral Scanners to mark out natural resources the

Kin would prize, using powerful claim-beacons to alert the Cthonian Mining Guilds to their presence.

In battle, Hernkyn serve as the armoured cavalry of Votann forces. They are extremely sturdy, highly mobile, and pack a tremendous amount of firepower. Hernkyn Pioneers are equipped with plenty of intelligence-gathering and scanner equipment, allowing them to serve as effective scouts as well. Wearing lighter suits of protection than the rest of their kin, they are true frontiersmen.

HERNKYN PIONEER									
TIER	2	SPECIES	Kin or Ironkin		XP Cost	92			
KEYWORDS: LEAGUES OF VOTANN, HERNKYN, [LEAGUE]									
ATTRIBUTES: Strength 4, Toughness 4, Initiative 3, Willpower 3									
SKILLS: Awareness 1, Ballistic Skill 2, Pilot 2, Tech 1, Weapon Skill 2									
ARCHETYPE ABILITY: Pioneer At the start of the first round of combat, before any turns have been taken, you may make a normal move (if on foot) or a normal Drive action (if on a Magna-Coil Bike).									
WARGEAR: Bolt Shotgun, Autoch-pattern Bolt Pistol, Pioneer Voidcoat (clothing), 2 gravitic concussion grenades, Magna-Coil Bike									
SUGGESTED ATTRIBUTES						XP Cost	60		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	5	5	4	3	4	2	1		
SUGGESTED SKILLS					XP Cost	28			
Awareness 3, Ballistic Skill 3, Pilot 3, Survival 1, Tech 2, Weapon Skill 2					XP Cost	28			
SUGGESTED TALENTS									
Acute Sense (p. 129), Gallows Humour (p. 134), Combat Driving									



CHAPTER II: FACTIONS & ARCHETYPES

HISTORITOR-INVESTIGATUS (LOGOS HISTORICA VERITA, TIER 2)

"The past decays, no matter how hard you work to preserve it. It is time for the Imperium to look forward again."

— Roboute Guilliman, Lord Commander of the Imperium, to Fabian Guelphain, Historitor

You were selected by the Imperial Regent, by the Emperor's Avenging Son, to sift through the fragmented history of the Imperium, attempting to piece together some understanding of the truth. Such a grand purpose comes with a measure of the Primarch's own authority.

Chosen by the Primarch Roboute Guilliman himself, Historitors are scholars and researchers charged with cataloguing and preserving the history of the Imperium, as well as investigating and uncovering any historical events or artifacts that may hold significance for the current day.

Historitors are highly educated and trained in a variety of disciplines, including archaeology, history, linguistics, and psychology. They often work alongside Imperial Guard units and other Imperial organizations in their missions to uncover lost knowledge and artifacts.

Despite their importance to the Imperium, Historitors are not well-regarded by many within the Imperium,

who view them as impractical and wasteful, or even heretical for the way they challenge long-established orthodoxy. In particular, they are known to run afoul of agents of the Inquisition and the Administratum, whose efforts concealed the history the Historitors seek to uncover. Despite this, they continue to play a crucial role in recovering knowledge of the Imperium's past, and their work is essential to the Primarch.

In their work, Historitors often encounter dangerous and unknown artifacts, relics of long-forgotten civilizations, and other threats to the stability of the Imperium. Despite these dangers, they remain dedicated to their work and the preservation of the Imperium's history and culture. While scholars first and foremost, they are often trained and equipped to face dangerous situations and may often be accompanied by an entourage of assistants and bodyguards.



HISTORITOR-INVESTIGATUS									
TIER	2	SPECIES	Human	XP Cost	70				
KEYWORDS: IMPERIUM, LOGOS HISTORICA VERITA									
ATTRIBUTES: Willpower 3, Intellect 3, Fellowship 3									
SKILLS: Awareness 2, Persuasion 2, Investigation 2, Scholar 3									
ARCHETYPE ABILITY: Intensive Research									
Your studies are broad and deep, and your wealth of knowledge can serve you in all manner of ways. When you make a skill test, you may spend 1 Wrath to use your Scholar (Int) dice pool instead of the dice pool you would normally have used for that skill test.									
WARGEAR: Mesh Armour, auto quill, data slate, one melee weapon and one ranged weapon, each with a Value of 5 or less, and a rarity of Rare or better.									
INFLUENCE: +2									
SUGGESTED ATTRIBUTES						XP Cost	48		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	2	3	2	3	4	4	3		
SUGGESTED SKILLS						XP Cost	42		
Awareness 2, Ballistic Skill 1, Cunning 2, Insight 3, Intimidation 3, Investigation 3, Persuasion 1, Scholar 4						XP Cost	42		
SUGGESTED TALENTS									
Deductive (p. 132), Ever Vigilant (p. 133), Jargon (Scholar) (p. 135)									

CHAPTER II: FACTIONS & ARCHETYPES
INQUISITORIAL STORM TROOPER (INQUISITION, TIER 2)

"Valkyrie Beta, begin low altitude insertion, fifty metres elevation. Squad Primus, prepare for low level jump. Last one on the dirt carries my pack!"

—Sergeant Marcus Blaine, making his 100th assault drop

You are an elite soldier in service to the Inquisition, trained by the Holy Ordos to secure their ships, their facilities, and their operations, and to carry out purges and eliminations.

The Inquisition maintains a number of fortresses throughout the galaxy, both secret and known to the inhabitants of the Imperium. Inquisitorial Storm Troopers are used by the Inquisition to guard these fortresses and the Black Ships as they make their purity runs across the Imperium's sectors, as well as to augment an individual Inquisitor's personal forces with reliable and effective soldiers.

Many Storm Troopers of particular skill are chosen to become an Inquisitor's Throne Agents. They are recruited from the Schola Progenium as well as certain families with a tradition of service to the Inquisition. They are trained and equipped in a manner similar to Tempestus Scions, albeit lacking the rapid insertion and infiltration skills, as they are not expected to undertake such types of missions. However, they undergo far more rigorous purity and incorruptibility tests prior to their induction, making them far more suitable for the needs of the Inquisition in combating the most insidious and corrupting threats.



INQUISITORIAL STORM TROOPER									
TIER	2	SPECIES	Human	XP Cost	62 <th data-cs="2" data-kind="parent"></th> <th data-kind="ghost"></th>				
KEYWORDS: IMPERIUM, ASTRA MILITARUM, INQUISITION, [ORDO]									
ATTRIBUTES: Strength 3, Toughness 3, Agility 3, Willpower 3									
SKILLS: Awareness 2, Ballistic Skill 2									
ARCHETYPE ABILITY: Priority Target									
At the start of the first round of combat, before any actions are taken, select a single enemy you can see or who you know for certain is present in the scene. They are your priority target. Against your priority target, you may re-roll up to Rank dice on all Awareness tests and attacks.									
Once your priority target has been slain, you may select a new priority target as a Simple Action.									
WARGEAR: Tempestus Carapace, Hot-Shot Lasgun, Mono-knife, Munitorum Issue Mess Kit, Slate Monitron, Monoscope, 3 ration packs.									
INFLUENCE: +1									
SUGGESTED ATTRIBUTES						XP Cost	38		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	4	3	4	3	4	2	2		
SUGGESTED SKILLS					XP Cost	46			
Athletics 2, Awareness 2, Ballistic Skill 4, Investigation 2, Leadership 1, Pilot 2, Survival 2, Weapon Skill 2									
SUGGESTED TALENTS									
Deadshot (p. 131), Die Hard (p. 132), Bloodhound (RR1. P61), Identify Weakness (RR1, p.66) , Overwatch									

CHAPTER II: FACTIONS & ARCHETYPES

MAGISTRATE (ADEPTUS ARBITES, TIER 2)

"Claims of innocence mean nothing; they serve only to prove a foolish lack of caution."

— Judge Traggat, Selected Sayings, Vol. III, Chapter IV

You are a servant of the *Lex Imperialis*, sworn to uphold the letter of the Law at all times, and in all places. You pass Judgement in the Emperor's Name upon those who would undermine the Imperium.

Within the Adeptus Arbites, the *Lex Imperialis* is enforced and protected by two equally important groups: the Arbitrators (*Aedile* in High Gothic) who enforce order, and the Magistrates (*Praetors*), who pass judgement upon the guilty.

The latter of these are less frequently encountered upon the streets of the Imperium, but they are nevertheless an everpresent and vital part of every Arbites Precinct-Fortress, whether searching archives of legal writings for some ancient precedent, or determining the judgement and sentence of the accused at the direction of more senior Judges.

All Arbitors are required to maintain combat readiness and possess knowledge of legal doctrine, but Magistrates are legal scholars first and foremost, providing counsel to other servants of the Imperium as to what is permitted and what is treasonous, ensuring that their comrades act only as the Law commands, and determining that all who transgress against the Emperor's Law are dealt with appropriately.



MAGISTRATE									
TIER	2	SPECIES	Human		XP Cost	70			
KEYWORDS: IMPERIUM, ADEPTUS ARBITES									
ATTRIBUTES: Willpower 3, Intellect 3, Fellowship 3									
SKILLS: Insight 2, Intimidation 2, Investigation 2, Scholar 3									
ARCHETYPE ABILITY: Cast Judgement									
Add +Rank bonus dice when you make an Intimidation test—including an interaction attack—to coerce or subdue someone. Increase that to Double Rank bonus dice your target possess the SCUM keyword.									
WARGEAR: Flak coat, stubber, auto quill, data slate, Book of Judgement (abridged)									
INFLUENCE: +1									
SUGGESTED ATTRIBUTES						XP Cost	48		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	2	3	2	3	4	4	3		
SUGGESTED SKILLS						XP Cost	42		
Awareness 2, Ballistic Skill 1, Cunning 2, Insight 3, Intimidation 3, Investigation 3, Persuasion 1, Scholar 4									
SUGGESTED TALENTS									
Deductive (p. 132), Ever Vigilant (p. 133), Jargon (Scholar) (p. 135)									

CHAPTER II: FACTIONS & ARCHETYPES

MEKBOY (ORK, TIER 2)

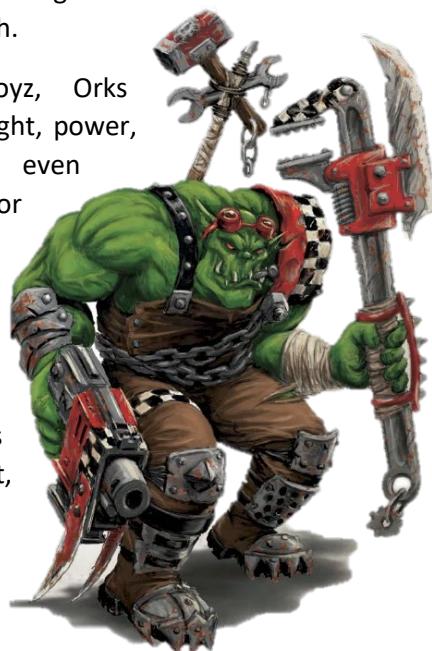
"Da best shoota I eva made, dat iz. Loadza barrulz, so dat it's ded shooty. 'Sept dat wun, 'cos dat's da skorch, dat's burny insted. Yeah, good an' proppa. An' da bullitz is 'splosiv...dey goez boom inna fings wot you'z shootin.' An' dat button dere...dat's da best bit. Wot it duz, see, iz...iz...oh, zog. Nah, its nuffin' boss. Nah, you'z don't need ta see wot dat button duz... 'onist. Don't push it!"

You build things. It's a compulsion, not just a job. You couldn't stop if you wanted to. Weapons and vehicles, and you've got dreams of even bigger, deadlier contraptions—great Gargant war engines that stomp across battlefields, and massive starships full of Boyz.

A Mekboy, (pl. Mekboyz) also known as a Mekaniak or more often simply as a Mek, is a type of Ork Oddboy who build all the weapons, vehicles, and other advanced technology used by the Greenskins. Mekboyz are especially important to Ork Speed Freeks, as they maintain the prodigious number of bikes and vehicles used by Ork warbands. Ork Meks go to war festooned in clanking, smoke-belching contraptions of their own design. These eccentric inventions confound friend and foe alike, as their purpose often remains a mystery until the big red button gets pushed. When triggered, a Mek's latest invention might fire blasts of energy that immolate swathes of the enemy, or project wobbling bubbles of gravitic force to protect nearby Boyz from harm. On the other hand, it might belch showers of sparks before engulfing its operator and everyone nearby in a roiling ball of flame. Yet occasional malfunctions are forgiven by the Orks, for even when a Mekboy's temperamental new wotsit does decide to explode, at least it gives the Boyz a good laugh.

Without Mekboyz, Orks would lack for light, power, transport, and even guns (they lack for sanitation regardless, but that's another story).

Whenever an Ork needs something built,



—Last words of Nazdakka Boomsnik, Renowned Mekboy

be it a shiny new Shoota or the Warboss' new ride, they go straight to the Meks. Furthermore, an Ork with teef to spare will take existing kit to the nearest Mek in the hope of having damage repaired, and maybe some kustomising done. It is a rare day that the customer gets what he asked for, but whatever the Mek turns out will normally be fairly flashy all the same.

MEKBOY							
TIER	2	SPECIES	Olk	XP Cost	52 <th data-cs="2" data-kind="parent"></th> <th data-kind="ghost"></th>		
KEYWORDS: ORK, [CLAN]							
ATTRIBUTES: Strength 3, Toughness 3, Intellect 3							
SKILLS: Tech 3							
ARCHETYPE ABILITY: Fix it Proppa. You gain +Double Rank bonus dice on Tech tests to fix any weapon, vehicle, or other machine with the ORK keyword. In addition, during a regroup or respite, you may tinker with a weapon, vehicle, or other machine with the ORK keyword. If tinkering with a weapon, you may add your Rank from the weapon's Range (add the same to all range categories), ED, Salvo rating, or any rated Trait the weapon already possesses. Other machines gain a bonus of the GM's discretion. These bonuses last until the next respite, or until the machine suffers a complication, whichever comes first.							
WARGEAR: Kustom Mega Blasta, Choppa, 3 Stikkombs, Ork Flak armour, Mek Toolz							
INFLUENCE: +1							
SUGGESTED ATTRIBUTES						XP Cost	60
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	4	4	4	3	1	4	1
SUGGESTED SKILLS						XP Cost	38
Athletics 1, Awareness 1, Ballistic Skill 2, Cunning 1, Intimidation 1, Pilot 1, Survival 1, Tech 4, Weapon Skill 3							
SUGGESTED TALENTS							
Augmetic (p. 129), Brutalist (p. 130), More Dakka (p. 137)							

CHAPTER II: FACTIONS & ARCHETYPES

NAVIGATOR (NAVIS NOBILITE, TIER 2)

"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."

—Katr Hollis, Nobilite Emissary

You are a scion of an ancient family, blessed—or cursed—with an engineered mutation that allows you to gaze upon the Warp and guide vessels through it. Your abilities are invaluable to any who need to travel the stars.

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.

Thanks to their Warp Eye, they are 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 tides 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 that others call real.

NAVIGATOR											
TIER	2	SPECIES	Navigator		XP Cost	66					
KEYWORDS: IMPERIUM, NAVIS NOBILITE, [HOUSE], PSYKER											
ATTRIBUTES: Willpower 3, Intellect 3											
SKILLS: Awareness 3, Intimidation 2, Leadership 2, Pilot 2, Psychic Mastery 3											
ARCHETYPE ABILITY: Warp Guide											
You are trained to be able to guide a starship through the Warp. In addition, you are a PSYKER , and may only learn and use Navigator powers. You begin with the <i>Lidless Stare</i> power.											
WARGEAR: Mesh Armour, Master-Crafted Laspistol, Force Stave, Nobilite Robes (clothing), Emperor's Tarot deck (Psychic Focus).											
INFLUENCE: +2											
SUGGESTED ATTRIBUTES						XP Cost	58				
ATTRIBUTE	S	T	A	I	WIL	INT	FEL				
RATING	2	2	3	3	4	4	3				
SUGGESTED SKILLS						XP Cost	46				
Awareness 4, Ballistic Skill 1, Insight 1, Intimidation 2, Leadership 2, Persuasion 3, Pilot 3, Psychic Mastery 3, Scholar 3, Tech 1, Weapon Skill 1											
SUGGESTED TALENTS											
Ever Vigilant (p. 133), Noble Peer (p. 137), <i>Tracks in the Stars</i> , <i>Void Watcher</i>											

CHAPTER II: FACTIONS & ARCHETYPES

NAVY BREACHER (IMPERIAL NAVY, TIER 2)

"He who seizes the moment, he is the right man."

—Fleet Admiral Hawke

You're one of the elite Armsmen of the Imperial Navy, trained for close assaults and formidable defence aboard voidships, orbital stations, and other enclosed environments.

Armsmen are crewmembers trusted to carry weapons at all times on board the ship and maintain the contents of the weapons lockers. They keep discipline among the lower ranks and protect the crew as needed. Unlike most Ratings, Armsmen get to move around different decks of the warship in the course of their duties and their loyalties are carefully scrutinised. Armsmen are essentially the Imperial Navy's equivalent of marines in the most ancient sense of that term.

These fighting men and women of the Imperial Navy are called upon for many tasks, from garrisoning void ports to escorting the Navigator elite. The bravest and most daring of their ilk are selected for the Breacher teams – the blunt hammer at the head of a Navy boarding assault. Trained in close-quarters combat and equipped with a range of specialist equipment, these bold boarders smash apart anything in their way under a hail of shotgun fire, grenades, and axe blows.



Experienced in hazardous boarding actions, these elite Armsmen are aggressive and blunt instruments of their warship's commander. They wear fully enclosed void armour and wield robust weapons optimised for close-quarters fighting, while some carry more specialised gear for cracking enemy bulkheads.

IMPERIAL NAVY BREACHER							
TIER	2	SPECIES	Human	XP Cost	54		
KEYWORDS: IMPERIUM, NAVIS IMPERIALIS							
ATTRIBUTES: Strength 3, Toughness 3, Agility 3							
SKILLS: Ballistic Skill 2, Tech 1, Weapon Skill 2							
ARCHETYPE ABILITY: Breach and Clear							
When you take your turn, you may use a Simple Action to prepare for an ally within 6m of you. If you do so, you may <i>Keep the Initiative</i> to allow that ally to take a turn, without needing to spend Glory. This ability does not function if the chosen ally has already taken a turn, and it does not allow you to Keep the Initiative if you normally couldn't. You may use this a number of times each scene equal to your Rank.							
WARGEAR: Navis Armoured Voidsuit, Navis Shotgun, Navis Hatchet, Apertor							
INFLUENCE: +1							
SUGGESTED ATTRIBUTES						XP Cost	38
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	4	3	4	3	4	2	2
SUGGESTED SKILLS						XP Cost	58
Athletics 2, Awareness 3, Ballistic Skill 4, Leadership 1, Pilot 2, Tech 2, Weapon Skill 4							
SUGGESTED TALENTS							
Deadshot (p. 131), Die Hard (p. 132), Overwatch							

CHAPTER II: FACTIONS & ARCHETYPES

NAVY OFFICER (IMPERIAL NAVY, TIER 2)

"You are expected at all times and in all situations to conduct yourself in a manner appropriate to, and mindful of, the great duties and traditions of the Emperor's Most Glorious and Honourable Navy."

—Opening Line of the Imperial Navy Articles of War

Whether a scion of nobility or stalwart Progena, you are a commissioned officer of the Imperial Navy, trained to command others, and follow orders in turn, during the clamour of void warfare.

Commissioned officers represent the highest ranks of the Imperial Navy's personnel and their commissions usually can only be granted by the battlefleet Administratum. In some Segmentae Majoris, a certain number of officers are generated by the "commissions" issued to planetary governors and Schola Progenium worlds each standard year to fulfil.

Each commission is for a single child of "good character" to attend Port Wrath, there to become a midshipman in the Imperial Navy. 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, honourable and very probably fatal enterprise by noble houses, but a sacrifice that enhances the family's prestige immeasurably.

The various Schola Progenium, on the other hand, send their best charges to serve, especially those with naval heritage. The rivalry between the arrogant offspring of Imperial nobility and the earnest young orphans of the Scholas among the officers of the Imperial Navy is legendary.



A good portion of midshipmen join the Imperial Navy through a more informal system of patronage. It is not uncommon for an Imperial Navy captain to take on a noble's son or daughter as a midshipman at their family's request. This may be a favour 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.

IMPERIAL NAVY OFFICER									
TIER	2	SPECIES	Human	XP Cost	48				
KEYWORDS: IMPERIUM, NAVIS IMPERIALIS									
ATTRIBUTES: Intellect 3, Willpower 3, Fellowship 3									
SKILLS: Leadership 2, Pilot 1, Weapon Skill 1									
ARCHETYPE ABILITY: Voice of Authority									
You gain +Rank bonus dice on all Leadership skill tests to command, bolster, or rally NAVIS IMPERIALIS characters, or to issue orders aboard a starship. Further, NAVIS IMPERIALIS characters within 6m of you may add your Rank bonus to their Resolve.									
WARGEAR: Navis Officer's Uniform (clothing), Mesh Armour, Laspistol or Hand Cannon, Chainsword, vox-bead									
INFLUENCE: +2									
SUGGESTED ATTRIBUTES						XP Cost	57		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	2	3	3	3	5	3	3		
SUGGESTED SKILLS						XP Cost	60		
Awareness 2, Ballistic Skill 2, Leadership 4, Persuasion 3, Pilot 2, Scholar 2, Tech 1, Weapon Skill 3									
SUGGESTED TALENTS									
Devotees (p. 132), Noble Peer (p. 137), Overseer									

CHAPTER II: FACTIONS & ARCHETYPES

NOVICE-SISTER (ANATHEMA PSYKANA, TIER 2)

"We are mute but not without power, we are silent but not without resolve, we are untouchable but not without courage, we are sisters and have but one father. We are seekers and we shall find our prey; we are warriors and woe to those we oppose, the Emperor's mark is on our brow, all who deal with the Warp must beware, His Judgement and vengeance is ours to deliver!"

— Motto of the Sisters of Silence

You are an aspirant of the Silent Sisterhood, studying to become one of the infamous and deadly Null Maidens of the Anathema Psykana. Your harsh training is still incomplete, and you have not yet sworn away the use of your voice.

The Sisterhood recruits Blanks from a great many sources, which vary from Vigil to Vigil. Some have ended up among the Imperial Tithe, their worlds eager to be rid of the pariahs. Others are handed over by the Inquisition or Rogue Traders. Rumours persist that the Sisterhood themselves maintain genetically stable bloodlines of Pariahs, breeding new Sisters for recruitment.

An Acolyte -- of the First, Second and Third rank -- more informally known as "Sisters-in-Waiting," are those Sisters who have not yet been initiated into the order. Acolytes are responsible for performing all of the menial tasks within the order and each waits on the appraisal of the more senior-ranking Sisters.

A Novice-Sister was an aspirant to the order who had not yet taken the Vow of Tranquility but was considered to possess more skill and knowledge of the Sisterhood and its ways than an Acolyte. A Novice-Sister was not required to perform as many menial tasks as a Sister-in-Waiting, as she had more important tasks to fill her days, such as learning witch-lore and practicing her combat skills.

Due to having not yet taken their Vow of Tranquility, Novice-Sisters are still capable of speaking and are often used by fully initiated Sisters of Silence to communicate with other Imperial officials. In this role, they are commonly known as Proloquors, but this is a duty only assigned to the most trusted of Novices.

NOVICE-SISTER							
TIER	2	SPECIES	Pariah	XP Cost	54		
KEYWORDS: IMPERIUM, ANATHEMA PSYKANA, ADEPTUS ASTRA TELEPATHICA, TALONS OF THE EMPEROR							
ATTRIBUTES: Agility 3, Initiative 3, Willpower 3							
SKILLS: Ballistic Skill 2, Investigation 1, Weapon Skill 2							
ARCHETYPE ABILITY: Proloquor When you speak on behalf of your superior, you may add +Double Rank dice to your Leadership, Persuasion, or Influence tests.							
WARGEAR: Mesh armour, mono-knife, Bolter, vox-bead.							
INFLUENCE: +1							
SUGGESTED ATTRIBUTES						XP Cost	54
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	3	3	4	4	4	2	1
SUGGESTED SKILLS						XP Cost	42
Athletics 1, Awareness 3, Ballistic Skill 3, Investigation 2, Persuasion 2, Scholar 1, Stealth 1, Survival 1, Weapon Skill 3							
SUGGESTED TALENTS							
Deductive (p. 132), Ever Vigilant (p. 133), Anathema							

CHAPTER II: FACTIONS & ARCHETYPES

PAINBOY (ORK, TIER 2)

"It's gonna hurt a lot, but you'll be better! You'll see! Ha Ha HA HA!"

— Anonymous Mad Dok

You fix other Orks when they're sick or injured. Of course, you also like to experiment, and have a natural curiosity for how all the squishy bits inside living creatures work... so you sometimes get distracted. Still, your patients are tough, and the ones who don't survive can't complain anyway.

An Ork Painboy, also known as a Mad Dok or just a Dok, is a member of a special class of Ork Oddboyz who are responsible for fixing injuries even the highly regenerative Ork physiology cannot repair, such as severed limbs and brain damage.

An Ork will only go to a Painboy when he has no other choice, as these Oddboyz are infamous for trying out experimental procedures (such as the greatly feared Squig brain transplant) on patients while they are under anaesthesia (known as a "concussion" to other intelligent races).

Painboyz are responsible for attaching crude bionics called "bioniks" to Ork patients that have been created by the Mekboyz, although sometimes they are not paying attention and replace the wrong part of the patient's body. This is often distressing to a patient who is the lucky recipient of an exploding leg, especially if it was his arm that needed attention.

Yet Orks are surprisingly resilient and have had arms, legs and even heads swapped around and the Ork in question has survived to tell the tale!

PAINBOY										
TIER	2	SPECIES	Olk	XP Cost	52					
KEYWORDS: ORK, [CLAN]										
ATTRIBUTES: Strength 3, Toughness 3, Intellect 3										
SKILLS: Medicae 3										
ARCHETYPE ABILITY: Make It All Betta										
You add Double Rank bonus dice to all Medicae tests made on characters with the ORK keyword. In addition, when making a Medicae test on an ORK character outside of combat, you may spend an Exalted Icon from to remove a single Traumatic Injury immediately, as you crudely reattach lost body parts.										
WARGEAR: 'Urt Syringe, Choppa, Ork Flak Armour, Dok Bag										
INFLUENCE: +1										
SUGGESTED ATTRIBUTES					XP Cost		75			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	4	4	4	3	1	4	1			
SUGGESTED SKILLS					XP Cost		38			
Athletics 1, Awareness 1, Ballistic Skill 1, Cunning 2, Intimidation 1, Medicae 4, Survival 1, Tech 1, Weapon Skill 3										
SUGGESTED TALENTS										
Blood Must Flow (p. 130), Brutalist (p. 130), The Flesh is Weak (p. 140)										



CHAPTER II: FACTIONS & ARCHETYPES

REAVER (DRUKHARI, TIER 2)

"To slay while standing still is a hollow act, incomplete and lacking in a true depth of satisfaction. To truly appreciate the kill, one must strike at breakneck speed, uniting the thrill of velocity with the perfection of the killing strike, where your own life is on the blade's edge just as you take another."

—Bahaedhal Jainaq, Reaver Arena Champion

You are a master of speed and murder, a lethal virtuoso of the Jetbike. You derive your deepest joy from delivering perfect deadly strikes while flying at insane speeds.

The Reavers of Commoragh are those Drukhari fascinated by bringing death to others at high speeds. They ride to war upon the most streamlined and pared-down of all Aeldari skycraft—the Jetbike, the perfect fusion of motion and lethal power.

The Aeldari experience sensations and emotions to a far greater degree than any other sentient species and their psyches are given over too easily to obsession. Reavers, having first gotten a taste for high-speed violence during raids into realspace, are those Drukhari consumed with achieving the maximum-impact kill. It is not enough for them to simply carry out acts of mayhem and murder or to soar through the air at overwhelming speeds. These savage sadists must accomplish both at once to have their vile obsession truly sated.



When they accomplish a well-placed and mortal blow delivered at an obscene rate of speed, they feel that spike of pure joy that Reavers consider the ultimate thrill in life.

In the toroid racing arenas that girdle the highest spires of the Dark City, the Reavers duel amongst themselves for supremacy. These vain and mortally-competitive riders engage in death races each night, their Jetbikes screaming around each arena in a high-stakes battle that brings screams of ecstasy from the bloodthirsty crowd of spectators.

It is considered improper to simply maim a fellow rider during the death races, while a well-executed decapitation while riding inverted can bring a smile even to the frozen face of the most jaded Kabal archon. Because of this no-holds-barred approach, weapons are extensively employed during the death races in the most prestigious of the toroid arenas.

REAVER										
TIER	2	SPECIES	Drukhari	XP Cost	68					
KEYWORDS: AELDARI, DRUKHARI, WYCH, [WYCH CULT]										
ATTRIBUTES: Agility 4, Strength 2, Initiative 4										
SKILLS: Intimidation 2, Pilot 3, Weapon Skill 2										
ARCHETYPE ABILITY: Lethal Swiftness										
While riding a Reaver Jetbike, you may attempt to roll Determination against damage inflicted to your vehicle: roll dice equal to your Pilot dice pool, or the Jetbike's Handling score, whichever is higher. Each icon converts Wounds to Shock as normal.										
In addition, you may add +Rank ED to the damage of your Reaver Jetbike's Bladevanes.										
WARGEAR: Wychsuit, splinter pistol, Reaver Jetbike (<i>Church of Steel</i> , page 100), three doses of Hekatarii combat drugs										
SUGGESTED ATTRIBUTES						XP Cost	54			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	3	2	5	5	3	2	1			
SUGGESTED SKILLS						XP Cost	48			
Awareness 3, Ballistic Skill 2, Intimidation 2, Medicae 1, Pilot 4, Tech 2, Weapon Skill 4										
SUGGESTED TALENTS										
<i>Power Through Pain, Blood Must Flow! (p. 130), Death From Above (RR1 p. 64)</i>										

CHAPTER II: FACTIONS & ARCHETYPES

ROGUE PSYKER (CHAOS, TIER 2)

"What you do not understand is that I am the future of humanity, while you fools are its distant past. Let me show you mankind's destiny."

— Kataria Skol, Scrying-Wyrd of Blasted Station

You eluded the Black Ships of the Imperium, and have developed your powers, free of the shackles and torments of your oppressors. In the darkness, you have heard voices whispering to you, offering you paths to power the likes of which the lap-dogs of the Emperor could not imagine... and you are intrigued.

In the Imperium of Man, the Adeptus Astra Telepathica oversees the recruitment and training of psykers for use throughout the Adeptus Terra (and the Imperium as a whole). The Adeptus deliberately ensures these sanctioned psykers are unquestioningly loyal and meticulously trained, as well as both hidebound by nature and inflexible in their approach to the powers they wield. This is no error on the part of the Imperium, instead it is a deliberate defence cultivated by the psykers' tutors. The souls of humans burn in the warp and those of psykers more brightly than most. The entities of that alien realm are drawn to those souls like moths to flames, eager to devour and consume them. However, a dullard's mind is far less appetising to a Daemon and likely to be passed over in favour for sweeter meats.

However, there are those psykers who have not been trained by the Adeptus Astra Telepathica. These may be quick-witted and self-taught wyrds whose instincts and intuition have been honed by a lifestyle spent as a

fugitive from the Black Ships and Inquisition who gather their brethren for deliverance unto the Adeptus Astra Telepathica.

Alternatively, they may be feral mystics and shamans on backwater planets with no inkling of the source of their power, individuals

whose powers have only just awakened, or those who have simply slipped through the cracks of the Imperium's monstrous bureaucracy. There are even those psykers who are entirely black-hearted and dangerous individuals, and even those who willingly embrace the seductive power of the Dark Gods of the Warp. Collectively, the Imperium knows these individuals as rogue psykers

CULT WITCH										
TIER	2	SPECIES	Human	XP Cost	32					
KEYWORDS: CHAOS, [MARK OF CHAOS], HERETIC, PSYKER. You may not select the KHORNE keyword.										
ATTRIBUTES: Willpower 4										
SKILLS: Psychic Mastery 1										
ARCHETYPE ABILITY: Witchcraft										
You are a psyker; you have all the Universal psyker abilities, you know the Smite psychic power. You know the Maleficarum discipline, and receive one power from that Discipline, and you may select one other Psychic Discipline of your choice to learn powers from.										
Further, when you use a psychic power, you may re-roll up to Tier dice on your Psychic Mastery test, but each dice you re-roll counts as an additional Wrath Complication.										
In addition, you gain 1d3x2 Corruption when you select this Archetype.										
WARGEAR: Staff, Aura of Dark Glory, Ragged Robes (clothing), Psy Focus, 2 doses of Spook										
INFLUENCE: +2										
SUGGESTED ATTRIBUTES							XP Cost			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	1	2	2	2	6	2	3			
SUGGESTED SKILLS							XP Cost			
Awareness 1, Psychic Mastery 3, Scholar 1							14			
SUGGESTED TALENTS										
Dark Flame (p. 281), Soul Shrivel (p. 281), Touch of Corruption (p. 281), Battle-Psyker (RR1, p. 61)										



CHAPTER II: FACTIONS & ARCHETYPES

RUNTHERD (ORK, TIER 2)

"Skaggit! Get back 'ere, 'fore I let Chompa 'ave ya!"

Most Orks couldn't care less about grots and snots and other creatures like that. You're different. You know you can direct and control the little gits, with the right approach and the right mix of rewards and punishments. You figure you could even get the same ideas to work on humans and other species If you got your hands on them.

Runtherdz are Ork Oddboyz who exhibit a trait extremely uncommon amongst Orks: patience. Only they have the right mindset to "care" about their smaller Orkoid cousins, the Gretchins and Snotlings, and the patience to perform the task of training them to be more efficient at their tasks. Where the average Ork only yells his orders and beat his underlings if the orders are not fulfilled to his liking, a Runtherd has a more "reasonable" approach of carrot-and-stick treatment. He explains to those under his care what is expected of them, and those that perform efficiently are rewarded, while only those that perform poorly are beaten. The simplest and most menial tasks are undertaken by the tiny Snotlings. Snotlings are not particularly easy to train because they are slow learners and need to be slowly and carefully conditioned to perform even the simplest tricks. Runtherdz train Snotlings to cultivate fungus and tend Squigs and take extraordinary pride in their tiny charges.

The Runtherdz make a good living by selling well-trained Gretchin and Snotling servants and workers to other Orks. Runtherdz often become quite wealthy and naturally invest their earned teef (teeth, the Ork currency) in solid weaponry and other wargear. On the battlefield they tend to either fight alongside the machines crewed by their Gretchin where they can keep a close eye on things, or lead a large mob of Gretchins forward, using the smaller Orkoids as diversion, living shields or living mine detectors for the other bands of Boyz.

Most Runtherdz also exhibit curiosity, especially for the other sentient races of the galaxy. Where the average Ork Boy only sees a non-Ork as either a challenge or a nuisance to be killed in either case, the Runtherdz sees

—Runtherd Gorskrag, reprimanding a wayward Gretchin

a non-Ork as a challenge to be mastered. When an Ork mob goes to war, the Runtherdz will claim the surviving enemies as their spoils and start training them as slaves. A Runtherd sees barriers of language and behaviour as a challenge to his skill for control and command rather than to his authority and will apply his skills to boosting the production of his hapless charges just as he would with a group of uncooperative Gretchin. Successful Runtherdz can handle Humans, Squats, Tau and most other sentient races of the galaxy (with the exception of Tyranids and Necrons), eventually learning enough of their language, mannerisms and culture to ensure his slaves are always working at peak efficiency.

RUNTHERD									
TIER	2	SPECIES	Ork	XP Cost	58				
KEYWORDS: ORK, [CLAN]									
ATTRIBUTES: Strength 3, Toughness 3, Fellowship 3									
SKILLS: Intimidation 3, Leadership 2									
ARCHETYPE ABILITY: Slaver									
You are accompanied by a mob of Grots (p. 358) equal to your Rank x4. If any of your Grots die, they can be replaced between sessions at the GM's discretion. All Grots, Snotlings, and Squigs within 10 + Rank metres of you add your Leadership to their Resolve.									
WARGEAR: Slugga, grabba-stikk, 3 stikkbombs, grot lash, Ork Flak armour.									
INFLUENCE: +1									
SUGGESTED ATTRIBUTES						XP Cost	70		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	4	4	4	3	3	1	4		
SUGGESTED SKILLS						XP Cost	32		
Athletics 2, Awareness 1, Ballistic Skill 1, Intimidation 4, Leadership 3, Survival 1, Weapon Skill 2									
SUGGESTED TALENTS									
Dirty Fighter (p. 132), Disturbing Voice (p. 133), Supreme Presence [Intimidation] (p. 140)									

CHAPTER II: FACTIONS & ARCHETYPES

SCOURGE (DRUKHARI, TIER 2)

"You think that's summer rain falling? Ha! It is the blood of those who crossed the Scourges, boy. You cannot see them, but your foolish kin adorn the spires and crenelations of High Commoragh like grisly fruit upon the bough. Up there they bleed out their last, moaning and helpless, impaled through and through. No! Do not look upward! Catch a Watcher's eye, and it will be your blood that rains down next..."

— Edric Shiverhand, Slave-Elder of Gomor Sump

You are one of those who rule the skies above the Dark City. No missive passes between Kabals, no secret is told, without you and your kin carrying it.

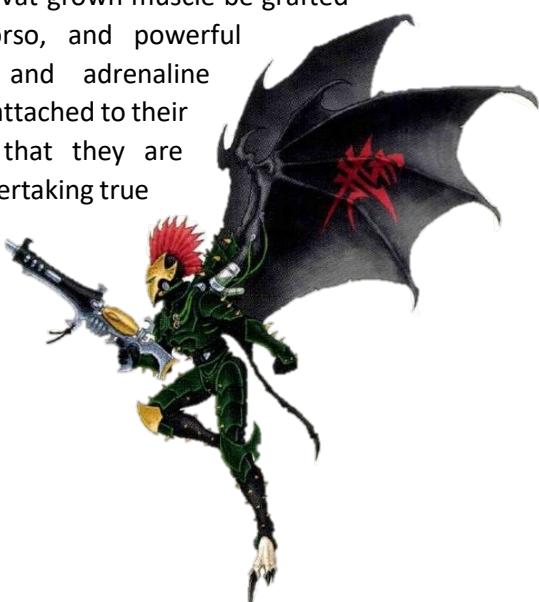
Scourges are an intrinsic part of the society of Commoragh. The omnipresent intrigues of the Dark City thrive on information, without which even the greatest of the Kabals is soon rendered impotent.

The most secure forms of Vox transmission can always be intercepted and psychic communication is strictly forbidden to the Drukhari. Instead, the Drukhari aristocracy pays handsomely for the Scourges to take their missives to their destination by hand. Each communique is sealed with tailor-made toxins, the antidotes to which—usually—are only held by the recipient.

The Scourges are so vital to the intrigues of the Dark City that to kill one is to invite a very painful death by his or her fellows.

Considered the pinnacle of Drukhari body modification, the metamorphosis from warrior to Scourge is a lengthy and painful process, as one might expect of the Drukhari.

A rich and daring Drukhari may surrender themselves to the mercies of the Haemonculi and request that their bones be hollowed out by the drills of a Talos, that bands of new, vat-grown muscle be grafted onto their torso, and powerful avian wings and adrenaline dispensers be attached to their shoulders so that they are capable of undertaking true flight.



Even if the warrior survives this gruelling procedure, they are still not yet a true Scourge, for they must then fly all the way to the corpse-strewn aeries of their new brethren. Their still raw and bleeding wings carry them from theoubliettes of the Haemonculi to the topmost spires of the Dark City where the Scourges make their home and they must fight through deadly fatigue, warring gangs of Hellions, vicious Reavers, and all the other types of airborne terrors to be found in Upper Commoragh to get there.

Those who make this vertical pilgrimage and manage to survive its dangers earn the right to call themselves Scourges, members of a highly exclusive mercenary clique of skyborne warriors that looks with disdain upon those of their kin who remain tied to the ground.

SCOURGE										
TIER	2	SPECIES	Drukhari	XP Cost	68					
KEYWORDS: AELDARI, DRUKHARI										
ATTRIBUTES: Agility 4, Strength 2, Initiative 4										
SKILLS: Athletics 3, Ballistic Skill 2, Intimidation 2										
ARCHETYPE ABILITY: Contempt for the Dirt As long as you do not touch the ground at any point during your turn, you increase your Flying speed by +Rank. You add +Rank bonus dice to any ranged attack made while you are flying, against any enemy who is on the ground.										
WARGEAR: Ghostplate Armour, Shardcarbine, 2 Plasma Grenades, 1 Haywire Grenade, Wings										
SUGGESTED ATTRIBUTES						XP Cost	52			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	3	2	5	5	2	2	2			
SUGGESTED SKILLS						XP Cost	48			
Athletics 3, Awareness 3, Ballistic Skill 3, Cunning 3, Intimidation 2, Medicae 2, Persuasion 2, Weapon Skill 2										
SUGGESTED TALENTS										
Acute Sense (p. 129), Power Through Pain, Paranoid (p. 137), Death From Above (RR1 p. 64)										

CHAPTER II: FACTIONS & ARCHETYPES

SEEKER (INQUISITION, TIER 2)

“Death is the servant of the righteous”.

—Imperial proverb

You are employed by the Inquisition to seek out heresy and those who would traffic with aliens and daemons. Little escapes your gaze, and few can elude your pursuit.

Inquisitors often require people of decisive skill and keen insight to aid in their investigations. Many recruit such souls from the ranks of the Adeptus Arbites or local law enforcement, or pluck bounty hunters and assassins from lawless frontiers and underhives. Others are feral world hunters, deathworld pathfinders, or the private assassins of noble houses or other powerful institutions. These seekers often go by an assortment of different names—hunters, cult-finders, mortiurges, cult-stalkers, venatores, and manhunters.

Over the millennia, some Inquisitorial conclaves have cultivated their own bands of hunters, built upon a combination of the most effective traditions and taught to pursue the deadliest of prey. Other Inquisitors prefer to find their own operatives in the field, trusting the Emperor to deliver the most useful of hunters into Inquisitorial service.

A seeker must be both a proficient investigator and a skilled combatant, for there are often relied upon to capture or eliminate the enemies of the Imperium they've tracked down. Lacking the formal doctrines of other Imperial institutions, seekers tend to develop proficiency in a variety of weapons and styles of combat, adapting based on their own preferences and the needs of their masters.



SEEKER							
TIER	2	SPECIES	Human	XP Cost	66		
KEYWORDS: IMPERIUM, INQUISITION, [ORDO], ADEPTUS ARBITES							
ATTRIBUTES: Strength 3, Toughness 3, Intellect 2, Willpower 2							
SKILLS: Ballistic Skill 2, Investigation 2, Intimidation 2, Weapon Skill 2							
ARCHETYPE ABILITY: Tenacious Hunter							
Whenever you make an Awareness (Int) test to detect a hidden enemy, you may add +Rank bonus dice to your test. During combat, at the start of your turn, you may suffer 1 Shock to add +Rank to your Passive Awareness until the start of your next turn.							
WARGEAR: Choose any two weapons with a Value of your Tier +3 or lower, and a rarity of Rare or lower. Carapace Armour or Mesh Armour, dataslate, monoscope or Preysense goggles							
INFLUENCE: +1							
SUGGESTED ATTRIBUTES						XP Cost	56
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	3	4	3	4	3	2
SUGGESTED SKILLS						XP Cost	48
Athletics 2, Awareness 3, Ballistic Skill 3, Insight 1, Intimidation 3, Investigation 2, Leadership 1, Scholar 3, Weapon Skill 3							
SUGGESTED TALENTS							
Brutalist (p. 130), Disturbing Voice (p. 133), Tenacious (p. 140)							

CHAPTER II: FACTIONS & ARCHETYPES

SISTER OBLATIA (ADEPTA SORORITAS, TIER 2)

"If I must die, I shall welcome Death as an old friend, and wrap mine arms around it."

—Oath of the Penitent

You are burdened with shame and have sought dire penance. You have been set upon a path of atonement, a path which will likely lead to absolution only with death.

For some sisters of the Sororitas, the desire to atone overwhelms them and they take up the oath of the penitent. To become a penitent is to throw aside any thoughts of advancement, self, or any lesser oaths of duty and to seek absolution through a glorious, martyr's death, willingly exiling themselves from their Order and any remaining ties to life in doing so. To their peers these penitent sisters are at once outcasts and revered as something sacred—pilgrims on a hard and noble quest at the end of which shines the pure light of the Emperor's grace.

The most famed examples of those undergoing the oath of the penitent are the Sisters Repentia, who, through extreme self-inflicted suffering and the corporal mortification of their flesh, achieve a great and holy rage, hurling themselves with wild frenzy upon the enemies of the faithful, killing in a state of grace until they finally fall. There are, however, other variations of the penitent's oath, rarer and more unusual but in their way no less remarkable.

Once such is the oath of the Sister Oblatia: the oath of willing sacrifice for the sins of another. A sister who takes up this oath seeks not to atone for some direct misdeed of their own, but through profound spiritual conviction to take on the weight of another's sins, most commonly a blood relative, some infamous ancestor or stain on their family line, or, more rarely, for the past transgression of a friend, a people, or a whole world.

Most Oblatia come to their vows through spiritual revelation or after deep meditation of the nature of their holy vocation, although some few may have the oath in mind as the central cause of becoming Sororitas in the first place. Regardless of reason, only fully ordained Sisters may take the oath, and they must go before a specially convened synod of their superiors who judge the oath's validity and purity of intent, to ensure it owes nothing to hubris or vanity.

The Oblatia must then undergo ritual fasting, mortification, and a symbolic severance from her life and Order before taking up the blade and making her vows before the God-Emperor; turning her back on her Sisters as a requiem mass is sung for her as if she were already dead. Although she seeks ultimate atonement by the manner of her death, the onus on her is to atone through her deeds, most specifically in defeating humanity's great enemies — combating and defeating the heretic, the mutant, the witch, and the alien without regard to self, injury, or hardship. Through the Sister's battles, victories and ultimately the manner of their death, they hope to gain for the object of their sacrifice some measure of forgiveness in the Emperor's eyes.

SISTER OBLATIA							
TIER	2	SPECIES	Human	XP Cost	68		
KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, [ORDER]							
ATTRIBUTES: Strength 3, Toughness 3, Agility 3, Willpower 3							
SKILLS: Scholar 2, Weapon Skill 3							
ARCHETYPE ABILITY: Outcast Penitent							
You add +Rank bonus dice to Corruption tests, any Test to resist the effects of a psychic power, and Determination rolls.							
WARGEAR: Bolt pistol, chainsword, Sororitas Power Armour, Chaplet Ecclesiasticus, Sororitas Vestments, a copy of the Rule of the Sororitas.							
INFLUENCE: -1							
SUGGESTED ATTRIBUTES						XP Cost	30
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	4	3	3	4	1	1
SUGGESTED SKILLS						XP Cost	42
Athletics 2, Awareness 1, Intimidation 1, Scholar 2, Survival 2, Weapon Skill 4							
SUGGESTED TALENTS							
Death Or Glory! (p. 132), Duty Until Death (p. 133), Flagellant (p. 134)							

CHAPTER II: FACTIONS & ARCHETYPES

SKITARIUS VANGUARD (ADEPTUS MECHANICUS, TIER 2)

"Vanguard Maniple Rho-531-Theta deploying. Broadcast all-points bulletin to allied forces: rad-cleansing in progress, ambient radiance may be harmful to unaugmented personnel."

—Vanguard Alpha Primus Gamma-1B4-Epsilon

In the Omnissiah's name, you fight at the forefront of the Quest for Knowledge, armed with lethal and insidious irradiated weaponry which is as hazardous to your own flesh as it is deadly to your enemies.

The Skitarii Vanguard, informally known as "Rad Troopers," serve as the front-line shock troops of the Skitarii cohorts of the Adeptus Mechanicus. They are feared throughout the Imperium, for they use the baleful radioactive energies of the Forge Worlds as their weapon and are capable of operating in the galaxy's most hostile warzones.

Equipped with pack generators that bleed potent radioactive by-products, these Omnissian martyrs are so saturated with radiation that even to approach them is to succumb to their peculiar curse. Their baroque carbines fill the air around their foe with harmful emanations, corrupting the atmosphere itself even as they punch hyper-irradiated shot into the flesh of their victims. Should their foes survive the worst of the shooting, critical levels of rad-poisoning may still be achieved by the very proximity of the Skitarii Vanguard, who will look on in silent interest as an enemy that thought the worst was over stumbles, chokes, and dies of radiation poisoning.

Over the many civil wars waged by the Cult Mechanicus, the Vanguard have learned to endure and weaponise their lethal radioactive emissions. So much radiation bleeds out from a Skitarii Vanguard's wargear that foes in close proximity become weakened and fatigued; for non-Skitarii to be stationed in the same barracks is a death sentence.

The Vanguard themselves are theoretically safe inside their war plate, but on the rare occasions these warriors unscrew their helmets, the sight of their missing teeth and hairless, sore-pocked skin tells the awful truth. It is a price they willingly pay, for their devotion to the Machine God is absolute.

SKITARIUS VANGUARD							
TIER	2	SPECIES	Human	XP Cost	28		
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, SKITARI, [FORGE WORLD]							
ATTRIBUTES: Toughness 3							
SKILLS: Ballistic Skill 2, Tech 1							
ARCHETYPE ABILITY: Irradiated and Augmented							
You do not bleed (making you immune to <i>Bleeding</i>), and gain +Rank bonus dice to Determination rolls. In addition, any living creature without the ADEPTUS MECHANICUS keyword within 2 metres of you at the start of their turn must pass a DN 3 Toughness Test or suffer the <i>Poisoned</i> condition. This poison is radiation poisoning, inflicting 1 Mortal Wound and Rank Shock at the start of each of the <i>Poisoned</i> character's turns.							
WARGEAR: Radium carbine, data-tether, Skitarii Auto-Cuirass							
SUGGESTED ATTRIBUTES					XP Cost	58	
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	4	4	3	2	2	1
SUGGESTED SKILLS					XP Cost	32	
Athletics 1, Awareness 1, Ballistic Skill 4, Medicae 1, Tech 3, Weapon Skill 1							
SUGGESTED TALENTS							
Augmetic (p. 129), Binary Chatter (p. 130), Conversational Cogitator (p. 131), <i>Protector Imperative</i>							

CHAPTER II: FACTIONS & ARCHETYPES
SPECULATOR (INQUISITION, TIER 2)

"A suspicious mind is a healthy mind".

—Imperial proverb

You are employed by the Inquisition to observe or even infiltrate organisations in order to root out corruption and heresy. Few know your real name, or real goals, but you are a hidden island of loyalty and dedication surrounded by the gravest of sinners.

Inquisitors often require covert operatives to aid in their investigations. These agents are often dubbed Speculator, surveillant, intuspx, agent obscuras, infiltrator, or countless other code-names, euphemisms, and alternate terms, but whatever they are called, they serve a similar purpose.

Their purpose is to go unremarked, operating in the shadows, gathering evidence and performing covert actions to undermine heretical groups. Even the least of them is highly-trained and extremely skilled and provided with access to advanced technology to achieve their objectives. Some are even subjected to neurological reprogramming, creating fake personas overlaid atop the operative's true nature, or even inserting betrayal conditioning into the depths of a captured traitor's mind.

A Speculator may work alone in the field, but they tend to have access to other agents to pass on intelligence gathered and receive clandestine orders. Most of the time, they blend in with the populace, retaining their anonymity while they gather information. When called upon to insert themselves into a location or organisation, they are skilled manipulators using a combination of social engineering, charm, wit, and more obscure techniques such as *cryognosis* and *logomancy*—arcane methods of gleaning facts from the slightest details of a conversation.

There are very few methods a Speculator will not employ to achieve their goals, and the remit they receive from their masters is extremely broad.

SPECULATOR							
TIER	2	SPECIES	Human	XP Cost	100		
KEYWORDS: IMPERIUM, INQUISITION, [ORDO]							
ATTRIBUTES: Intellect 3, Willpower 3, Fellowship 4							
SKILLS: Cunning 2, Deception 4, Insight 3, Investigation 2, Persuasion 2							
ARCHETYPE ABILITY: False Guise							
You possess numerous cover identities. You can create up to Rank alternative identities, which function in the same way as with the Secret Identity talent. You may only use one identity at a time, and if one is revealed or exposed, you may replace it with a new identity. These identities have their own Influence score, with a bonus starting at +0.							
When you use one of your identities, you may re-roll up to double Rank bonus dice on Deception tests.							
WARGEAR: Up to one weapon with a Value of your Tier +3 or lower, and a rarity of Rare or lower. Bodyglove, 3 disguises (clothing)							
INFLUENCE: +2							
SUGGESTED ATTRIBUTES						XP Cost	
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	2	2	3	3	3	4	4
SUGGESTED SKILLS						XP Cost	
Awareness 2, Cunning 4, Deception 5, Insight 4, Investigation 2, Persuasion 3, Scholar 2, Stealth 1						42	
SUGGESTED TALENTS							
Acute Sense (p. 129), Deductive (p. 132), Paranoid (p. 137)							

CHAPTER II: FACTIONS & ARCHETYPES

SPEED FREEK (ORK, TIER 2)

"We's stomped 'umies, we's blown up stuff and we's driven our trakks from one end of da world to da uvva. We's gonna come back next year!"

— Bugsplatta Defnik of the Red Wheelz Speed Freeks

You're not like most Orks. You don't just crave the din of battle and the joys of a good scrap. You want to go fast too. The faster the better. In fact, every moment you're not going fast seems like an eternity. Atop a Warbike, or in a trukk or other fast-moving vehicle, you can hurtle at breakneck speeds, stopping only to tinker with your mount.

Orks possess an inherent need to go fast. There is something about speed that fulfils some deep need in the Orkish temperament, just like the thunder of guns, the clank of tracks or the din of battle. They like to feel the wind whipping into their faces and to hear the throaty roar of supercharged engines. It is hardly surprising that bikes and buggies of all kinds are popular with the Orks. These up-gunned vehicles may not be as sturdy as those used by the Imperium, but they are cheap, can pack a massive amount of firepower and, most important of all, they can achieve truly suicidal speeds.

Some Orks become addicted to the sensation of speed and join the Speed Freeks, the name for those Greenskins who belong to the Ork Kult of Speed, a Kult whose members rarely if ever get out from behind the handlebars or steering wheels of their light vehicles. These grinning, green-skinned lunatics roar into battle ahead on exhaust-belching jalopies and crude but effective flying machines, intent on getting into the

thick of the fighting before their ground-pounding comrades. Due to the large number of vehicles in each Speed Freek warband, they often have several of the Oddboyz known as Mekboyz amongst their number to keep the Battlewagons and other vehicles and aircraft running smoothly. Sometimes it is even a Mekboy who leads the warband as a Big Mek. The obsession with speed can affect any Ork -- so it is possible to find Orks from different clanz in a Speed Freek force. Of all the known major Ork clanz the Evil Sunz have the most Speed Freeks.

SPEED FREEK										
TIER	2	SPECIES	Ork	XP Cost	58					
KEYWORDS: ORK, [CLAN]										
ATTRIBUTES: Strength 3, Toughness 3, Agility 3										
SKILLS: Intimidation 3, Pilot 2										
ARCHETYPE ABILITY: Fasta! FASTA!										
When you are the PILOT or CREW of an ORK vehicle, you do not replace extra dice with Wrath dice when travelling at Break-Neck Speed. Further, you add +2 to your Conviction and Resolve while mounted on an ORK vehicle. This increases to +3 on any turn in which you travel at Breakneck Speed.										
WARGEAR: Slugga or Choppa, Ork Flak armour, Ork Warbike										
INFLUENCE: +0										
SUGGESTED ATTRIBUTES						XP Cost	54			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	4	4	4	3	3	2	1			
SUGGESTED SKILLS						XP Cost	28			
Athletics 2, Awareness 1, Ballistic Skill 1, Intimidation 3, Pilot 3, Tech 2, Weapon Skill 2										
SUGGESTED TALENTS										
Bullet Hell (RR1 p. 132), Combat Driving, More Dakka! (p. 137)										



CHAPTER II: FACTIONS & ARCHETYPES

STEALTH SUIT PILOT (T'AU EMPIRE, TIER 2)

See the Gue'la, how they arrogantly stride into our trap. We will punish their belligerence, their ignorant lack of foresight.

— O'Sharrek, Commander Darkwind

You are an elite warrior of the T'au Empire, a member of the Fire Caste. You have passed your first Trial By Fire and been granted the right to pilot a battlesuit; you have chosen to operate a Stealth Battlesuit, operating secretly behind enemy lines.

Equipped with either the XV15 or XV25 Stealthsuit, these teams operate independently from other military formations. In fact, they are not factored directly into Tau battle plans, and so enjoy an unusual degree of freedom within broad mission parameters, with team leaders gaining a reputation of eccentricity as they employ unorthodox tactics. Operating in teams of three to six members, including the team leader, their primary role is to ambush isolated enemies and act in support of friendly units, often ranging far ahead of the main Tau army.

STEALTH SUIT PILOT								
TIER	2	SPECIES	Shas T'au	XP Cost	76			
KEYWORDS: T'AU EMPIRE, FIRE CASTE, [SEPT]								
ATTRIBUTES: Toughness 2, Agility 3, Initiative 3								
SKILLS: Awareness 3, Ballistic Skill 3, Tech 2, Pilot 2, Stealth 2								
ARCHETYPE ABILITY: Behind Enemy Lines When you attempt a Stealth test while operating a Stealth Battlesuit, you may reduce your Stealth dice pool by Rank. For each die removed, you score 1 Icon on the test.								
WARGEAR: XV15 Stealth Battlesuit								
INFLUENCE: +1								
SUGGESTED ATTRIBUTES					XP Cost	48		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	2	3	4	4	3	2	2	
SUGGESTED SKILLS					XP Cost	22		
Awareness 3, Ballistic Skill 4, Survival 2, Tech 2, Pilot 2, Stealth 3, Weapon Skill 1								
SUGGESTED TALENTS								
Ever Vigilant (p. 133), Dynamic Offensive, Strike and Fade								



CHAPTER II: FACTIONS & ARCHETYPES

TANKBUSTA (ORK, TIER 2)

"Ere ta blow stuff up!"

— Anonymous Tankbusta

There is nothing in life quite like the joy of making something explode. And the bigger the thing, the better it is to blow up. Tanks are some of the best things to explode, because they're big and full of fuel and ammunition that makes the explosion even better!

A Tankbusta (pl. Tankbustaz) is an Ork Boy who has become completely addicted to the thrill of destroying the armoured fighting vehicles of his foes. A Tankbusta's desire to hunt down and slay the biggest, most dangerous tanks they can find echoes the primal instinct of the big game hunter.

Indeed, as primitive hunters might claim a gruesome trophy from a fallen beast to better brag of its demise, so Tankbustaz will strip the choicest loot from the wreckage of a ruined tank. Colourful hull plates are hammered into crude armour, internal gubbins worn proudly as warrior jewellery, and the flayed skins of crewmen are draped round the Tankbustaz' shoulders like pelts.

They equip themselves extensively for dealing death to enemy armour—their whistling volleys of Rokkits, and lethal Tankbusta Bomb assaults can spell annihilation for even the heaviest enemy tanks.

TANKBUSTA									
TIER	2	SPECIES	Ork	XP Cost	48				
KEYWORDS: ORK, [CLAN]									
ATTRIBUTES: Strength 3, Toughness 3, Agility 3									
SKILLS: Ballistic Skill 2, Tech 1									
ARCHETYPE ABILITY: Tank Hunter When you make an attack against a vehicle, you may reroll up to Double Rank dice.									
WARGEAR: Rokkit Launcha, Ork Flak armour, 3 stikkombs, 1 tankbusta bomb									
SUGGESTED ATTRIBUTES						XP Cost	50		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	4	4	4	3	3	1	1		
SUGGESTED SKILLS						XP Cost	32		
Athletics 2, Awareness 1, Ballistic Skill 3, Tech 2, Weapon Skill 3									
SUGGESTED TALENTS									
Brutalist (p. 130), Deadshot (p. 131), Tenacious (p. 140)									



CHAPTER II: FACTIONS & ARCHETYPES

TRANSMECHANIC (ADEPTUS MECHANICUS, TIER 2)

The Omnissiah Knows All, Comprehends All

You are attuned to wavelengths and signals that flesh cannot discern. You can hear and speak the transmissions of machines, pulling knowledge from the air on a whim.

Transmechanics are those Tech-priests who specialize in the repair, operation, and maintenance of the Imperium's various forms of communications technology. Their implants and conditioning permit them to perceive and transmit vox signals, tightbeam las-casts, holopulses, and a variety of other electromagnetic transmission media, and they have a deep understanding of the technologies which produce and receive these signals.

For this reason, they're invaluable as communications technicians aboard Imperial Navy vessels and amongst Imperial Guard forces, as well as working alongside the Adeptus Arbites and Inquisition when intercepting seditious or heretical communications is vital.



—The Eighth Universal Law of the Cult Mechanicus

What is less well-known is the degree to which a Transmechanic can interact with these signals: even the least adept Transmechanic is a master of linguistics and ciphers, able to decipher almost any signal, and able to analyse and even manipulate the signals they decipher.

TRANSMECHANIC								
TIER	2	SPECIES	Human	XP Cost	48			
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, [FORGE WORLD], CULT MECHANICUS								
ATTRIBUTES: Intellect 3, Willpower 2								
SKILLS: Investigation 2, Scholar 3, Tech 2								
ARCHETYPE ABILITY: Vox Communion								
You can silently communicate with any vox or similar communications device within Rank x100 kilometres. You may also make Awareness (Int) or Investigation (Int) tests to detect concealed signals and study intercepted signals. You add +Rank bonus dice to any Investigation (Int) or Scholar (Int) test to decipher a code, translate a language, or create a new cipher.								
WARGEAR: Augur array (auspex), enhanced data tether, any two augmetics, mesh armour, lasc pistol.								
INFLUENCE: +1								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT		
RATING	1	2	2	2	3	5		
SUGGESTED SKILLS						XP Cost		
Awareness 2, Deception 2, Insight 2, Investigation 3, Scholar 5, Tech 3						54		
SUGGESTED TALENTS								
Augmetic (p. 129), Conversational Cogitator (p. 131), Rite of Pure Thought (p. 139)								

CHAPTER II: FACTIONS & ARCHETYPES

ARCH-CONFESSOR (ADEPTUS MINISTORUM, TIER 3)

"There are many who have transgressions against the God-Emperor they need to confess. This simple act of admitting one's own heresy is the first step towards redemption. It is the duty of my Confessors to hear the sins of those in greatest need...the unwilling."

— Arch-Cardinal Ignato

You travel the Imperium, seeking out places where heresy, sedition, and blasphemy take root. With word and sword, you compel sinners to confess their sins, and incite a pious fervour in the people around you.

An Arch-Confessor is a free-roaming zealot priest of the Adeptus Ministorum who uses his evangelical platform to agitate the crowds of Imperial citizenry that turn up to hear his preaching. Under the spell of these experienced Confessors, swathes of citizens will rush forwards to confess their personal heresies, reveal their hideous mutations and betray their comrades as psykers or other untrustworthy deviants in the eyes of the God-Emperor. Many take up alternative titles, such as Redemptor, Confessor-Militant, Absolutioner, or Penitentiarch.

An Arch-Confessor's words can stir a population to revolt against a heretical lord or convince rebellious armies to lay down arms and surrender to the Emperor's mercy (which is always brief and bloody). They can be found wandering the Imperium, berating the faithless and imploring the Emperor-fearing citizenry of the Imperium to denounce those who have sinned and blasphemed. They do not only operate amongst the masses, however. Arch-Confessors are often advisors to high-ranking Astra Militarum and Imperial Navy officers, Imperial Commanders, and other important personages, and sometimes, with special dispensation from the Ecclesiarchy, they may even lead Wars of Faith against the sworn foes of the Emperor's Light.

Each Arch-Confessor approaches their duties differently. Some prefer fiery speeches and rabble-rousing to incite populations into a zealous fervour, while others use quieter words in the ears of guild leaders and other organisations to form alliances and coalitions against the enemies of Man and guiding them along the paths approved by the Ministorum.

ARCH-CONFESSOR							
TIER	3	SPECIES	Human	XP Cost	84		
KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, PRIEST							
ATTRIBUTES: Willpower 4, Fellowship 4							
SKILLS: Leadership 2, Persuasion 3, Scholar 2							
ARCHETYPE ABILITY: Incite Zeal							
You add +Double Rank to all Persuasion Interaction attacks against targets with the IMPERIUM, SCUM, or HERETIC keywords. In addition, you may spend a Wrath point to make yourself <i>Frenzied</i> ; If you do so, then you may make all allies with the IMPERIUM keyword within 15 +Double Rank metres <i>Frenzied</i> as well.							
WARGEAR: Laspistol, one melee weapon or one ranged weapon of up to Value 7 and a rarity of up to Rare, Rosarius, knife, clothing (Ministorum robes), missionary kit, symbol of authority.							
INFLUENCE: +3							
SUGGESTED ATTRIBUTES						XP Cost	80
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	3	3	3	5	3	5
SUGGESTED SKILLS						XP Cost	86
Awareness 1, Ballistic Skill 2, Insight 3, Intimidation 3, Leadership 3, Persuasion 5, Scholar 5, Weapon Skill 2							
SUGGESTED TALENTS							
Supreme Presence [Persuasion] (p. 140), Inspired Blessing (p. 143), Repent! (p. 144), War Hymns							

CHAPTER II: FACTIONS & ARCHETYPES

ASSAULT SPACE MARINE (ADEPTUS ASTARTES, TIER 3)

"And of the Assault Marine so do I decree:

*He shall descend upon the perfidious foe as an Angel of Judgment from on high. Let the jump pack
be his wings, and the roar of its engines a hymn of retribution.*

*Let the chainsword be his sceptre of decree, its harsh voice singing joyfully with each and every
blow. With it shall the Assault Marine bring bloody retribution to the heretic, the traitor, and all
alien aggressors who trespass on the Emperor's domain.*

*So will the Assault Marine be the hunter of warlords and the slayer of kings. His armour shall run
slick with the life-blood of the vanquished, and all shall honour his name."*

—Roboute Guilliman, quoted in the Apocrypha of Skaros

You plunge from the skies upon wings of flame to strike at the heart of the enemy. Your swift, decisive, and brutal strikes can send an enemy line into disarray, creating openings for your brethren as you wet your blade.

Assault Marines are those Space Marines equipped with weapons for melee and close quarters combat, fighting as part of an Assault Squad. These warriors excel at close quarters fighting and are equipped with powerful jump packs that allow them to leap forwards across the battlefield, closing the distance quickly and descending upon their foes at high speed and with incredible force.

Assault Marines normally form the vanguard of a Space Marine attack, striking hard and fast against weak points in the enemy formation. Infantry are torn apart by blade and pistol, while krak grenades and other demolition devices are used to break open enemy armour and fortifications. Assault Marines are ever in danger of being outflanked and overwhelmed every time they range ahead of their brothers. Thus, even while they butcher their foes in melee, they must remain aware of the situation around them, ready to withdraw and redeploy to avoid being stranded in a sea of foes.

In addition to being melee shock troops, Assault Marines are taught to operate the Chapter's fast attack vehicles, such as Bikes and Land Speeders. In these roles, they still range ahead of the army to strike at the enemy's weak points, but the methods are quite different.

ASSAULT SPACE MARINE					
TIER	3	SPECIES	Adeptus Astartes	XP Cost	270
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, [CHAPTER]					
ATTRIBUTES: Strength 5, Toughness 5, Agility 5, Initiative 5, Willpower 3, Intellect 3					
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 3, Pilot 4, Scholar 1, Stealth 3, Weapon Skill 4					
ARCHETYPE ABILITY: Hammer of Wrath					
When you charge into melee using your jump pack, all enemies 2 metres of the point where you land must pass an Agility test (DN 2 +Rank) or be knocked <i>Prone</i> .					
WARGEAR: Aquila Power Armour, Bolt Pistol, Astartes Chainsword, Jump Pack, 3 Frag Grenades, 3 Krak Grenades					
INFLUENCE: +1					
SUGGESTED TALENTS					
<i>And They Shall Know No Fear, Dual Wield (p. 133), Furious Charge (p. 134)</i>					

CHAPTER II: FACTIONS & ARCHETYPES

BRÔKHYR IRON-MASTER (LEAGUES OF VOTANN, TIER 3)

"Few things are as useful as a good COG. They don't complain, they do as they're told and they don't make mistakes. They're loyal, and by the Hearthfires they're strong. Not much for conversation, of course, but then, neither am I..."

You're a craftsman first and foremost, an artisan who knows the value of building something properly. You're meticulous, precise, and have just the right mix of creativity and reverence for tradition – enough to make your own mark on your creations, not enough to get yourself blown up by your own experiments. Of course, your skills are expensive; the kind of work you do isn't cheap.

The Brôkhyr are the engineers, craftsmen and artificers of the Leagues of Votann. They are amongst the most highly-skilled techno-artificers in the galaxy. Making full use of the incredible material bounty of the galactic core, coupled with the precious technical lore stored within the Votann, they craft technology and devices of superlative durability, reliability and power. In this way they are major contributors to the continued survival of their species.

Every hold's Forge is unique, built and augmented over Terran centuries to specifications determined by Votannic wisdom and the personal preference of its Kindred. Yet in some respects they are uniform. All Forges are sleepless hubs of activity, lit by the molten fires and searing plasma arcs of advanced technological manufacture, and all are filled with mechanisms of artifice ranging from each Brôkhyr's personal A.N-vyl workstations, to colossal auto-foundries.

As well as overseeing the work of their COG robot-assistants, each Brôkhyr takes pride in constructing their own devices. They follow traditional schematics in deference to the wisdom of the Ancestors, yet there is also general recognition that – to truly honour the Votann -- each Brôkhyr must humbly apply their own ingenuity, coupled with rigorous field tests, to improve upon traditional designs.

Through this process, each Brôkhyr develops their own preferences and quirks, which become known as their signature style in the technologies they craft. The most efficacious signatures are adopted by fellow Brôkhyr so that, over time, many Kindreds -- or even entire leagues -- have adopted bespoke methods of crafting

Brôkhyr Iron-master Skâln the Glare

and manufacture. This slow but relentless iterative process of improving upon already understood technologies has helped the Kin develop the contents of the original Standard Template Constructs inherited from the Ancestors' ancient Long March mining fleets even further, leading to true innovations.

Yet all Brôkhyr still prioritise certain principles when developing new technologies, including that their devices embody reliability, utility and efficiency over showy decoration or ideas of ritual significance. Kin technology and wargear is as rugged and pragmatic as the beings that wield it and will be battered to destruction before it fails in its duty.

BRÔKHYR IRON-MASTER								
TIER	3	SPECIES	Kin or Ironkin	XP Cost	106			
KEYWORDS: LEAGUES OF VOTANN, BRÔKHYR, [LEAGUE]								
ATTRIBUTES: Strength 4, Toughness 4, Willpower 3, Intellect 3								
SKILLS: Ballistic Skill 2, Scholar 1, Tech 3, Weapon Skill 2								
ARCHETYPE ABILITY: Guild Techniques								
You receive +Rank on Tech tests to repair a damaged LEAGUES OF VOTANN machine, or to craft a new one. You may re-roll up to Rank dice on any skill test made to use a device you've personally built. You are considered to have built all of your starting wargear personally.								
WARGEAR: Graviton Rifle, Graviton Hammer, Void Armour, Multi-Spectral Visor, combi-tool, one E-COG assistant								
INFLUENCE: +2								
SUGGESTED ATTRIBUTES					XP Cost	77		
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	4	4	2	2	4	6	2	
SUGGESTED SKILLS					XP Cost	60		
Awareness 2, Ballistic Skill 3, Cunning 3, Scholar 3, Tech 6, Weapon Skill 3								
SUGGESTED TALENTS								
Deductive (p. 132), Tenacious (p. 140), ##								

CHAPTER II: FACTIONS & ARCHETYPES
CADRE FIREBLADE (T'AU EMPIRE, TIER 3)

Those with superior reach can dictate the terms of battle and impose their will upon their foe.

Remember, the first step on the path to victory is often the most important.

— Commander Puretide

You are a veteran warrior of the T'au Empire, a member of the Fire Caste. You have foregone the typical opportunities to advance by becoming a Battlesuit pilot to remain as an infantry commander.

A Cadre Fireblade is the most grizzled and seasoned Tau Fire Warrior of a Hunter Cadre, whose extraordinary skill at the Fire Warrior's art of battle leads him to eschew Tau Battlesuit technology and remain as a leader of the Tau infantry. Cadre Fireblades are excellent field leaders and their long experience at war has taught them exactly where to place shots to maximise damage, and fire with pinpoint accuracy. It is on the firing line that Cadre Fireblades really comes into their own. There, they radiate a steady calm, directing their Fire Warriors to maintain accurate fire no matter the circumstances, instilling each Tau trooper with the precision and efficiency that is the hallmark of fighting across dozens of battlefields.

Whether breaking the impetus of an advancing horde of Ork Greenskins or seeking to bring down the heavily armoured Space Marines of the Imperium, no one knows a Fire Warrior's strength better than a Cadre Fireblade. A Cadre Fireblade will always extol a focus upon what they believe to be the Tau's primary military strength—overwhelming infantry firepower! Theirs is the ability to drive and direct Fire Warriors as they pour volley after volley of merciless pulse fire onto the target.

Fireblades will never advance to the ranks of Shas'el or Shas'O, instead taking a position regarded as between Shas'vere and Shas'el, and many take this role—Shas'nel—instead of their rank as part of their name. The workmanlike nature of their role, and the fact that they give up their chance to advance further, means they are often respected as exemplars of the *Tau'va* for having found and accepted their place in society.

CADRE FIREBLADE									
TIER	3	SPECIES	Shas T'au	XP Cost	118				
KEYWORDS: T'AU EMPIRE, FIRE CASTE, [SEPT]									
ATTRIBUTES: Toughness 3, Agility 3, Initiative 3, Willpower 3									
SKILLS: Awareness 4, Ballistic Skill 4, Leadership 3, Tech 2									
ARCHETYPE ABILITY: Volley Fire When an ally within 12m of you makes a ranged attack with a PULSE weapon, their weapon increases its Salvo rating by +Rank.									
WARGEAR: Fireblade Pulse Rifle, markerlight, T'au Body Armour, 3 photon grenades, up to two Drones (Gun Drone, Marker Drone, or Shield Drone).									
INFLUENCE: +3									
SUGGESTED ATTRIBUTES						XP Cost	70		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	3	4	4	4	4	4	2		
SUGGESTED SKILLS						XP Cost	52		
Awareness 5, Ballistic Skill 6, Intimidate 2, Leadership 4, Survival 2, Tech 2, Weapon Skill 2									
SUGGESTED TALENTS									
Deadshot (p. 131), Pulse Onslaught, Trademark Weapon (p. 141)									



CHAPTER II: FACTIONS & ARCHETYPES

CHASTENER (ADEPTUS ARBITES, TIER 3)

"Who can truly return to the grace of the God-Emperor without the searing pain which accompanies having one's sin revealed in His just light? This brand I have here is but a small thing by comparison, but the pain you feel should serve as a sufficient representation. Now, shall we begin?"

—Marcus Danturian, Chastener of The Pendulum

You are an interrogator, seeking to extract truth from those who transgress. Your methods are invasive, unpleasant, and often painful, and serve as a crucible through which impurity is removed from your subjects.

A Chastener is an Arbites specialist who is skilled in psychology and medicine alike, to allow them to subdue and coerce wrongdoers, and to efficiently question them afterwards. Chasteners must be physically adept, skilled in non-lethal methods of combat and restraint, to ensure that they can dominate and control any suspect or prisoner they face, but they must also have keen wits and an iron will, for they must be able to defeat a suspect's mind as well as their body to ensure that the truth is properly extracted. It would be shameful for a Chastener to cease questioning just because they had received the answers they wanted.



Beyond merely subduing and questioning suspects, a Chastener must be of a mind to rehabilitate them. While judgement and punishment will inevitably follow any confession, a suspect must come to accept that they have sinned and seek absolution in the judgement they receive. Those who are unrepentant will seek vengeance for their just punishment, but the penitent accepts the punishment as a necessary price to pay.

CHASTENER										
TIER	3	SPECIES	Human	XP Cost	110					
KEYWORDS: IMPERIUM, ADEPTUS ARBITES										
ATTRIBUTES: Strength 3, Toughness 3, Willpower 4, Fellowship 3										
SKILLS: Cunning 1, Insight 3, Intimidation 3, Medicae 1, Persuasion 2, Weapon Skill 2										
ARCHETYPE ABILITY: Subdue and Interrogate										
You add +Rank bonus dice to all Intimidation and Insight tests during an interrogation. In addition, when you make an attack with an Agonizing weapon and your target exceeds their Max Wounds as a result, you may choose for them to become unconscious (unable to take further action, unaware of their surroundings) rather than dying.										
WARGEAR: Arbites Carapace Armour, Shock Maul, Combat Shotgun, magnacles, medkit, Book of Judgement (abridged).										
INFLUENCE: +2										
SUGGESTED ATTRIBUTES						XP Cost	65			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	3	4	3	3	5	3	4			
SUGGESTED SKILLS						XP Cost	76			
Athletics 1, Ballistic Skill 2, Cunning 2, Insight 5, Intimidation 5, Medicae 2, Persuasion 3, Scholar 3, Weapon Skill 3										
SUGGESTED TALENTS										
Deductive (p. 132), Dirty Fighter (p. 132), Disturbing Voice (p. 133)										

CHAPTER II: FACTIONS & ARCHETYPES
CRIMSON HUNTER ASPECT WARRIOR (AELDARI, TIER 3)

"We are the hawks of mighty Kurnous. We are the blade that strikes swift and true. We soar upon the winds of war and pierce our prey with talons of flame. Through mastery of the skies do we win mastery of the ground, and thus mastery of all."

—Battle Mantra of the Crimson Hunters

You embody Khaine's aspect of the devastating blow that leaves the foe reeling, vulnerable to successive strikes. Few can stand before your skill, but fewer can endure the carnage that follows in your wake.

The Crimson Hunters are an unusual Warrior Aspect, for their signature wargear is not a blade or gun, but instead a sleek aerial fighter that represents the pinnacle of Aeldari aeronautics.

These formidable aircraft, known as Nightshade Interceptors, are just as much a part of the Crimson Hunter's wargear as the Howling Banshees' power sword or the Dire Avengers' Shuriken Catapult. Their lethality, however, is measured on a different scale altogether.

Their Aspect Temples are not buildings or landscapes, but tunnel-linked collections of transparent atriums that float around the periphery of their craftworlds like archipelagos at the edge of a vast landmass.

It is within these realms of captive sky that the Crimson Hunters duel, their weapons of choice the Bright Lances and Pulse Lasers gracing each interceptor's curving fuselage.

During the breakneck battles that take place in these shrines, the weapons of the Crimson Hunters are set to illuminate rather than to pierce, for the Nightshade Interceptor has been designed specifically to hunt down and destroy aircraft of any kind—even those of the Drukhari.

A single beam of light can be the difference between victory and defeat, though it is said that the reflexes of a Crimson Hunter are so preternaturally sharp that they can evade even these.

CRIMSON HUNTER ASPECT WARRIOR										
TIER	3	SPECIES	Aeldari	XP Cost	160					
KEYWORDS: AELDARI, ASURYANI, [CRAFTWORLD], ASPECT WARRIOR										
ATTRIBUTES: Agility 5, Initiative 5, Willpower 3										
SKILLS: Awareness 3, Ballistic Skill 5, Pilot 5, Psychic Mastery 2, Tech 1										
ARCHETYPE ABILITY: Skyhunter When you make a shooting attack against another FLYER, add +Rank bonus dice to your attack.										
WARGEAR: Aspect Armour, Nightshade Interceptor (<i>Church of Steel</i> , p 95), Shuriken Pistol, mono-knife, spirit stone										
INFLUENCE: +1										
SUGGESTED ATTRIBUTES						XP Cost	68			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	2	3	6	6	3	3	2			
SUGGESTED SKILLS						XP Cost	52			
Awareness 4, Ballistic Skill 5, Pilot 6, Psychic Mastery 4, Scholar 3, Tech 2										
SUGGESTED TALENTS										
Deadshot (p. 131), <i>Combat Driving</i> , <i>Gunnery Crew</i>										



CHAPTER II: FACTIONS & ARCHETYPES

CTHONIAN BESERK (LEAGUES OF VOTANN, TIER 3)

"This is very simple. We don't want your lives, your coin, or that junk you call technology. We want your world. We want the riches you didn't even realise you had, and that you definitely don't deserve. Leave while you have the chance. Or don't. Either way, we're coming to claim what's ours."

—Ultimatum delivered by the Cthonian 'Gauntlet' Consortium.

Gene-wrought and cyber-augmented to endure the harshest of mines, you are a powerful figure, and equally adept at sundering enemy armour as shattering rock.

Fearless in the cause of locating, securing, and harvesting resources for their race, the Cthonian Mining Guild think nothing of braving environments so extreme that even other Kin would balk at the hazard. This bloody-minded approach extends to not only physical hazards such as the fringes of blackholes or Space Hulks but also to living dangers such as predatory alien races and hostile empires. Many Guild surveyors think nothing of assessing assets of other civilizations such as plasma storage plants, Promethium stockpiles, ore barges, and industrial infrastructure. They are viewed no differently than naturally occurring resources. In such instances, trade is often attempted as the first recourse, but if these measures fail, they will promptly turn to war.

Not all miners join the Cthonian Guild. There are hundreds of unaffiliated asteroid mines and void-harvesting rigs scattered across League space. However, a large majority of Kin miners do choose to acquire Guild accreditation for firmly pragmatic reasons, for the Cthonians are rich enough to operate their own fleets of ships that allow them to better lay claim to resources. Most Kin who join the Cthonians are already adapted for hardiness, possessing Cloneskeins that imbue them with benefits such as hyper-dense bone structures, extreme radiation, and the ability to perceive esoteric energy spectra. Added to this are willingly submitted surgeries that further reinforce them with benefits for their trade, such as reinforced skull-plates, advantageous bionics, and artificial organs that allow them to survive in the most extreme environments. Indeed, there is a cheerful rivalry amongst the Cthonians as to who is the most heavily adapted, with the hardest being nicknamed "luggers".

The cybernetic upgrades to the Cthonians' bodies and the cyberstimms that flood their systems allow the Beserks to better extract precious minerals from rad-

plagued nebulae, explosive asteroids, and fathomless ocean depths. To do this, however, the Beserks eschew the high-tech STC weapons wielded by the rest of the Kin and instead use robust mining equipment, such as Heavy Plasma Axes, Concussion Gauntlets, and Concussion Mauls. However, they can also be sent into battle, and when this occurs, these tools become weapons that can penetrate heavy armor or xenos carapaces just as easily as stubborn rock and stone. In addition, the Beserks' modifications ensure these courageous warriors can keep fighting through life-or-death situations.

CTHONIAN BESERK								
TIER	3	SPECIES	Kin or Ironkin	XP Cost	150			
KEYWORDS: LEAGUES OF VOTANN, CTHONIAN, [LEAGUE]								
ATTRIBUTES: Strength 5, Toughness 5, Willpower 4								
SKILLS: Athletics 2, Ballistic Skill 1, Tech 3, Weapon Skill 4								
ARCHETYPE ABILITY: Hardened Augmetics								
Your Resilience is increased by +Rank, but you may not wear any armour. In addition, when you roll Determination, you may re-roll any dice which roll 1.								
WARGEAR: Heavy Plasma Axe or Concussion Maul, three Augmetic Enhancements, Cardioproxy, Sinew Armature, Subdermal Armour, Cyberstimm Implant								
INFLUENCE: +2								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	5	5	4	4	5	3	3	
SUGGESTED SKILLS						XP Cost		
Athletics 3, Awareness 2, Ballistic Skill 1, Intimidation 2, Survival 1, Tech 3, Weapon Skill 5						30		
SUGGESTED TALENTS								
Brutalist (p. 130), Die Hard (p. 132), Frenzy (p. 134)								

CHAPTER II: FACTIONS & ARCHETYPES

DARK REAPER ASPECT WARRIOR (AELDARI, TIER 3)

"Let not the fear of death stay your hand nor defeat your courage. The warrior who will prevail is the one who conquers death, who becomes one with death as we have."

—Phoenix Lord Maugan Ra, the first Dark Reaper

You embody Khaine's aspect of the precise and inescapable nature of death. With unerring aim and bearing a deadly heavy weapon, there is little that can elude the death you bring.

The Dark Reapers are descended from Maugan Ra, the Harvester of Souls, a mighty Phoenix Lord and the founder of their Shrines. It was from him that the Dark Reapers learned that even the mightiest of weapons can be wielded with the precision of a scalpel, and so they take pride in the accuracy with which they use their signature weapon, the Reaper Launcher. Spitting forth a hail of armour-piercing missiles capable of taking down even the best-protected foes, these weapons allow the Dark Reapers to exert total control over the battlefield and destroy targets at will.

The Dark Reapers pride themselves on their accuracy. To absorb the recoil of firing the Launcher and maintain a steady firing position, the powered limb supports include lower leg armour and boots fitted with stabilisers and clamps to secure the Dark Reaper to the ground. Their helmet incorporates specialised range-finding sensor vanes which extends out of the helmet of their Aspect Armour and allows a Dark Reaper to achieve target lock on even fast-moving vehicles.



DARK REAPER ASPECT WARRIOR							
TIER	3	SPECIES	Aeldari	XP Cost	92		
KEYWORDS: AELDARI, ASURYANI, [CRAFTWORLD], ASPECT WARRIOR							
ATTRIBUTES: Strength 3, Agility 4, Willpower 3							
SKILLS: Awareness 3, Ballistic Skill 5							
ARCHETYPE ABILITY: Inescapable Aim							
You may reroll up to Double Rank dice on any aimed Ranged Attack you make.							
WARGEAR: Heavy Aspect Armour, Reaper Launcher, Dark Reaper Rangefinder, mono-knife, spirit stone							
INFLUENCE: +1							
SUGGESTED ATTRIBUTES						XP Cost	94
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	4	3	5	5	3	3	2
SUGGESTED SKILLS						XP Cost	64
Athletics 2, Awareness 4, Ballistic Skill 6, Intimidation 3, Leadership 2, Scholar 3, Tech 1, Weapon Skill 3							
SUGGESTED TALENTS							
Deadshot (p. 131), Born Survivor (RR1 p. 62), Legacy of Sorrow (p. 135)							

CHAPTER II: FACTIONS & ARCHETYPES

DETECTIVE (ADEPTUS ARBITES, TIER 3)

"No servant of the Emperor dies unavenged. No enemy of the Emperor escapes unpunished!"

—Promise of the Pax Imperialis

You are an investigator, a vigilant agent ever-watchful for those who would break the Emperor's Law. Your gaze, extended through surveillance devices and networks of informants, allows you to find wrongdoers anywhere.

The Adeptus Arbites are an extremely visible presence upon any world in the Imperium. Even on worlds where the Arbites are few in number, their facilities, their uniforms, and their actions are carefully designed to ensure that their presence is felt. No-one should feel as if the Arbites are too far away to worry about.

This high-visibility presence is only part of the Arbites methodology, however. The organisation is also capable of employing subterfuge and deception to protect the order and stability of the Imperium.

Detectives are a major part of this. Existing secretly within the hierarchy of the Adeptus Arbites, Detectives possess no distinctive uniform or common signifier to identify them as such, barring a crimson collar or lanyard which is only worn when amongst other Arbites. The remainder of the time, they are dressed as ordinary citizens or members of other Imperial organisations. They are the eyes and ears of the Law, moving about to see all the things that occur when people believe themselves away from the Arbites' scrutiny.



Some Detectives are skilled spies and infiltrators, operating undercover for long periods to unravel conspiracies. Others are experts in surveillance, utilising pict-captors, vox-thieves, bio-sniffers, and other tools to gather information. Others still cultivate networks of informants and spies, as well as agents provocateur and saboteurs to provoke or disrupt illegal activities.

DETECTIVE										
TIER	3	SPECIES	Human	XP Cost	108					
KEYWORDS: IMPERIUM, ADEPTUS ARBITES										
ATTRIBUTES: Willpower 3, Intellect 4, Fellowship 4										
SKILLS: Awareness 2, Cunning 2, Deception 2, Investigation 3, Scholar 1, Stealth 2										
ARCHETYPE ABILITY: Undercover Agent										
You gain +Rank bonus dice on all Deception tests make to disguise yourself or present yourself as someone else. In addition, you may spend an Exalted Icon from a Deception test to grant yourself the use of a Keyword which you don't normally possess. This keyword must relate to your current disguise or alias.										
WARGEAR: Flak coat, combi-tool, any one ranged weapon of uncommon or lower rarity, knife, auspex, three sets of clothing for use in disguises, symbol of authority, vox caster.										
INFLUENCE: +2										
SUGGESTED ATTRIBUTES						XP Cost	79			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	2	3	4	4	4	4	5			
SUGGESTED SKILLS						XP Cost	80			
Awareness 3, Ballistic Skill 2, Cunning 4, Deception 5, Investigation 4, Scholar 3, Stealth 3, Weapon Skill 2										
SUGGESTED TALENTS										
Deductive (p. 132), Paranoid (p. 137), Scum Savvy (p. 139)										

CHAPTER II: FACTIONS & ARCHETYPES

DEVASTATOR SPACE MARINE (ADEPTUS ASTARTES, TIER 3)

"A Devastator's reach shall be without limit and his touch without mercy. Fire shall roar from his fingertips, but it shall consume him not. Thunder will roar when he calls, yet it will swallow him not."

Let the Devastator squad be thy blazing wrath, bringing the light of the Emperor's justice to the darkest corners of the battlefield. Wherever he stands, that shall be his fortress of righteousness.

He shall hold in his gift the fate of all who pass before his unblinking gaze.

All shall fear him, and he shall fear no one."

—Roboute Guilliman, quoted in the Apocrypha of Skaros

redeploying is one who cannot lay down fire to support his brethren.

Devastators are trained to employ a wide range of different heavy weaponry, from heavy bolters that lay down curtains of fire, to armour-piercing lascannons, and versatile missile launchers, to more exotic plasma cannons, multi-meltas, and grav-cannons.

DEVASTATOR SPACE MARINE					
TIER	3	SPECIES	Adeptus Astartes	XP Cost	270
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, [CHAPTER]					
ATTRIBUTES: Strength 5, Toughness 5, Agility 5, Initiative 5, Willpower 3, Intellect 3					
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 5, Scholar 1, Stealth 3, Tech 1, Weapon Skill 4					
ARCHETYPE ABILITY: Unrelenting Devastation When you sacrifice your Move to Brace a Heavy weapon, you may re-roll +Rank dice on attacks with that weapon, and +Rank ED to that weapon's damage.					
WARGEAR: Aquila Power Armour, Bolt Pistol, Astartes combat knife, 3 Frag Grenades, 3 Krak Grenades, ammunition backpack, and one heavy weapon from the following list: heavy bolter, missile launcher with 6 frag and 6 krak missiles, lascannon, multi-melta, plasma cannon, or grav-cannon.					
INFLUENCE: +1					
SUGGESTED TALENTS					
<i>And They Shall Know No Fear, Overwatch, Ever Vigilant (p. 133)</i>					



CHAPTER II: FACTIONS & ARCHETYPES

DIRE AVENGER ASPECT WARRIOR (AELDARI, TIER 3)

"I do not love the blade for its form, or its keen edge, but only for that which it defends. Must we pay for existence with our very souls?"

—Introspections upon Perfection, Kysaduras the Anchorite

You embody Khaine's aspect of the noble warrior seeking vengeance. You are prepared for battle at a moment's notice, and you will not yield while your foe lives or while your people are threatened.

The Dire Avengers trace their lineage back to Asurmen, the first of the Phoenix Lords and founder of the Aspect Shrines. It is because of Asurmen that the Dire Avengers are the most common of the Aspect Warriors, as he founded more Shrines on more Craftworlds than any other Phoenix Lord.

The Dire Avengers' signature weapon is the Avenger Shuriken Catapult, a modified version of the typical Shuriken Catapult with an extended barrel, power feed and inbuilt rangefinder. To wield a shuriken is considered an art form by Dire Avengers, who use the deadly weapons in battle to create impenetrable storms of monomolecular blades which slice their enemies to ribbons. Even when a Dire Avenger has removed their armour and left their shrine, they will keep these razor-sharp discs hidden under their clothing, never truly unarmed.

Those who attend the shrine of the Dire Avengers are the manifestation of the noble warrior, showing no mercy to their foes and tirelessly devoting themselves to their people.

When not at war or embarked upon missions,

the Dire Avengers spend much of their time at their Aspect Shrine, meditating upon battle, studying the tactics and strategies of their ancestors, and practicing their skills at arms.

DIRE AVENGER ASPECT WARRIOR								
TIER	3	SPECIES	Aeldari	XP Cost	116			
KEYWORDS: AELDARI, ASURYANI, [CRAFTWORLD], ASPECT WARRIOR								
ATTRIBUTES: Agility 4, Initiative 4, Willpower 3								
SKILLS: Ballistic Skill 4, Leadership 2, Weapon Skill 4								
ARCHETYPE ABILITY: Defensive Tactics								
When an enemy concludes their movement within 3 +Rank metres of you, you may make a ranged attack against them as a Reflexive Action, adding +2 to the DN of the attack. This attack is resolved before the enemy moves. This attack is considered a Salvo attack.								
WARGEAR: Aspect Armour, Avenger Shuriken Catapult, targeting vane, mono-knife, 3 plasma grenades, spirit stone.								
INFLUENCE: +2								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	3	2	5	5	4	3	2	
SUGGESTED SKILLS						XP Cost		
Athletics 2, Awareness 3, Ballistic Skill 5, Deception 1, Insight 1, Leadership 3, Scholar 2, Survival 3, Weapon Skill 5						66		
SUGGESTED TALENTS								
Ever Vigilant (p. 133), Bladestorm, Battle Focus, Strike and Fade								



CHAPTER II: FACTIONS & ARCHETYPES

EINHYR HEARTHGUARD (LEAGUES OF VOTANN, TIER 3)

"We have always been a race of traders. It is natural to us that we should trade the fighting skills of our Brotherhoods. As well as bringing us a profit, it also allows our youngsters to gain experience and honour, and to keep alive the skills which our strongholds may one day need for their own defence."

—Lord Grumni, Bruggen Stronghold

You're one of the chosen confidants, protectors, and counsellors of your Kâhl, rewarded with the finest wargear and the greatest chances for glory and prestige because of your skill and experience.

Selected from the most accomplished Hearthkyn and Theyns in a Hold, the Einhyr Hearthguard have many roles – from bodyguards to first-striking. Each Hearthguard has proved themselves over many years on the frontlines, ascending through the staunch meritocracy that defines the Leagues maintain. Like Hearthkyn, Hearthguard are dependable, but their experience and technology take their kinds natural durability to a whole new level. Squads are led by Hesyrs.

Einhyr Hearthguard are clad in Exo-Armour and wield a variety of weapons from. Each is equipped with a Volkanite Disintegrator, EtaCarn Plasma Gun, and a shoulder-mounted grenade launcher as well as Concussion Gauntlets for melee combat, with many more choosing to add a Plasma Blade or Concussion Hammers to further its killing power. The Theyn of a Einhyr Hearthguard squad is seen wielding a massive battle hammer.

The exo-armour of the Einhyr Hearthguard is made from ultra-dense materials attached to a complex servo-assisted frame, allowing the wearer to shrug off anti-tank weaponry while retaining full freedom of movement and even auto-stabilising their aim while they return fire. The armor can also be equipped with Teleportation Crests.

EINHYR HEARTHGUARD								
TIER	3	SPECIES	Kin or Ironkin	XP Cost	138			
KEYWORDS: LEAGUES OF VOTANN, [LEAGUE]								
ATTRIBUTES: Strength 4, Toughness 4, Willpower 4, Fellowship 2								
SKILLS: Ballistic Skill 4, Leadership 2, Persuasion 2, Tech 1, Weapon Skill 4								
ARCHETYPE ABILITY: Close Protection When an enemy makes an attack against an ally within 5m of you, then as a Reflexive Action, you may increase that ally's Defence and Resilience by +Rank against that attack.								
WARGEAR: EtaCarn Plasma Gun, Exoarmour Grenade Launcher, Concussion Gauntlet, Exo-armour								
INFLUENCE: +2								
SUGGESTED ATTRIBUTES					XP Cost	60		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	4	5	3	3	5	2	3	
SUGGESTED SKILLS					XP Cost	72		
Awareness 3, Ballistic Skill 5, Insight 2, Intimidation 3, Leadership 3, Persuasion 3, Tech 2, Weapon Skill 5								
SUGGESTED TALENTS								
Brutalist (p. 130), Die Hard (p. 132), Noble Peer (p. 137)								



CHAPTER II: FACTIONS & ARCHETYPES

ETHEREAL (T'AU EMPIRE, TIER 3)

It saddens me greatly that we must take arms against the peoples of the galaxy. By their deaths, they deny themselves the liberation that is only to be found in total surrender to the Greater Good.

— Aun'Va, Master of the Undying Spirit

You are one of the blessed leaders of the T'au Empire, an Ethereal. The Greater Good is manifest through your wisdom and guidance, and all T'au await your commands with rapt obedience.

An Ethereal is a member of the fifth caste of the T'au species, forming a ruling elite above the Fire, Earth, Air, and Water Castes that make up the bulk of the T'au population.

Known as the Aun in the T'au language, their name translates variously as the "Celestial" or "Ethereal Caste." Though their numbers are small compared to the other castes, the Etherels are the rulers of the T'au Empire, and command near total authority and loyalty from every other T'au.

Born to counsel, advise and steer their comrades towards the chosen path, the Etherels embody the roles of royalty and the priesthood, and the deference paid to them is the closest thing to mysticism in T'au society.

For weighty decisions, a wise Ethereal will take counsel from the senior members of each caste, although ultimate sovereignty falls upon him and him alone. The Etherels find themselves in a binding role -- guiding the other castes to work together for the Greater Good, and they are headed by a council on T'au of the wisest Etherels called the Ethereal High Council that is headed by a presiding officer with the rank of Ethereal Supreme.

Their unique role is a combination of spiritual and political command, and their declarations shape and steer every facet of the T'au Empire in an indisputably complete way. An Ethereal must be a consummate leader and motivator in every way: pushing the Earth Caste for more practical innovations, setting firm negotiation goals for the Water Caste to strive for, giving perimeters to the great fleets of the Air Caste and directing the sometimes-overzealous aggression of the Fire Caste.

Etherels may purchase *Invocations of the Etherels*, found later in this manuscript.

ETHEREAL								
TIER	3	SPECIES	Aun T'au	XP Cost	170			
KEYWORDS: T'AU EMPIRE, ETHEREAL CASTE, [SEPT], PRIEST								
ATTRIBUTES: Agility 3, Initiative 3, Willpower 4, Intellect 4, Fellowship 4								
SKILLS: Awareness 1, Insight 4, Leadership 4, Persuasion 4, Scholar 3, Weapon Skill 2								
ARCHETYPE ABILITY: Voice of the <i>Tau'va</i> You gain +Rank bonus dice whenever you make a social Skill Test against a T'AU EMPIRE character. This increases to +Double Rank if the character's species is Shas T'au, Fio T'au, Por T'au, or Kor T'au.								
WARGEAR: Honour staff, armoured robes, up to two Drones (Gun Drone, Marker Drone, or Shield Drone).								
INFLUENCE: +4								
SUGGESTED ATTRIBUTES					XP Cost	50		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	3	3	3	3	5	4	5	
SUGGESTED SKILLS					XP Cost	50		
Awareness 3, Cunning 2, Deception 2, Insight 4, Leadership 5, Persuasion 5, Scholar 4, Weapon Skill 2								
SUGGESTED TALENTS								
Supreme Presence (p. 140), <i>Inspirational</i> , Overseer								



CHAPTER II: FACTIONS & ARCHETYPES

FIRE DRAGON ASPECT WARRIOR (AELDARI, TIER 3)

"We bring only death and leave only carrion. It is a message even a Human can understand."

—Requiel, of the Sons of Fuegan

You embody Khaine's aspect of the destroyer, and the brutal, wanton desolation of warfare. With fire do you scour the battlefield clean of the enemy, and not even within armoured vehicles or behind fortifications are they safe from your fury.

The Fire Dragons are one of the forms of Aeldari Aspect Warriors, who represent a different aspect of the Aeldari war god Kaela Mensha Khaine. Embodying the writhing, sinewy dragon of Aeldari myth, Fire Dragons are aggressive and warlike close combat fighters who utilized heat weapons to destroy enemy vehicles and strongpoints.

The founder of the Fire Dragons was Fuegan, the first of the Phoenix Lords who learned the ways of war from Asurmen and established his own Shrines on many Craftworlds to school new pupils in the art of fire and flame. When the Fallen Pheonix Arhra betrayed his fellows and attacked the Shrine of Asur, Fuegan refused to leave and was thought lost when the shrine was destroyed until he reappeared centuries later. Tradition has it that Fuegan will call together the



Phoenix Lords for the Rhana Dandra, the Final Battle, and be the last one to fall in this epic confrontation.

They have an unsurpassed mastery of their chosen and highly dangerous weapons, and they take savage delight in the devastation they create. For this reason, the Aeldari believe that the Fire Dragons are the embodiment of the Aeldari War God Kaela Mensha Khaine's penchant for pure destruction. It is said that Fire Dragon Exarchs generate a corona of lambent flame around themselves when the battle lust is upon them.

FIRE DRAGON ASPECT WARRIOR								
TIER	3	SPECIES	Aeldari	XP Cost	108			
KEYWORDS: AELDARI, ASURYANI, [CRAFTWORLD], ASPECT WARRIOR								
ATTRIBUTES: Toughness 3, Agility 4, Willpower 3								
SKILLS: Athletics 2, Ballistic Skill 5, Tech 3								
ARCHETYPE ABILITY: Fiery Destruction								
When you attack a vehicle, structure, or monstrous creature, add +Rank ED to the attack. In addition, add +Rank to your Resilience against attacks with the FIRE or MELTA keywords.								
WARGEAR: Heavy Aspect Armour, Dragon Fusion Gun, 1 melta bomb, mono-knife, spirit stone.								
INFLUENCE: +1								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	3	4	5	5	4	3	2	
SUGGESTED SKILLS						XP Cost		
Athletics 3, Awareness 3, Ballistic Skill 5, Scholar 2, Survival 3, Tech 4, Weapon Skill 4						64		
SUGGESTED TALENTS								
Absolute Incineration (RR1 p. 60), Die Hard (p. 132), <i>Battle Focus, Strike and Fade</i>								

CHAPTER II: FACTIONS & ARCHETYPES

FLASH GIT (ORK, TIER 3)

"Bought me a deefblast off Rotskrag earlier. Nice little killa. Just ask Rotskrag, hur-hur."

— Fat Druzka, Flash Git

You've got the best guns, the best gear, and the shiniest gubbinz! There's nothing in the universe that can stop you!

Flash Gitz are an elite breed of Ork Nobz who are obsessed with their lovingly customised, ostentatiously polished and painted weapons known as Snazzguns that can potentially wipe out entire squads of infantry in a hail of fire. Unlike other Nobz, Flash Gitz prefer "more dakka" to being "stompier," that is to say, they prefer ranged fire over melee combat.

They are powerful ranged heavy infantry troops for an Ork WAAAGH! Many Flash Gitz are members of the Bad Moons Clan, where they serve as the clan's elite infantry. In addition to their powerful armament, Flash Gitz often wear garish armour, adorned with bionic eyes (usually called Gitfindas) and skull trophies mounted on their weapons or upon their back. Due to their hulking size and powerful musculature, which is typical for Ork Nobz, they are still capable close combatants with their Choppa Bayonets and Sluggas. Flash Gitz consider themselves to be at the top of Ork society, having accumulated large numbers of Ork teeth.



Many Flash Gitz love to flaunt their powerful weapons to other Orks, and they are often accompanied by well-dressed Grots who often boast of their master's achievements. Flash Gitz are sometimes kicked out of Ork tribes for their wealth and general obnoxious behaviour though, which can lead to them going down the path of a Freebooter.

FLASH GIT								
TIER	3	SPECIES	Ork	XP Cost	84			
KEYWORDS: ORK, [CLAN]								
ATTRIBUTES: Strength 4, Toughness 3, Agility 3								
SKILLS: Ballistic Skill 3, Cunning 2, Intimidation 2								
ARCHETYPE ABILITY: Gun-Crazy Show-Off								
If you roll a 6 on your Wrath die when making a ranged attack, you may spend a reload to immediately make a second shooting attack with that weapon at the nearest target.								
WARGEAR: Snazzgun, Choppa, 'Eavy Armour, 3 stikkombs, ammo runt								
INFLUENCE: +2								
SUGGESTED ATTRIBUTES					XP Cost	64		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	5	5	3	4	3	1	2	
SUGGESTED SKILLS					XP Cost	62		
Athletics 2, Awareness 1, Ballistic Skill 4, Cunning 3, Intimidation 3, Leadership 1, Tech 1, Weapon Skill 5								
SUGGESTED TALENTS								
Die Hard (p. 132), More Dakka! (p. 137), Trademark Weapon (p. 141)								

CHAPTER II: FACTIONS & ARCHETYPES

HAVOC (CHAOS, TIER 3)

"Impurity shall be our armour. Hate shall be our weapon. Immortality shall be our reward".

Unknown

With a mighty cannon in your grasp, you bring destruction to your enemies and anyone else who gets in your way. Nothing delights you as much as the death you can unleash.

Havocs are the Chaos counterparts the Space Marine Devastators, heavy weapon specialists who are trained to annihilate the foe at range. Squads of Havocs provide devastating anti-infantry and anti-armour firepower, dominating large swathes of the battlefield with volley after punishing volley. Such is the blood-pounding thrill of pouring heavy fire into the enemy ranks that many Havocs become obsessed by the power their weapons afford them. They see themselves as gods of the battlefield, blasting the insect vermin of the enemy into oblivion with each twitch of the finger.



HAVOC					
TIER	3	SPECIES	Adeptus Astartes	XP Cost	270
KEYWORDS: CHAOS, [MARK OF CHAOS], HERETIC ASTARTES, [LEGION]					
ATTRIBUTES: Strength 5, Toughness 5, Agility 5, Initiative 5, Willpower 3, Intellect 3					
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 5, Cunning 1, Stealth 3, Tech 1, Weapon Skill 4					
ARCHETYPE ABILITY: Addicted to Destruction When you roll a 6 on your Wrath die when making a ranged attack, you may forego the critical hit and spend a reload in order to make a second ranged attack with that weapon. This second attack cannot produce further attacks. In addition, you gain 1d3x3 Corruption when you select this Archetype.					
WARGEAR: Aquila Power Armour, Bolt Pistol, Astartes Combat Knife, 3 Frag Grenades, 3 Krak Grenades, ammunition backpack, and one heavy weapon from the following list: Autocannon, heavy bolter, missile launcher with 6 frag and 6 krak missiles, lascannon, reaper chancannon.					
INFLUENCE: +1					
SUGGESTED TALENTS					
<i>Hail of Fire, Let the Galaxy Burn (p. 135), Mark of Chaos (p. 136)</i>					

CHAPTER II: FACTIONS & ARCHETYPES

HOWLING BANSHEE ASPECT WARRIOR (AELDARI, TIER 3)

"We are harbingers of death."

You embody the sudden wrath of Khaine, attacking with such swiftness and certainty that no foe can properly defend itself. Your speed and you war cries confound foes, robbing them of coherent thought moments before their lives are ended.

Howling Banshees are one of the types of Aeldari Aspect Warrior who represent a facet of the war god Kaela Mensha Khaine. These lightly equipped warrior-women are fearsome close combat specialists who draw their inspiration from the unearthly creature with which they share a name. What they may lack in brute strength they more than make up for in precision and efficiency, and their piercing war cry has signalled the doom of countless foes.

According to Aeldari mythology, banshees are the harbingers of woe and death whose cry it is said heralds' ill fate, calling forth dead spirits from the Warp and forewarning certain death. A more sinister implication of the banshee's call is that it may even tempt spirits out from their Spirit Stone and thus lure them into the arms of Chaos. What is known is that the release of a spirit is accompanied by a shrieking call,



—Common Mantra of the Howling Banshee Shrines

one which is felt rather than heard, and that spirits have been known to disperse unexpectedly during the transference between spirit stones. Legend says that the creation of the Aspect came when the Crone Goddess Morai-Heg desired the knowledge contained within her divine blood and thus sent her daughters to haunt their father, the war god Kaela Mensha Khaine, as he was the only being capable of harming another god. Seeking to end his torment, he decided to grant Morai-Heg her wish and severed her hand which allowed her to drink the knowledge contained within. In exchange for his help, Khaine was granted the Howling Banshee Aspect and thus it came into being. As such, it is only fitting that the Howling Banshees are perhaps the most feared of all of the Aspect Warriors.

HOWLING BANSHEE ASPECT WARRIOR								
TIER	3	SPECIES	Aeldari	XP Cost	127			
KEYWORDS: AELDARI, ASURYANI, [CRAFTWORLD], ASPECT WARRIOR								
ATTRIBUTES: Agility 5, Initiative 4, Willpower 3								
SKILLS: Athletics 2, Intimidation 2, Weapon Skill 5								
ARCHETYPE ABILITY: Acrobatic								
Increase your Defence by +Rank and add +1 to your Speed. In addition, you may use Agility instead of Strength for your Athletics skill tests.								
WARGEAR: Aspect Armour, shuriken pistol, banshee blade, Banshee Mask, spirit stone.								
INFLUENCE: +1								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	3	2	6	5	4	3	2	
SUGGESTED SKILLS						XP Cost	54	
Athletics 3, Awareness 3, Ballistic Skill 3, Scholar 2, Intimidation 3, Weapon Skill 6								
SUGGESTED TALENTS								
Furious Charge (p. 134), Honed to Lethality (RR1 p. 65), <i>Battle Focus, Deceptive Retreat</i>								

CHAPTER II: FACTIONS & ARCHETYPES

INCUBUS (DRUKHARI, TIER 3)

"The blade that I wield is an extension of myself, as I am an extension of my blade. We both thirst for blood. We both seek only murder. Only in death do we find purpose in life."

—Klaivex Khyrassos, the Brotherhood of the Void

You are the killing strike, the decapitating blow. You are the edge of the blade, the momentum of the swing. You do not tarnish your prowess with mercy, nor impair yourself with thoughts of honour.

The Incubi are an order of faceless warriors, masters in the use of the long-bladed weapon known as the Klaive. Everything about a fully armoured Incubus conveys menace. His armour is spiked and segmented from top to toe, and his ornate helm is framed by a pair of great razored horns that lend him an almost daemonic aspect. Incubi possess a sinuous and sinister grace, and each of their movements sings with their barely suppressed potential for violence. Their every waking moment is dedicated to the absolute perfection of their craft—that of killing as frequently and as cruelly as possible with their ritual weapon.

In this way the Incubi echo the Aspect Warriors of their Craftworld kin, supplanting purity of purpose with twisted obsession, and icy calm with channelled hate. It is believed that the very first Incubus was the first Phoenix Lord of the Striking Scorpions Aspect Warriors, Arhra, the "Father of Scorpions," now usually referred to as the "Fallen Phoenix," who fell to the service of Slaanesh by walking the Path of Damnation and joined the Drukhari. Arhra became the first Hierarch of the Incubi and created the first Incubus Shrine in the Dark City of

Commoragh. Some believe Arhra to be Drazhar, the Master of Blades, the greatest of the Drukhari Incubi.

The Incubi do not swear allegiance to any specific Kabal or Wych Cult, as servants of *Khaela Mensha Khaine*, their loyalty is first and foremost to their war-shrine, an aspect in which they are eerily similar to the Craftworld Aeldari Aspect Warriors. There are dozens of Incubi shrines dotted throughout the Dark City, from towering pinnacles of black crystal to labyrinthine networks of brazier-lit caverns. While the smallest of these shrines may play host to no more than a handful of Incubi—taking the form of a central shrine surrounded by the trophy-hung cells of the Incubi who train there—the larger shrines are rather more spectacular.

INCUBUS								
TIER	3	SPECIES	Drukhari	XP Cost	102			
KEYWORDS: AELDARI, DRUKHARI, INCUBUS								
ATTRIBUTES: Strength 3, Agility 4, Willpower 3								
SKILLS: Athletics 2, Intimidation 2, Weapon Skill 5								
ARCHETYPE ABILITY: Lethal Precision								
For each Exalted Icon you roll on the damage roll for a melee attack, you may roll one additional ED. These additional ED cannot themselves allow you to roll extra ED.								
WARGEAR: Incubi Warsuit, Klaive, Tormentor								
INFLUENCE: +1								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	4	3	5	5	4	3	1	
SUGGESTED SKILLS						XP Cost		
Athletics 3, Awareness 3, Ballistic Skill 3, Scholar 2, Stealth 2, Intimidation 3, Weapon Skill 6						60		
SUGGESTED TALENTS								
Brutalist (p. 130), Storm of Death (p. 140), Power Through Pain, Deceptive Retreat								



CHAPTER II: FACTIONS & ARCHETYPES

LEGIONARY (CHAOS, TIER 3)

"Destroy, for the sake of Destruction. Kill, for the sake of Killing."

Unknown

You are a traitor to the Imperium, a nightmarish parody of the Emperor's Angels of Death, driven by the pursuit of revenge, your own ambition, or simple bloodlust to spread death and destruction across the galaxy.

Traitor Legionaries, also sometimes called Chaos Space Marines, Renegade Marines, or Heretic Astartes, is a former Loyalist Space Marine of the Imperium of Man who has chosen to abandon the service of the Emperor of Mankind and dedicate himself to the service of Chaos to achieve his own ends. Such corrupt Astartes normally belong to one of the nine original Traitor Legions that betrayed the Emperor during the ancient civil war called the Horus Heresy more than 10,000 standard years ago, while others come from Space Marine Chapters created long after the Heresy ended that have turned Renegade. Chaos can corrupt Astartes of any time and place just as its siren call leads many lesser men to their damnation.



LEGIONARY					
TIER	3	SPECIES	Adeptus Astartes	XP Cost	270
KEYWORDS: CHAOS, [MARK OF CHAOS], HERETIC ASTARTES, [LEGION]					
ATTRIBUTES: Strength 5, Toughness 5, Agility 5, Initiative 5, Willpower 3, Intellect 3					
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 4, Intimidation 1, Stealth 3, Survival 1, Weapon Skill 5					
ARCHETYPE ABILITY: Master of Slaughter When you inflict a critical hit, you count as having spent 1 Glory to improve the effect. You may still spend additional Glory to improve the effect further. In addition, you gain 1d3x3 Corruption when you select this Archetype.					
WARGEAR: Aquila Power Armour, Bolt Pistol, Boltgun or Astartes Chainsword, Astartes Combat Knife, 3 Frag Grenades, 3 Krak Grenades, grisly trophies					
INFLUENCE: +2					
SUGGESTED TALENTS					
Disturbing Voice (p. 133), Let the Galaxy Burn (p. 135), Mark of Chaos (p. 136)					

CHAPTER II: FACTIONS & ARCHETYPES

NULL-MAIDEN (ANATHEMA PSYKANA, TIER 3)

"We are mute but not without power, we are silent but not without resolve, we are untouchable but not without courage, we are sisters and have but one father. We are seekers and we shall find our prey; we are warriors and woe to those we oppose, the Emperor's mark is on our brow, all who deal with the Warp must beware, His Judgement and vengeance is ours to deliver!"

— Motto of the Sisters of Silence

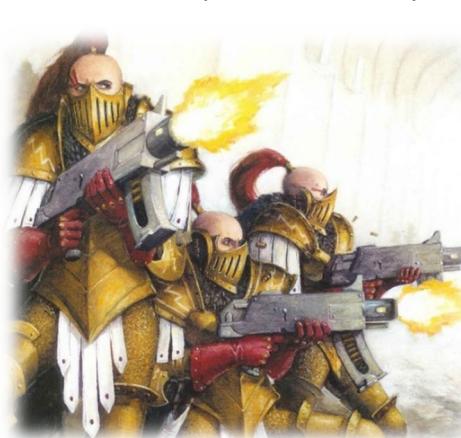
Your very existence is anathema to the witch, the sorcerer, and the daemon. You guard the Imperium against such things, waging a silent, thankless war for a people who know not that you exist and who would feel revulsion at your nature were they to encounter you.

The Sisters of Silence were once the *Divisio Investigates* of the *Divisio Astra Telepathica*, tasked with hunting down rogue psykers and other psychic threats across the galaxy. They helped to enforce the Imperium's rigid laws on the use of psychic powers. The Sisters of Silence's original purpose was to hunt and kill rogue human psykers whose activities presented a terrible danger to the people of the newborn Imperium of Man and to oversee the tithe of psykers from every Imperial world to Terra.

Along with the *Legio Custodes*, answered only to the Master of Mankind, and were amongst His most trusted servants. In the millennia following the Heresy, however, the Sisterhood became less prominent, and by the late 41st Millennium they had dwindled almost to extinction. Most of those remaining were occupied aboard the Black Ships, hunting psykers and performing the crucial role of damping the potent and uncontrolled abilities of their cargo. A few other groups were scattered around the Imperium, most reduced to a handful of members.

Yet, after thousands of standard years in obscurity, when Roboute Guilliman returned, so too did the Sisters of Silence.

Each Sister swears a life-long oath of silence known



as the Oath of Tranquility upon being nominated for Sisterhood. Before this, when they are novices, they can converse normally. Amongst their other duties, novices sometimes act as interpreters between senior Sisters and other agents of the Imperium. Full Sisters converse in their own sign-languages.

The rank-and-file Sisters of Silence are known as Null-Maidens, and they are commonly divided into three groups: flamer-armed Seekers, bolter-armed Prosecutors, and the deadly Vigilators with their Executioner Greatblades.

NULL-MAIDEN						
TIER	3	SPECIES	Pariah	XP Cost	110	
KEYWORDS: IMPERIUM, ANATHEMA PSYKANA, ADEPTUS ASTRA TELEPATHICA, TALONS OF THE EMPEROR						
ATTRIBUTES: Agility 4, Initiative 4, Willpower 4						
SKILLS: Ballistic Skill 3, Investigation 2, Weapon Skill 3						
ARCHETYPE ABILITY: Daughter of the Abyss						
You add +Rank ED to all attacks you make against creatures with the PSYKER or DAEMON keyword.						
WARGEAR: Vratine armour, mono-knife, Psyk-out Grenades, translator servo-skull, and one of the following: Bolter, Witchseeker Flamer, or Executioner Greatblade						
INFLUENCE: +2						
SUGGESTED ATTRIBUTES						XP Cost
ATTRIBUTE	S	T	A	I	WIL	INT
RATING	3	3	4	5	5	3
SUGGESTED SKILLS						XP Cost
Athletics 2, Awareness 3, Ballistic Skill 5, Investigation 3, Scholar 2, Stealth 2, Survival 2, Weapon Skill 5						
SUGGESTED TALENTS						
Deductive (p. 132), Ever Vigilant (p. 133), Anathema						

CHAPTER II: FACTIONS & ARCHETYPES

RAPTOR (CHAOS, TIER 3)

“Attack’ is the only order worth remembering.”

—Common saying amongst the World Eaters Legion

You harry and torment your foes, diving from foreboding night skies to spread terror and death amongst the weak and defenceless.

Raptors are the dedicated assault infantry of the Traitor Legions. Raptors consider themselves to be elite shock troops and tend to be egotistical and self-centred. As Raptors are used to strike at the weakest point in an enemy line, this tactical usage has been expanded into an outright philosophy dedicated to the concept of preying on the weak, making them vicious hunters.

Their murder squads epitomise what has become of the Assault Marines of the Traitor Legions. Though they were once rare and highly valued troops, the Raptors have fallen to their own pride and lust for violence. They now roam the galaxy as merciless hunters, relishing the fear they cause as they plummet screaming out of the skies.

The Raptors' predilection for sadism and psychological warfare is a dark reflection of the Assault Marine's traditional role. Simple killing is no longer enough. The Raptors want not only to tear apart their prey, but to instil terror in them beforehand -- they will go to great lengths to see their grovelling prey's face distorted with fear before the final blow is struck.

Wherever the Raptors prowl, ghostly voices and horrific threats are broadcast into enemy communications networks, the skies are haunted by daemonic faces, and evil shrieks echo through the night so that their sleep-deprived quarry is driven to the edge of madness. Needless to say, the Night Lords, a Traitor Legion infamous for their terror tactics, attract a great many Raptors to their banner.

RAPTOR					
TIER	3	SPECIES	Adeptus Astartes	XP Cost	270
KEYWORDS: CHAOS, [MARK OF CHAOS], HERETIC ASTARTES, [LEGION]					
ATTRIBUTES: Strength 5, Toughness 5, Agility 5, Initiative 5, Willpower 3, Intellect 3					
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 3, Intimidation 1, Pilot 4, Stealth 3, Weapon Skill 4					
ARCHETYPE ABILITY: Cruel Hunters Enemies within 15 metres of you add your Rank to the DN of any Resolve tests they are required to make.					
WARGEAR: Aquila Power Armour, Bolt Pistol, Astartes Chainsword, Jump Pack, 3 Frag Grenades, 3 Krak Grenades					
INFLUENCE: +1					
SUGGESTED TALENTS					
Dual Wield (p. 133), Fear (p. 133), <i>Death to the False Emperor</i>					



CHAPTER II: FACTIONS & ARCHETYPES

SHINING SPEAR ASPECT WARRIOR (AELDARI, TIER 3)

"The wind whipping across your face as your blades whip across the throats of the foe. It makes the blood sing."

—Hrythar Dreamweave, Wild Rider of Saim-Hann

You are the Spear of Khaine, striking as lightning, and slaying with a single blow. Atop the swiftest of steeds—a jetbike—you swoop down upon your prey and pierce their hearts with your mighty lance.

The Shining Spears are one of the rarest and most specialised of the Aeldari Aspect Warriors. The Shining Spears possess a bright and clear virtue that marks each one out as a warrior hero and a champion of the Aeldari race. Aeldari mythology is replete with examples of noble heroes at one with their steed and in the Shining Spears, the glories of legend are made manifest once more.

In battle, they fight as the Spear of Kaela Mensha Khaine, the invincible weapon of the Aeldari God of War that struck like lightning and killed any foe with a single blow. Shining Spears can be distinguished from all of the other Aeldari Warrior Aspects for they are the only Aspect Warriors to make use of anti-gravity Jetbikes.

The Shining Spears Aspect also have only a tiny presence on a few Craftworlds, including the major ones such as Ulthwé, but are regarded as an elite force, glittering exemplars of the warrior way. Shining Spear squads are relatively small, just three to five warriors, a number which sometimes includes an Exarch to lead them.



Yet even a small unit of Shining Spears can turn the tide of a protracted battle, for their legendary charges hit home with the force of a thunderbolt. Few enemies can withstand such a devastating charge.

Shining Spears ride sleek, gleaming Aeldari Jetbikes to war, their vehicles' anti-gravitic motors allowing them to skim over even the roughest terrain at a breakneck pace. Each Aspect Warrior is so in tune with their Jetbike that they can execute complex, high-speed aerial manoeuvres with a single gesture.

SHINING SPEAR ASPECT WARRIOR								
TIER	3	SPECIES	Aeldari	XP Cost	141			
KEYWORDS: AELDARI, ASURYANI, [CRAFTWORLD], ASPECT WARRIOR								
ATTRIBUTES: Strength 3, Agility 5, Willpower 3								
SKILLS: Pilot 5, Tech 2, Weapon Skill 5								
ARCHETYPE ABILITY: Ride the Wind								
You may reroll Double Rank dice on any Pilot test you make when operating an Aeldari Jetbike and increase the jetbike's Defence by +Rank.								
WARGEAR: Heavy Aspect Armour, Laser Lance, Aeldari Jetbike (<i>Church of Steel</i> , p. 92), spirit stone.								
INFLUENCE: +1								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	3	3	5	5	4	3	2	
SUGGESTED SKILLS						XP Cost		
Awareness 3, Ballistic Skill 4, Pilot 5, Psychic Mastery 2, Scholar 2, Tech 3, Weapon Skill 6						84		

CHAPTER II: FACTIONS & ARCHETYPES
SICARIAN INFILTRATOR (ADEPTUS MECHANICUS, TIER 3) ##

"Red in cog and claw"

—Common Skitarii Exhortation

You are an assassin, a blade turned towards those who would blaspheme against the Machine God. Few who cross you can withstand the sensory onslaught you project, allowing you to easily bypass any obstacles or guards in your path.

Heavily augmented into more machine than man, the Sicarian Infiltrators are a hideous, frightening strike force - the height of Adeptus Mechanicus posthuman engineering. When hunting, they emit from their domed helmets a white noise that fills all sensory spectra with static, leaving their foe disoriented and helpless. Enemies fall, deafened and blinded by the scree of a brutally disruptive audiovisual assault; battles are often decided before even a single kill is confirmed. Infiltrator squads can bypass enemy defences with ease, though not because of their stealth but rather their disruptive wavelengths they broadcast when on the move. Regular Skitarii warriors sent to fight alongside Infiltrators are given null-codes that can transmute their disoriented wavelength frequencies, allowing for efficient combined-arms assaults.

Every Sicarian was once a Skitarii who was grievously injured in battle, such as losing all their limbs or being extensively burned. If these fallen are judged still fit to serve the Omnissiah, they are not incinerated but instead taken back to be augmented into lethal killing machines. This process can take place as long as a Tech-Priest possesses a head, torso, and some limb-stumps.

SICARIAN INFILTRATOR							
TIER	3	SPECIES	Human	XP Cost	94 <th data-cs="2" data-kind="parent"></th> <th data-kind="ghost"></th>		
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, [FORGE WORLD], SKITARI							
ATTRIBUTES: Strength 4, Toughness 3, Initiative 4							
SKILLS: Stealth 2, Tech 2, Weapon Skill 3							
ARCHETYPE ABILITY: More Machine Than Man							
You do not bleed (making you immune to <i>Bleeding</i>), and you add +Rank to your Maximum Wounds and Maximum Shock.							
WARGEAR: Sicarian battle-armour, stubcarbine and power sword or flechette blaster and taser goad, Augmetic Arms (two), data-tether, augmetic legs, augmetic viscera, Neurostatic projector							
INFLUENCE: +1							
SUGGESTED ATTRIBUTES						XP Cost	55
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	4	3	4	5	3	3	1
SUGGESTED SKILLS						XP Cost	102
Athletics 4, Awareness 4, Ballistic Skill 3, Scholar 3, Stealth 4, Tech 3, Weapon Skill 5							
SUGGESTED TALENTS							
Augmetic (p. 129), Eliminator (p. 133), The Flesh is Weak (p. 140)							



CHAPTER II: FACTIONS & ARCHETYPES
SICARIAN RUSTSTALKER (ADEPTUS MECHANICUS, TIER 3) ##

"Red in cog and claw"

—Common Skitarii Exhortation

You have had the weakness of flesh cast away to hone your body into a living weapon in the Omnissiah's arsenal. Now, little can stop you from cutting a bloody swathe through the enemy ranks.

Initially used to hunt down rogue servitors and dispatch them efficiently, the Sicarian Ruststalkers proved so effective at the art of killing that they were repurposed as front-line, physics-manipulating commandos. Their Transonic Weapons hum and resonate with sickening efficiency, passing through the strongest armour as if it simply didn't exist, though the effect of the damage often takes several seconds to manifest. These highly trained and augmented squads known as Killclades are led by Princeps.

As with their Infiltrator brothers, every Sicarian was once a Skitarii who was grievously injured in battle. If these fallen are judged still fit to serve the Omnissiah, they are not incinerated but instead taken back to be augmented into lethal killing machines.



Sicarian Ruststalkers also called "shivs", a reference to a way they repeatedly plunge their transonic weapons into their enemies, visible only as a blur of blue and arcing sprays of scarlet blood.

SICARIAN RUSTSTALKER							
TIER	3	SPECIES	Human	XP Cost	94		
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, [FORGE WORLD], SKITARI							
ATTRIBUTES: Strength 4, Toughness 3, Initiative 4							
SKILLS: Stealth 2, Tech 2, Weapon Skill 3							
ARCHETYPE ABILITY: More Machine Than Man							
You do not bleed (making you immune to <i>Bleeding</i>), and you add +Rank to your Maximum Wounds and Maximum Shock.							
WARGEAR: Sicarian battle-armour, transonic razor and chordclaw or two transonic blades, Augmetic Arms (two), data-tether, augmetic legs, augmetic viscera							
INFLUENCE: +1							
SUGGESTED ATTRIBUTES						XP Cost	55
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	4	3	4	5	3	3	1
SUGGESTED SKILLS					XP Cost	90	
Athletics 4, Awareness 4, Scholar 3, Stealth 4, Tech 3, Weapon Skill 5							
SUGGESTED TALENTS							
Augmetic (p. 129), Simultaneous Strike (p. 139), The Flesh is Weak (p. 140)							

CHAPTER II: FACTIONS & ARCHETYPES

SPACE MARINE APOTHECARY (ADEPTUS ASTARTES, TIER 3/TIER 4)

Pain and death are illusions of the weak mind. While his gene-seed returns to the Chapter, a Marine cannot die. Without death, pain loses its relevance.

He that may fight, heal him.

He that may fight no more, give him peace.

He that is dead, take from him the Chapter's due.

—Unknown

Where your brothers' duty to the Emperor is to defeat the foes before them, you have the solemn responsibility of guarding the flesh of your brethren and ensuring that their geneseed is preserved. Without your efforts, your Chapter could not endure.

The Apothecary's role is to serve as a field medic and bio-researcher. Along with being highly trained in medicine, they are elite warriors, the better to protect their brothers where the battle is hardest.

It is the Apothecary's duty to harvest from the bodies of fallen Marines the two implanted Progenoid glands,

APOTHECARY					
TIER	3	SPECIES	Adeptus Astartes <th>XP Cost</th> <td>276</td>	XP Cost	276
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, [CHAPTER]					
ATTRIBUTES: Strength 5, Toughness 5, Agility 4, Initiative 5, Willpower 3, Intellect 5					
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 3, Scholar 2, Medicae 4, Stealth 3, Weapon Skill 3					
ARCHETYPE ABILITY: Guard Thy Brethren					
Whenever you succeed at a Medicae test upon a Dying ally with the ADEPTUS ASTARTES keyword, gain 1 Wrath. In addition, you gain +Rank to Resolve and Determination while you can see or hear one or more Dying Adeptus Astartes allies.					
WARGEAR: Aquila Power Armour, Bolt Pistol, Astartes Chainsword, Narthecium, Reductor, 3 Frag Grenades, 3 Krak Grenades					
INFLUENCE: +2					
SUGGESTED TALENTS					
Blood Must Flow! (p. 130), Die Hard (p. 132), And They Shall Know No Fear					

allowing for the gene-seed material to be cultivated and re-implanted in a Neophyte.

Apothecaries are greatly honoured within the Chapter, as they are responsible for maintaining the purity of its gene-seed. If its gene-seed were to become mutated, it could well bring the Chapter's extinction or its fall to Chaos. Their skills and equipment, when combined with the added organs and resilience of a Space Marine, allow an Apothecary to perform battle surgery with a good chance of success.

PRIMARIS APOTHECARY									
TIER	4	SPECIES	Primaris Astartes	XP Cost	294				
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, [CHAPTER]									
ATTRIBUTES: Strength 5, Toughness 5, Agility 4, Initiative 4, Willpower 3, Intellect 4									
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 4, Scholar 2, Medicae 4, Stealth 3, Weapon Skill 3									
ARCHETYPE ABILITY: Guard Thy Brethren									
Whenever you succeed at a Medicae test upon a Dying ally with the ADEPTUS ASTARTES keyword, gain 1 Wrath. In addition, you gain +Rank to Resolve and Determination while you can see or hear one or more Dying Adeptus Astartes allies.									
WARGEAR: Mar X Tacticus Power Armour, Absolvor Bolt Pistol, Narthecium, Reductor, 3 Frag Grenades, 3 Krak Grenades									
INFLUENCE: +2									
SUGGESTED ATTRIBUTES						XP Cost	70		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	6	6	5	4	3	5	1		
SUGGESTED SKILLS						XP Cost	32		
Athletics 3, Awareness 3, Ballistic Skill 5, Investigation 2, Scholar 3, Medicae 5, Stealth 3, Weapon Skill 3						XP Cost	32		

CHAPTER II: FACTIONS & ARCHETYPES
STRIKING SCORPION ASPECT WARRIOR (AELDARI, TIER 3)

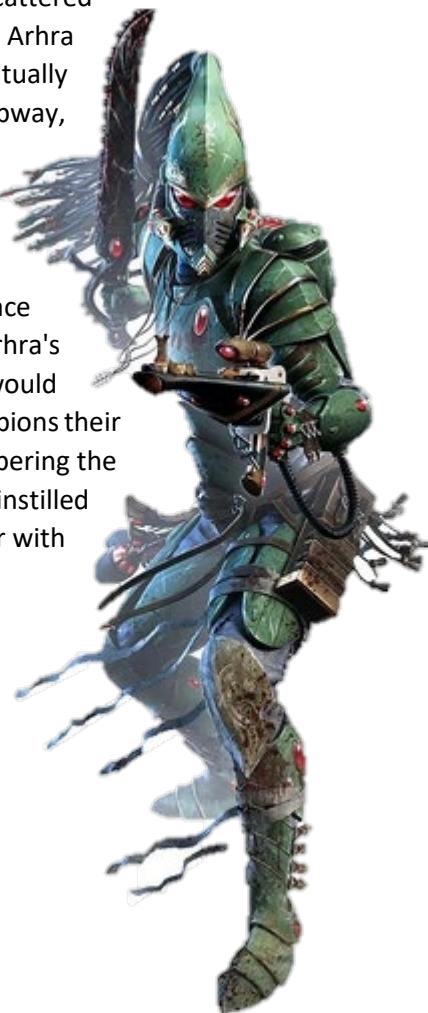
"Attack swiftly, and without warning. This is the mantra of the striking scorpions -- it is the way of all our kind."

— Aulriel Doomhand, Striking Scorpions Exarch

You are a silent hunter, a predator stalking prey upon battlefields across the galaxy. When you strike, it is against foes who did not suspect you were there.

The Striking Scorpions are one of the forms of Aspect Warriors used by the Aeldari, focusing on the close combat aspect of battle. They epitomise the deadly attributes of their namesake, which can sting and kill a creature many times its size. Preferring to stalk their enemy and strike at them from the shadows, they are merciless killers who revel in the hunt and the kill.

The history of the Striking Scorpions is shrouded in infamy from their very beginning. The founder of their Aspect Shrine, Arhra, was lured to darkness and betrayed Asurmen and the other, Asurya, by bringing daemons into the First Shrine to wage war upon his fellow Phoenix Lords. Those loyal to Asurmen were defeated and scattered across the stars, but Arhra himself would eventually flee into the Webway, becoming "the Fallen Phoenix who burns with the dark light of Chaos." In his place rose Karandras, Arhra's greatest pupil, who would give the Striking Scorpions their current form by tempering the murderous nature instilled by the former master with



the patience necessary to become consummate hunters. Karandras would be responsible for spreading this new teaching and installing new Aspect Shrines on the Aeldari Craftworlds.

STRIKING SCORPION ASPECT WARRIOR								
TIER	3	SPECIES	Aeldari	XP Cost	108			
KEYWORDS: AELDARI, ASURYANI, [CRAFTWORLD], ASPECT WARRIOR								
ATTRIBUTES: Strength 3, Agility 4, Willpower 3								
SKILLS: Athletics 2, Stealth 3, Weapon Skill 5								
ARCHETYPE ABILITY: Hunt in the Shadows								
You may reroll up to Double Rank dice when making a Stealth test. In addition, you add +Rank bonus dice when you make a Surprise Attack.								
WARGEAR: Heavy Aspect Armour, Scorpion Chainsword, Shuriken Pistol, Mandiblaster Helm, 3 plasma grenades, Spirit Stone								
INFLUENCE: +1								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT		
RATING	4	3	5	5	4	3		
SUGGESTED SKILLS						XP Cost		
Athletics 3, Awareness 3, Ballistic Skill 4, Scholar 2, Stealth 5, Weapon Skill 6						68		
SUGGESTED TALENTS								
Eliminator (p. 133), Silent (p. 139), Deceptive Retreat								

CHAPTER II: FACTIONS & ARCHETYPES

SWOOPING HAWK ASPECT WARRIOR (AELDARI, TIER 3)

"I am a messenger upon swift and glittering wings; the message I bring is retribution."

—Baharr-khal, The Storm's Herald, Swooping Hawk Exarch

You soar through the air, seeking those deserving of your wrath. Once you have found your quarry, you descend from the skies, the feather-plates of your wing-pack shrieking like your namesake hawk, and you rain a fusillade of plasma fire and searing light upon them.

The Swooping Hawks are a type of Aspect Warrior, Aeldari who fight according to one of the aspects of Kaela Mensha Khaine. The Swooping Hawks take their name from the wild hunting birds of Aeldari mythology, who symbolize revenge and retribution. Just as the birds of legend contain the spirit of a murdered Aeldari, hovering over their killers as a mark of guilt, so too do the Swooping Hawks fly across the battlefield, dealing swift death to their enemies.

The Swooping Hawks were founded by Baharroth, the Winged Phoenix, said to be the finest student of Asurmen. Like the other Phoenix Lords, he is as old as The Fall itself, but it is foretold he will die his final death



during the Rhana Dandra, the last battle against Chaos. Of all the Aspect Shrines the Swooping Hawks are among the most mobile, thanks to their Swooping Hawk Wings, which allow them to lift off into the air at a moment's notice and fly across the battlefield. The speed and agility this give the Swooping Hawks more than makes up for the fact that their Aspect Armour, compared to that worn by other Shrines, is thinner and offers less protection. The armour is typically coloured like the sky, such as a pale blue or grey, with contrasting colours as well, especially on the wings.

SWOOPING HAWK ASPECT WARRIOR									
TIER	3	SPECIES	Aeldari	XP Cost	101				
KEYWORDS: AELEDARI, ASURYANI, [CRAFTWORLD], ASPECT WARRIOR									
ATTRIBUTES: Agility 5, Willpower 3									
SKILLS: Athletics 2, Ballistic Skill 5									
ARCHETYPE ABILITY: Skyleap									
So long as you are able to Fly, you may Fall Back as a Simple action, rather than a Combat Action. In addition, when you take the Full Defence action, you immediately move twice your Flying Speed (instead of halving your Speed) away from the enemy and add +Rank bonus dice to the Initiative test to increase your Defence. Naturally, these abilities require that you be able to fly, and have room to do so.									
WARGEAR: Aspect Armour, Lasblaster, mono-knife, Swooping Hawk Wings, Swooping Hawk Grenade Pack with 6 plasma grenades, Spirit Stone									
INFLUENCE: +2									
SUGGESTED ATTRIBUTES						XP Cost	107		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	2	2	6	6	4	3	2		
SUGGESTED SKILLS						XP Cost	62		
Athletics 3, Awareness 3, Ballistic Skill 6, Scholar 2, Stealth 2, Weapon Skill 4									
SUGGESTED TALENTS									
Acute Sense (Sight) (p. 129), <i>Battle Focus, Strike and Fade</i>									

CHAPTER II: FACTIONS & ARCHETYPES

VERISPEX ADEPT (ADEPTUS ARBITES, TIER 3)

"There is here such a wealth of evidence, that the perpetrator has all but signed his name to the crime. One needs only the proper knowledge and tools to find it. Your culprit will be condemned presently."

In situations where the perpetrator of a crime cannot be located or identified, it is your responsibility to study the scenes of their crimes, discerning even the smallest detail that might uncover the guilty.

Verispex are specialists in the gathering and analysis of forensic evidence. They are able to track a weapon from a spent slug, determining its exact pattern from the temperature of a las-burn or the tear-pattern of a Chain Weapon. They are able to filter out and separate tiny organic traces clinging to a burgled Adeptus shrine so that Cyber-Mastiffs can be put on the scent or identify the print-mill three systems away whose stolen inks were used on underground pamphlets inciting sedition.

A Verispex may spend years of their career cataloguing the unique signatures of the artificial atmosphere aboard every starship in their Sub-Sector so that a suspect can be traced by the residue found in their lungs. Though often confined in laboratories, Verispex are known to work in the field with standard

Arbitrators as well as Detectives. Because their skills require a great deal of technical and scientific knowledge, Verispex are trained by Tech-Priests of the Adeptus Mechanicus in the lesser lore of their temples, though they



—Adept-Officer Kilvarek at a murder scene on Vaxanide

are not fully inducted members of their order in the way that Techmarines of the Adeptus Astartes are. Nonetheless this is considered a high honor, and Verispex sport a blue steel armband to mark them out as ordained by the Omnisiah. This makes some Arbites commanders sceptical of the Verispex, who view them as not having complete loyalty to the ideals of the Lex Imperialis.

The skills of a Verispex Adept are highly prized, and they are often seconded by Inquisitors, either temporarily or long-term, to aid in difficult investigations.

VERISPEX ADEPT										
TIER	3	SPECIES	Human	XP Cost	107					
KEYWORDS: IMPERIUM, ADEPTUS ARBITES, ADEPTUS MECHANICUS										
ATTRIBUTES: Willpower 3, Intellect 5										
SKILLS: Awareness 3, Investigation 3, Scholar 3, Tech 2										
ARCHETYPE ABILITY: Crime Scene Investigation										
You have seen enough crime scenes that you can quickly identify common patterns. When you shift one or more Exalted Icons on an Investigation test, you count as having shifted +Rank additional Exalted Icons (this doesn't affect whether you pass or fail, just the number of extra benefits you get from shifting).										
WARGEAR: Bodyglove, clothing, Laspistol, knife, Auspex, data-slate, Preysense goggles, Memorance Implant										
INFLUENCE: +2										
SUGGESTED ATTRIBUTES						XP Cost	68			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	2	3	3	3	4	6	2			
SUGGESTED SKILLS						XP Cost	62			
Awareness 5, Ballistic Skill 2, Investigation 5, Scholar 4, Tech 3										
SUGGESTED TALENTS										
Acute Sense (p. 129), Deductive (p. 132), Loremaster (p. 136)										

CHAPTER II: FACTIONS & ARCHETYPES

WARP SPIDER ASPECT WARRIOR (AELDARI, TIER 3)

"The enemy thinks themselves secure, their position unassailable from any direction. They would be correct, if our methods of approach were as limited as their understanding."

— Sercamtrill, The Web of Blades, Warp Spider Exarch

You are a silent hunter, a predator stalking prey upon battlefields across the galaxy. When you strike, it is against foes who did not suspect you were there.

The Warp Spiders are one of the types of Aspect Warriors, Aeldari who represent a facet of their war god Kaela Mensha Khaine. Taking their name from the same creatures who protect the Infinity Circuits of their Craftworlds, Warp Spiders epitomise aggressive defence and make use of their teleportation devices to attack the enemy suddenly and disappear before they can retaliate.

Warp Spiders are deadly warriors who model their weaponry and armour on those of the warp spiders, which swarm and destroy any intruding psychic presence within the Wraithbone skeleton of their Craftworld. The signature piece of equipment used by Warp Spiders is the Warp Spider Jump Generator, a compact device housed within the armoured backpack of their Aspect Armour which allows for short journeys through the Warp. Using this warp-generator Warp Spiders can unexpectedly materialize right next to their foes and fire their ritual weapon, the Death Spinner, which easily slices through flesh and bone.

Warp Spider armour is much bulkier compared to those worn by most other Shrines, making them more heavily armoured but slower. While this would be more constricting for the movements of other Aeldari

warriors, the Warp Spiders' unique teleportation abilities negates this disadvantage. The colouration of this armour is traditionally some variation on red and black, and it is warded to allow for safer travel through the Warp, which provides some protection against psychic powers.

Of all the Aspect Shrines the Warp Spiders are considered the bravest simply for their normal method of operation. Even traveling a short distance through the Warp is a tremendous risk, with not just their lives but their very souls on the line. Despite this they are also regarded as strange and terrifying, the furthest removed from the normal Aeldari mindset of all the Aspect Shrines. Warp Spiders also tend to have a bleak outlook on life, and rarely mix with warriors from other Aspect Shrines.

WARP SPIDER ASPECT WARRIOR								
TIER	3	SPECIES	Aeldari	XP Cost	108			
KEYWORDS: AELDARI, ASURYANI, [CRAFTWORLD], ASPECT WARRIOR								
ATTRIBUTES: Agility 4, Intellect 3, Willpower 4								
SKILLS: Awareness 3, Ballistic Skill 4, Tech 2								
ARCHETYPE ABILITY: Flickerjump								
As a Reflexive Action when a ranged attack is made against you, you may add +Double Rank to your Defence, as you use your Warp Jump Generator to flicker in and out of reality.								
WARGEAR: Heavy Aspect Armour, Death Spinner, Warp Jump Generator, mono-knife, spirit stone.								
INFLUENCE: +1								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	3	3	5	4	5	4	2	
SUGGESTED SKILLS						XP Cost		
Awareness 4, Ballistic Skill 5, Scholar 3, Stealth 3, Tech 3, Weapon Skill 4						68		
SUGGESTED TALENTS								
Eliminator (p. 133), Fearless (p. 133), Strike and Fade,								



CHAPTER II: FACTIONS & ARCHETYPES

WEIRDBOY (ORK, TIER 3)

"Too much noise! Too much! I fink I'z gunna...I'z gunna...WAAAGH!"

— Weirdboy Gazrog

Your brain hurts. All the other Orks are boiling over with aggression, and every shout and every thrill of excitement they feel goes straight to your brain, like you're a lightning rod for all their fury. But that power has to go somewhere, and you've learned that when it gets too much, you can make all that power do things... strange things.

A Weirdboy is one of the Orks' psykers, unique in that he acts as a psychic sponge, absorbing and channelling the natural psychic energies constantly emanated by other Orks. Weirdboyz are the most psychically attuned of all Orks. Weirdboyz unconsciously channel the background mental emissions of nearby Greenskins.

Even a close-run Squig-eating contest between two rowdy Boyz will cause waves of energy to pulse through any Weirdboy that strays near. Unless the Weirdboy finds some way to release this pent-up energy his head will explode, detonating the heads of nearby Orks into the bargain. This can prove highly inconvenient. Any Weirdboy lucky enough to reach

maturity will have learned how to release his powers in a searing energy blast or destructive wave. Though this makes the Weirdboy feel fantastic, it can result in a messy death for anyone in his vicinity.

Some Weirdboyz, known as "Warheads," become addicted to the thrill of spewing WAAAGH! energy, actively seeking out the deadly rush of battle. For whatever reason, unlike normal Weirdboyz, Warheads have survived enough battles for their minds to become saturated with the power of the Warp, and actually revel in and enjoy the use of their powers.

FLASH GIT								
TIER	3	SPECIES	Ork	XP Cost	66			
KEYWORDS: ORK, [CLAN], PSYKER								
ATTRIBUTES: Strength 3, Toughness 3, Willpower 4								
SKILLS: Psychic Mastery 2								
ARCHETYPE ABILITY: The Power of the WAAAGH!								
You are a Psyker; you know the <i>Smite</i> psychic power. You know the <i>WAAAGH</i> discipline, and one power from that Discipline. When using psychic powers, you do not choose a Power Level; rather, you gain one additional Wrath die for every five Orks within 20 metres of you. You must roll these Wrath dice. Each 1 rolled on a Wrath die when using a Psychic Power inflicts one Mortal Wound on you instead of a roll on the Perils of the Warp table, and if you exceed your Max Wounds from this, you explode, dying instantly and inflicting $1d3+Tier$ Mortal Wounds on all Orks within 20 metres.								
WARGEAR: Weirdboy Staff, Ork Flak Armour, collection of jangly baubles.								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	5	5	3	3	6	1	1	
SUGGESTED SKILLS						XP Cost	60	
Athletics 2, Awareness 2, Intimidation 3, Psychic Mastery 5, Survival 2, Weapon Skill 3								
SUGGESTED TALENTS								
'Eadbanger, Fists of Gork, Roar of Mork, Warpath								



CHAPTER II: FACTIONS & ARCHETYPES

ZEPHYRIM (ADEPTA SORORITAS, TIER 3)

"They appear upon the field of battle; the suns are their halos and their arms are the Emperor's judgement. I welcome their arrival as the number of executions I must perform decreases significantly."

— Commissar Cadet Vectili

You are one of the elites of the Adepta Sororitas, a warrior who delivers the Emperor's Judgement from on high, borne upon wings of flame. Every swing of your blade is another heretic condemned.

The Zephyrim are elite warriors of the Orders Militant of the Adepta Sororitas who serve as the Sisters of Battle's assault infantry. Amongst the highly devoted warriors of the Orders Militant there are those Battle-Sisters whose faith is so intense that they are driven to a rapturous fervour, even speaking in tongues.

They are divine destroyers, descending upon wings of fire to deliver the Emperor's judgement upon their enemies. The screams of their dying foes are drowned out by the rapturous utterances and fervent hymns of the Zephyrim.

Many in the Sisterhood see the Zephyrim as bearing prophecies and omens from Him-on-Terra, and much labour is put into transcribing the *glossolalia*—the incomprehensible utterances made at the height of their fervour—from Zephyrim vox-chatter and trying to translate it.



ZEPHYRIM							
TIER	3	SPECIES	Human	XP Cost	86		
KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS, [ORDER]							
ATTRIBUTES: Strength 3, Toughness 3, Agility 3, Willpower 3							
SKILLS: Ballistic Skill 2, Scholar 1, Pilot 2, Weapon Skill 3							
ARCHETYPE ABILITY: Angelic							
You and any allies within 15 metres gain +Double Rank bonus dice to Corruption Tests and Resolve Tests. You gain +Double Rank bonus dice to any Test to resist the effects of a Psychic Power.							
WARGEAR: bolt pistol, power sword, Sororitas Power Armour, Jump Pack, Chaplet Ecclesiasticus, Sororitas Vestments, Writing Kit, a copy of the Rule of the Sororitas.							
INFLUENCE: +2							
SUGGESTED ATTRIBUTES						XP Cost	89
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	4	4	5	4	1	2
SUGGESTED SKILLS						XP Cost	60
Athletics 2, Awareness 1, Ballistic Skill 3, Intimidation 1, Leadership 2, Persuasion 1, Pilot 4, Scholar 2, Weapon Skill 5							
SUGGESTED TALENTS							
Brutal (p. 130), Frenzy (p. 134), Righteous Wrath (p. 144), The Passion (p. 144)							

CHAPTER II: FACTIONS & ARCHETYPES

CHAOS SORCERER (CHAOS, TIER 4)

"Those who ignore the blessings of the gods of the Warp are doomed to suffer at their hands."

Musim, Advisor to Am-Ord the Merciless

Once a Librarian of the Adeptus Astartes, or perhaps even the Legiones Astartes during the Great Crusades, you have forsaken former loyalties to serve the Dark Gods and your own ambitions, pursuing forbidden power from daemonic pacts and blasphemous lore.

A Sorcerer or Chaos Sorcerer is the most powerful type of psyker found among the Chaos Space Marines and the other Forces of Chaos, serving the same role as Librarians do for Loyalist Space Marine Chapters and Sanctioned Psykers do for the Astra Militarum, though many powerful Sorcerers can also be considered psychically-gifted Champions of Chaos. Instead of the subtle psychic manipulation and divination used by the Farseers of the Aeldari or the strength-boosting powers of the Space Marine Librarians, the Sorcerers of Chaos wield death, destruction, and mutation, the mightiest powers of the Warp.

Sorcerers of Chaos shape destiny itself with arcane rituals and unspeakable pacts with the malefic entities of the Empyrean. They channel the soul-blasting energies of the Warp into potent hexes and blasts of

wyrdflame, and they mould the fabric of the material universe with little more than a hate-filled curse. Because of their constant exposure to the power of Chaos, Sorcerers are inevitably haunted by the prospect of eventually succumbing to crippling mutation or insanity. Though they believe they are above mortal concerns, the truth is that they, too, are only pawns, raised up and then expended by the Dark Gods for their own amusement.

CHAOS SORCERER								
TIER	4	SPECIES	Adeptus Astartes	XP Cost	237			
KEYWORDS: CHAOS, [MARK OF CHAOS], HERETIC ASTARTES, [LEGION], PSYKER. You may not select the KHORNE keyword.								
ATTRIBUTES: Strength 4, Toughness 4, Agility 4, Initiative 4, Willpower 5, Intellect 4								
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 3, Psychic Mastery 2, Scholar 2, Stealth 3, Weapon Skill 3								
ARCHETYPE ABILITY: Sorcery You are a psyker; you have all the Universal psyker abilities, you know the Smite psychic power. You know the Dark Hereticus discipline, and receive one power from that Discipline, and you may select one other Psychic Discipline of your choice to learn powers from. In addition, you gain 1d3x4 Corruption when you select this Archetype.								
WARGEAR: Aquila Power Armour, Bolt Pistol, Force Staff, 3 Frag Grenades, 3 Krak Grenades, grisly trophies								
INFLUENCE: +3								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	4	4	5	5	6	4	3	
SUGGESTED SKILLS						XP Cost	30	
Athletics 3, Awareness 3, Ballistic Skill 3, Deception 1, Insight 2, Psychic Mastery 4, Scholar 2, Stealth 3, Weapon Skill 4								
SUGGESTED TALENTS								
Soul Shrivel (p. 281), Infernal Gaze (p. 281), <i>Diabolic Strength, Warptime</i>								



CHAPTER II: FACTIONS & ARCHETYPES
DARK APOSTLE (CHAOS, TIER 4)

"Cast down the idols! Destroy the temples! Slay the priests! Show these fools that they worship nothing more than a rotting corpse!"

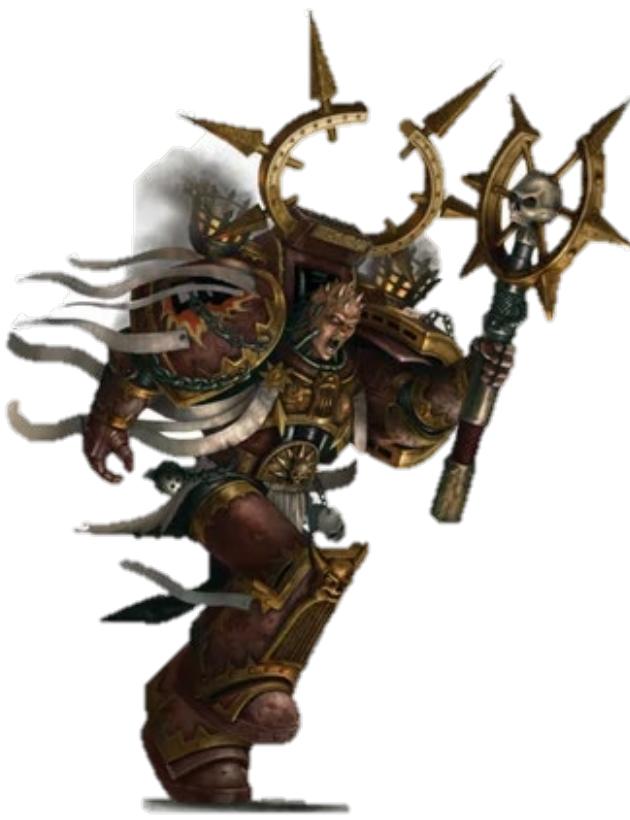
Dark Apostle Harzhan of the Word Bearers

You preach and exalt the glories of the Ruinous Powers, the malign and mighty daemon-gods who empower you to wage a perpetual war against the corpse-Emperor and his piteous Imperium.

Dark Apostles make up the priesthood of the Dark Gods within the Traitor Legions. Just as the Chaplains of the Loyalist Space Marines uphold the creeds of their Chapters, the Dark Apostles devote their lives to the propagation of the unholy word, actively spreading the worship of Chaos across the galaxy. Their efforts do not go unrewarded -- Dark Apostles are surrounded by daemonic auras of protection that shimmer and writhe as they chant their blasphemous prayers.

The Dark Apostles preach that, compared to the blood and thunder of their own faith, the falsehoods of the Ecclesiarchy are but cobweb-thin tissues of superstition. These are more than idle words—most Dark Apostles can act as direct conduits through which the Ruinous Powers can speak to mortal men.

Dark Apostles may purchase *Prayers to the Dark Gods*, found later in this manuscript.



DARK APOSTLE							
TIER	4	SPECIES	Adeptus Astartes	XP Cost	222		
KEYWORDS: CHAOS, [MARK OF CHAOS], HERETIC ASTARTES, [LEGION], PRIEST							
ATTRIBUTES: Strength 4, Toughness 4, Agility 4, Initiative 4, Willpower 4, Intellect 3, Fellowship 3							
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 3, Persuasion 2, Scholar 2, Stealth 3, Weapon Skill 3							
ARCHETYPE ABILITY: Accursed Demagogue							
You, and all allies with the CHAOS keyword within 15+Rank metres add +Rank to Resolve. This increases to +Double Rank if they share your [MARK OF CHAOS] or [LEGION] keyword.							
In addition, you gain 1d3x4 Corruption when you select this Archetype.							
WARGEAR: Aquila power armour, bolt pistol, Accursed Crozius, 3 frag and krak grenades, Sigil of Corruption.							
INFLUENCE: +3							
SUGGESTED ATTRIBUTES						XP Cost	70
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	5	5	5	5	4	3	4
SUGGESTED SKILLS						XP Cost	58
Athletics 3, Awareness 4, Ballistic Skill 3, Intimidation 2, Leadership 1, Persuasion 5, Scholar 2, Stealth 3, Weapon Skill 5							
SUGGESTED TALENTS							
Disturbing Voice (p. 133), Dark Zealotry, Litany of Despair							

CHAPTER II: FACTIONS & ARCHETYPES

GENETOR (ADEPTUS MECHANICUS, TIER 4)

"Everything organic we know of is simply machinery, in one form or another. Tendons replace pistons; flesh in the place of steel; blood is simply biological coolant. To deny this and shun it is more than just Mechanicus orthodoxy – it is idiocy."

–Attributed to an unknown Genetor

A devotee of the biological sciences, you are a skilled surgeon, geneticist, and bioengineer, crafting and maintaining machines of flesh no less remarkable than the devices of steel that your kin exalt.

Essentially geneticists, a Genetor is a high-ranking Adeptus Mechanicus Tech-priest who studies all matters genetic and biological. Sometimes referred to as a Magos Biologis, a Genetor is a member of the Adeptus Mechanicus' ruling Priesthood, possessing access to knowledge and resources far beyond that of the lesser members.

A Genetor's obsession with organic life often makes them seem strange to their more mechanically-inclined brethren. For the most part, Genetors differ little from other Tech-priests—they bear the same manner of augmetic implants, venerate information and understanding as the manifestation of divinity, and engage upon the Quest for Knowledge in much the

same way. The difference is that they are not so quick to judge flesh and blood as inferior to steel and plasma and view living creatures as extremely complex and adaptable machines. Where some are content to make this observation distantly, others embrace it, seeking to improve their forms not with steel, but with better flesh and better blood.



GENETOR								
TIER	4	SPECIES	Human	XP Cost	98			
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, [FORGE WORLD]								
ATTRIBUTES: Toughness 3, Intellect 4								
SKILLS: Medicae 3, Scholar 2, Tech 4								
ARCHETYPE ABILITY: Magos Biologis								
You add +Rank bonus dice to any Medicae test you attempt and take only half as long to perform a Medicae test. In addition, your bioengineered and genetic augmentations increase your Max Wounds and Max Shock by +Rank.								
WARGEAR: Omnissian Axe, Augur Array (diagnostor), Medicae Mechadendrite, any two augmetic enhancements, any one augmetic implant of up to Availability 7 (Unique), light power armour, and any one weapon of up to Availability 6 (Very Rare).								
INFLUENCE: +3								
SUGGESTED ATTRIBUTES					XP Cost	158		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	3	4	2	2	4	8	1	
SUGGESTED SKILLS					XP Cost	84		
Ballistic Skill 2, Investigation 1, Medicae 6, Pilot 2, Scholar 5, Tech 5, Weapon Skill 2								
SUGGESTED TALENTS								
Binary Chatter (p. 130), Conversational Cogitator (p. 131), The Rite of Pure Thought (p. 139)								

CHAPTER II: FACTIONS & ARCHETYPES

GREY KNIGHT SPACE MARINE (ADEPTUS ASTARTES, TIER 4)

"We are the warriors of the Grey Knights, armoured in faith, shielded by devotion and armed with purity of purpose. But greater even than these, we carry the light of the divine Emperor of Man into the dark places to purge the daemonic wherever it may be found."

—Brother-Captain Arvann Stern

You are the Emperor's sword against the Daemon. Your spirit is unyielding, your armaments are fortified with sanctity and righteous purpose, and your will is a weapon honed to purge the unholy.

The Grey Knights are anathema to Daemons, their very presence raw and painful to the creatures of the Warp. No other warriors of the Emperor are so adept at fighting Daemons, and each Battle-Brother is expertly trained in the many methods of banishing and destroying these deadly yet ephemeral foes. There are many ways to banish a Daemon, almost as many as there are Daemons themselves. So it is that the Grey Knights possess a myriad means for vanquishing the denizens of the Warp, though not every method works on every Daemon, or even twice on the same creature. The Chapter is therefore always adapting to combat the ever-changing face of their foe. It is a constant war of escalation that has been waged since the inception of the Chapter and before, when the Emperor first began unravelling the secrets of the Warp. For every weapon and tactic that the Grey Knights develop and employ, the Daemons counter with Warp-sorcery and trickery.

The majority of Grey Knights are formed up into Strike Squads, analogous to the Tactical Squads of

conventional Astartes Chapters. These warriors must be decisive and flexible in their approach to warfare, employing sudden and overwhelming force to vanquish a daemonic foe or seize a key objective.

All Grey Knights characters must select the **GREY KNIGHTS** chapter option on page 27. In addition, they benefit from the **ORDO MALLEUS** keyword benefits listed on page 64 of the *Wrath & Glory core rulebook*.

GREY KNIGHT SPACE MARINE					
TIER	4	SPECIES	Adeptus Astartes	XP Cost	340
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS, PSYKER, INQUISITION, ORDO MALLEUS					
ATTRIBUTES: Strength 5, Toughness 5, Agility 5, Initiative 5, Willpower 4, Intellect 4					
SKILLS: Athletics 3, Awareness 4, Ballistic Skill 5, Psychic Mastery 4, Scholar 2, Stealth 3, Weapon Skill 5					
ARCHETYPE ABILITY: Daemon-Hunter					
You are a Psyker; you begin play with the <i>Rites of Banishment</i> psychic power. You may purchase additional powers from the Sanctic discipline.					
WARGEAR: Aegis Power Armour, Nemesis Force Sword, Storm Bolter (wrist-mounted), 3 psyk-out grenades, armoured copy of the <i>liber daemonica</i> .					
INFLUENCE: +1					
SUGGESTED TALENTS					
<i>Brotherhood of Psykers, Astral Aim, Hammerhand</i>					



CHAPTER II: FACTIONS & ARCHETYPES

GRIMNYR (LEAGUES OF VOTANN, TIER 4)

"Votann set us amidst the heavens. The Ancestors mastered the void. The darkness between the stars holds no terror for us, for we are as much at home in the vacuum of space as we are with our boots firm upon planetary bedrock."

- Grimnyr Yötunn, before the departure of Jarvemm's Prospect

You are revered among your Kin, as a source of wisdom, and a connection to the Ancestor Cores that guide your kind. Your cloneskein was engineered to allow you to operate the barrier-tech that permits you to bend the Warp to your will and commune with the Votann across interstellar distances.

A Grimnyr, also known as a Living Ancestor, is a Kin of the Leagues of Votann who has been cloned with a psychoactive cloneskein that allows them to use limited psychic powers and draw on the energies of the Immaterium with the aid of the psychic technology known as barrier-tech. The Grimnyr also serve as the primary interlocutors with the Votann machine intelligences that guide the Leagues of Votann and to which their Ancestors' cerebral data is uploaded.

Since they are privy to the sacred wisdom of the Votann, they are as close to serving the function of priests or religious leaders in League society as the secular Kin get. Equipped with barrier-tech such as Ancestral Ward Staves and accompanied by two energy-focusing CORV robotic assistants, the Grimnyr



are able to rouse the fury of the Immaterium against the Kin's foes, much like other intelligent species' psykers.

The Grimnyr are deeply respected for their wisdom and their abilities, and often serve as the leaders of Oathbands in their own right when the Kin go to war.

GRIMNYR								
TIER	4	SPECIES	Kin	XP Cost	204			
KEYWORDS: LEAGUES OF VOTANN, ABHUMAN, [LEAGUE], PSYKER								
ATTRIBUTES: Strength 4, Toughness 5, Willpower 5, Intellect 4, Fellowship 3								
SKILLS: Ballistic Skill 1, Leadership 2, Persuasion 2, Psychic Mastery 4, Scholar 3, Tech 1, Weapon Skill 2								
ARCHETYPE ABILITY: Conduit to the Ancestor Cores								
You are a Psyker; you know the Smite psychic power. You know one power from the Skeinwrought discipline and may learn other powers from the Skeinwrought discipline.								
In addition, add +1 Resolve to allies with the LEAGUES OF VOTANN keyword within 6m.								
WARGEAR: Ancestral Ward Stave, Void Armour, Ancestral Ward Crest, two CORVs armed with Autoch-pattern Bolters.								
INFLUENCE: +4								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	4	6	3	4	6	5	4	
SUGGESTED SKILLS						XP Cost		
Awareness 2, Ballistic Skill 2, Leadership 3, Persuasion 3, Psychic Mastery 6, Scholar 4, Tech 2, Weapon Skill 3						62		
SUGGESTED TALENTS								
<i>Interface Echo, Fortify, Ancestral Wrath</i>								

CHAPTER II: FACTIONS & ARCHETYPES

HARLEQUIN PLAYER (AELDARI, TIER 4)

"All theatres are theatres of war. War needs be theatrical."

— Farseer Ro-fhessi of Craftworld Ulthwé, describing a Harlequin performance

You are a performer upon a galactic stage, playing your part in a performance that shapes worlds and lives. Your existence is enigma, but there can be no doubting your skill or your lethality.

The Harlequins, or *Rillietann*, are a unique subset of the Aeldari race, who split their time between being talented battlefield fighters and theatrical performers. They exist outside of normal Aeldari society and hold no allegiance to any Craftworld, Kabal, or other form of authority other than to their own belief in the Aeldari deity Cegorach, the Laughing God.

No Aeldari is born a Harlequin, all of their number are recruited from other parts of Aeldari society. Some are supposedly drawn from amid bustling crowds, beckoned into the shadows by a masked figure only they can see. Others simply vanish from their personal chambers. Others are swept up in a Harlequin performance and stolen away, lose a wager with a Troupe Master, or follow mysterious laughter into a Webway Gate. Every Aeldari culture has strange and cautionary tales regarding the Harlequins as a result.



Whatever the means of becoming a Harlequin, to become one means erasing all that has come before including friends, family, and purpose. However, it happens, once an Aeldari becomes a Harlequin, every aspect of their old identity is erased. Each joins a Light, Twilight, or Dark Troupe and assumes a new role at the direction of their Troupe Master. These roles—each known by a ritual character name such as the Sun Prince or Shaimesh the Poisoner or Webway Witch—inform every facet of the Harlequin's new personality. Known as the *Theyldh*, this process of becoming their "true" self is far more intense than anything experienced by any other performer in the galaxy.

HARLEQUIN PLAYER								
TIER	4	SPECIES	Aeldari	XP Cost	200			
KEYWORDS: AELDARI, HARLEQUIN, [SAEDATH]								
ATTRIBUTES: Strength 3, Agility 5, Initiative 5, Willpower 3								
SKILLS: Athletics 4, Deception 3, Insight 3, Scholar 2, Weapon Skill 5								
ARCHETYPE ABILITY: We Dance the Dance of Death								
Once per round, when you are missed by an attack, you may spend 1 Glory to move up to half your Speed (round up) in any direction.								
WARGEAR: Holo-suit, Agaith, Flip-Belt, Harlequin's Blade, Shuriken Pistol, 3 Plasma Grenades								
INFLUENCE: +3								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT		
RATING	4	3	6	6	4	3		
SUGGESTED SKILLS						XP Cost		
Athletics 5, Awareness 4, Ballistic Skill 2, Deception 4, Insight 3, Intimidation 2, Persuasion 2, Scholar 4, Weapon Skill 6						76		
SUGGESTED TALENTS								
Dirty Fighter (p. 132), Dual Wield (p. 133), <i>Lightning-Fast Reactions</i> ,								

CHAPTER II: FACTIONS & ARCHETYPES

KÂHL (LEAGUES OF VOTANN, TIER 4)

"There's three things that matter in this Galaxy: Family; Duty; Hearth. Every Kin lives by this code, and everyone who gets in the way, well, they can die by it just as easily."

You are a wise and skilled commander, charged with leading Oathbands into battle, whether for survival or profit. Your keen insights into the shape and flow of battle allow you to identify the deadliest threats.

Kâhls are the commanders of the Oathbands and Expeditions of the Leagues of Votann. They are appointed from Leagues' most skilled and dependable warriors and the Kâhls are subordinate only to their Kindred's ruling Votannic Council.

Kin military doctrine emphasizes a leader's ability to calmly assess enemy threats in the midst of battle, remaining stoic as they determine which hostiles pose the greatest threats to their efforts. Known as casting the Eye of the Ancestors, this technique allows Kin war leaders to judge at a glance which enemies are the most dangerous, where enemy fortifications are their weakest, and how to balance their resources in countering enemy threats. The greatest of these foes have nonetheless plagued the Kin for generations and have earned a strong Grudge from the Leagues of Votann. Sometimes Grudgebands are formed in order to fight these foes and settle the grudge.

Kâhls that have been promoted to their League's Votannic Council are known as High Kâhls and lead an entire Kindred. These old warriors have fought in countless wars and have witnessed firsthand much of the worst the galaxy has to offer. They are able to appraise the battlefield situation at a



glance, and from bitter experience can select priority targets with pragmatic efficiency while directing their Kin in war. While the Leagues' Oathbands are normally led by a Kâhl, a High Kâhl may command one, while also having a Kâhl serving beneath them.

KÂHL								
TIER	4	SPECIES	Kin or Ironkin	XP Cost	230			
KEYWORDS: LEAGUES OF VOTANN, [LEAGUE]								
ATTRIBUTES: Strength 5, Toughness 5, Willpower 4, Intellect 3, Fellowship 3								
SKILLS: Awareness 3, Ballistic Skill 4, Leadership 4, Scholar 3, Tech 2, Weapon Skill 4								
ARCHETYPE ABILITY: Eye of the Ancestors								
As a Free Action at the start of each of your turns, you may spend 1 Glory to Judge a single enemy you can see. You may also Judge an enemy for free as a Reflexive Action if they kill a LEAGUES OF VOTANN ally. You may have a maximum number of enemies Judged equal to twice your Rank. Whenever a Judged enemy is slain or leaves the scene, they are no longer Judged, and you may choose to remove the Judged state from an enemy when you Judge a new enemy.								
When a LEAGUES OF VOTANN ally makes an attack against a Judged enemy, for each Exalted Icon shifted for damage, add +2ED rather than +1ED.								
WARGEAR: any two VOTANN weapons with a Value of 7 or less and a Rarity of Very Rare or lower. Bastium Void Armour, Rampart Crest.								
INFLUENCE: +3								
SUGGESTED ATTRIBUTES					XP Cost	90		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	6	6	3	4	4	4	4	
SUGGESTED SKILLS					XP Cost	50		
Athletics 2, Awareness 3, Ballistic Skill 5, Leadership 5, Scholar 4, Tech 3, Weapon Skill 5								
SUGGESTED TALENTS								
Deductive (p. 132), Tenacious (p. 140), Identify Weakness (RR1 p. 66)								

CHAPTER II: FACTIONS & ARCHETYPES

KHORNE BERZERKER (CHAOS, TIER 4)

"Your death shall slake my axe's thirst!"

—Avaras of the World Eaters Legion, Skull Taker of Khorne

Kill! Maim! Burn! Kill! Maim! Burn! Kill! Maim! Burn!

Khorne Berzerkers are Chaos Space Marines dedicated to glorifying the Chaos God Khorne through brutal melee combat. Driven solely by their raging desire to spill blood and take lives, a Berzerker's sole purpose in life is to destroy their enemies in the name of the Blood God and take life in the most brutal and barbaric fashion imaginable.

Berzerkers refuse to use most forms of ranged weaponry and usually make almost exclusive use of close combat melee weapons, in particular the chainaxe, as the axe is the favoured weapon of Khorne. However, Khornate Berzerkers will use any weapon they can get their hands on, even their own bodies, as long as they can continue to engage in bloodshed.

Khorne's Berzerkers are rightly feared by their allies and their enemies alike. Having sworn their souls to the god of war and murder, Berzerkers find the need to spill "Blood for the Blood God" simply overpowering. Denied the chance to engage in constant slaughter, a Berzerker will become almost uncontrollably enraged and will turn on any living thing whose life can be extinguished to satisfy his sheer need for carnage.

Khornate Berzerkers' sheer bloodthirstiness has earned them a fearsome reputation, yet their uncontrollable urge to slaughter and kill often leaves



them being unable to form a cohesive and mutually supportive military unit. This inability as well as the Berserkers' needs to kill using primarily melee weapons often leaves them at a disadvantage when facing opponents who are willing to use basic strategy against the Berserkers' unreasoning savagery and sheer ferocity.

KHORNE BERZERKER					
TIER	4	SPECIES	Adeptus Astartes	XP Cost	330
KEYWORDS: CHAOS, KHORNE, HERETIC ASTARTES, [LEGION]					
ATTRIBUTES: Strength 6, Toughness 5, Agility 5, Initiative 5, Willpower 4, Intellect 3					
SKILLS: Athletics 4, Awareness 3, Ballistic Skill 4, Intimidation 1, Leadership 1, Stealth 3, Weapon Skill 6					
ARCHETYPE ABILITY: Blood for the Blood God!					
When you make an All-Out Attack, you may add up to +Rank additional Wrath dice to your dice pool, in addition to the normal Wrath die. If <i>any</i> of these Wrath dice are 6s, then you score a Critical hit. That Critical Hit increases in effect as if a Glory point had been spent, for each Wrath die after the first which rolls a 6.					
In addition, you gain 1d3x4 Corruption when you select this Archetype.					
WARGEAR: Aquila Power Armour, Astartes Chainsword or Chain Axe, Bolt Pistol, 3 frag grenades, 3 krak grenades					
INFLUENCE: +2					
SUGGESTED TALENTS					
Berzerker (p. 130), Blood Must Flow (p. 130), Frenzy (p. 134)					

CHAPTER II: FACTIONS & ARCHETYPES

LOGIS (ADEPTUS MECHANICUS, TIER 4)

"The universe is not like a puzzle-box that you can take apart and put back together again and so solve its secrets. It is a shifting uncertain thing which changes as you consider it, which is changed by the very act of observation. A powerful man is not a man who dissects the universe like a puzzle-box, examining it piece by piece and measuring each piece with scientific precision. A powerful man has only to look upon the universe to change it."

—Technomagos Gaelos

Through mathematic rite and numerological prophecy, you discern the future from the raw data of today. From data, you glean knowledge. From knowledge, you attain comprehension. From comprehension, you achieve insight.

A Logis (*plural Logi*) is a high-ranking Tech-priest skilled in mathematics and data analysis who serves in the role of a logistician, data analyst, or statistician. Their purpose is to predict future large-scale sociological or demographic trends and make forecasts about the required expenditure or other strategic needs. They are regarded as prophetic figures by the Cult Mechanicus.

The skills of a Logis cannot be overstated. Through processing of vast amounts of data, a Logis is able to accurately determine possible futures to a degree of accuracy normally only seen amongst psykers specialising in divination. In conjunction with information gathered by Mechanicus informants across the Imperium, a Logis can discern opportunities and crises before they happen and determine the most effective uses for a Forge World's resources. Given that a Forge World's resources include Legions of Skitarii and Titans, many Logi serve as strategists, calculating the doctrine-imperatives that guide the Omnissiah's forces to victory.

LOGIS										
TIER	4	SPECIES	Human	XP Cost	109					
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, [FORGE WORLD]										
ATTRIBUTES: Intellect 5										
SKILLS: Investigation 3, Scholar 3, Tech 4										
ARCHETYPE ABILITY: Technoprophet										
You may purchase psychic powers from the Divination discipline even though you are not a Psyker, and you know one power from that Discipline. Using these powers requires an Investigation test in place of a Psychic Mastery test, and you do not choose a power level. Use of these abilities is not considered a psychic power. A Complication that results from one of these abilities inflicts 1d3+1 Shock, due to logic errors and paradoxical outcomes.										
WARGEAR: Omnissian Axe, Calculus Logi implant, any 3 augmetics, any one cybernetic of up to Availability 7 (Unique), light power armour, and any one weapon of up to Availability 6 (Very Rare).										
INFLUENCE: +3										
SUGGESTED ATTRIBUTES						XP Cost	123			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	3	3	2	2	4	8	1			
SUGGESTED SKILLS						XP Cost	80			
Awareness 4, Ballistic Skill 2, Investigation 6, Scholar 4, Tech 5, Weapon Skill 2						XP Cost	80			
SUGGESTED TALENTS										
Deductive (p. 132), Rite of Pure Thought (p. 139), The Flesh is Weak (p. 140), Prescience (p. 274), Psychometry (p. 275), Scrier's Gaze (p. 275)										

CHAPTER II: FACTIONS & ARCHETYPES

MAGOS (ADEPTUS MECHANICUS, TIER 4)

“In ancient times, men built wonders, laid claim to the stars and sought to better themselves for the good of all. But we are much wiser now.”

—Archmagos Ultima Cryol

You are a high priest of the Machine God, your existence utterly devoted to the Quest for Knowledge. You are the lord of one of the many domains of the Adeptus Mechanicus, subordinate only to your Forge World's Fabricator-General.

A Magos (*plural* Magi) is a high ranking member of the Adeptus Mechanicus and are devoted disciples of the principles associated with the Machine God. These individuals have perfected as well as refined their field of expertise making them each the master of their chosen discipline.

Their dedication has led to them sacrificing great portions of their body in order to emulate the sacred form of the machine. After decades of service, a Magos has replaced many of his organs and limbs with superior cybernetic implants. As is fitting with the Cult Mechanicus, these replacement limbs and organs never tire or grow weak with age, thus highlighting the greatness of the Machine. Many senior Magi barely resemble the humans they once were, having discarded the frailties of their flesh long ago.

Canticles of the Omnisiah

These binaric blessings are as much programming as exhortations to action, and they take effect automatically. Invoking a Canticle requires a DN 1 Tech test, adding +1 to the DN for each affected **ADEPTUS MECHANICUS** character after the first. Affected characters must be within 15m of the Magos or connected by Data-Tether.

All references to Rank in the Canticles below refer to the Rank of the Magos invoking the Canticle. A character may only benefit from one Canticle at a time, and the effects last only until the start of the Magos' next turn.

INCANTATION OF THE IRON SOUL: Affected characters add +Rank to their Resolve.

LITANY OF THE ELECTROMANCER: Roll 1d6 for each enemy Engaged with an affected character; on a 6, that enemy suffers 1d3 Mortal Wounds.

CHANT OF THE REMORSELESS FIST: Affected characters add +Rank bonus dice to melee attacks.

SHROUDPSALM: Affected characters add +Rank to Defence.

INVOCATION OF MACHINE MIGHT: Affected characters add +Rank to the damage value of their melee weapons.

BENEDICTION OF THE OMNISIAH: Affected characters add +Rank bonus dice to ranged attacks.

ORISON OF SCRUTINY: Affected characters add +Rank bonus dice to Awareness Tests.

TECHNOSUPPLICATION: Affected characters add +Rank bonus dice to Tech Tests.

These senior Tech-Priests attend the Machine Altars of the Forge Worlds which contain the sum of knowledge of the Adeptus Mechanicus which in turn represents the will of the Omnisiah.

MAGOS							
TIER	4	SPECIES	Human	XP Cost	138		
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, CULT MECHANICUS, [FORGE WORLD]							
ATTRIBUTES: Willpower 5, Intellect 5							
SKILLS: Leadership 2, Scholar 3, Tech 4							
ARCHETYPE ABILITY: Forge-Lord							
You halve the time it takes to attempt any Tech test, and you add +Double Rank bonus dice to interact with machinery. In addition, as a Simple Action you may invoke one of the Canticles of the Omnisiah (see sidebar).							
WARGEAR: Omnisian Axe, augmetic servo-arm, any two augmetic enhancements, any two augmetic implants of up to Availability 7 (Unique), light power armour, and any two weapons of up to Availability 7 (Unique).							
INFLUENCE: +4							
SUGGESTED ATTRIBUTES						XP Cost	148
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	3	5	2	2	6	8	1
SUGGESTED SKILLS						XP Cost	70
Awareness 3, Ballistic Skill 3, Leadership 3, Investigation 2, Pilot 1, Scholar 5, Tech 6, Weapon Skill 3							
SUGGESTED TALENTS							
Rite of Fear (p. 138), Rite of Pure Thought (p. 139), The Flesh is Weak (p. 140)							

CHAPTER II: FACTIONS & ARCHETYPES

NAVIS SCION (NAVIS NOBILITE, TIER 4)

"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 Expanse. Would you care to join me in a glass of amasec? Wonderful! A toast—to our endeavours."

—Navigator Gadevellious Obrex, emissary of House Vor'cle

Even amongst your rarefied kind, you are an elite scion of the Navigator Houses, wealthy and privileged beyond the imagining of all but the most powerful of the Imperium's elite. You speak on behalf of your House, an institution that may date back to before the Imperium.

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 Nobilite are 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 Nobilite 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 centre 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.

NAVIS SCION									
TIER	4	SPECIES	Navigator	XP Cost	170				
KEYWORDS: IMPERIUM, NAVIS NOBILITE, [HOUSE], PSYKER									
ATTRIBUTES: Willpower 4, Intellect 4, Fellowship 4									
SKILLS: Awareness 4, Insight 2, Leadership 3, Persuasion 3, Pilot 2, Psychic Mastery 5									
ARCHETYPE ABILITY: Elite Warp Guide									
You are trained to be able to guide a starship through the Warp. In addition, you are a PSYKER , and may only learn and use Navigator powers. You begin with the <i>Lidless Stare</i> power and one other Navigator power.									
Finally, your status and influence are such that you gain +Rank bonus dice on Persuasion (Fel) Tests and Influence tests made to negotiate or to acquire goods and services.									
WARGEAR: Refractor Field, Master-Crafted Laspistol, Force Stave, Finest Nobilite Robes (Very Rare clothing), Emperor's Tarot deck (Psychic Focus), Wealth 4.									
INFLUENCE: +4									
SUGGESTED ATTRIBUTES						XP Cost	124		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	2	3	4	4	5	4	5		
SUGGESTED SKILLS						XP Cost	76		
Awareness 5, Ballistic Skill 1, Insight 3, Intimidation 2, Leadership 3, Persuasion 4, Pilot 3, Psychic Mastery 5, Scholar 4, Tech 1, Weapon Skill 2									
SUGGESTED TALENTS									
Fashionista (RR1 p. 65), Noble Peer (p. 137), <i>Tracks in the Stars</i> , <i>Void Watcher</i>									

CHAPTER II: FACTIONS & ARCHETYPES

NOISE MARINE (CHAOS, TIER 4)

"The mind-curdling cacophony of the battlefield! Shape it, savour it, add to it until your senses shake and your minds quiver with deafening bliss!"

— Anonymous Noise Marine of Slaanesh

You have become obsessed with the deadly thrill of intense sound. The battlefield contains unappreciated symphonies that you simply must partake in.

Noise Marines, also known as *Kakophoni*, are Chaos Space Marine foot soldiers deeply dedicated to the Chaos God Slaanesh who are commonly found in the Emperor's Children Traitor Legion, but also in other Slaanesh-devoted Heretic Astartes warbands such as the Flawless Host. Noise Marines are perfect hedonists, completely dedicated to pushing their corrupted minds and bodies to the absolute limits of sensation. All have spent centuries enraptured in the throes of Slaanesh's service, and their ceaseless devotions have corrupted their bodies until only the most extreme sensations hold any satisfaction for their pleasure-addled synapses. Now their every thought is bent wholly towards their own self-gratification, and their imaginations incessantly overflow with insane visions of reckless and loathsome indulgences.

Along with the fabled transhuman physiology of an Astartes, Noise Marines also possess an extraordinary sense of hearing. This auditory acuteness is a blasphemous mutational gift from Slaanesh himself, extending far beyond that of a normal human, and is sensitive enough

to distinguish subtle changes in pitch and tone within even the most cacophonous noises.

This foul blessing also warps the way their brains interpret

aural stimulations, causing them to undergo feelings of intense euphoria and emotion that increase in proportion to the volume and frequencies of the sounds they experience. Noise Marines relish these sensations above all others and are entirely obsessed with indulging their unique abilities, often subjecting themselves to the most overwhelming and chaotic noises imaginable at the slightest provocation.

NOISE MARINE					
TIER	4	SPECIES	Adeptus Astartes	XP Cost	301
KEYWORDS: CHAOS, SLAANESH, HERETIC ASTARTES, [LEGION]					
ATTRIBUTES: Strength 5, Toughness 5, Agility 5, Initiative 4, Willpower 4, Intellect 3, Fellowship 2					
SKILLS: Athletics 3, Awareness 5, Ballistic Skill 5, Insight 1, Persuade 2, Stealth 3, Weapon Skill 4					
ARCHETYPE ABILITY: Cacophony and Ecstasy					
You add +Double Rank bonus dice on Awareness and Insight tests that relate specifically to hearing, and you can pick out sounds, and variations in sounds that a normal human cannot. Further, you recover Rank Shock at the end of every turn, as you revel in the din of battle. However, if you reach Max Shock, you are <i>Staggered</i> as well as <i>Exhausted</i> , as you are overcome by sensation.					
In addition, you gain 1d3x4 Corruption when you select this Archetype.					
WARGEAR: Aquila Power Armour, Sonic Blaster, Astartes Combat Knife, 3 frag grenades, 3 krak grenades					
INFLUENCE: +2					
SUGGESTED TALENTS					
Acute Sense [Hearing] (p.129), Disturbing Voice (p. 133), <i>Excruciating Sensation</i> .					



CHAPTER II: FACTIONS & ARCHETYPES

OBLIVION KNIGHT (ANATHEMA PSYKANA, TIER 4)

"Fools may call these women abominations, hags and freaks. Only the wise know the Sisters as the bravest of all Humanity's saviours—they who battle Chaos itself."

— Inquisitor D'Maros

There is a howling void where your soul should be... and it is your deadliest weapon. Honed and mastered, your presence is anathema to the witch and the daemon, and such abhorrent beings cannot long survive your wrath.

Oblivion Knights are senior Sisters who lead other Sisters of different ranks on various missions on behalf of the Emperor and the Sisterhood. During the Great Crusades and the Heresy, Oblivion Knights were usually only deployed on a large-scale to combat the threat of Alpha-level psykers, putting down psyker-instigated uprisings, and population purges. These roles combined with the sinister aura given off by these Pariahs makes them an object of dread and fear among the masses of the greater Imperium.

Each Oblivion Knight is equipped to strike at the very heart of the enemy, clad in artificer-wrought armour and energy-dispersing cloaks, and carrying deadly executioner blades that allow them to end the life of a rogue psyker with a single decapitating strike. They are chosen from amongst the deadliest of the Silent Sisterhood, but their prowess is not the only reason they are elevated.

The null-aetheric presence of an Oblivion Knight is significantly stronger than that of a Null-Maiden. This oppressive aura means that normal humans cannot easily bear their

presence, but also that they are much more effective at countering psychic and daemonic activity. This rare power is such that a situation must be dire for Oblivion Knights to be deployed as a cadre rather than individually.

OBLIVION KNIGHT										
TIER	4	SPECIES	Pariah	XP Cost	245					
KEYWORDS: IMPERIUM, ANATHEMA PSYKANA, ADEPTUS ASTRA TELEPATHICA, TALONS OF THE EMPEROR										
ATTRIBUTES: Strength 3, Toughness 3, Agility 5, Initiative 5, Intellect 3, Willpower 5										
SKILLS: Ballistic Skill 5, Intimidation 2, Investigation 3, Leadership 2, Weapon Skill 5										
ARCHETYPE ABILITY: Ex Oblivio										
You add +Rank ED to all attacks you make against creatures with the PSYKER or DAEMON keyword. In addition, for the purposes of your Pariah species abilities, and any Pariah-specific talents you possess, your Willpower is increased by +Rank.										
WARGEAR: Vratine armour, Voidsheen Cloak, mono-knife, Psyk-out Grenades, translator servo-skull, bolt pistol, and master-crafted Executioner Greatblade										
INFLUENCE: +3										
SUGGESTED ATTRIBUTES						XP Cost	70			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	4	3	6	6	6	3	1			
SUGGESTED SKILLS						XP Cost	50			
Athletics 2, Awareness 3, Ballistic Skill 5, Intimidation 2, Investigation 4, Leadership 2, Scholar 3, Stealth 2, Survival 2, Weapon Skill 5										
SUGGESTED TALENTS										
Ever Vigilant (p. 133), Anathema, Quell the Warp										



CHAPTER II: FACTIONS & ARCHETYPES

PLAQUE MARINE (CHAOS, TIER 4)

"Sickness, disease, plague and pox, suffering and the slow, living rot. Such wondrous gifts does Nurgle seek to bestow upon the unworthy human cattle of the Imperium. We are merely the vectors by which his virulent beneficence may be spread to the undeserving masses."

— Urgloth Roheart, Plague Champion of the Death Guard

You bear the Plaguefather's gifts, and you seek to spread them to all those you encounter. And if that generosity is spurned, yours is the fury and wrath that shall be offered instead.

Plague Marines are those Chaos Space Marines who have wholly dedicated their lives and souls to the service of the Chaos God Nurgle.

Within their corpulent and disgusting Power Armour their bodies are bloated with disease, swollen with corruption and rank with decay even as they no longer are capable of feeling pain, the greatest mutational "gift" given to them by the Plague Lord.

The Plague Marines prefer short-ranged firefights, where they can truly appreciate the festering carnage they inflict upon their enemies, even as they laugh off the bolts and las-blasts directed back at them.

Their decaying brains are inured to the agony of the bodily corruption that runs rampant in their diseased

carcasses, making them all but immune to the pain or discomfort caused by battle wounds.

The blessed reek of corruption, the sight of freshly suppurating flesh and the blossoming gore of an infected wound -- these are things to be grateful for.

NURGLE PLAGUE MARINE					
TIER	4	SPECIES	Adeptus Astartes	XP Cost	320
KEYWORDS: CHAOS, NURGLE, HERETIC ASTARTES, [LEGION]					
ATTRIBUTES: Strength 5, Toughness 6, Agility 4, Initiative 5, Willpower 5, Intellect 3					
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 5, Intimidation 3, Leadership 1, Stealth 3, Weapon Skill 4					
ARCHETYPE ABILITY: Disgustingly Resilient					
You may roll Determination against Mortal Wounds. In addition, any Wounds negated by Determination are ignored rather than being converted into Shock. However, your Speed is reduced by 1.					
In addition, you gain 1d3x4 Corruption when you select this Archetype.					
WARGEAR: Aquila Power Armour, Boltgun, Bolt Pistol, Plague Knife, 3 blight grenades, 3 krak grenades					
INFLUENCE: +2					
SUGGESTED TALENTS					
Die Hard (p. 132), Fear (p. 133), Feel No Pain (p. 134)					



CHAPTER II: FACTIONS & ARCHETYPES

PRIMARIS AGGRESSOR (ADEPTUS ASTARTES, TIER 4)

"Burn the heretic from his lair. Put the torch to his foul idols and cast all that he treasures into the flames. Only then, when he realises the true cost of his perfidy, grant unto him the oblivion he deserves."

—Zyphan Torl, Aggressor

You push relentlessly towards the enemy, unleashing a perpetual storm of fire that few can withstand. Your heavy armour allows you to withstand the heaviest fighting, providing close support where it is needed most.

Clad in heavy Gravis power armour, and armed with a fearsome array of weaponry, Primaris Aggressors are warriors armed to unleash overwhelming firepower at close range. They are used to counter-attack against enemy assaults, or to spearhead heavy advances into dense terrain, where the short range of their weaponry is of little detriment. Any who get past the fusillade of shells from the Aggressor's Boltstorm Gauntlets and grenade launchers are met by the gauntlets themselves – a pair of crackling power fists, that tear through armour and crush flesh and bone with ease.

For especially dense terrain, or when facing foes that cover the ground in great number, Aggressor Squads will instead wear paired Flamestorm Gauntlets. When equipped this way, their armour's raised shoulder guards protect against the inevitable flame backwash

as they stride forward, their arms sending sweeping arcs of fire billowing out.

Unlike other fire support troops, Aggressors' armour allows them to fire effectively on the move, making them ideal for battles in confined spaces.

PRIMARIS AGGRESSOR							
TIER	4	SPECIES	Primaris Astartes	XP Cost	228		
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, [CHAPTER]							
ATTRIBUTES: Strength 5, Toughness 5, Agility 4, Initiative 4, Willpower 3, Intellect 3							
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 4, Stealth 3, Weapon Skill 3							
ARCHETYPE ABILITY: Firestorm. When you make a ranged attack and do not move during your turn, you increase the Salvo of your weapons by +Rank. In addition, when you wield a pair of Auto Boltstorm Gauntlets or Flamestorm Gauntlets, you may benefit from the Dual Wield or Simultaneous Strike talents even though those weapons lack the Pistol trait.							
WARGEAR: Mark X Gravis Power Armour, ammunition backpack, Ballistic Appeasement Autorelicuary, and either: Fragstorm Grenade Launcher and 2 Auto Boltstorm Gauntlets or 2 Flamestorm Gauntlets.							
INFLUENCE: +1							
SUGGESTED ATTRIBUTES						XP Cost	
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	6	6	5	5	3	3	1
SUGGESTED SKILLS						XP Cost	40
Athletics 3, Awareness 4, Ballistic Skill 6, Scholar 1, Stealth 3, Weapon Skill 4							
SUGGESTED TALENTS							
Angel of Death (p. 129), Simultaneous Strike (p. 133), Promethium Proficiency (p. 138)							



CHAPTER II: FACTIONS & ARCHETYPES

PRIMARIS VANGUARD ELIMINATOR (ADEPTUS ASTARTES, TIER 4)

"There is no place for traitors to hide from us. Let them go to ground. Let them surround themselves with throngs of baying Warpspawn or high fortress walls. It makes no difference. Our scopes will seek them out and we shall deliver unto them the Emperor's Justice."

—Varrus, Ultramarines Eliminator

You move silently behind the enemy lines, seeking a vantage from where you can deliver the killing shot to your target. Nothing can get between you and your target.

These fire support Primaris Marines haunt the shadows of the battlefield, seeking out high-value targets and bringing them down with pinpoint volleys of bolt rounds.

Eliminator Squads utilize a version of the Mark X Phobos Armour, allowing them to operate with maximum stealth. These warriors serve as dedicated marksmen and fire support specialists that haunt the shadows of the battlefield seeking out targets of opportunity and bringing them down from a range. Their primary armament is the Mark III Shrike Pattern Bolt Sniper Rifle, though they sometimes carry the powerful Las Fusils for dealing with harder targets.

The optical sights of this weapon can be tailored for any situation, from



thermoscopic vision to precision auspex scans that can penetrate several feet of solid matter. Once locked on to, there is nowhere for an Eliminator's prey to hide. Each member of the squad carries spare magazines filled with special ammunition, tailored for every eventually. Hyperfrag rounds detonate in a shower of shrapnel, Executioner rounds are sophisticated self-guided missiles slaved to a miniaturized cogitator that can seek their target from behind cover, while mortis rounds spew self-replicating mutagenic toxins into the flesh of a target.

PRIMARIS VANGUARD ELIMINATOR										
TIER	4	SPECIES	Primaris Astartes	XP Cost	228					
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, [CHAPTER]										
ATTRIBUTES: Strength 5, Toughness 5, Agility 4, Initiative 4, Willpower 3, Intellect 3										
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 4, Stealth 3, Weapon Skill 3										
ARCHETYPE ABILITY: Precision Shots When you aim, you add +Rank bonus dice onto the following ranged attack, in addition to the other benefits of aiming.										
WARGEAR: Mark X Phobos Power Armour, Cameleoline Cloak, Preysense Goggle, Bolt Pistol, Astartes Combat Knife, 3 Frag Grenades, 3 Krak Grenades, and either: a Bolt Sniper Rifle or a Las Fusil.										
INFLUENCE: +1										
SUGGESTED ATTRIBUTES						XP Cost	75			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	6	6	6	4	3	3	1			
SUGGESTED SKILLS						XP Cost	40			
Athletics 3, Awareness 4, Ballistic Skill 6, Scholar 1, Stealth 4, Weapon Skill 3						XP Cost	40			
SUGGESTED TALENTS										
Angel of Death (p 129), Deadshot (p. 132), Eliminator (p. 133)										

CHAPTER II: FACTIONS & ARCHETYPES

PRIMARIS HELBLASTER (ADEPTUS ASTARTES, TIER 4)

"A fortress will not stop Space Marines. But it may slow them down."

—Proverb

You deliver searing wrath to the enemies of the Imperium, scouring the battlefields of foes to aid your brethren and secure triumph, at any cost.

Armed to provide heavy fire support to their brethren, Hellblasters are all armed with sophisticated Plasma Incinerators, functioning similarly to the Tactical Support Squads that once fought in the Legiones Astartes. Witnesses have compared the firepower of a Hellblaster squad to that of a solar flare: those caught in their searing, blinding volley are swiftly annihilated, reduced to ash, molten ruin, and acrid smoke.

The only real drawback of their lethal barrage is the relative scarcity and instability of their weapons. Thus, Hellblasters are amongst the finest marksmen available, and they will only overcharge their weapons when absolutely necessary. However, such dire circumstances are not uncommon in these dark times, and more than one squad has martyred itself in battle, turning the tide at the cost of their own immolation. Yet for every warrior to suffer such a fiery death, there is another that obliterates its foes amidst searing tempests of star-born nuclear fury.



PRIMARIS HELBLASTER							
TIER	4	SPECIES	Primaris Astartes	XP Cost	228		
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, [CHAPTER]							
ATTRIBUTES: Strength 5, Toughness 5, Agility 4, Initiative 4, Willpower 3, Intellect 3							
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 4, Stealth 3, Weapon Skill 3							
ARCHETYPE ABILITY: Hellblaster Focus							
When you make an attack with a PLASMA weapon, you may re-roll up to Double Rank dice.							
WARGEAR: Mark X Tacticus Power Armour, Plasma Incinerator, Heavy Bolt Pistol, Astartes Combat Knife, 3 frag grenades, 3 krak grenades							
INFLUENCE: +1							
SUGGESTED ATTRIBUTES						XP Cost	75
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	6	6	6	4	3	3	1
SUGGESTED SKILLS						XP Cost	40
Athletics 3, Awareness 4, Ballistic Skill 6, Stealth 4, Tech 1, Weapon Skill 3							
SUGGESTED TALENTS							
Deadshot (p. 131), Duty Unto Death (p. 133), Tenacious (p. 140)							

CHAPTER II: FACTIONS & ARCHETYPES

PRIMARIS INCEPTOR (ADEPTUS ASTARTES, TIER 4)

"They shall be pure of heart and strong of body, untainted by doubt and unsullied by self-aggrandisement. They will be bright stars on the firmament of battle, Angels of Death whose shining wings bring swift annihilation to the enemies of Man. So it shall be for a thousand times for a thousand years, unto the very end of eternity and the extinction of mortal flesh."

—From the foreword of the *Codex Astartes*

You soar above the battlefield, delivering wrath and retribution to the Emperor's foes, in torrents of bolter shells and plasma blasts. The roaring sound of your jump pack as you descend from the skies like a meteor is an omen for the destruction you will bring.

The swiftest Primaris Marines, Inceptors are spearhead troops, arriving in battle from the skies and delivering a massive blow that leaves the enemy reeling as the second wave of troops arrive to drive home the attack. Equipped with heavy jump packs and the sturdy Gravis armour variant, Inceptors are able to withstand re-entry from the edge of a planet's atmosphere, plummeting into battle from far above at break-neck speeds. Many Inceptor squads use this to their advantage, descending within debris from orbital battles to disguise their approach.

When they make planetfall, striking the ground with thunderous force, Inceptors unleash a torrent of fire from their twinned Assault Bolters, tearing foes apart in moments before the Inceptors leap to the skies again, seeking a new target.



PRIMARIS INCEPTOR							
TIER	4	SPECIES	Primaris Astartes	XP Cost	230		
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, [CHAPTER]							
ATTRIBUTES: Strength 5, Toughness 5, Agility 4, Initiative 4, Willpower 3, Intellect 3							
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 4, Pilot 1, Stealth 3, Weapon Skill 3							
ARCHETYPE ABILITY: Meteoric Descent							
You run, sprint, or charge using your jump pack, any enemy within 2m of the point where you landed must pass an Agility test (DN 2+Rank) or be knocked prone and suffer a Mortal Wound.							
Guns Blazing: When you wield a pair of Assault Bolters or Plasma Exterminators, you may benefit from the Dual Wield or Simultaneous Strike talents even though those weapons lack the Pistol trait.							
WARGEAR: Mark X Gravis Power Armour, Jump Pack, Grav-Chute, two Assault Bolters or two Plasma Exterminators							
INFLUENCE: +1							
SUGGESTED ATTRIBUTES						XP Cost	75
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	6	6	6	4	3	3	1
SUGGESTED SKILLS						XP Cost	38
Athletics 3, Awareness 4, Ballistic Skill 6, Pilot 2, Scholar 1, Stealth 3, Tech 1, Weapon Skill 3							
SUGGESTED TALENTS							
Angel of Death (p. 129), Dual Wield (p. 133), Simultaneous Strike (p. 139)							

CHAPTER II: FACTIONS & ARCHETYPES
PRIMARIS VANGUARD INCURSOR (ADEPTUS ASTARTES, TIER 4)

“Enemy sighted. Four contacts north, six East, all moving north. Breach in three... two...”

—Incuror Sergeant Caius, Ultramarines

You hunt through dense terrain, fighting in and around key strategic targets, aided by auspex feeds and autorevelations that guide your movements and your aim. To your foes, you seem to fight in a manner that seems precognitive.

Incuror Squads fulfil an aggressive, close-quarters gunfighting role within Astartes forces. Their mission typically sees them storming defended positions, flanking, or spearheading advances to rapidly knock out key enemy assets such as power generators and communication centres. Key to this role are their Occulus Bolt Carbines, and the *Divinator*-class Auspexes that feed directly into their highly advanced transpectral combat visors. This remarkable combination of visual and multi-spectral observation and analysis technology gathers every scrap of data from the wearer's surroundings. It employs a slaved Machine Spirit to collate the findings at a thousand times the speed of human thought and feed the resultant information to the Incuror's field of vision. Armed with this tightly controlled flood of intelligence, Incursors fight in an almost precognitive fashion.

The visors of the Incursors also allow them to see foes through solid walls, smoke, and absolute darkness. They can detect high-altitude drop troops, the signatures of teleporting foes before they materialize, the tectonic tremors that indicate an enemy is about to emerge from a tunnel, and even the predictive models of their opponents' fighting patterns in real time. They coupled this ability with constant training in Combat Knife techniques and heavy duty Haywire Mines to knock out enemy armor.

PRIMARIS VANGUARD INCURSOR							
TIER	4	SPECIES	Primaris Astartes	XP Cost	228		
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, [CHAPTER]							
ATTRIBUTES: Strength 5, Toughness 5, Agility 4, Initiative 4, Willpower 3, Intellect 3							
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 4, Stealth 3, Weapon Skill 3							
ARCHETYPE ABILITY: Close Quarters Combat When you make a melee attack, or a ranged attack at short range, against an enemy in cover, you may re-roll up to Double Rank dice.							
WARGEAR: Mark X Phobos Power Armour, Oculus Bolt Carbine, <i>Divinator</i> -class Auspex, two Astartes Combat Knives (with Matched Pair upgrade), 3 smoke grenades, 3 frag grenades, 3 krak grenades							
INFLUENCE: +1							
SUGGESTED ATTRIBUTES					XP Cost	70	
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	6	6	5	5	3	3	1
SUGGESTED SKILLS					XP Cost	48	
Athletics 3, Awareness 4, Ballistic Skill 5, Scholar 1, Stealth 4, Tech 1, Weapon Skill 5							
SUGGESTED TALENTS							
Blindfighter (p. 130), Dual Wield (p. 133), Silent (p. 139)							

CHAPTER II: FACTIONS & ARCHETYPES

PRIMARIS VANGUARD INFILTRATOR (ADEPTUS ASTARTES, TIER 4)

"Objective in sight. I count 13 hostiles. Aavar, prepare to deploy smoke. The rest of you, preysight and mark targets. On my mark..."

—Incisor Sergeant Kasovar Septyn, Raven Guard

You fight deep behind enemy lines, often for extended periods, undermining enemy infrastructure, sabotaging communications, and attacking other opportune targets.

Clad in Mark X Phobos Armour, Infiltrators are responsible for disrupting enemy communications and sabotaging targets of opportunity. Their back-mounted Omni-Scramblers intercept signals across a broad spectrum, scrambling frequencies and shutting down enemy communications. When the time comes for the Infiltrators to fight directly, they emerge from their hiding places under cover of smoke grenades and cut down their foes with disciplined volleys from their marksman Bolt Carbines.

Infiltrators are drilled extensively in survival and self-sufficiency techniques due to the long lengths of time they spend behind enemy lines. Some squads have their own medicae specialists to perform the sacred duty of recovering the gene-seed of fallen brothers.



Known as Helix Adepts, these warriors receive additional training from the Apothecarion, and stand ready to ascend to the rank of full Primaris Apothecary should a tragic loss occur.

PRIMARIS VANGUARD INCURSOR							
TIER	4	SPECIES	Primaris Astartes	XP Cost	228		
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, [CHAPTER]							
ATTRIBUTES: Strength 5, Toughness 5, Agility 4, Initiative 4, Willpower 3, Intellect 3							
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 4, Stealth 3, Weapon Skill 3							
ARCHETYPE ABILITY: Voxbane							
When you make a Tech interaction attack against an enemy, the range of the attack is multiplied by 1+Rank.							
WARGEAR: Mark X Phobos Power Armour, Marksman Bolt Carbine, Astartes Combat Knife, 3 smoke grenades, 3 frag grenades, 3 krak grenades							
INFLUENCE: +1							
SUGGESTED ATTRIBUTES						XP Cost	
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	6	6	5	5	3	3	1
SUGGESTED SKILLS						XP Cost	46
Athletics 3, Awareness 4, Ballistic Skill 5, Stealth 3, Survival 2, Tech 3, Weapon Skill 4							
SUGGESTED TALENTS							
Deadshot (p. 131), Ever Vigilant (p. 133), Silent (p. 139),							

CHAPTER II: FACTIONS & ARCHETYPES

PRIMARIS REIVER (ADEPTUS ASTARTES, TIER 4)

"There is nothing quite so pleasing as a foe who is oblivious to their doom. Except the look on their faces when you deliver it to them."

—Reiver Sergeant Torres, Crimson Fists

You strike at foes who did not suspect your approach, eluding their defences with stealth and overwhelming them with shock and terror, before vanishing back into the shadows.

Reivers are infiltration, shock assault, and terror specialists, creeping up upon an enemy before unleashing a brutal and terrifying attack. A Reiver assault is an abrupt cacophony of bolter fire, grenade detonations, and vox-amplified battle-cries, which ends as suddenly as it begins, leaving any survivors stunned into inaction as the Reivers withdraw to find new prey.

The Reivers' armament is perfectly suited to this end. Their armour is a stripped-down variant which allows for greater mobility, while being modified for completely silent running; a modification adopted from Raven Guard armourers. Their skull-mask helms also broadcast and enhance the roars and battle cries of the wearer, amplifying them in such a way as to inspire fear and panic. They pair this with grav-chutes that allow them to descend silently into position, and grapnel guns that allow them to scale obstacles like buildings easily. These are then accompanied by the sound and

fury of debilitating shock grenades, and compact bolt carbines, heavy bolt pistols, and combat knives for the actual killing.

PRIMARIS REIVER								
TIER	4	SPECIES	Primaris Astartes	XP Cost	228			
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, [CHAPTER]								
ATTRIBUTES: Strength 5, Toughness 5, Agility 4, Initiative 4, Willpower 3, Intellect 3								
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 4, Stealth 3, Weapon Skill 3								
ARCHETYPE ABILITY: Terror Troops								
When you charge an enemy who was unaware of you before you charged, they must make a <i>Fear</i> test with a DN equal to your Stealth Score.								
WARGEAR: Mark X Phobos Power Armour, heavy bolt pistol, bolt carbine, Astartes combat knife, grav-chute, grapple gun, 3 shock grenades, 3 frag grenades, 3 krak grenades								
INFLUENCE: +1								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	Wil	Int		
RATING	6	6	5	5	3	3		
SUGGESTED SKILLS						XP Cost		
Athletics 3, Awareness 4, Ballistic Skill 5, Stealth 3, Survival 2, Tech 1, Weapon Skill 5						46		
SUGGESTED TALENTS								
Dirty Fighter (p. 132), Furious Charge (p. 134), Silent (p. 139)								



CHAPTER II: FACTIONS & ARCHETYPES

SPACE MARINE CHAPLAIN (ADEPTUS ASTARTES, TIER 4/TIER 5)

"We fight to protect the spiritual and physical heart of our Chapter. That, surely, is worth shedding blood."

Chaplain Braknum, of the Raven Guard, in defence of the Altmorr Massacre

You are a priest and spiritual leader for your Chapter's cult, tending to the spiritual wellbeing of your battle-brothers and urging them to glory.

Each Chapter has its own unique cult, which is often thousands of years old. As these cults often predate the rise of the Ecclesiarchy, the Chapter cults are not simply facets of the common Imperial Cult. While the Ecclesiarchy and its followers worship the Emperor of Mankind as a deity, most Chapter cults regard him as merely their master and forebear, though with scarcely less reverence. The chapter's own Primarch is also a major part of the Chapter's specific cult, revered as much as the Emperor.

SPACE MARINE CHAPLAIN					
TIER	4	SPECIES	Adeptus Astartes	XP Cost	312
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, [CHAPTER], PRIEST					
ATTRIBUTES: Strength 5, Toughness 5, Agility 5, Initiative 5, Willpower 4, Intellect 3, Fellowship 3					
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 3, Intimidation 2, Leadership 1, Persuasion 4, Scholar 2, Stealth 3, Weapon Skill 4					
ARCHETYPE ABILITY: Spiritual Leader					
You, and all allies with the IMPERIUM keyword within 15+Rank metres add +Rank to Resolve. This increases to +Double Rank if they share your [CHAPTER] keyword.					
WARGEAR: Aquila Power Armour, Bolt Pistol, Crozius Arcanum, 3 Frag Grenades, 3 Krak Grenades, Rosarius					
INFLUENCE: +3					
SUGGESTED TALENTS					
Disturbing Voice (p. 133), In His Name (p. 143), Righteous Wrath (p. 144), <i>Litany of Hate, Catechism of Fire, Exhortation of Rage</i>					

A formal sign of entente between the Ecclesiarchy and the Space Marines is the Rosarius, a holy symbol, taking the form of a necklace, amulet or brooch which often displays the Imperial Eagle or the Crux Terminatus, or other shapes to suit the particular devotional qualities of the Chapter concerned. Gifted to Space Marine Chaplains by the Ecclesiarchy, this blessing represents the brotherhood of the Imperial Faith and formally marks the continuance of religious concord between the two groups. In practice, though, the link between the organisations remains rather tenuous.

Chaplains may purchase *Litanies of Devotion*, found later in this manuscript.

PRIMARIS CHAPLAIN					
TIER	5	SPECIES	Primaris Astartes	XP Cost	384
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, [CHAPTER], PRIMARIS, PRIEST					
ATTRIBUTES: Strength 6, Toughness 6, Agility 5, Initiative 5, Willpower 4, Intellect 3, Fellowship 3					
SKILLS: Athletics 3, Awareness 4, Ballistic Skill 5, Intimidation 2, Leadership 2, Persuasion 2, Scholar 2, Stealth 3, Weapon Skill 5					
ARCHETYPE ABILITY: Spiritual Leader					
You, and all allies with the IMPERIUM keyword within 15+Rank metres add +Rank to Resolve. This increases to +Double Rank if they share your [CHAPTER] keyword.					
WARGEAR: Mark X Tacticus power armour, Crozius Arcanum, Rosarius, Absolvor bolt pistol, 3 frag and 3 krak grenades.					
INFLUENCE: +3					
SUGGESTED TALENTS					
Disturbing Voice (p. 133), In His Name (p. 143), Righteous Wrath (p. 144), <i>Litany of Hate, Catechism of Fire, Exhortation of Rage</i>					

CHAPTER II: FACTIONS & ARCHETYPES

SPACE MARINE LIBRARIAN (ADEPTUS ASTARTES, TIER 4/TIER 5)

"I can pulp your flesh and snap your bones in less than a second and without so much as lifting a finger. What is the power of technology compared to that?"

You are a warrior-sage of the Adeptus Astartes, a student of the art of warfare, the histories of your Chapter, and the mysteries of the Warp. Your mind is as much as weapon as your body, and you wield it in defence of your Brothers and the Imperium.

Librarians are the psykers of the Space Marines who survive an Adeptus Astartes Chapter's rigorous

SPACE MARINE LIBRARIAN					
TIER	4	SPECIES	Adeptus Astartes <th>XP Cost</th> <td>367</td>	XP Cost	367
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, [CHAPTER], PSYKER					
ATTRIBUTES: Strength 5, Toughness 5, Agility 5, Initiative 5, Willpower 6, Intellect 4					
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 3, Leadership 1, Psychic Mastery 4, Scholar 3, Stealth 3, Weapon Skill 4					
ARCHETYPE ABILITY: Psyker					
You are a psyker; you have all the Universal psyker abilities, you know the Smite psychic power. You know the Librarius discipline, and receive one power from that Discipline, and you may select one other Psychic Discipline of your choice to learn powers from.					
WARGEAR: Aquila Power Armour, Bolt Pistol, Force Staff, 3 Frag Grenades, 3 Krak Grenades, Psychic Hood					
INFLUENCE: +2					
SUGGESTED TALENTS					
<i>Fury of the Ancients, Psychic Fortress, Psychic Scourge</i>					

screening and training to bend the powers of the Warp to their will for the benefit of their fellow Battle-Brothers and in service to the Emperor of Mankind. Beyond their psychic duties, the Librarians of the Astartes are also expected to record the great deeds of their Chapter and maintain the Chapter's storehouse of ancient lore, the functions for which they are named.

PRIMARIS LIBRARIAN					
TIER	5	SPECIES	Primaris Astartes	XP Cost	375
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, [CHAPTER], PRIMARIS, PSYKER					
ATTRIBUTES: Strength 5, Toughness 5, Agility 5, Initiative 5, Willpower 6, Intellect 4					
SKILLS: Athletics 3, Awareness 4, Ballistic Skill 4, Intimidation 1, Leadership 1, Psychic Mastery 4, Scholar 3, Stealth 3, Weapon Skill 4					
ARCHETYPE ABILITY: Psyker					
You are a psyker; you have all the Universal psyker abilities, you know the Smite psychic power. You know the Librarius discipline, and receive one power from that Discipline, and you may select one other Psychic Discipline of your choice to learn powers from.					
WARGEAR: Mark X Tacticus power armour, force sword, psychic hood, heavy bolt pistol, 3 frag and 3 krak grenades.					
INFLUENCE: +2					
SUGGESTED TALENTS					
<i>Fury of the Ancients, Psychic Fortress, Psychic Scourge</i>					

CHAPTER II: FACTIONS & ARCHETYPES

SPACE MARINE TECHMARINE (ADEPTUS ASTARTES, TIER 4)

"Yours is to heed the machine as others heed their kin. Tend to the war spirits all about, but do so in the knowledge that you do the Emperor's duty. Without your ministrations, no bolt may be fired, and no enemy slain."

Extract from the *Apocrypha of Eons*, Verse III, Chapter CIV

You tend to the forms and spirits of the wargear and machines of your Chapter, much as Apothecaries and Chaplains tend to you and your brethren.

A Techmarine is an Adeptus Astartes technician and engineer, a fully-initiated member of the Cult Mechanicus, as well as a full Battle-Brother of his Chapter.

Space Marine Chapters identify prospective Techmarines from within their own companies, favouring those who show the greatest affinity for machines. These aspirants are then sent to Mars for thirty years of training, where they are taught the lore of the Machine God, how to divine the Runes of Engineering and the Liturgy of Maintenance. The

SPACE MARINE TECHMARINE					
TIER	4	SPECIES	Adeptus Astartes	XP Cost	329
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, [CHAPTER], ADEPTUS MECHANICUS, CULT MECHANICUS					
ATTRIBUTES: Strength 5, Toughness 5, Agility 5, Initiative 5, Willpower 3, Intellect 5					
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 4, Pilot 2, Scholar 3, Stealth 3, Tech 4, Weapon Skill 4					
ARCHETYPE ABILITY: Hymn of Reforging You receive +Double Rank to Tech tests to repair damaged machinery. All Tech tests you make take half the standard time.					
WARGEAR: Artificer Armour, Bolt Pistol, Omnissian Axe, 3 Frag Grenades, 3 Krak Grenades, Augmetic Servo-arm, and any 2 augmetics.					
INFLUENCE: +2					
SUGGESTED TALENTS					
Armourbane (p. 129), Augmetic (p. 129), Binary Chatter (p. 130)					

rituals, furthermore, have variations to cover every conceivable circumstance in battle. A fully-fledged Techmarine is expected to be able to "feel" the pain of a damaged machine and heal it. Techmarines pledge allegiance to both the Cult Mechanicus and their Chapter, which makes them something of an oddity among their battle-brothers.

A Techmarine's armour is modified to accommodate his cybernetic enhancements and his armour's backpack is also upgraded with several servo-arms and mechadendrites. His armour bears the rust-red colours of the Adeptus Mechanicus, but his Chapter badge is retained and displayed on one of the shoulder guards, so as not to disrespect the armour's spirit.

PRIMARIS TECHMARINE					
TIER	5	SPECIES	Primaris Astartes	XP Cost	403
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, [CHAPTER], ADEPTUS MECHANICUS, CULT MECHANICUS					
ATTRIBUTES: Strength 6, Toughness 6, Agility 5, Initiative 5, Willpower 3, Intellect 5					
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 5, Pilot 2, Scholar 3, Stealth 3, Tech 4, Weapon Skill 4					
ARCHETYPE ABILITY: Hymn of Reforging You receive +Double Rank to Tech tests to repair damaged machinery. All Tech tests you make take half the standard time.					
WARGEAR: Artificer Armour, Heavy Bolt Pistol, Omnissian Axe, Heavy Bolter, 3 Frag Grenades, 3 Krak Grenades, Augmetic Servo-arm, and any 2 augmetics.					
INFLUENCE: +2					
SUGGESTED TALENTS					
Armourbane (p. 129), Augmetic (p. 129), Binary Chatter (p. 130)					

CHAPTER II: FACTIONS & ARCHETYPES

WARPSMITH (CHAOS, TIER 4)

"The Machine God is dead. Long live the Machine God."

Warpsmith Arkturian, via station-wide Vox broadcast

You seek to subjugate both technology and the malefic power of the Warp, fusing the two into the mighty weapons and other devices that fill your dreams.

A Warpsmith is a fallen Chaos Space Marine Techmarine who now serves the Ruinous Powers through the creation of daemonic war engines. As the master of the soul forges to be found within the Eye of Terror, it is by their hands that the Daemon Engines such as the Maulerfiend and the Forgefiend come to life, an unholy union of daemon and machine, ready to fight alongside the armies of Chaos.

Though each Warpsmith is an expert in battlefield repair and siege craft, his true calling lies in the soul forges of the Warp, especially those in the Eye of Terror. There, the spirits of captured Imperial machines are driven to madness as their physical forms are rebuilt into bestial and terrifying new shapes. Daemons are thrust into the cogs of giant, mechanoid birth-factories that crank out red-hot engines of destruction from their cabled wombs.



WARPSMITH							
TIER	3	SPECIES	Adeptus Astartes	XP Cost	218		
KEYWORDS: CHAOS, [MARK OF CHAOS], HERETIC ASTARTES, [LEGION], DARK MECHANICUM							
ATTRIBUTES: Strength 4, Toughness 4, Agility 4, Initiative 4, Willpower 3, Intellect 4							
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 3, Stealth 3, Scholar 2, Tech 3, Weapon Skill 3							
ARCHETYPE ABILITY: Daemon-Smith You add +Rank to all Tech tests to control or repair daemonic or corrupted technology, or to corrupt Imperial technology. You only take half as long as normal to perform a Tech test. In addition, you gain 1d3x4 Corruption when you select this Archetype.							
WARGEAR: Fleshmetal Armour, Bolt Pistol, Power Axe, Astartes Combat Knife, 3 Frag Grenades, 3 Krak Grenades, one Mechadendrite of your choice, choice of two augmetics							
INFLUENCE: +2							
SUGGESTED ATTRIBUTES					XP Cost	90	
ATTRIBUTE	S	T	A	I	Wil	Int	
RATING	5	6	5	5	3	5	1
SUGGESTED SKILLS					XP Cost	32	
Athletics 3, Awareness 3, Ballistic Skill 4, Scholar 3, Stealth 3, Tech 4, Weapon Skill 4							
SUGGESTED TALENTS							
Augmetic (p. 129), Let the Galaxy Burn (p. 136), The Flesh is Weak (p. 140)							

CHAPTER II: FACTIONS & ARCHETYPES
ADAMUS ASSASSIN (OFFICIO ASSASSINORUM, TIER 5)

"There is nothing as decisive as decapitation."

Dictatus Adamus

You are the killing strike, the beheading blade. In the Emperor's Name, you cut off the head of the enemy, leaving your foes leaderless and confused.

The Adamus Temple, originally known as the Clade Adamus, was the oldest of the clades of the Officio Assassinorum during the Great Crusade and Horus Heresy. It is unclear whether it survives into the 41st Millennium as one of the Officio Assassinorum's present temples.

Clade Adamus Assassins are master swordsmen and melee specialists, drawing on some of the most ancient blade-master traditions of Old Earth. A Clade Adamus Assassin is fast and absolutely lethal in melee, able to go toe-to-toe with almost any foe -- and defeat them with their Nemesii Blade.

Adamus Assassins were dedicated to decapitation strikes intended to eliminate an enemy military force's command and control.

Perhaps the oldest of formal orders of Assassins operating with Imperial sanction, the Adamus Clade draws its roots in the forbidden blade-master traditions of the Panpacific region of Terra. The histories of the clade are much shrouded by the losses of the Dark Age of Technology, though scholars have posited that the very name of the clade is drawn from an ancient theologic provenance, meaning "the first blades."

To practice the ways of Clade Adamus is to study the enemy, to learn their martial language and to reflect it against them, countering their strengths to reveal weaknesses. When these weaknesses are uncovered, the killing blow is struck. The Clade Adamus' operatives are experts in the art of the decapitation strike -- proving that old Terran adage about the body dying if you can kill the head.

ADAMUS ASSASSIN								
TIER	5	SPECIES	Human	XP Cost	290			
KEYWORDS: IMPERIUM, OFFICIO ASSASSINORUM, TEMPLUM ADAMUS								
ATTRIBUTES: Strength 4, Toughness 4, Agility 5, Initiative 5, Willpower 4								
SKILLS: Athletics 3, Awareness 2, Ballistic Skill 5, Intimidation 2, Scholar 1, Stealth 4, Survival 3, Tech 1, Weapon Skill 5								
ARCHETYPE ABILITIES: Decapitation Strike: When you make a melee attack against a single enemy—not as part of a multi-attack or multi-action—you gain bonus dice on your attack equal to the number of Personal Ruin that enemy possesses. Further, each Exalted Icon rolled on that melee weapon's ED inflicts one Mortal Wound.								
WARGEAR: Nemesii Blade, Needlespine Blaster, Assassinorum Bodyglove.								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	5	5	6	6	5	4	3	
SUGGESTED SKILLS						XP Cost		
Athletics 4, Awareness 3, Ballistic Skill 5, Intimidation 2, Medicae 2, Scholar 2, Stealth 5, Survival 3, Tech 2, Weapon Skill 6						50		
SUGGESTED TALENTS								
Eliminator (p. 133), Silent (p. 139), Blademaster (RR1 p. 61)								

ARCHON (DRUKHARI, TIER 5)

"I am all your nightmares. I am the legends your forebears whispered of in fearful tones. Every terror you have never imagined comes from me. Look upon my majesty and weep at the terror I have wrought upon you and your kin. I am an artist, and dread is the colour I splash across the canvas of your mind."

You are part of the aristocracy of Commorragh, a sublime warrior, a superlative commander, and a schemer beyond compare, able to survive the ruthless intrigues of the Dark City for centuries.

An Archon is the leader of a Drukhari Kabal, the organisation that serves as the heart of the standard Drukhari raiding force as well as the primary political unit within the Dark City. The Archons of the Drukhari Kabals are the true lords of Commorragh. They sit at the apex of the Drukhari hierarchy that controls the Dark City and the Labyrinthine Realm of the Drukhari portion of the Webway.

Each wields enough political influence to collapse portions of realspace into the Warp, stall the progress of an Imperial Crusade or take the population of entire worlds as slaves.

The overlord of a Kabal is always a potent foe on the battlefield, but he has attained his position not merely through martial prowess in the arts of war and violence



—Archon Anas Vaenix of the Kabal of the Sundered Eye

but through consistently emerging as the victor in the most difficult game of all -- the byzantine intrigues that govern all things in the heart of the Dark City, sometimes known as the *thylian ai-kelethril*, or "path of shards." Only the most ingenious survive long enough to kill their way to the top.

In both word and deed, each Archon is as poisonous as a serpent, their mind as labyrinthine as the darkest reaches of the Webway. Such traits are a necessity, for to sit at the very peak of power is to make oneself a prominent target indeed.

ARCHON								
TIER	5	SPECIES	Drukhari	XP Cost	330			
KEYWORDS: AELDARI, DRUKHARI, KABALITE, [KABAL]								
ATTRIBUTES: Strength 4, Agility 5, Initiative 5, Willpower 4, Intellect 4, Fellowship 4								
SKILLS: Awareness 3, Ballistic Skill 2, Cunning 4, Intimidation 4, Leadership 5, Weapon Skill 6								
ARCHETYPE ABILITY: Overlord								
You are accompanied by a retinue of 4 + Double Rank Kabalite Trueborn Troops. Allied characters with the [KABAL] or INCUBI keywords within 6 metres may re-roll any die which rolls a 1 when making an attack.								
WARGEAR: Ghostplate Armour, Shadow Field, and any two weapons of any rarity with a Value of up to 8.								
INFLUENCE: +3								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	Wil	Int	Fel	
RATING	4	3	6	6	4	4	4	
SUGGESTED SKILLS						XP Cost		
Athletics 3, Awareness 3, Ballistic Skill 3, Deception 3, Cunning 5, Insight 3, Intimidation 5, Leadership 5, Scholar 2, Stealth 3, Weapon Skill 6						80		
SUGGESTED TALENTS								
Dirty Fighter (p. 132), Fear (p. 133), Power Through Pain, Deceptive Retreat								

AUTARCH (AELDARI, TIER 5)

CHAPTER II: FACTIONS & ARCHETYPES

"Only when you have soared through the morning skies on wings of flame can you understand the Hawk. Only when you have fallen screaming upon those who know they are already dead can you understand the Banshee. Only when you have annihilated those who would oppose you can you truly understand the power of the Dragon. And only one who has travelled but ultimately turned away from each of these paths can understand the Autarch."

—Anthrillien Morningchild, Autarch of Yme-Loc

You have walked numerous paths, and with each you gained greater insight into how each aspect of your people's culture serves the whole. With your keen mind, you can bring the disparate talents of your kin together and combine them to achieve victory.

An Autarch is one of those few Asuryani who have mastered many Paths over the centuries, including one or more facets of the Path of the Warrior. They possess a consummate understanding of the art of war and serve as the supreme commanders, strategists and generals of an Asuryani craftworld's warhost.

This Path, known as the Path of Command or Path of the Leader, is pursued by highly skilled individuals who believe martial excellence can be achieved by gaining a wider perspective of battle that allows the Eldar warhost to achieve victory in the most efficient and lethal way possible.

Autarchs do not limit themselves to the single-minded specifications required of a single Path like most Asuryani. The Autarch possesses an unparalleled strategic ability which far outshines an Exarch's obsession with only a singular facet of war. This enables an Autarch to lead a craftworld warhost that operates in perfect unison, with each component of the Asuryani war machine functioning in perfect synchronicity.

It is not only at the aspect of command that an Autarch



excels, for they are consummate warriors as well, and often spearhead assaults, fighting an enemy army's leader in personal combat or contemptuously destroying war machines with ease. Autarchs are considered integral parts of Asuryani culture due to their versatility and ability to lead the Asuryani on the myriad paths of life and death.

AUTARCH									
TIER	5	SPECIES	Aeldari	XP Cost	290				
KEYWORDS: AELDARI, ASURYANI, [CRAFTWORLD]									
ATTRIBUTES: Agility 5, Initiative 5, Willpower 5, Intellect 5, Fellowship 4									
SKILLS: Ballistic Skill 5, Leadership 5, Weapon Skill 5									
ARCHETYPE ABILITY: Superlative Strategist									
Whenever an ally who can hear you fails a Test, you may spend 1 Glory as a Free Action to allow them to re-roll a number of dice equal to your Leadership. In addition, allied [CRAFTWORLD] characters within 6m of you may re-roll any dice which roll 1 when they make an attack.									
WARGEAR: Shuriken Pistol, Aspect Armour, Force Shield, 3 plasma grenades, spirit stone, and up to two of the following items:									
Death Spinner, Dragon Fusion Gun, Reaper Launcher, Banshee Blade, Scorpion Chainsword, Star Glaive, Laser Lance, Banshee Mask, Mandiblaster Helm, Swooping Hawk Wings, Warp Spider Jump Generator, Aeldari Jetbike.									
INFLUENCE: +3									
SUGGESTED ATTRIBUTES						XP Cost	70		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL		
RATING	4	3	6	6	5	5	4		
SUGGESTED SKILLS						XP Cost	70		
Athletics 2, Awareness 4, Ballistic Skill 5, Cunning 1, Deception 2, Leadership 5, Persuasion 3, Pilot 2, Scholar 3, Stealth 2, Weapon Skill 5									
SUGGESTED TALENTS									
Identify Weakness (RR1 p. 66), Battle Focus, Strike and Fade									

CALLIDUS ASSASSIN (OFFICIO ASSASSINORUM, TIER 5)

"To assume the shape of the accursed and deliver death from the purity within you—that is to be Callidus."

Dictatus Callidus

You are an infiltrator of supreme skill, employing shape-changing chemicals and extensive training to get close to your target so that you can learn their secrets and end their existence.

The Callidus Assassins are the most cunning of all the assassins. Their greatest asset is their ability to use the shape-changing drug Polymorphine. This drug, coupled with special training, allows Callidus agents to change their very shape and appearance allowing them to impersonate other persons, changing the appearance of height, weight, ancestry, gender, and even species to assume the guise of someone close to their target. Meh'Lindi, one of the most cunning agents, managed to successfully impersonate a Genestealer Hybrid at least twice (though she required additional surgery to complete the illusion).

This makes them experts at getting close to their targets, be they rebellious Imperial Governors, corrupt

Imperial high officials, heretic prophets, or alien leaders. This allows them to manipulate the enemy's plans and eventually assassinate the main target at the best possible moment. Once the target is eliminated, the Assassin may even replace the victim by assuming his appearance.

CALLIDUS ASSASSIN								
TIER	5	SPECIES	Human	XP Cost	328			
KEYWORDS: IMPERIUM, OFFICIO ASSASSINORUM, TEMPLUM CALLIDUS								
ATTRIBUTES: Strength 4, Toughness 4, Agility 5, Initiative 5, Intelligence 3, Willpower 3, Fellowship 3								
SKILLS: Athletics 3, Awareness 2, Ballistic Skill 4, Deception 4, Insight 4, Medicae 1, Persuasion 2, Pilot 1, Scholar 1, Stealth 4, Survival 2, Tech 1, Weapon Skill 4								
ARCHETYPE ABILITIES: Betrayal's Blade: When disguised or otherwise concealing your identity, you gain a Stealth Score based on the total of your Deception test. This score only decreases when you take actions which may reveal your true intentions (GM's discretion).								
WARGEAR: Phase Sword, Neural Shredder, Polymorphine (2 doses), poisoned blades, Assassinorum Bodyglove.								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT		
RATING	4	4	6	6	4	3		
SUGGESTED SKILLS						XP Cost		
Athletics 3, Awareness 2, Ballistic Skill 4, Cunning 3, Deception 5, Insight 5, Investigation 2, Medicae 2, Persuasion 2, Pilot 1, Scholar 1, Stealth 4, Survival 4, Tech 1, Weapon Skill 6						72		
SUGGESTED TALENTS								
Counter Attack (p. 131), Eliminator (p. 133), Lip Reader (p. 136)								



CHAPTER II: FACTIONS & ARCHETYPES
CULEXUS ASSASSIN (OFFICIO ASSASSINORUM, TIER 5)

"That which is unknown and unseen always commands the greatest fear".

Motto of Templum Culexus

You are anathema, witch-bane, wyrdslayer, psychic abomination. Your foes dread your presence, desperately hoping that you are a nightmarish figment, for their minds cannot bear to acknowledge the abyss within your soul.

The Culexus Assassins are the most sinister, feared, and hated of all Imperial Assassins. They are null-entities in the warp, and their unnatural lack of a presence inspiring a sense of unease even in non-psychers. To psychers their mere presence is terrifying, invoking panic. In the confusion caused by this fear, the assassin can move in on its target and eliminate them. To purely psychic entities like daemons, they are nigh-invisible at best, akin to trying to see a black hole amidst the inky void of space.

The Culexus Assassins possess the "Pariah Gene", making them for all intents, "soulless," accounting for their lack of warp-presence. This gene manifests itself very rarely, in a single individual among a billion, or more. This extreme rarity, coupled with the inevitable losses during training, makes the Culexus assassins the rarest of all Imperial assassins. The Culexus temple is known to hunt down and recruit these Pariahs but also to vat-grow

them, an arduous and complex process that produces only a few viable candidates a year.



CULEXUS ASSASSIN										
TIER	5	SPECIES	Pariah	XP Cost	308					
KEYWORDS: IMPERIUM, OFFICIO ASSASSINORUM, TEMPLUM CULEXUS										
ATTRIBUTES: Strength 4, Toughness 4, Agility 5, Initiative 5, Intelligence 3, Willpower 4										
SKILLS: Athletics 3, Awareness 2, Ballistic Skill 4, Medicae 1, Pilot 1, Scholar 1, Stealth 4, Survival 3, Tech 1, Weapon Skill 4										
ARCHETYPE ABILITIES: Life Drain: Enemies engaged with you at the end of their turn must pass a Willpower test (DN 2+Rank) or suffer Shock equal to your Rank. PSYKERS suffer Shock equal to twice your Rank instead.										
WARGEAR: Etherium, Force Matrix, Animus Speculum, 3 Psyk-Out Grenades, Assassinorum Bodyglove										
SUGGESTED ATTRIBUTES						XP Cost	70			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	5	4	6	6	5	3	1			
SUGGESTED SKILLS						XP Cost	42			
Athletics 3, Awareness 3, Ballistic Skill 5, Intimidation 2, Medicae 1, Pilot 1, Scholar 1, Stealth 5, Survival 3, Tech 1, Weapon Skill 5										
SUGGESTED TALENTS										
Eliminator (p. 133), Silent (p. 139), Anathema, Witch's Nightmare										

CHAPTER II: FACTIONS & ARCHETYPES

CUSTODIAN GUARD (ADEPTUS CUSTODES, TIER 5)

“Only in Death does Duty End.”

First Maxim of the Legio Custodes

You are one of the Ten Thousand, the Emperor's Custodian Guard, charged with the most sacred of duties: protecting Terra, the Imperial Palace, and the Emperor within. But protection takes many forms, and you may find yourself taking the battle to the enemy in the Emperor's defence.

A Custodian is a member of the Adeptus Custodes, the valiant transhuman bodyguard and praetorians of the Emperor of Mankind, which is based in the Imperial Palace complex on Terra. The Adeptus Custodes are the Emperor's vengeance made manifest. They defend the Master of Mankind with singular determination and breath-taking skill, and whether their vigil requires them to stand immovable before the gates of the Imperial Palace or storm into battle on a distant alien world, they do their duty without a moment's hesitation.

Custodian Guard are steadfast in defence and unstoppable on the attack. Such squads do not have formal memberships, and Custodians may swap from one squad to another before each new campaign, or even each new battle. With their individualistic fighting styles, the Custodian Guard do not fight as one in the way that a conventional squad of soldiers would -- it is enough for them to know that they fight shoulder to shoulder with respected comrades, and that their fellows will watch their backs when the enemy press close.



CUSTODIAN GUARD							
TIER	5	SPECIES	Custodian	XP Cost	370		
KEYWORDS: IMPERIUM, ADEPTUS CUSTODES, [SHIELD HOST], TALONS OF THE EMPEROR							
ATTRIBUTES: Strength 6, Toughness 6, Agility 5, Initiative 5 Intellect 3, Willpower 3, Fellowship 3							
SKILLS: Athletics 4, Awareness 5, Ballistic Skill 4, Insight 3, Scholar 2, Stealth 3, Weapon Skill 4							
ARCHETYPE ABILITIES: Magisterium Lex Ultima You answer only to the Emperor. You gain +Rank bonus dice whenever you make a social Skill Test against another character with the IMPERIUM keyword. In addition, allies with the IMPERIAL keyword add +Rank to their Resolve when within 10m of you.							
WARGEAR: Auramite Custodian Power Armour, Guardian Spear, Misericordia. Some Custodian Guard bear a Sentinel Blade and Storm Shield instead of their Guardian Spear.							
INFLUENCE: +5							
SUGGESTED ATTRIBUTES						XP Cost	
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	7	7	6	6	3	3	3
SUGGESTED SKILLS						XP Cost	40
Athletics 4, Awareness 5, Ballistic Skill 5, Insight 4, Intimidation 2, Investigation 2, Scholar 2, Stealth 3, Weapon Skill 5							

CHAPTER II: FACTIONS & ARCHETYPES

EVERSOR ASSASSIN (OFFICIO ASSASSINORUM, TIER 5)

“Fear me, for I am your apocalypse”.

Dictatus Eversor

When you are given a target, your role is to turn that target into a cautionary tale for the foes of the Imperium, a crimson example that cannot be ignored.

Eversor Assassins are the most gruesome products of the Officio Assassinorum. They are drug crazed killing monsters, enhanced by bio-engineering and experimental surgical procedures. Their state of mind is amplified to turn a mere dislike for the enemy into raging hatred, or the wish to serve the Imperium into suicidal determination. Their main objective on the battlefield is to rip out the heart of an enemy operation in the most unsubtle way. By slaughtering all enemies in the vicinity, they ensure the command structure is entirely destroyed.

These berserk killers are trained to be utterly ruthless and completely dedicated to the Imperium. In addition, specialized use of genetic engineering and human biology result in the Eversors' modification to be more efficient killers making them almost superhuman. Their bodies are modified to make them superb killing machines and include augmentations that strain the limits of their human physiology through the use of bionics and genetic alterations; the assassin is



implanted with adrenal ducts, which speed up the brain's higher functions, allowing the Eversor to make complex calculations and tactical decisions in seconds. The adrenal ducts are also able to feed the brain, allowing the assassin to work briefly in a hard vacuum. In addition, a secondary heart is implanted in order to help the assassin's body cope with the various changes and to act as a fail-safe in case the primary heart is damaged in combat.

EVERSOR ASSASSIN							
TIER	5	SPECIES	Human	XP Cost	320		
KEYWORDS: IMPERIUM, OFFICIO ASSASSINORUM, TEMPLUM EVERSOR							
ATTRIBUTES: Strength 5, Toughness 5, Agility 5, Initiative 5 Willpower 4							
SKILLS: Athletics 3, Awareness 2, Ballistic Skill 5, Intimidation 2, Scholar 1, Stealth 4, Survival 3, Tech 1, Weapon Skill 5							
ARCHETYPE ABILITIES: Hyper-Metabolism: Each time you kill an enemy or inflict a Critical Hit, recover 1d3+Rank Shock immediately.							
However, when you suffer one or more Wounds in melee, roll 1d6; on a 4+, the attacker suffers a Mortal Wound. If you are killed, you detonate, inflicting 10 +4ED damage with AP-2 to everything within Blast (X), where X is your Toughness.							
WARGEAR: Augmetic viscera, cardioproxy, reflex catalyst, sinew armature, executor pistol, sentinel array, neuro-gauntlet, power sword, 2 meltabombs, Eversor combat drugs (3 doses of Fury, 3 doses of Destroyer, 1 dose of Terminus), Assassinorum Bodyglove							
SUGGESTED ATTRIBUTES						XP Cost	70
ATTRIBUTE	S	T	A	I	Wil	Int	Fel
RATING	6	6	6	5	4	3	1
SUGGESTED SKILLS						XP Cost	42
Athletics 4, Awareness 3, Ballistic Skill 5, Intimidation 4, Scholar 1, Stealth 4, Survival 3, Tech 1, Weapon Skill 6							
SUGGESTED TALENTS							
Brutalist (p. 130), Fear (p. 133), Storm of Death (p. 140)							

CHAPTER II: FACTIONS & ARCHETYPES

HAEMONCULUS (DRUKHARI, TIER 5)

"Pain is the only universal constant. Pain is all. It is the key to creation and destruction both. Thus, does he who masters pain become a god."

—Urien Rakarth, Master Haemonculus and Lord of the Prophets of Flesh

You are an ancient and cruel being, a master of twisted arts and hellish sciences most foul. Few are the secrets of flesh, blood, mind, and soul that are beyond your grasp, and rare are the sensations and experiences you have not already encountered.

Haemonculi proclaim that the infliction of pain is one of the highest arts, if not the highest, and gleefully create choruses of screams and wails of agony whilst taking delight in every aspect of the discomfort of anyone unfortunate enough to fall under their blades. Haemonculi are also known as master manipulators of flesh, able to create horrific monstrosities and regenerate Drukhari slain in battle, provided enough of the body remains. Because of this, Drukhari of status will often make pacts with Haemonculi, promising them fresh captives for their cruel art in exchange for medical treatment, biological enhancements, and even being brought back from the dead. Haemonculi ensure the near-immortality of Drukhari who can afford their services, and it is said they can be grown back to life from a single severed hand.

As masters of fleshcrafting, Haemonculi heavily modify themselves. Some keep their blood, lungs and heart in a muscled hunk of meat that sprouts from their shoulders, a rich repository for stimulants and elixirs that often boasts secondary limbs of its own. Others replace their blood so that searing ichor or even acid flows through their modified veins. Their spines are elongated and extended and their vertebrae meld into whipping prehensile bone-tails that can curl around the throats of their prey. From the upper backs sprout protrusions of bony matter that often frame the Haemonculus' head, hung with peculiar syringes and drug dispensers that channel directly into their spinal sump. Because of their skills Haemonculi are functionally immortal, and always look upon death with a vengeful glee for they know they shall soon return to exact their retribution.

The Haemonculi are always seeking new ways to inflict horror upon the denizens of the Materium. Certain Covens, such as the Children of Bone, specialize in developing thin Grotesques to aid them upon the battlefield, while the Coven of the Ebon Sting are

famed for their especially venomous Engines of Pain. It is these hideous horrors and monstrous constructs that do the majority of the killing when the Coven mounts a raid. Having lived for thousands of years, the Haemonculi look upon the planet-wrecking wars of lesser races with a snickering amusement.

HAEMONCULUS								
TIER	5	SPECIES	Drukhari	XP Cost	240			
KEYWORDS: AELDARI, DRUKHARI, HAEMACOLYTE, [COVEN]								
ATTRIBUTES: Agility 3, Strength 4, Toughness 6, Intellect 5, Willpower 3								
SKILLS: Cunning 2, Medicae 5, Intimidation 3, Scholar 4, Weapon Skill 1								
ARCHETYPE ABILITY: Bespoke Anatomy You have no Maximum Shock and cannot suffer Shock for any reason. When you roll Determination, wounds are cancelled entirely rather than transformed into Shock, and you may roll Determination against Mortal Wounds.								
You cannot wear armour, due to your custom physiology.								
WARGEAR: Gnarlskin, Stinger Pistol, Scissorhand, Haemonculus Tools, any three augmetics with the DRUKHARI keyword and a rarity of up to Very Rare.								
SUGGESTED ATTRIBUTES					XP Cost	110		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	4	7	4	4	5	6	3	
SUGGESTED SKILLS					XP Cost	90		
Awareness 3, Ballistic Skill 2, Cunning 3, Deception 2, Medicae 6, Intimidation 4, Scholar 5, Tech 3, Weapon Skill 4								
SUGGESTED TALENTS								
Power Through Pain, Disturbing Voice (p. 133), Anatomical Scourge (RR1 p. 60),								



CHAPTER II: FACTIONS & ARCHETYPES
HARLEQUIN DEATH JESTER (AELDARI, TIER 5)

"Life is a joke. Death is the punchline."

Common sentiment amongst Death Jesters

Upon the stage and the battlefield alike, you portray Death itself—aloof, bold, inescapable, cruel, and often ironic.

A Death Jester, also known as a *margorach* ("death-head" in the Aeldari Language), is a heavy weapons specialist of the Aeldari Harlequins. Death Jesters can make use of a wide array of deadly and exotic weaponry; from the humble Shuriken Cannon, to the specialised Firepike, or the morbid Shrieker Cannon. The Shrieker Cannon is their trademark weapon, however, as only the Death Jesters can create and maintain them. Greatcoat billowing, bells jingling with obscene cheer, the Death Jester lets fly, the shrieking report of his weapon counterpointed by the screams of his dying foes.

Through it all the Death Jester looks on with avid amusement, keenly watching for any way in which to make their victims' deaths more darkly comedic. It is a credit to their twisted ingenuity that they will normally succeed.



HARLEQUIN DEATH JESTER							
TIER	5	SPECIES	Aeldari	XP Cost	238		
KEYWORDS: AELDARI, HARLEQUIN, [SAEDATH]							
ATTRIBUTES: Strength 3, Agility 5, Initiative 5, Willpower 3							
SKILLS: Athletics 4, Ballistic Skill 4, Deception 3, Intimidation 2, Insight 3, Scholar 2, Tech 1, Weapon Skill 5							
ARCHETYPE ABILITIES: Death is Not Enough: Damage rolls you make against enemies who are currently suffering from the effects of <i>Fear</i> , <i>Terror</i> , or <i>Pinning</i> add +Rank ED.							
WARGEAR: Holo-suit, Agaith, Flip-Belt, Master-Crafted Shuriken Cannon, 3 Shrieker Bio-Explosive Discs							
INFLUENCE: +4							
SUGGESTED ATTRIBUTES						XP Cost	110
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	4	3	7	6	5	3	3
SUGGESTED SKILLS						XP Cost	108
Athletics 5, Awareness 4, Ballistic Skill 6, Deception 4, Insight 3, Intimidation 4, Persuasion 2, Scholar 4, Tech 3, Weapon Skill 5							
SUGGESTED TALENTS							
Deadshot (p. 131), Gallows Humour (p. 134), <i>Strike and Fade</i>							

Pivotal Role							
Many senior Harlequins take on specific roles within a Troupe or a performance, that differ from the normal role of the Harlequin. When you select this Archetype, you may choose to replace Death is Not Enough with one of the following:							
HARVESTER OF TORMENT: When you make a successful ranged attack against a Mob, you count as scoring +Double Rank additional Icons when determining how many of the Mob you hit.							
THE JEST INESCAPABLE: Add +6 to the short range of your ranged weapon, +12 to the medium range, and +18 to the long range. In addition, the weapon gains the Mortal [1] trait.							
HUMBLING CRUELTY: Your ranged weapon gains the Inflict [Pinned] trait, and enemies add your Rank to the DN of tests to resist being <i>Pinned</i> or to recover from pinning.							

CHAPTER II: FACTIONS & ARCHETYPES

HARLEQUIN SHADOWSEER (AELDARI, TIER 5)

"As the fate of all creatures is hidden from all but the keenest gaze, so do we cloak eventuality in veils of deception and shrouds of misdirection".

The Gloaming Voice, Shadow Seer of the Masque of Whispered Inquiry

You personify Fate, and all who look upon your mirrored face see something different; what was, what might be, what could have been, or what must be.

A Shadowseer, known in the Aeldari language as an *esdainn*, is a powerful Aeldari Harlequin psyker whose abilities are centred around spreading confusion and fear during both a Harlequin performance or Masque and on the battlefield. As the spiritual guides of the Harlequins, Shadowseers are enigmatic and mysterious individuals. Though not affiliated to a Troupe, they perform alongside them as part of a masque, using their psychic powers to subtly enhance a performance. In battle, however, the Shadowseer turns his psychic might upon the enemy, invading their minds and souls to cause terror and mayhem.

Illusion, misdirection, and terror whirl about the Shadowseer like a psychic tempest. With a subtle twist of the mind, these warrior mystics can erase the memory of the Harlequins from their enemies' thoughts, clouding their perceptions with confusion or horror. Wherever the Shadowseer treads the battlefield, shards of illusory light and shadow blind the foe, while clouds of hallucinogenic gas send them into paroxysms of terror or bewildered joy. Discipline collapses, replaced by a bedlam of screams, gibbering, and panicked, aimless gunfire. Warriors stagger drunkenly, slashing their blades at phantom foes.



HARLEQUIN SHADOWSEER										
TIER	5	SPECIES	Aeldari	XP Cost	281					
KEYWORDS: AELDARI, HARLEQUIN, [SAEDATH], PSYKER										
ATTRIBUTES: Strength 3, Agility 5, Initiative 5, Willpower 6										
SKILLS: Athletics 4, Deception 3, Intimidation 2, Insight 3, Psychic Mastery 4, Scholar 2, Weapon Skill 5										
ARCHETYPE ABILITIES: Psyker: You are a Psyker, and you know the <i>Smite</i> psychic power, and one power from the Phantasmancy discipline. You may learn additional psychic powers from the Divination, Telepathy, and Phantasmancy disciplines.										
Shield from Harm: HARLEQUIN allies within 6 metres of you add +Rank to their Resilience.										
WARGEAR: Holo-suit, Agaith, flip-belt, miststave, shuriken pistol, pack grenade launcher, 6 hallucinogen grenades.										
INFLUENCE: +4										
SUGGESTED ATTRIBUTES						XP Cost	130			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	3	3	7	6	7	4	3			
SUGGESTED SKILLS						XP Cost	60			
Athletics 5, Awareness 4, Ballistic Skill 2, Deception 3, Intimidation 2, Insight 4, Psychic Mastery 5, Scholar 3, Weapon Skill 5										
SUGGESTED TALENTS										
<i>Fog of Dreams, Shards of Light, Veil of Tears</i>										

Pivotal Role
Many senior Harlequins take on specific roles within a Troupe or a performance, that differ from the normal role of the Harlequin. When you select this Archetype, you may choose to replace Shield from Harm with one of the following:
VEIL OF ILLUSION: Whenever a ranged attack targets an ally within 6 metres of you, the attacker counts the range to their attacker as being +Triple Rank metres longer than it actually is.
GLOOMWAKE: Allies within 6 metres of you receive +Rank Defence against ranged attacks. This is considered to be a bonus from Cover.
AGENT OF BEDLAM: Enemies within 6 metres of you add +Rank to the DN of all melee attacks they make.

CHAPTER II: FACTIONS & ARCHETYPES

HARLEQUIN SOLITAIRE (AELDARI, TIER 5)

"My soul is given unto She Who Thirsts upon my death. I spend every breath before my last to spite Her."

Yllinel, The Gift of Thorns

Your soul is forfeit, for you portray the Great Enemy in the grimmest of performances, and none can do so without cost. But you pay that price willingly, to defend your people from the horror that awaits you.

Solitaires are the strangest and most dangerous of all the Aeldari Harlequins. Called *arebennian* in the Aeldari Language, they are doom incarnate, for they play the part of She Who Thirsts in the Dance Without End, and once their path is chosen no one can stay their hand. The Solitaires, as their name implies, are solitary individuals who roam the Webway, only joining a Harlequin masque for a battle or performance when the fancy takes them.

Just speaking to a Solitaire outside the Dance is tantamount to death, for he treads the Path of Damnation, and his soul is forfeit to the Chaos God Slaanesh. Indeed, a Solitaire's role is afforded the utmost fear and respect by other Aeldari of any faction, for only the bravest, strongest, and most incorruptible of their race could play the part of their greatest nemesis and remain sane.

Pivotal Role

Many senior Harlequins take on specific roles within a Troupe or a performance, that differ from the normal role of the Harlequin. When you select this Archetype, you may choose to replace **Blitz** with one of the following:

SHOCKING EMERGENCE: As a Free Action at the start of combat, you may take on an indistinct, shimmering form, and cannot be seen or targeted by enemies or allies; you cannot take any actions other than movement in this form. At the start of any of your turns, you may reveal yourself, and you add +Rank bonus dice to any melee attack you make if you charge on the turn you reveal yourself.

CHROMATIC RUSH: Your speed is increased by +Double Rank. This replaces the increase to Speed from the Harlequins' **Rising Crescendo** ability.

UNNATURAL ACROBATICS: Your Defence is increased by +Rank.

HARLEQUIN SOLITAIRE										
TIER	5	SPECIES	Aeldari	XP Cost	283					
KEYWORDS: AELDARI, HARLEQUIN, [SAEDATH]										
ATTRIBUTES: Strength 3, Agility 5, Initiative 5, Willpower 6										
SKILLS: Athletics 4, Deception 3, Intimidation 3, Insight 3, Scholar 2, Weapon Skill 6										
ARCHETYPE ABILITIES: The Path of Damnation: Other Aeldari shun you, and you add +6 to the DN of all Interaction tests with other Aeldari outside of ritual circumstances or performances. All Aeldari – even allies – must pass a <i>Fear</i> test (DN 3) when they first meet you. However, you automatically succeed at all Conviction and Resolve tests.										
Blitz: At the start of one of your turns, you may choose to initiate a Blitz. When you do so, your Speed is doubled, and you ignore Double Rank DN increases on Multi-Attacks until the end of your turn. Once you have done this, you cannot do so again until after your next Regroup.										
WARGEAR: Holo-suit, Agaith, flip-belt, Harlequin's Caress, Harlequin's Kiss										
SUGGESTED ATTRIBUTES						XP Cost	120			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	4	3	7	7	6	3	1			
SUGGESTED SKILLS						XP Cost	44			
Athletics 6, Deception 3, Intimidation 4, Insight 3, Scholar 2, Weapon Skill 7										
SUGGESTED TALENTS										
Dual Wield (p. 133), Furious Charge (p. 133), Storm of Death (p. 140)										

CHAPTER II: FACTIONS & ARCHETYPES

HARLEQUIN TROUPE MASTER (AELDARI, TIER 5)

"Poor human, so bereft of understanding. You are not the hero of your own story. You are merely a bit player in mine."

Ealion, The Gloaming Prince

Your soul is forfeit, for you portray the Great Enemy in the grimmest of performances, and none can do so without cost. But you pay that price willingly, to defend your people from the horror that awaits you.

A Troupe Master, also known as the "Leaders of the Dance", "Avatars of the Laughing God", "Great Harlequins", and *athair* in the Aeldari Language, are the officers of the Harlequins, with each troupe led by a Troupe Master. Amidst the mayhem of battle, the masque's elite leader choreographs the carnage. Each Troupe Master directs their Players with the skill of an impresario and the strategic genius of a seasoned general.

It is they that decide where the Troupe goes next, what dances are performed, and what messages they deliver. If the Shadowseers are the heart and soul of a Troupe, the Troupe Master is its mind and cunning.

When performing, a Troupe Master invariably plays the story's hero or major protagonist. In the Dance Without End, the Troupe Master takes the role of the Laughing God himself, striving against She Who Thirsts and thwarting the newly birthed god's unceasing hunger.



HARLEQUIN TROUPE MASTER							
TIER	5	SPECIES	Aeldari	XP Cost	226		
KEYWORDS: AELDARI, HARLEQUIN, [SAEDATH]							
ATTRIBUTES: Strength 3, Agility 5, Initiative 5, Willpower 4							
SKILLS: Athletics 4, Deception 3, Insight 3, Leadership 2, Scholar 2, Weapon Skill 5							
ARCHETYPE ABILITIES: Choreographer of War: Harlequin allies within 6 metres of you add +Rank ED to their melee attacks.							
WARGEAR: Holo-suit, Agaith, flip-belt, Webway Keystone, 3 Plasma Grenades, any one AELDARI melee weapon of Value 9 or less and any one pistol of Value 9 or less, neither of which may have a Rarity greater than Very Rare.							
INFLUENCE: +5							
SUGGESTED ATTRIBUTES					XP Cost	130	
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	4	3	6	7	5	3	4
SUGGESTED SKILLS					XP Cost	90	
Athletics 5, Awareness 4, Ballistic Skill 2, Deception 4, Insight 3, Intimidation 2, Leadership 3, Persuasion 2, Scholar 4, Weapon Skill 7							
SUGGESTED TALENTS							
Dual Wield (p. 133), Furious Charge (p. 133), Storm of Death (p. 140)							

Pivotal Role
Many senior Harlequins take on specific roles within a Troupe or a performance, that differ from the normal role of the Harlequin. When you select this Archetype, you may choose to replace Choreographer of War with one of the following:
PRINCE OF LIGHT: When you or any HARLEQUIN allies within 6 metres Charge, you or they increase your total movement by +Rank.
DARKNESS' BITE: After you make a melee attack, you may inflict a number of Mortal Wounds equal to your Rank, allocated amongst any enemies you hit during your attack.
TWILIGHT'S GRASP: When you make a melee attack against an enemy which is not a Vehicle or Monstrous Creature, your melee weapon gains the Warp Weapon trait.

CHAPTER II: FACTIONS & ARCHETYPES

SUCCUBUS (DRUKHARI, TIER 4)

"Hold steady, troopers. Keep firing. Nothing can move fast enough to close a gap like that before we ki-""

- Lieutenant Korgein, final words when facing a Drukhari Succubus

You are flawless, as deadly as you are beautiful, and you are the envy of all who gaze upon you. If they are lucky, they shall get to look upon your perfection up-close, as you claim their lives with the most sublime of cuts.

The Succubi, also sometimes called Archites, are the ruling elite of the Drukhari Wych Cults. Extraordinarily beautiful and possessed of an elegant but deadly grace, they are born to the fury of battle and stride through its chaos surrounded by coteries of their lethal Wyches who seek out worthy alien opponents for their mistresses to kill.

Every Succubus is famed across Commoragh for the precision and artistry of her kills. Their every motion is an entrancing sight, their serpentine grace almost hypnotising the viewer as they flow like a lethal work of art towards their victims. The Succubi are the true celebrities in the gladiatorial arenas of the Dark City, and when they are in the heat of combat, they enjoy a jealous envy from their peers that is as close as the inherently selfish Drukhari can ever get to veneration or admiration of another being.

The Succubi are collectively called the *ynnitach* in the Aeldari Lexicon, the "brides of death." Every Wych Cult is governed by 3 Succubi who collectively lead it in the form of a triune council. However, only one of the three actually rules the cult, whilst the other two simply try to outdo each other in the gladiatorial arenas in the

hopes of increasing their power and popularity with the general populace of the Dark City.

Only those Drukhari Wyches who



possess both deadly combat skill and the allure of physical perfection ever join the ranks of the *ynnitach*. A Succubus will do almost anything to preserve her stunning beauty, including feeding a multitude of lesser warriors to a gruesome death so that she may feed upon their psychic fear and anguish to regenerate herself and present a more youthful, lithe appearance to the arena crowd upon her entrance into the fight.

Yet, though each Succubus is a beauty to the eye, their hearts are cold, cruel and dispassionate and a psyker who observed a Succubus with their witch-sight would likely see only a grey and shrivelled hag rather than a lush temptress of the arena. The greatest of the Succubi seek through the art of death to transcend the brute violence of the arenas and become living avatars of the act of death, hoping to follow in the wake of the Dark Muses and become revered as the embodiment of a particular type of murder.

SUCCUBUS										
TIER	1	SPECIES	Drukhari	XP Cost	270					
KEYWORDS: AELDARI, DRUKHARI, WYCH, [WYCH CULT]										
ATTRIBUTES: Strength 4, Toughness 3, Agility 6, Initiative 6, Fellowship 4										
SKILLS: Athletics 4, Cunning 2, Intimidation 3, Leadership 1, Weapon Skill 5										
ARCHETYPE ABILITY: Lightning Dodge As long as you are not immobilised or <i>Restrained</i> , you may use Agility instead of Toughness when you roll Determination, and you may roll Determination against Mortal Wounds.										
In addition, whenever you roll Determination, you may move up to half your Speed immediately. Enemies may not make Reflexive Action attacks against you when you use this movement.										
WARGEAR: Wychsuit, Archite Glaive, Agonizer, three doses of Hekatarii combat drugs										
SUGGESTED ATTRIBUTES						XP Cost	80			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	5	3	7	7	5	4	4			
SUGGESTED SKILLS						XP Cost	100			
Athletics 6, Awareness 1, Cunning 4, Deception 2, Insight 1, Intimidation 5, Leadership 3, Weapon Skill 7										
SUGGESTED TALENTS										
<i>Power Through Pain</i> , <i>Blood Must Flow!</i> (p. 130), <i>Storm of Death</i> (p. 140)										

CHAPTER II: FACTIONS & ARCHETYPES
VANUS ASSASSIN (OFFICIO ASSASSINORUM, TIER 5)

"The cleanest kill is one that another performs in your stead, with no knowledge of your incitement."

Dictatus Vanus

Information is your weapon. With your advanced tools and techniques, you can identify the moments where your target is their most vulnerable, and engineer their demise from afar, without ever picking up a weapon.

Like the other temples of the Officio Assassinorum, the Vanus Temple was originally the Vanus Clade, created some time during the Great Crusade in the late 30th Millennium at the behest of Malcador the Sigillite, the Regent of Terra, who was secretly the Grand Master of Assassins, and the clade's first Director Primus, who was known only as "Sire Vanus" to the clade's operatives.

The Vanus Clade was established in a secret location on Terra at the direction of the Grand Master of Assassins and was tasked, like all of the Assassin clades, with killing those who opposed the formation of the Imperium of Man and the will of the Emperor of Mankind. The Vanus Clade was known for being able to remove the enemies of the Imperium through the manipulation of data rather than outright termination through the use of lethal force.

Unknown to anyone outside their temple, the Vanus watched over all of the Imperium's components, even the other Assassin Temples. Their cogitator-stacks were filled with terabytes of data on all of the temples' operations and personnel. It was how they maintained their own position within the Officio Assassinorum when their operatives specialised in non-lethal operations -- through blackmail.

VANUS ASSASSIN										
TIER	5	SPECIES	Human	XP Cost	390					
KEYWORDS: IMPERIUM, OFFICIO ASSASSINORUM, TEMPLUM VANUS										
ATTRIBUTES: Strength 4, Toughness 4, Agility 5, Initiative 5, Intellect 5, Willpower 5										
SKILLS: Awareness 4, Ballistic Skill 4, Investigation 5, Scholar 5, Stealth 4, Tech 5, Weapon Skill 4										
ARCHETYPE ABILITIES: Noospheric Interloper: You may attempt Tech Interaction Attacks at a range of your Intellect multiplied by your Rank, and you may measure this distance from any servo-skull under your control. Further, if you succeed, you may inflict 1d3 Mortal Wounds (+1 per Icon shifted) or select an automated or machine-mounted weapon (which must be visible to, and within your Intellect in metres of, the target) and make a ranged attack with it.										
WARGEAR: Master-Crafted Laspistol, Assassinorum Bodyglove, two servo-skulls, Augmetic Eye, Augmetic Legs, Augur Array, Cortex Implant, Mechadendrite (pick one type), Mind Impulse Unit, Auspectre, Sympatic Dataspikes, Vox-Disruptor Array.										
SUGGESTED ATTRIBUTES						XP Cost	50			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	4	4	5	6	5	6	3			
SUGGESTED SKILLS						XP Cost	40			
Awareness 5, Ballistic Skill 5, Cunning 3, Investigation 4, Pilot 2, Scholar 5, Stealth 4, Tech 6, Weapon Skill 4										
SUGGESTED TALENTS										
Acute Sense (p. 129), Identify Weakness (RR1 p. 66), Rumoursmith (RR2 p. 66),										

CHAPTER II: FACTIONS & ARCHETYPES
VENENUM ASSASSIN (OFFICIO ASSASSINORUM, TIER 5)

“Poison a man and he won’t even know he’s been murdered.”

Drakan Vangorich, Grand Master of Assassins, M.32

The death you deliver is carefully cultivated, tailored to your specific quarry and designed so that you can slay them without them ever realising you have struck.

Like the other temples of the Officio Assassinorum, the Venenum Temple was originally the Venenum Clade, created some time during the Great Crusade in the late 30th Millennium. The clade was created at the behest of Malcador the Sigillite, the Regent of Terra, who was secretly the Grand Master of Assassins, and the Venenum Clade's first Director Primus, who was known only as Siress Venenum.

The Venenum Clade was established in a secret location on Terra at the direction of the Grand Master of Assassins and was tasked like all of the other Assassin clades with killing those who opposed the formation of the Imperium of Man and the will of the Emperor of Mankind.

The Venenum Temple is located in a secret complex known as the Orchard, comprised of an ancient house that was thousands of years old. This house was surrounded by a verdant tropical jungle that contained thousands of specimens of flora and fauna used to concoct the various exotic poisons used by Venenum operatives.

Venenum Assassins are trained exclusively in the use of exotic poisons and subtlety in carrying out their mission requirements. Through their apprenticeship they learn to manufacture killing philtres from the basest of components, which allowed them to terminate their targets and leave no metabolic trace of the toxin.

VENENUM ASSASSIN							
TIER	5	SPECIES	Human	XP Cost	370		
KEYWORDS: IMPERIUM, OFFICIO ASSASSINORUM, TEMPLUM VANUS							
ATTRIBUTES: Strength 4, Toughness 5, Agility 5, Initiative 5, Intellect 5, Willpower 4							
SKILLS: Athletics 4, Awareness 3, Ballistic Skill 4, Medicae 4, Scholar 3, Stealth 5, Tech 2, Weapon Skill 5							
ARCHETYPE ABILITIES: The Venem: Whenever a creature suffers the <i>Poisoned</i> (X) condition from an attack or weapon from you, they will suffer 1d3+Rank Mortal Wounds at the start of each of their turns. In addition, you cannot ever be affected by the <i>Poisoned</i> condition, and you are immune to poisons, diseases, and radiation effects.							
WARGEAR: Assassinorum Bodyglove, Toxin Ejector, Hookfang Blades, 3 Poison Globes							
SUGGESTED ATTRIBUTES						XP Cost	50
ATTRIBUTE	S	T	A	I	WIL	INT	FEL
RATING	4	6	5	5	4	6	3
SUGGESTED SKILLS						XP Cost	50
Athletics 4, Awareness 4, Ballistic Skill 4, Medicae 6, Scholar 4, Stealth 6, Tech 2, Weapon Skill 5							
SUGGESTED TALENTS							
Silent (p. 139), Unremarkable (p. 141), Anatomical Scourge (RR1 p. 60), Trapmaster (RR2 p. 66)							

CHAPTER II: FACTIONS & ARCHETYPES
VINDICARE ASSASSIN (OFFICIO ASSASSINORUM, TIER 5)

"Exitus Acta Probat; The outcome justifies the deed."

Dictatus Vindicare

With single, perfect shots, you have quelled rebellions, ended wars, and put down uprisings.

The Vindicare Assassins specialise in vengeance and revenge killings. They make use of a specially designed, long-range Sniper Rifle called the Exitus Rifle. The Vindicare Assassin brings inglorious death to the Emperor's enemies with a sniper's bullet. Vindicare Assassins have been known to wait in a position for as long as two weeks before taking a shot. Many rebellions and cults have been ended with one, perfect shot from a Vindicare's rifle.

The Vindicare Temple teaches the assassin the art of patience and the perfection of marksmanship. These stoic assassins are conditioned by their temple to be unflinchingly loyal to the Imperium, often being trained to limit their vocabulary only to words that are useful for their profession, cutting off all emotional attachments to other humans so that they will never hesitate to eliminate any target. The intense training of a Vindicare Assassin enables them to pick out a single target even amongst roving hordes of enemies on the battlefield.

In one celebrated (but carefully concealed) engagement, a massed Aeldari assault in the Lammas Campaign was halted by a lone Vindicator Assassin hiding in a ruined tower. The Aeldari advance in the face of this tower was stalled again and again by a hail of deadly sniper fire which slew Exarchs, Warlocks, and

Support Weapons crews in quick succession. Eventually, the Aeldari called in their scouts to clear the tower, but when they entered it, they found it full of grenade traps ready to meet them.

VINDICARE ASSASSIN										
TIER	5	SPECIES	Human	XP Cost	320					
KEYWORDS: IMPERIUM, OFFICIO ASSASSINORUM, TEMPLUM VINDICARE										
ATTRIBUTES: Strength 5, Toughness 5, Agility 5, Initiative 5 Willpower 4										
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 6, Scholar 1, Stealth 4, Survival 2, Tech 2, Weapon Skill 4										
ARCHETYPE ABILITIES: Perfect Shot: When you aim with a ranged weapon, you double the listed Range of the weapon, and you add +Rank bonus dice to the subsequent ranged attack.										
WARGEAR: Exitus Longrifle, Exitus Pistol, Exitus Ammunition (one round of Shield-Breaker, one round of Turbo-Penetrator, one round of Hellfire), Stealth Suit, Spy Mask										
SUGGESTED ATTRIBUTES						XP Cost	70			
ATTRIBUTE	S	T	A	I	WIL	INT	FEL			
RATING	6	6	6	5	4	3	1			
SUGGESTED SKILLS						XP Cost	68			
Athletics 4, Awareness 4, Ballistic Skill 7, Scholar 1, Stealth 5, Survival 4, Tech 3, Weapon Skill 5										
SUGGESTED TALENTS										
Deadshot (p. 131), Eliminator (p. 133), Silent (p. 139), Longshot (RR2, p. 65)										



CHAPTER II: FACTIONS & ARCHETYPES

WRAITHBLADE (AELDARI, TIER 5)

"There are reasons why we fear to raise the dead: the rage of ghosts cannot truly die."

— Spiritseer Aen-Tilian of the Craftworld Mengau-Tuis

You were a warrior in life and must be once more. Your fury is eternal and cannot die while you are denied your mortal slumber. Only the blood of your enemies upon your blades can quiet your anger, and even then, only for a moment.

The Wraithguard of the Craftworld Aeldari are not living warriors; they are artificial robotic constructs called Ghost Warriors created from the complex psycho-plastic material crafted by the Asuryani of the craftworlds known as wraithbone. Each Wraithguard has a Spirit Stone containing the soul of an elite Aeldari warrior that was drawn out of the Infinity Circuit of a craftworld.

Amongst the most feared of Wraithguard are usually referred to as Wraithblades. Few Asuryani will speak their true name, *Klaivaulch*, for fear of inciting the wrath of Khaine.

Tradition has it that each craftworld keeps these vengeful constructs apart from other ghost warriors so that the immortal anger that pervades their wraithbone shells does not taint those who might one day still attain peace when they are returned to the Infinity Circuit.

When the call to war is heard, these beings are awokened by the most gifted Seers. Their Spirit Stones glow hot as the slow-burning anger of the dead flows through their cores. Once kindled, the wrath that animates their wraithbone bodies becomes an unstoppable fury that can only be quenched in the blood of their foe.

WRAITHBLADE								
TIER	5	SPECIES	Ghost Warrior		XP Cost	358		
KEYWORDS: AELDARI, ASURYANI, [CRAFTWORLD], WRAITH CONSTRUCT								
ATTRIBUTES: Strength 9, Toughness 6, Agility 4, Initiative 5, Willpower 5								
SKILLS: Athletics 3, Awareness 2, Intimidation 3, Psychic Mastery 2, Scholar 3, Weapon Skill 4								
ARCHETYPE ABILITY: Deathless Fury You never suffer the DN increase for being Wounded, and you add +Rank bonus dice to all melee attacks when you have suffered more than half of your maximum Wounds.								
WARGEAR: A pair of Wraithswords, or a Wraithaxe and Force Shield.								
INFLUENCE: +1								
SUGGESTED ATTRIBUTES					XP Cost	85		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	9	7	4	6	6	4	1	
SUGGESTED SKILLS					XP Cost	46		
Athletics 4, Awareness 4, Intimidation 3, Psychic Mastery 2, Scholar 3, Weapon Skill 6								



CHAPTER II: FACTIONS & ARCHETYPES

WRAITHGUARD (AELDARI, TIER 5)

"All theatres are theatres of war. War needs be theatrical."

— Farseer Ro-fhessi of Craftworld Ulthwé, describing a Harlequin performance

**You died and felt the cold embrace of your Soulstone
spare you from facing the hell of the Warp. Yet,
necessity has brought you back, your living
descendants placing you within an armoured shell to
wage war once more.**

The Wraithguard of the Craftworld Aeldari are not living warriors; they are artificial robotic constructs called Ghost Warriors created from the complex psycho-plastic material crafted by the Asuryani of the craftworlds known as wraithbone. Each Wraithguard has a Spirit Stone containing the soul of an elite Aeldari warrior that was drawn out of the Infinity Circuit of a craftworld.

Wraithguard are smaller in size than Wraithlords, and carry a weapon known as a Wraithcannon which is a short-range, but potent weapon capable of opening a small rift into the Warp which sucks the target, or pieces of the target, within the Immaterium.

When used against infantry, the result is invariably fatal. Due to their wraithbone construction,

Wraithguard can suffer damage that would cripple, or even kill, a living Aeldari warrior and continue to fight, making them useful in situations that would be suicide for living soldiers.

They see through the Warp using what is known as "Wraithsight" but as the Warp is a tumultuous place, Wraithguard often have trouble discerning the true nature of realspace and so can find themselves blinded and unable to function effectively. Because of this tendency Wraithguard are often led into battle by Warlocks or Spiritseers who help to guide them.

WRAITHGUARD								
TIER	5	SPECIES	Ghost Warrior		XP Cost	358		
KEYWORDS: AELDARI, ASURYANI, [CRAFTWORLD], WRAITH CONSTRUCT								
ATTRIBUTES: Strength 9, Toughness 6, Agility 5, Initiative 4, Willpower 5								
SKILLS: Athletics 3, Awareness 3, Ballistic Skill 4, Intimidation 2, Psychic Mastery 2, Scholar 3								
ARCHETYPE ABILITY: Cutting of the Crone's Cord								
Your weapons take life so utterly and completely that it inspires abject dread in the living. When you make a ranged attack with a DISTORT weapon, enemies within 6m of a target slain by the attack must pass a DN 2+Rank Resolve test or suffer the <i>Pinned</i> condition.								
WARGEAR: D-Scythe or Wraithcannon								
INFLUENCE: +1								
SUGGESTED ATTRIBUTES						XP Cost		
ATTRIBUTE	S	T	A	I	WIL	INT	FEL	
RATING	9	7	6	4	6	4	1	
SUGGESTED SKILLS						XP Cost		
Athletics 3, Awareness 5, Ballistic Skill 6, Intimidation 2, Psychic Mastery 2, Scholar 3						40		



NEW ASCENSION PACKAGES

This section contains additional Ascension Packages that you can use to elevate your characters to higher Tiers. They follow the rules for Ascension Packages found from page 149 onwards in the *Wrath & Glory* rulebook.

VARIANT RULE: Many groups have found that the costs of Ascension Packages are too high for their preferences. As a suggested alternative, replace all instances of “x new Tier” with “x number of Tiers ascended”.

A TEST OF FAITH

Your faith has always been strong, but seldom has it been tested so strenuously. You encountered some threat, danger, or catastrophe so great that your devotion to the Emperor was put into question... but when you emerged, your piety was rewarded.

Strengthened by the challenge, your faith draws other faithful to you; drawn by the fire in your eyes and the conviction in your voice, and the need to have their own doubts expunged.

XP COST: 10 x new Tier

ATTRIBUTE REQUIREMENT: Willpower 3

SKILL REQUIREMENT: Persuasion 2+

OTHER REQUIREMENT: You must have the **IMPERIUM** and **ADEPTUS MINISTORUM** keywords.

INFLUENCE BONUS: +1 per Tier ascended.

STORY ELEMENT: Your faith is strengthened, granting you +1 Faith point. Further, your Conviction and Resolve are both increased by +1.

WARGEAR: Select one weapon you possess. That weapon gains the Blessed (1) trait.



AGENT OF THE INQUISITION

You have been recruited by an Inquisitor to continue the ongoing fight against the Enemies of the Imperium. You're not merely an informant or minion bearing the Inquisition's mark, but a trusted associate and confidante of an Inquisitor, with valued skills, experience, and insights, and the ability to wield some measure of their authority.

XP COST: 10 x new Tier

ATTRIBUTE REQUIREMENT: Willpower 3

SKILL REQUIREMENT: Insight 2+ or Awareness 2+

KEYWORDS: **INQUISITION, [ORDO]**

INFLUENCE BONUS: +1 per Tier ascended.

STORY ELEMENT: Your new status as an Agent of the Inquisition means that they may invoke the name of your Inquisitor to gain +Rank to an Influence or social Skill test involving a character with the **IMPERIUM** keyword, once per scene.

Because of the circumstances of your recruitment to the Inquisition, you gain 3 Corruption points and a Memorable Injury.

WARGEAR: Inquisitorial Rosette (symbol of authority), plus up to two items of Rare Wargear, or one item of Very Rare Wargear, with a Value up to 3 + the new Tier.



APOCRYPHON OATH

The Deathwatch Space Marines serve the Ordo Xenos of the Imperial Inquisition as its Chamber Militant, the warriors of last resort when the Inquisition needs access to firepower greater than the Astra Militarum or a team of its own Acolytes or even Throne Agents can provide.

Across the galaxy there are innumerable hostile alien civilisations that threaten Mankind, from the green-skinned Orks, to the monstrous Tyranids, sadistic Drukhari, spectral C'tan, and undying Necrons. It is the sacred task of the Deathwatch to stand sentry against all these terrible xenos races. They are ready to act when such ancient evils rise to threaten Mankind once more. The Space Marines of the Deathwatch form the first, and often only, line of defence against these inhuman horrors.

Unlike other Space Marines, the ones serving in the Deathwatch are not truly a separate Chapter of the Adeptus Astartes; rather, they are a collection of veteran Space Marines drawn from all the different extant Chapters who serve together in the Inquisition's service for a discrete period of time.

To be chosen by one's Chapter to serve in the Deathwatch is a great honour for any Space Marine, as only the most elite and experienced members of a Chapter are ever chosen for this extremely hazardous tour of duty, the specifics of which must be kept secret by Inquisitorial order and sacred oath even from a Deathwatch Astartes' home Chapter.

XP COST: 10 x new Tier

ATTRIBUTE REQUIREMENT: Willpower 4

SKILL REQUIREMENT: Ballistic Skill 5 or Weapon Skill 5, Scholar 2

OTHER REQUIREMENTS: You must be Adeptus Astartes or Primaris Astartes.

KEYWORDS: **DEATHWATCH, INQUISITION, ORDO XENOS**

INFLUENCE BONUS: +1 per Tier ascended

STORY ELEMENT: You join the ranks of the Deathwatch, and you are initiated into secrets that allow you to hunt Xenos more effectively. You receive the normal benefit for having the **ORDO XENOS** keyword (page 64 of the *Wrath & Glory* core rulebook) and have access to special Deathwatch arsenals containing rare and specialised equipment.

Further, due to your specialised training, at each Regroup, you may select a single keyword which relates to a Xenos faction. You add +Rank ED to all attacks against enemies with that keyword.

WARGEAR: One reload each of Dragonfire, Hellfire, Kraken, and Vengeance bolt rounds, and one Weapon Upgrade with a value of up to 7 (Very Rare).



CHAPTER II: FACTIONS & ARCHETYPES

BLESSED BY THE EMPEROR

Your faith in the God-Emperor is absolute and of a magnitude far greater than even the most devout of your sisters. Some have even whispered that you have the potential to become a Saint, one of the greatest heroes of your faith and your Order.

You are merely a vessel for the glory of the Master of Mankind, and you will serve Him as He wills. What that entails, and what trials you will face, remain to be seen.

XP COST: 15 x new Tier

ATTRIBUTE REQUIREMENT: Willpower 4

OTHER REQUIREMENT: You must have the **ADEPTA SORORITAS** keyword and at least one Faith talent.

INFLUENCE BONUS: +1 per Tier ascended.

STORY ELEMENT: You are faced with trials of faith. Each Trial—described below—requires that certain deeds be performed, but each will provide a reward once those deeds have been completed. When you select this Ascension Package, select a single one of the Trials below. When you have completed that Trial, and received the listed reward, you may select another Trial to replace it. If you manage to complete all four Trials, you may gain Sainthood.

TRIAL OF FAITH

A Saint performs miraculous deeds, proof that the Emperor works through them.

To pass this Trial, you must accomplish any of the following deeds (in any combination) ten times:

- Spend three or more Faith points in a single day.
- Successfully invoke three or more Hymns of Battle in a single day.
- Invoke at least one Hymn of Battle with a Wrath Critical.
- The Glory pool is full at the end of at least one battle that day.

Once you've passed this trial, gain the following ability:

Boundless Faith: You may shift an Exalted Icon to regain 1 Faith.

TRIAL OF PURITY

A Saint is so pure that malign sorcery cannot touch their soul, and no wound can stay their body.

To pass this Trial, you must accomplish any of the following deeds (in any combination) ten times:

- You slay an enemy **PSYKER**.
- You resist or avoid the effect of a Psychic Power targeted at you.
- You roll Determination and reduce the damage suffered to 0.
- If you become *dying* during a scene but are subsequently healed.

Once you've passed this trial, gain the following ability:

Blazing Soulfire: You may spend 2 Faith points to unleash a burst of pure Soulfire as a Simple Action. Roll 3d6 for each enemy within 6m: each enemy suffers a Mortal Wound for each Icon rolled. **PSYKERS** and **CHAOS** enemies re-roll any dice which result in a failure.

TRIAL OF RIGHTEOUSNESS

A Saint will smite the enemies of the Emperor wherever they cower.

To pass this Trial, you must accomplish any of the following deeds (in any combination) ten times:

- You slay an enemy Adversary Threat.
- You slay one or more **CHAOS** Elites or Adversaries, or a mob of **CHAOS** Troops.
- If you slay a number of non-Troops enemies in a single battle greater than the game's Tier.
- If you inflict one or more Critical Hits or cause 3 or more Mortal Wounds in a single battle.

Once you've passed this trial, gain the following ability:

Righteous Wrath: You may spend 2 Faith points at the end of one of your turns. If you do so, you may take a second turn later in that round.

CHAPTER II: FACTIONS & ARCHETYPES

TRIAL OF SUFFERING

Suffering is the greatest prayer a Saint can offer the God-Emperor.

To pass this Trial, you must accomplish any of the following deeds (in any combination) ten times:

- You become *dying*.
- You suffered three or more Mortal Wounds during a single battle.
- You suffer a Traumatic Injury.
- You gain the *Exhausted* condition.

Once you've passed this trial, gain the following ability:

Miraculous Recovery: Your Traumatic Injuries are immediately healed, and new Traumatic Injuries heal immediately upon taking a Respite. Further, you may spend 2 Faith points as a simple action to immediately heal Wounds equal to the game's Tier.

SAINTHOOD

The ultimate fate for all Saints is martyrdom in the Emperor's cause. Indeed, to even be considered a Saint, one must die in the Emperor's service. However, a rare few Saints continue beyond death, being revived by the Emperor's Light to continue His works.

When you die, roll a number of d6 equal to the maximum number of Faith Points you possess. If the number of Icons rolled equals or exceeds two plus the number of times you've died, you are miraculously restored to life.

If you are not restored to life, then you die permanently. However, your martyrdom means any other **ADEPTA SORORITAS** characters in the scene gain 1 Faith Point for each Trial you have completed.



CRUX TERMINATUS

The Crux Terminatus is a stone medallion awarded to highly skilled and experienced Space Marine Veterans. All members of a Chapter trained in the use of Terminator Armour will have been first awarded the Crux Terminatus. These badges, set into the left shoulder plate of Terminator armour, are highly distinctive and usually fashioned from stone. In Codex Chapters, members of the Chapter's veteran First Company are the exclusive users of Terminator armour.

XP COST: 30

SKILL REQUIREMENT: Ballistic Skill 5+ or Weapon Skill 5+

OTHER REQUIREMENT: You must be Adeptus Astartes or Primaris Astartes.

INFLUENCE BONUS: +2

STORY ELEMENT: You are an honoured veteran amongst the Adeptus Astartes, and even when not wearing Terminator Armour, you are amongst the mightiest and most dedicated warriors in the Imperium. Your Resolve is increased by +2, and whenever you succeed at a Weapon Skill, Ballistic Skill, or Leadership test, you may shift a single exalted icon to allow yourself and all allies with the **ADEPTUS ASTARTES** keyword within 15m to recover 1+Rank Shock.

WARGEAR: You gain a suit of Terminator Armour, and one of the following weapon selections:

- Storm Bolter and Power Sword
- Storm Bolter and Power Fist
- Thunder Hammer and Storm Shield
- Paired Lightning Claws

You may not always be able to use your Terminator Armour and its accompanying weapons; if you choose not to deploy in your Terminator armour, or are unable to use it, you begin the mission with +1 Wrath instead.

**DIVINE REVELATION**

Whether you believed or not in the God-Emperor previously, you have experienced something which has given you absolute certainty. With this newfound faith, you have gained something of a congregation of your own, a following drawn to your newfound prophetic status.

XP COST: 10 x new Tier

OTHER REQUIREMENT: You must have the **IMPERIUM** or **SCUM** keyword.

INFLUENCE BONUS: +1 per Tier ascended.

STORY ELEMENT: Your newfound faith is powerful, even unshakeable, and while you may not be a true priest, your zeal is a match for any of them. You gain 1 Faith point, and you may select Faith talents as if you possessed the **ADEPTUS MINISTORUM** keyword.

WARGEAR: You gain a single trinket, randomly determined from the tables in the core rulebook or created with your GM. This item is linked in some way to your divine revelation.



CHAPTER II: FACTIONS & ARCHETYPES

GLIMPSE FROM BEYOND

To see beyond the fragile veil of sanity and purity, to catch even the merest glimpse of things that defy all imagination, is to suffer great trauma. Those who survive are seldom the same, both less than they were, and something more.

Some endure with their minds clear, possessed of a strength and focus that is often startling to those who knew the witness, yet beneath this apparent strength and vigour is a soul blasted and scarred, tainted by exposure to one of the nightmares of the cosmos. Others suffer wretched maladies of the mind, no longer certain of the shape or substance of reality or fully in control of themselves, yet pure of spirit despite all they have witnessed. Others still see their sanity fracture and their purity wither in the presence of such horror.

Yet amidst it all comes an insight, an understanding of the unholy that few possess. With the loss of mind or purity comes an instinct that defies reason, to understand things which should not be known. The warped conclusions of these witnesses are often invaluable to those who must brave the terrible perils that lurk in the darkness between the stars.

XP COST: 10 x new Tier

INFLUENCE BONUS: +1 per Tier ascended.

STORY ELEMENT: Your mind has been touched by something vast and damning. Whether thought soul-scarring clarity or the vile artifice of an insane mind, you hold secrets that no soul should ever possess.

Whenever you attempt an Awareness (Int), Insight (Fel), Investigation (Int), or Scholar (Int) test that relates to the Warp, Chaos, psychic phenomena, or some other forbidden and profane matter, you may choose to add +Rank additional Wrath dice on that test. Each Wrath Critical you roll means the GM must give you a relevant piece of information that you couldn't possibly know by any normal means. Each Wrath Complication means you gain 1 Corruption Point.

WARGEAR: You gain a single trinket, randomly determined from the tables in the core rulebook or created with your GM. This item is linked in some way to your experiences seeing beyond reality, and it emanates faint echoes of that event.

ILLUMINATED

There are those within the Imperium who believe that the Emperor alone is not enough to hold back the onslaught of Chaos. They have foreseen the terrors that await the moment when humanity is most vulnerable. They call themselves *Illuminati*, and they are bound by a single common experience: they have been possessed by Daemons, and through sheer will they have cast the daemon out. Through this harrowing experience, the Illuminati know the truth of Chaos, and they have become all too aware of the terrible nature of the broken universe they inhabit.

The Illuminati know of the Fall of the Aeldari and seek to prevent the same happening to Mankind. They know that if Chaos were to triumph during humanity's development into a psychic species, the universe will end. The Fall of the Aeldari fractured reality and sent shockwaves through Materium and Immaterium both as Slaanesh was born. The fall of Humanity could shatter reality entirely.

The Illuminati have many plots and schemes and even seem to be working in conjunction with the enigmatic Harlequins of the Aeldari. They are utterly ruthless in their actions and have worked hard to infiltrate many parts of the Imperium... but they must work just as hard to avoid being hunted, for there are those in the Imperium who see the schemes of the Illuminati as a dire threat to the Imperium and the Emperor Himself.

Hunted almost to extinction a few decades before the Great Rift opened, the terrors of the *Noctis Aeterna* have seen a great resurgence in the numbers of Illuminati, and they see recent events as proof that Mankind's fall may be imminent.

XP COST: 10 x new Tier

ATTRIBUTE REQUIREMENT: Willpower 4

OTHER REQUIREMENT: You must be Human.

KEYWORDS: **ILLUMINATI**

INFLUENCE BONUS: +1 per Tier ascended.

STORY ELEMENT: Your mind and soul are hardened against the powers of Chaos. Your Conviction score is increased by an amount equal to the game's Tier, and you can *never* gain Corruption Points. Further, whenever you make a test or opposed test against a **CHAOS** enemy, power, or effect, you gain +Double Rank bonus dice.

LOST UPON THE SEER PATH

A Farseer is the most potent and respected form of Eldar psyker or Seer. A Farseer has become lost upon the Path of the Seer forever in the same way as the Exarchs are wed eternally to the Path of the Warrior. A council of the most powerful Farseers governs a Craftworld. Farseers possess a wide diversity of psychic specialities with divination being the most common skill. They are most often known for using their vast psychic powers to see the possibilities of the future so that they can manipulate events to better ensure the survival of the Eldar species in the wake of the Fall.

XP COST: 15 x new Tier

ATTRIBUTE REQUIREMENTS: Willpower 6

SKILL REQUIREMENTS: Insight 6, Psychic Mastery 6

OTHER REQUIREMENTS: You must be an Aeldari with the **ASURYANI** and **PSYKER** keywords to select this Ascension Package.

KEYWORDS: **FARSEER**

INFLUENCE BONUS: +3. You may use your Willpower instead of your Fellowship to determine your Influence.

STORY ELEMENT: You gain the *Prescience* and *Scrier's Gaze* psychic powers, if you did not already possess them (if you already possess them, you gain additional XP equal to their costs to spend on other powers). In addition, you may now purchase psychic powers from the Runes of Fate discipline.

WARGEAR: You gain a Ghosthelm, Runes of Witnessing, and Runes of Warding

**LOST UPON THE WARRIOR PATH**

An Exarch is a former Eldar Aspect Warrior who has lost himself upon the Eldar Path of the Warrior and is unable to ever leave it again. At this point he is considered to have abandoned the Eldar Paths with their promise of new experiences and development of new skills in favour of a constant life of bloodshed. The Eldar becomes the elite warrior called an Exarch; simultaneously, an Exarch is a priest of Kaela Mensha Khaine, the Eldar God of War as well as a caretaker of the individual warrior shrine, and trainer, teacher, and instructor for other Aspect Warriors. The sacrifice of an Eldar Exarch can summon an Avatar of Kaela Mensha Khaine. He is equipped with ancient and powerful Eldar weaponry and armour. Each Eldar Warrior Aspect has its own kind of Exarch. On the battlefield, an Exarch commands an individual squad of Eldar Aspect Warriors.

XP COST: 15 x New Tier

REQUIREMENTS: You must be an Aeldari with the **ASPECT WARRIOR** keyword to take this Ascension Package.

KEYWORDS: **EXARCH**

INFLUENCE BONUS: +1 per Tier ascended.

STORY ELEMENT: You take up the armour, identity, and Aspect Shrine of an Exarch of your Aspect. This has a number of effects:

- **LOST TO WAR:** You increase the DN of all Interaction tests against non-warriors by +2, and they suffer the same penalty in return.
- **STUDENTS OF WAR:** You gain followers as per the Devotees talent, without needing to meet the Leadership requirement. These followers are Aspect Warriors from your shrine.
- **MASTER OF WAR:** You may purchase Exarch powers. You may purchase one power if you are Tier 4, or two if you are Tier 5 or higher.

WARGEAR: You replace your Aspect Armour with Exarch Armour, which provides the same functions but has an Armour Rating of 6 and loses the Bulky (X) or Cumbersome traits (if it had them). All your weapons gain the Master-Crafted upgrade, and you may replace one of your weapons with a weapon of any rarity and a Value of up to 5 + the new Tier. The GM may create a unique weapon, an ancient relic of the Aeldari, for this purpose.

REBORN

The Ynnari are the members of a newly formed eponymous Eldar group that worship the God Ynnead and believe their race can be saved from the depredation of Slaanesh by helping to bring about the birth of the slumbering god of the dead.

Under the leadership of the prophet Yvraine, the "Daughter of Shades," the Ynnari seek to fully awaken the Aeldari god of the dead Ynnead, who they believe can defeat Slaanesh and restore the Aeldari species' unity and its lost glory.

A great many Aeldari, hailing from every sub-faction and allegiance save the most conservative and entrenched, have joined their cause. No abstract philosophy is this, for the effects of their new deity can be seen manifesting around them -- the Reborn can draw upon the souls within the Spirit Stones they wear to bolster their own abilities, can siphon the power of those slain nearby to invigorate their attacks, and turn their foes to ashes with the strange weapons and psychic powers they wield.

XP COST: 5 x new Tier

OTHER REQUIREMENTS: You must be an Aeldari or Drukhari character to take this Ascension Package, but you may not have the **HAEMACOLYTE** keyword.

KEYWORDS: **YNNARI**.

STORY ELEMENT: You have been reborn as one of the Ynnari, and you now have a powerful connection to the spirits of the dead. You may attempt a Psychic Mastery test (even if untrained) to communicate with the spirits of Aeldari dead (contained within spirit stones, infinity circuits, Exodite world-spirits, and similar). Further, you gain the Strength From Death ability, below:

STRENGTH FROM DEATH: Once per round, when a player character, or an Adversary or Elite, or three Troops, dies within 15m of you, you immediately gain +1 Soul token. You may carry a number of Soul tokens up to your Willpower, and unused Soul tokens are lost when you Regroup or take a Respite. Soul tokens may be used as if they were Glory points, but only by you or allied **YNNARI** characters within 10m.

WARGEAR: Spirit Stone. When carried by an **YNNARI** character, a Spirit Stone may be used to generate 1d3+1 Soul tokens as a Simple Action. This takes time to recover and cannot be done again until after the next Respite.



RITE OF DUPLESSENCE

The Adeptus Mechanicus are willing to go to almost any lengths to further their understanding of the arcane sciences they study. In the most extreme cases, some of the oldest Arch-Magi have long since become little more than artificially-sustained brains linked to vast memo-vaults and data-crypts, driven insane by possessing far more knowledge than any human mind can truly comprehend and willingly locked within a steel prison of their own design for centuries. For people such as these, the pursuit of knowledge is something worth paying any price for, and such a disembodied existence, basking in the purity of absolute and incalculable knowledge unfettered by the weaknesses of the flesh, is something that more than a few Tech-Priests aspire to.

To discard all but the brain in the pursuit of knowledge is not as uncommon as it might seem. In many cases, two Tech-Priests working upon the same project have been known to enter into the deepest of collaborations, a process known as the Rite of Duplessence. This procedure requires that one of the two Tech-Priests shed his flesh and most of his implants to become a disembodied brain, which is then implanted into the body of the other Tech-Priest, their

CHAPTER II: FACTIONS & ARCHETYPES

SANCTIONED XENOS

brains linked together so that they can work together more closely. To undertake this rite is looked upon favourably by many Tech-Priests, who particularly applaud the one who willingly takes on the burden of remaining clothed in flesh so that another can be freed of it.

The union of a Binary Cortex—as the resulting symbiosis of two brains is called—is not always an easy one, however. Each mind within the union is still an independent, free willed entity possessed of its own memories, experiences, opinions and beliefs. While the Rite of Duplessence is seldom performed on two Tech-Priests of radically differing perspectives, differences of opinion can arise, particularly as both minds have no way to be distanced from one another. Even the most logical Tech-Priests are sometimes prone to becoming irritated by such close proximity with a colleague.

The benefits, however, are vast. When working perfectly in synch with one another, the two Tech-Priests can collaborate on tasks with impossible speed, completing research and solving technical problems faster and more efficiently than either of them could have done alone, able to receive an alternate opinion on their theories instantaneously.

XP COST: 10 x new Tier

ATTRIBUTE REQUIREMENT: Intellect 5

SKILL REQUIREMENT: Scholar 4+, Tech 5+

OTHER REQUIREMENT: You must have the **ADEPTUS MECHANICUS** and **CULT MECHANICUS** keywords.

INFLUENCE BONUS: +1 per Tier ascended.

STORY ELEMENT: You gain a Binary Cortex, the mind of a second Tech-Priest implanted into your body to allow you to collaborate more closely with them. This second mind is considered to have an Intellect of 5, and this can be increased by spending XP separately from your own attributes.

The Binary Cortex can Help on any Intellect-based skill Test you attempt, using their own Intellect. However, whenever they do so, you replace one additional die in your dice pool with a Wrath die. You suffer a Complication if either Wrath die rolls a 1, but you only score a Wrath Critical if *both* Wrath dice roll 6s.

In the broadest of terms, no human may interact with a xenos creature in any way except violently—such creatures are inherently blasphemous against the God-Emperor and must be eliminated on sight without exception.

From a young age, citizens of the Imperium are taught to fear and hate the xenos, and innumerable legions of Imperial Guardsmen are taught of the superiority of Man over all inhuman things as they are drilled in the use of lasgun and bayonet. The number of xenos who have set foot upon human worlds peacefully and survived is small indeed.

But this is not always the case. Though the Imperium was founded upon a creed of intolerance towards non-humans, peaceful contact with a variety of xenos species actually happens frequently. In most instances, these are short-term alliances or matters of temporary mutual convenience. Just as frequently, illegal contact with xenos cultures is sufficiently commonplace that the Inquisition and the Adeptus Arbites keep a constant watch for potential contamination through contact with xenos; in spite of such vigilance, the “Cold Trade” of xenos goods on the black market still exists. A number of xenos species hire themselves out as mercenaries to a number of other species, for reasons all their own, and there are more than a few unscrupulous Imperial Commanders willing to hire such creatures to bolster their forces, seeing them as the ultimate expendable mercenaries and caring little for their fate.

Rogue Traders, Inquisitors, and a few other individuals, have the power to do more, and do so legitimately. These men and women, freed from the normal strictures and feudal requirements of the Imperium, have the influence and authority to make peaceful contact with xenos species for trade, temporary alliance or even to hire them as mercenaries. In some cases, an allied xenos may almost become a trusted companion, highly valued for its skills. Individuals with trusted xenos allies may find that the normal laws and doctrines against consorting with xenos hamper their operations, and in regions on the fringes of the Imperium, a method of sanctioning xenos allies has come about to ease these difficulties.

CHAPTER II: FACTIONS & ARCHETYPES

THE RUBICON PRIMARIS

XP COST: 5 x new Tier

OTHER REQUIREMENT: You must be of a Xenos species: Aeldari, Drukhari, Kin, Kroot, Ork, or one of the T'au species.

KEYWORDS: IMPERIUM

INFLUENCE BONUS: +1 per Tier ascended.

STORY ELEMENT: You have been vouched for and deemed sufficiently valuable to the works and cause of the Imperium that you may live within Imperial space for as long as you remain in the service of your patron and the Imperium of Man. You are permitted to set foot upon Imperial worlds, so long as your mark is clearly shown and your patron can be contacted to vouch for your Sanctioning. Because of this, and because you have acquired greater familiarity with the Imperium in your travels than most of your kind, you do not suffer the normal species interaction penalties described on page 29 of the *Wrath & Glory Core Rulebook*.



The induction of the Primaris Marines into the Adeptus Astartes was not an easy process by any means. The Chapters of the Space Marines are arch traditionalists, and some are conservative in the extreme, having upheld the same warrior traditions for thousands of Terran years. Of course, the express command of Roboute Guilliman as the Lord Commander of the Imperium eased the transition into the new era.

For the Ultramarines and most of their Successor Chapters, the word of their risen Primarch was good enough, and many Chapters welcomed the Primaris Battle-Brothers gladly. But there were those especially secretive or wilful Chapters who saw the incorporation of the Primaris Marines into their ranks as a dilution of their gene-stock and a betrayal of their long-held culture.

Some amongst the Adeptus Astartes suspected that the Primaris Marines, being stronger, more durable and closer in blood to the Primarchs themselves, represented the obsolescence of the traditional Astartes. No amount of reason—of pointing out that what the Primaris offered in raw ability, they lacked in experience and versatility—could salve the spiritual wound dealt by the sight of the newcomers wearing their Chapter heraldry.

The Primaris Marines of the Ultima Founding had been swiftly inducted into brotherhoods that the incepted Aspirants of yesteryear had given everything they had to join. Questions, heavy with the weight of Mankind's destiny, hung in the air. Would the Primaris Marines render the traditional Space Marines extinct? Would the identity of each Chapter's homeworld be diluted, with so many thousands of new recruits sourced from the stasis vaults of Mars? And was it possible for a Space Marine to be transformed into a Primaris, inheriting the benefits of Adeptus Mechanicus arcanscience whilst retaining his personality and experience?

This last question had been raised in Adeptus Astartes Chapters across the galaxy. It was a query Marneus Calgar, Chapter Master of the Ultramarines, had asked of Belisarius Cawl himself, and had discussed with those of his fellow Chapter Masters he was able to meet in person.

Debate raged as to whether such an act was even possible without having deadly consequences for the recipient -- for data that Archmagos Cawl had already

CHAPTER II: FACTIONS & ARCHETYPES

amassed on the subject suggested there would be a 61.6% failure rate at such a transformation until the process could be perfected, which would take time. Then there was the moral concern of whether the process should be attempted at all.

The dilemma proved divisive. There were those who claimed that this was the ultimate destiny of all Adeptus Astartes, while from other quarters came whispers of rejection, even mutiny, at the prospect.

The lords of the Ultramarines concluded that to ease the transition from centuries of Imperial tradition to a new order, the theorecticals of that raging debate needed to be put into practice. It was Marneus Calgar who stepped forward as the first test subject from the ranks of his storied Chapter. It was a process he did not survive—though like his Primarch before him, he was to rise from the threshold of death once more.

You have chosen to follow this example, and survived the process, emerging anew with greater strength and vitality.

XP COST: 38

ATTRIBUTE REQUIREMENT: Strength 5, Toughness 5

SKILL REQUIREMENT: Ballistic Skill 4+, Weapon Skill 4+

OTHER REQUIREMENT: You must be Adeptus Astartes to take this Ascension Package, but you may not have the **PRIMARIS** keyword.

KEYWORDS: **PRIMARIS**

INFLUENCE BONUS: +1

STORY ELEMENT: You become a Primaris Marine. Increase your Strength and Toughness by +1 each, and +3 Wounds. In addition, you no longer suffer impurities in your Chapter Gene-Seed, and you benefit from the Primaris implants alongside your original Space Marine Implants. The cost for all these benefits is included in the cost of taking this package.

WARGEAR: You may replace your weapons with the nearest equivalents which have the **PRIMARIS** keyword, and you replace your Power Armour with a suit of Mark X Power Armour (your choice of Tacticus, Phobos, or Gravis). At the GM's discretion, unique wargear may be altered or upgraded to fit your enhanced form.



CHAPTER II: FACTIONS & ARCHETYPES

WILLING POSSESSION

Daemonic Possession is the act of the essence of a Daemon possessing and controlling the body of another being. As Daemons can only exist in the Materium for a limited period before being forced back into the Warp, Daemonic Possession is one of the most common methods for Daemons to enter the material realm. Daemonic Possession can occur involuntarily to those of psychic potential, but the host sometimes willingly gives themselves over to Daemonic Possession, as is the case with Possessed Chaos Space Marines and certain Cultists. Possessed individuals can often be used as gateways to the Warp, allowing Daemons to spill into the Materium.

A character selecting this Ascension Package has invited a daemon into their flesh, granting them tremendous power, at the cost of subjecting their body, mind, and soul to the ravenous touch of the Warp. Few who become possessed can endure it for long, often finding their bodies degenerating into spawndom or becoming purely a vessel for the daemon's will, but some can find a degree of symbiosis with the daemon they are host to, becoming a singular mighty entity.



XP COST: 10 x new Tier

ATTRIBUTE REQUIREMENT: Willpower 4+

OTHER REQUIREMENTS: You must have the **CHAOS** keyword to select this Ascension Package.

KEYWORDS: DAEMON

INFLUENCE BONUS: +3

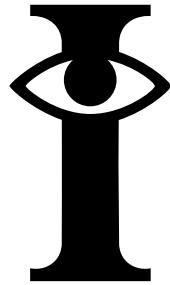
STORY ELEMENT: The character is now possessed by a daemon of Chaos. You immediately gain 1d3 Corruption per Tier ascended. Then, you gain a number of benefits:

- **DAEMONIC:** You may roll Determination against Mortal Wounds, and you do not suffer Shock when you roll Determination.
- **ACCURSED VIGOUR:** Select three attributes when you take this Ascension Package; as a Free Action on your turn, you may gain a number of bonus dice to those attributes equal to the campaign's Tier. You may sustain this for as many rounds as you wish (or minutes, if outside of combat), but when you stop using this ability, you must pass a Corruption Test with a DN equal to the number of rounds (or minutes) you used this ability. If your Corruption Level reaches 5 while possessed, the Daemon consumes your soul and you cease to exist.
- **MUTATED FORM:** While using the daemon's power, you gain the Horns, Spines, Fangs, or Claws minor mutation (page 290 of the *Wrath & Glory* rulebook), and a single severe mutation, determined when the character first became possessed.

Wargear: None. While manifesting the daemon's power, it tends to meld your wargear and your flesh together, but this effect is normally reversed when you revert to your mortal state.

CHAPTER II: FACTIONS & ARCHETYPES

AN ABUNDANCE OF APOCRYPHA



CHAPTER III: TALENTS AND POWERS

BEING A COLLECTION OF DIVERS PROFICIENCIES AND VARIED SPECIAL ABILITIES



THOUGHT FOR THE DAY:

Success is measured in blood, yours or your enemy's

CHAPTER III: TALENTS AND POWERS

CONTENTS

Talents.....	226
Adeptus Astartes Talents	226
Adeptus Custodes Talents.....	226
Adeptus Mechanicus Talents	227
Adeptus Ministorum and Adepta Sororitas Talents	227
Aeldari Talents	227
Astra Militarum Talents	227
Chaos Talents	227
Drukhari Talents.....	228
Leagues of Votann Talents.....	228
Ork Talents	228
Pariah Talents.....	228
Psychic Talents	228
T'au Talents	229
Universal Talents.....	229
Ynnari Talents.....	229
List of Talents	230
Exarch Powers.....	247
Prayers and Litanies	254
Invoking Prayers.....	254
Litanies of Devotion	254
Hymns of Battle.....	255
Prayers to the Dark Gods	256
Invocations of the Ethereals	258
New Psychic Powers.....	259
Discipline Psychic Powers	259
Biomancy.....	259
Divination	260
Pyromancy	262
Telekinesis.....	263
Telepathy	265
Adeptus Astartes Psychic Powers	267
Sanctic Discipline.....	267
Obscuration Discipline	269
Geokinesis Discipline.....	271
Indomitus Discipline.....	273

CHAPTER III: TALENTS AND POWERS

Interromancy Discipline	274
Promethean Discipline	276
Sanguinary Discipline	278
Stormspeaking Discipline	280
Technomancy Discipline	282
Tempestas Discipline	283
Umbramancy Discipline	285
Imperial Psychic Disciplines	287
Psykana Discipline	287
Telethesia Discipline	289
Theosophamy Discipline	292
Navigator Powers	294
Chaos Sorcery	301
Dark Hereticus	301
Contagion Discipline	303
Discipline of Change	304
Aeldari Psychic Powers	307
Runes of Fortune	307
Runes of Shaping Discipline	309
Runes of Fate Discipline	310
Phantasmancy Discipline	312
Revenant Discipline	314
WAAAGH! Discipline	316
Skeinwrought Discipline	318

CHAPTER III: TALENTS AND POWERS

TALENTS

This section contains an assortment of new Talents, many of which have been designed for use with character options presented elsewhere in this document. These function in the same way as talents presented in the *Wrath & Glory Core Rulebook* on page 128.

ADEPTUS ASTARTES TALENTS

Talent	Requirements	Page Number
Abhor the Witch, Destroy the Witch [Vow]	BLACK TEMPLARS chapter	230
Accept Any Challenge, No Matter the Odds [Vow]	BLACK TEMPLARS chapter	230
And They Shall Know No Fear	Adeptus Astartes or Primaris Astartes species	231
Armour of Contempt	Adeptus Astartes or Primaris Astartes species, Toughness rating 5+	231
Bolter Drill	IMPERIAL FISTS or CRIMSON FISTS chapter	232
Brotherhood of Psykers	GREY KNIGHTS chapter, PSYKER keyword	232
Codex Discipline	ULTRAMARINES chapter	233
Death Visions	BLOOD ANGELS or FLESH TEARERS chapter	235
Descent of Angels	BLOOD ANGELS or FLESH TEARERS chapter	235
Inner Circle	DARK ANGELS chapter, Willpower rating 5+, Tier 4+	237
Jink	DARK ANGELS chapter, Agility 5+	238
Lightning Assault	WHITE SCARS chapter	238
Machine Empathy	IRON HANDS chapter	239
Master Artisan	SALAMANDERS chapter	239
Only in Death Does Duty End	Adeptus Astartes or Primaris Astartes or Custodian species, Toughness rating 5+, Willpower rating 4+	240
Saga of Majesty	SPACE WOLVES chapter, Fellowship rating 4+	242
Saga of the Bear	SPACE WOLVES chapter, Toughness rating 6+	242
Saga of the Warrior Born	SPACE WOLVES chapter, Weapon Skill rating 6+	242
Suffer Not the Unclean to Live [Vow]	BLACK TEMPLARS chapter	244
Transhuman Physiology	Primaris or Custodian species	245
Uphold the Honour of the Emperor [Vow]	BLACK TEMPLARS chapter	245
War-Sage	Adeptus Astartes or Primaris Astartes species, PSYKER keyword	245

ADEPTUS CUSTODES TALENTS

Talent	Requirements	Page Number
Only in Death Does Duty End	Adeptus Astartes or Primaris Astartes or Custodian species, Toughness rating 5+, Willpower rating 4+	240
Spark of Divinity	Custodian species	243
Transhuman Physiology	Primaris or Custodian species	245
Victor of the Blood Games	Custodian species	245

CHAPTER III: TALENTS AND POWERS

ADEPTUS MECHANICUS TALENTS

Talent	Requirements	Page Number
Aggressor Imperative	SKITARII keyword	230
Armour-Monger	ADEPTUS MECHANICUS keyword, CULT MECHANICUS keyword	231
Bulwark Imperative	SKITARII keyword	233
Conqueror Imperative	SKITARII keyword	234
Lumenen Blast	ADEPTUS MECHANICUS keyword, CULT MECHANICUS keyword, Lumenen Capacitor augmetic	238
Lumenen Shock	ADEPTUS MECHANICUS keyword, CULT MECHANICUS keyword, Lumenen Capacitor augmetic	239
Maglev Transcendence	ADEPTUS MECHANICUS keyword, CULT MECHANICUS keyword, Maglev Coils augmetic	239
Munitionsmit	ADEPTUS MECHANICUS keyword	239
Prosanguine	ADEPTUS MECHANICUS keyword, Autosanguine augmetic	241
Protector Imperative	SKITARII keyword	241

ADEPTUS MINISTORUM AND ADEPTA SORORITAS TALENTS

Talent	Requirements	Page Number
Indomitable Belief	ADEPTA SORORITAS keyword, must not possess the CHAOS keyword	237
War Hymns	ADEPTUS MINISTORUM keyword	245

AELDARI TALENTS

Talent	Requirements	Page Number
Battle Focus	Aeldari species, ASURYANI keyword	231
Bladestorm	Aeldari species	231
Deceptive Retreat	Aeldari or Drukhari species	235
Lightning-Fast Reactions	Aeldari or Drukhari species	238
Prismatic Blur	Aeldari Species, HARLEQUIN keyword	241
Strike and Fade	Aeldari or Drukhari species, or any T'au character equipped with JUMP JETS	243
Tears of Isha	Ghost Warrior species	244
Unparalleled Mastery	Aeldari species, PSYKER keyword, Psychic Mastery 5+	245

ASTRA MILITARUM TALENTS

Talent	Requirements	Page Number
Fix Bayonets!	ASTRA MILITARUM keyword	236
Take Cover!	ASTRA MILITARUM keyword	244

CHAOS TALENTS

Talent	Requirements	Page Number
Baleful Acolyte	CHAOS keyword, may not be a PSYKER	231
Blood for the Blood God	CHAOS keyword, KHORNE keyword	232
Blood Surge	CHAOS keyword, KHORNE keyword	232
Contagion	CHAOS keyword, NURGLE keyword	234
Death to the False Emperor	CHAOS keyword, HERETIC ASTARTES keyword	234
Dreadful Vigour	CHAOS keyword, NURGLE keyword	235
Excruciating Sensation	CHAOS keyword, SLAANESH keyword	236
Exquisite Swiftness	CHAOS keyword, SLAANESH keyword	236
Fallen Angel	CHAOS keyword, DARK ANGELS chapter	236
Lumenen Defiler	DARK MECHANICUM keyword, Lumenen Capacitor augmetic	238
Servant of Change	CHAOS keyword, TZEENTCH keyword	243
Sorcerous Might	CHAOS keyword, TZEENTCH keyword, PSYKER keyword	243

CHAPTER III: TALENTS AND POWERS

DRUKHARI TALENTS

Talent	Requirements	Page Number
Deceptive Retreat	Aeldari or Drukhari species	235
Hunt from the Shadows	Drukhari species	237
Lightning-Fast Reactions	Aeldari or Drukhari species	238
Power Through Pain	Drukhari species	240
Prey Upon the Weak	Drukhari species, Ballistic Skill rating 2+	241
Strike and Fade	Aeldari or Drukhari species, or any T'au character equipped with JUMP JETS	243

LEAGUES OF VOTANN TALENTS

Talent	Requirements	Page Number
Luck Has. Need Keeps. Toil Earns.	LEAGUES OF VOTANN keyword, Willpower rating 4+	239
Not Another Step Back	LEAGUES OF VOTANN keyword	240
Point-Blank Fusillade	LEAGUES OF VOTANN keyword, Ballistic Skill rating 2+	240
Properly Prepared	LEAGUES OF VOTANN keyword	241
Wonders of the Brôkhyr	LEAGUES OF VOTANN keyword, Tech rating 5+	246

ORK TALENTS

Talent	Requirements	Page Number
'Ere We Go!	Ork species	230
Ded 'Ard!	Ork species, Toughness rating 5+	235

PARIAH TALENTS

Talent	Requirements	Page Number
Anathema	Pariah species	230
Quell the Warp	Pariah species, Willpower rating 5+	242
Soulless Shrouding	Pariah species, Willpower rating 7+	243
Witch's Nightmare	Pariah species, Willpower rating 4+	245

PSYCHIC TALENTS

Talent	Requirements	Page Number
Acolyte of Ynnead	Aeldari species, PSYKER keyword, YNNARI keyword	230
Alpha-level Psyker	Human, Adeptus Astartes, or Primaris Astartes species, PSYKER keyword, Tier 5+	230
Beta-level Psyker	Human, Adeptus Astartes, or Primaris Astartes species, PSYKER keyword, Tier 4+	232
Brotherhood of Psykers	GREY KNIGHTS chapter, PSYKER keyword	232
Channelled Strikes	PSYKER keyword	233
Corpus Conversion	Human species, PSYKER keyword	235
Gamma-level Psyker	Human, Adeptus Astartes, or Primaris Astartes species, PSYKER keyword, Tier 3+	236
Latent Psyker	Human species, may not have PSYKER keyword	236
Psy-Inert	Human species, may not have PSYKER keyword	242
Sorcerous Might	CHAOS keyword, TZEENTCH keyword, PSYKER keyword	243
Tormented Manifestation	Human species, PSYKER keyword	245
Unparalleled Mastery	Aeldari species, PSYKER keyword, Psychic Mastery 5+	245
War-Sage	Adeptus Astartes or Primaris Astartes species, PSYKER keyword	245

CHAPTER III: TALENTS AND POWERS

T'AU TALENTS

Talent	Requirements	Page Number
Coordinated Engagement	FIRE CASTE keyword	234
Dynamic Offensive	FIRE CASTE keyword	235
Pulse Onslaught	FIRE CASTE keyword	242
Strike and Fade	Aeldari or Drukhari species, or any T'au character equipped with JUMP JETS	243
Supporting Fire	FIRE CASTE keyword	244
Ta'lissera Bonding	Any T'au species	244

UNIVERSAL TALENTS

Talent	Requirements	Page Number
Avatar of Blood	Weapon Skill 3+	231
Bloodlust		232
Brawler	Weapon Skill 2+, Athletics 2+	232
Bulging Biceps	Strength 4+	233
Bull Charge	Strength 3+	233
Catfall	Agility 3+	233
Combat Driving	Pilot 3+	233
Companion	Leadership 2+	234
Evade	Initiative 3+	236
Familiar		236
Guardian		237
Gunnery Crew	Ballistic Skill 2+	237
Hail of Fire	Ballistic Skill 2+	237
Heroic Intervention		237
Inspirational	Leadership 2+	237
Lie Low	Initiative 3+	238
Mighty Leap	Strength 2+, Agility 2+	239
Overseer	Leadership 3+	240
Overwatch	Initiative 3+	240
Precision Shot	Ballistic Skill 5+	241
Slick Crew	Tech 2+	243
Spring Up	Agility 3+	243
Sudden Shot	Ballistic Skill 2+, Stealth 2+	244

YNNARI TALENTS

Talent	Requirements	Page Number
Acolyte of Ynnead	Aeldari species, PSYKER keyword, YNNARI keyword	230
A Taste for Death	Aeldari or Drukhari species, YNNARI keyword	231
Back from the Brink	Aeldari or Drukhari species, YNNARI keyword	231
Reborn Together	Aeldari or Drukhari species, YNNARI keyword	242
Whispering Spirits	Aeldari or Drukhari species, YNNARI keyword	245

CHAPTER III: TALENTS AND POWERS

LIST OF TALENTS

'ERE WE GO!

XP Cost: 20

Requirements: Ork species

Little can compare to the momentum of a charging Ork.

When you Charge, you increase your Speed by +Rank. In addition, you gain +1 ED on your attacks when you charge.

ABHOR THE WITCH, DESTROY THE WITCH [Vow]

XP Cost: 20

Requirements: **BLACK TEMPLARS** chapter

Your disdain for sorcery is palpable, repelling the vile arts of wyrd and witch.

Once per battle, when an enemy **PSYKER** is within your line of sight at the start of your turn, you may add +Double Rank to your Speed. In addition, you may re-roll all ED which roll a 1 on melee attacks made against **PSYKERS**.

However, you add +2DN to all non-attack skill tests attempted while you can see a **PSYKER**.

You may only have one Vow talent. During downtime, you may replace this talent with any other **BLACK TEMPLARS** talent marked as a Vow.

ACCEPT ANY CHALLENGE, NO MATTER THE ODDS [Vow]

XP Cost: 20

Requirements: **BLACK TEMPLARS** keyword

You cannot rest while the enemy remains breathing.

When you're engaged with an enemy, add +Rank bonus dice to your melee attacks, and improve the AP of your melee weapons by 1.

However, you may not Fall Back.

You may only have one Vow talent. During downtime, you may replace this talent with any other **BLACK TEMPLARS** talent marked as a Vow.

ACOLYTE OF YNNEAD

XP Cost: 15

Requirements: Aeldari species, **PSYKER** keyword, **YNNARI** keyword

Those psykers amongst the Ynnari hosts can use the souls of the recently dead to focus their powers.

When you attempt a Psychic Mastery test, you may spend 1 Soul token to add +Rank bonus dice to the test.

AGGRESSOR IMPERATIVE

XP Cost: 20

Requirements: **SKITARI** keyword

Though doctrina imperatives are normally initiated by a Tech-Priest overseeing the Skitarii in action, you have been equipped with protocols for independent action. You can engage an imperative which enhances your mobility for short periods.

At the start of any of your turns, you may activate the Aggressor Imperative. This adds +Rank to your Speed but reduces your Resilience by 2. At the end of a turn in which you activate the Aggressor Imperative, you suffer 1d3+2 Shock.

ALPHA-LEVEL PSYKER

XP Cost: 60

Requirements: Human, Adeptus Astartes, or Primaris Astartes species, **PSYKER** keyword, Tier 5+

Your raw power is beyond that of most psykers encountered by the Imperium, but such power is incredibly unstable.

When you successfully use a psychic power at the Transcendent power level, you may add up to Double Rank additional Exalted Icons to apply to the power's Potency options. However, you add +30 to any roll on the Perils of the Warp table.

You gain 3d3 Corruption when you take this talent. You may not select the Beta-level Psyker or Gamma-level Psyker talents.

CHAPTER III: TALENTS AND POWERS

ANATHEMA

XP Cost: 20

Requirements: Pariah species

Your mere presence is bane to daemons and psykers.

Whenever you succeed at a melee attack against a creature with the **DAEMON** or **PSYKER** keywords, your attack inflicts mortal wounds equal to your Rank in addition to any other damage inflicted. In addition, creatures with the **DAEMON** keyword within a number of metres of you equal to your Willpower may not attempt to roll Determination.

AND THEY SHALL KNOW NO FEAR

XP Cost: 5

Requirements: Adeptus Astartes or Primaris Astartes species

You are one of the Defenders of Humanity, a bulwark against terror forged in the furnace of war.

You may re-roll any failures on any Resolve test you make.

ARMOUR OF CONTEMPT

XP Cost: 20

Requirements: Adeptus Astartes or Primaris Astartes species, Toughness rating 5+

You will not yield while there is still a battle to be won, nor while an enemy of the Imperium still draws breath.

When you roll Determination, you add +Double Rank bonus dice to the roll.

ARMOUR-MONGER

XP Cost: 20

Requirements: **ADEPTUS MECHANICUS** keyword, **CULT MECHANICUS** keyword

Your craft allows you to enhance the effectiveness of your armour.

Select a single suit of armour you possess when you choose this Talent. When you wear that armour, increase the Armour Rating by +Rank. You must be able to spend at least an hour a day maintaining and adjusting the armour in order to gain this bonus.

A TASTE FOR DEATH

XP Cost: 20

Requirements: Aeldari or Drukhari species, **YNNARI** keyword

When one of the Reborn sees the soul of their foes departing their bodies, they feel a renewed sense of purpose.

You may spend a Soul token to add +Rank bonus dice to your next attack.

AVATAR OF BLOOD

XP Cost: 20

Requirements: Weapon Skill 3+

Bloodshed inspires and invigorates you.

Whenever you inflict a Critical Hit with a melee attack, you immediately recover Double Rank Shock.

BACK FROM THE BRINK

XP Cost: 20

Requirements: Aeldari or Drukhari species, **YNNARI** keyword

Those infused with death are not easy to slay.

When you start Dying, you may immediately spend a Soul token to heal 1 Wound.

BALEFUL ACOLYTE

XP Cost: 10

Requirements: **CHAOS** keyword, you may not be a **PSYKER**

You have dabbled in sorcerous power, drawing power from vile artefacts and malign grimoires.

You gain the **PSYKER** keyword and learn the Smite psychic power. You may learn minor psychic powers, and powers from a single Chaos Discipline (any Discipline with powers with the **CHAOS** keyword). You rely on a focal item: a balefire tome, a ritual dagger, or similar, and can only use your powers when you have that item in hand.

CHAPTER III: TALENTS AND POWERS

BATTLE FOCUS

XP Cost: 10

Requirements: Aeldari species, **ASURYANI** keyword

The warriors of the Craftworlds are swift and certain, able to fight on the move with startling effectiveness.

You do not have to move in a straight line when you sprint. Further, when you Sprint, you may make a ranged attack with any weapon as if that weapon had the Assault trait. You do not suffer the normal +2DN on the attack for doing this. This does not apply to weapons with the Heavy trait.

BETA-LEVEL PSYKER

XP Cost: 50

Requirements: Human, Adeptus Astartes, or Primaris Astartes species, **PSYKER** keyword, Tier 4+

You are an exceptionally potent psyker and can draw deeply from the Warp if you're willing to risk the consequences.

When you attempt to use a psychic power at the Transcendent power level, you may set any of the Wrath dice to a 6 rather than rolling it. If you set any Wrath die in this way, you must roll on the Perils of the Warp table and add +10 to the Perils of the Warp roll for each Wrath die set to a 6.

You gain 2d3 Corruption points when you take this talent. You may not select the Alpha-level Psyker or Gamma-level Psyker talents.

BLADESTORM

XP Cost: 10

Requirements: Aeldari species

Well-trained Aeldari can lay down a hail of fire from their shuriken weapons, their superior reflexes allowing them to track even the most sudden movement and place every shot perfectly,

When you make a shooting attack with a **SHURIKEN** weapon, for each exalted icon you roll, you may roll one bonus die on that attack. These additional dice cannot themselves generate bonus dice.

BLOOD FOR THE BLOOD GOD

XP Cost: 30

Requirements: **CHAOS** keyword, **KHORNE** keyword

You are a blood-soaked devotee of the Lord of Skulls, and your desire to slay cannot be sated.

You gain +1d3 Corruption. After you make a melee attack, you may spend 1 Wrath to make an additional attack.

BLOODLUST

XP Cost: 20

Your fury has not been sated by those you have already slain... maybe the next one will quench your thirst for blood.

Immediately after you kill an enemy with a melee attack, you may move up to half your Speed towards the next nearest enemy. You may make this move a number of times per round equal to your Rank.

BLOOD SURGE

XP Cost: 20

Requirements: **CHAOS** keyword, **KHORNE** keyword

Little can restrain your desire to close with the enemy and tear them limb from limb.

You gain +1d3 Corruption. Whenever an enemy makes a ranged attack against you, after the attack has been resolved, you may move up to your Speed directly towards the shooter as a Reflexive Action.

BOLTER DRILL

XP Cost: 20

Requirements: **IMPERIAL FISTS** or **CRIMSON FISTS** chapter

Your aim is guided by years, even decades, of marksmanship training, and you can unleash a devastating fusillade of bolter fire.

When you make a successful attack with a weapon with the Bolt keyword, and you roll a 6 on your Wrath die, instead of inflicting a critical hit you may choose to spend 1 ammo and make an additional attack with that weapon immediately. This additional attack may not generate any further attacks.

CHAPTER III: TALENTS AND POWERS

BRAWLER

XP Cost: 10

Requirements: Weapon Skill 2+, Athletics 2+

Your body is as dangerous as your weapons.

Your unarmed strike inflicts (S) + Double Rank +1ED damage. In addition, when you succeed at an Athletics Interaction Attack, you may shift one Exalted Icon to inflict your unarmed strike damage to the enemy.

BROTHERHOOD OF PSYKERS

XP Cost: 10

Requirements: **GREY KNIGHTS** chapter, **PSYKER** keyword

Your mind is a piece of a greater weapon against the darkness, one that is only complete alongside the wills of your brothers.

When you cast a Sanctic psychic power which affects only yourself, then each **GREY KNIGHT** with this talent within 10m of you also receives the effects of the power.

BULGING BICEPS

XP Cost: 10

Requirements: Strength 4+

Your powerful form allows you to wield heavy weapons more easily.

When you wield a *Heavy* weapon, you are no longer knocked *Prone* by a Complication when firing the weapon. You may wield weapons with the **TWO-HANDED** keyword in one hand.

BULL CHARGE

XP Cost: 10

Requirements: Strength 3+

The force of your charge is undeniable.

When you Charge, your melee weapons gain the *Inflict (Prone)* trait for that attack. This has no effect on enemies who are larger than you.

BULWARK IMPERATIVE

XP Cost: 20

Requirements: **SKITARI** keyword

Though doctrina imperatives are normally initiated by a Tech-Priest overseeing the Skitarii in action, you have been equipped with protocols for independent action. You can engage an imperative which braces you against incoming fire.

At the start of any of your turns, you may activate the Bulwark Imperative. This adds +Rank to your Resilience but reduces your Speed by 3. At the end of a turn in which you activate the Bulwark Imperative, you suffer 1d3+2 Shock.

CATFALL

XP Cost: 10

Requirements: Agility 3+

You're nimble and suffer less from the effects of falling.

When you fall, count the distance fallen as half the actual distance for determining damage.

CHANNELLED STRIKES

XP Cost: 10

Requirements: **PSYKER** keyword

You have honed your connection to the Immaterium, allowing you to deliver punishing warp-fuelled strikes.

When you attack with a melee weapon with the **FORCE** keyword, the weapon gains the Mortal (1) trait.

CODEX DISCIPLINE

XP Cost: 10

Requirements: **ULTRAMARINES** chapter

The tenets of the Codex Astartes are sacrosanct to you, and you lean upon their guidance to see you through the worst of times.

You increase your Conviction and Resolve by +Rank.

CHAPTER III: TALENTS AND POWERS

COMBAT DRIVING

XP Cost: 10

Requirements: Pilot 3+

You've learned how to turn and manoeuvre a vehicle you're driving to minimise the damage it receives.

When you **PILOT** a vehicle that you share at least one keyword with, you may roll Determination for that vehicle when it suffers an attack. The dice pool for this is equal to your total Pilot (Agility) test or the vehicle's Manoeuvrability score, whichever is lower, and you suffer 1 Shock for each Wound cancelled by this roll.

COMPANION

XP Cost: 10 or 20

Requirements: Leadership 2+

You're accompanied by a loyal companion, a subordinate who will support you and follow your direction.

Your companion is a single Troop level Threat, as described in **Chapter 14** of the *Wrath & Glory Core Rulebook*. You may use the stats presented in the core rulebook or another bestiary, or use the following rules:

- 💀 Companion Attributes are equal to 1 + Double Rank.
- 💀 Companion Skills are equal to 1 + Double Rank.
- 💀 A companion's Attributes and Skills cannot be higher than your own.

Whenever you are hit by any form of attack, your companion may make a DN 5 Initiative Test as a Reflexive Action. If they succeed, the attack hits the companion instead of hitting you.

Slain companions may be replaced for free with a new one the next time you visit a major encampment or city.

Your companion may be an Elite Threat rather than a Troop Threat, but the cost of this Talent increases to 20xp.

CONQUEROR IMPERATIVE

XP Cost: 20

Requirements: **SKITARI** keyword

Though doctrina imperatives are normally initiated by a Tech-Priest overseeing the Skitarii in action, you have been equipped with protocols for independent action. You can engage an imperative which enhances your ferocity and aggression for short bursts.

At the start of any of your turns, you may activate the Conqueror Imperative. This adds +Double Rank bonus dice to any melee attacks you attempt during that turn but increases the DN of any ranged attacks you attempt that turn by +3. At the end of a turn in which you activate the Conqueror Imperative, you suffer 1d3+2 Shock.

CONTAGION

XP Cost: 20

Requirements: **CHAOS** keyword, **NURGLE** keyword

You carry scores of virulent diseases, and when you march to war, these diseases spread. Flesh rots and metal rusts in your presence.

Enemies within 1+ Double Rank metres of you reduce their Resilience by 1 and roll 1 fewer dice when they roll Determination.

COORDINATED ENGAGEMENT

XP Cost: 10

Requirements: **FIRE CASTE** keyword

T'au strategy relies on combined arms groups working in close coordination.

When you make a ranged attack against an enemy who has been attacked by another character with this talent since your last turn, improve the AP of your weapon by 1 (i.e., AP -1 becomes AP -2).

CHAPTER III: TALENTS AND POWERS

CORPUS CONVERSION

XP Cost: 20

Requirements: Human species, **PSYKER** keyword

You can sacrifice your life-force to fuel your powers.

When you attempt to activate a psychic power, you may suffer 1, 2, or 3 Mortal Wounds. You may not reduce this damage in any way. For each Mortal Wound suffered, you add one Icon to your Psychic Mastery test.

DEATH TO THE FALSE EMPEROR

XP Cost: 30

Requirements: **CHAOS** keyword, **HERETIC ASTARTES** keyword

Endless is your spite. Eternal is your hate.

When you make a successful melee attack against a character with the **IMPERIUM** keyword and roll a 6 on the Wrath die, you may choose to make an additional melee attack instead of inflicting a critical hit. This additional attack cannot be used to gain more attacks.

DEATH VISIONS

XP Cost: 10

Requirements: **BLOOD ANGELS** keyword or **FLESH TEARERS** keyword

Your mind and soul are upon the precipice, tormented by visions of Sanguinius' demise and barely able to slake the rage and bloodlust in your heart.

When you charge into melee, you may add +Rank ED to the damage of that attack. However, you increase the Difficulty of any Willpower test to resist The Red Thirst by an amount equal to your Rank, and a Complication suffered in combat may cause you to hallucinate that you are Sanguinius himself, battling traitors in the Horus Heresy. Primaris Space Marines who take this talent become subject to The Red Thirst despite being Primaris.

DECEPTIVE RETREAT

XP Cost: 20

Requirements: Aeldari or Drukhari species

Aeldari in battle wield deception like a blade, slipping from the fray in feigned retreat only to follow their flight with another attack.

After you make a melee attack, whether successful or not, you may spend one Glory to Fall Back as a free action.

DED 'ARD!

XP Cost: 40

Requirements: Ork species, Toughness rating 5+

Injuries that would slay even other Orks are mere flesh wounds to you.

Your Resilience is increased by +Rank, and you add +Rank to the number of Traumatic Injuries you can suffer before dying.

DESCENT OF ANGELS

XP Cost: 20

Requirements: **BLOOD ANGELS** or **FLESH TEARERS** chapter

You emulate your winged Primarch as you descend from the skies into the heart of the enemy.

If you Charge into melee while using a Jump Pack, roll a number of dice equal to Double Rank. For each 6 rolled, you inflict a single Mortal Wound upon an enemy within 2 metres of your landing. Resolve this before making the melee attack from your Charge.

DREADFUL VIGOUR

XP Cost: 25

Requirements: **CHAOS** keyword, **NURGLE** keyword

Grandfather Nurgle bestows life and vitality upon his children. Your wounds knit with tumorous growths, and vile ichor bubbles forth to replace spilt blood.

You gain +1d3 Corruption. As a simple action, you may spend 1 Wrath to regain 1d3+2 Wounds.

CHAPTER III: TALENTS AND POWERS

DYNAMIC OFFENSIVE

XP Cost: 20

Requirements: FIRE CASTE keyword

Skilled battlesuit pilots can surge into battle with a blaze of fire.

When you are operating a **BATTLESUIT** with the **JUMP JETS** keyword, and you perform the Run or Sprint action, increase your suit's flying speed by +Rank. In addition, you ignore the DN increase for firing an Assault weapon while sprinting.

EVADE

XP Cost: 20

Requirements: Initiative 3+

You are elusive and difficult to target.

If you are not in cover, enemies making ranged attacks against you add +1 to the DN if you are at Medium range, or +2 to the DN if you are at Long range. This does not apply if you are *Restrained*, *Staggered*, otherwise unable to move freely.

EXCRUCIATING SENSATION

XP Cost: 20

Requirements: CHAOS keyword, SLAANESH keyword

The Prince of Pleasure has granted you the greatest depths of awareness, to better appreciate the sensations of existence. Your mind burns with glorious agony as you open your senses to perceive more deeply than any mortal should.

You gain +1d3 Corruption. When you attempt an Awareness or Insight Test, you may choose to suffer 1, 2, or 3 Shock in order to gain that many additional dice on the Test.

EXQUISITE SWIFTNESS

XP Cost: 10

Requirements: CHAOS keyword, SLAANESH keyword

Your wits and reflexes are heightened to an exceptional degree, to allow you to better experience life's joys and torments.

You gain +1d3 Corruption. Before the first round of combat, you may move up to your speed. Further, you may always choose to act first in each round.

FALLEN ANGEL

XP Cost: 10

Requirements: HERETIC ASTARTES keyword, DARK ANGELS chapter

You broke faith with The Lion of Caliban during the Imperium's darkest hour. Or perhaps he broke faith with you.

Due to your ancient origins, you gain +Rank to Scholar tests regarding historical events. You gain +2 bonus dice on any melee attack made against characters with the **DARK ANGELS** keyword, and they gain +2 dice on melee attacks against you. You gain the **FALLEN** keyword.

FAMILIAR

XP Cost: 5

You are accompanied by a small companion creature which aids and assists you.

Your companion is a single Troop level Threat of Tiny or Small size, as described in **Chapter 14** of the *Wrath & Glory Core Rulebook*. You may use the stats presented in the core rulebook or another bestiary, or use the following rules:

- Companion Attributes are equal to 1 + Double Rank.
- Companion Skills are equal to 1 + Double Rank.
- A companion's Attributes and Skills cannot be higher than your own.

Your familiar will stick close to you—within 3m—under most circumstances and will try to avoid combat unless ordered otherwise. If your familiar is within 3m of you, its Defence is increased by +2.

A collection of custom-made familiars can be found in **Chapter IV: Equipment**.

FIX BAYONETS!

XP Cost: 20

Requirements: ASTRA MILITARUM keyword

Sharp steel, with some guts behind it, is a vital part of defending the Imperium.

You increase the base damage of a bayonet you wield by +Double Rank when you charge, or when you attack an enemy who charged you since your last turn.

CHAPTER III: TALENTS AND POWERS

GAMMA-LEVEL PSYKER

XP Cost: 40

Requirements: Human, Adeptus Astartes, or Primaris Astartes species, **PSYKER** keyword, Tier 3+

Your psychic powers are particularly potent, with an intensity that few can match.

When you attempt to use a psychic power at the Unbound or Transcendent power level, for each Exalted Icon you roll, you may roll one additional die for the Psychic Mastery test. These additional dice may not themselves grant more dice.

You gain 1d3 Corruption Points when you take this talent. You may not select the Alpha-level Psyker or Beta-level Psyker talents.

GUARDIAN

XP Cost: 20

You are a shield for your allies. Whenever an ally within Rank metres of you is the target of an attack, you may spend 1 Glory as a Reflexive Action to interpose yourself and become the target of that attack instead. You cannot use this talent if you are *Restrained* or otherwise have impaired movement.

GUNNERY CREW

XP Cost: 10

Requirements: Ballistic Skill 2+

You're used to operating linked vehicle weapons in concert.

When you are **CREW** or **PILOT** in a vehicle, you may use the Open Fire action up to 1+Rank times as part of a Multi-Action, so long each Open Fire action fires a different one of the vehicle's weapons.

HAIL OF FIRE

XP Cost: 20

Requirements: Ballistic Skill Rating 2+

On command, you can produce a veritable wall of firepower that few foes can withstand. When you use a Salvo option when making a ranged attack, you add +Rank ED to the attack's damage.

HEROIC INTERVENTION

XP Cost: 20

When an enemy takes the Charge action and concludes their move within 6 metres of you, you may spend 1 Glory as a Reflexive Action to move up to your Speed towards that enemy to engage them and make a melee attack before the enemy makes their attack. You are considered to be charging for the purposes of your attack.

HUNT FROM THE SHADOWS

XP Cost: 10

Requirements: Drukhari species.

The denizens of Commorragh use the shadows to their advantage.

When you are targeted by a ranged attack while you are benefiting from cover, you may spend 1 Glory as a Reflexive Action to add +Rank to your Resilience until the start of your next turn.

INDOMITABLE BELIEF

XP Cost: 20

Requirements: **ADEPTA SORORITAS** keyword, must not possess the **CHAOS** keyword

Your faith is such that you will not yield before the Emperor's enemies.

You, and all **ADEPTA SORORITAS** characters within 15m of you, add +Rank to Resilience. In addition, when you suffer damage in excess of your Maximum Wounds, you gain 1 Faith. If you die, all characters with the **ADEPTUS MINISTORUM** or **ADEPTA SORORITAS** keywords gain 2 Faith and recover +Double Rank Shock, as they are spurred on by your martyrdom.

INNER CIRCLE

XP Cost: 40

Requirements: **DARK ANGELS** chapter, Willpower rating 5+, Tier 4 or higher

You have been granted true knowledge of the Unforgiven's quest for absolution, and you bear that burden with solemnity and furious purpose.

You automatically pass all *Fear* and *Terror* tests. You are also immune to Interaction attacks made using Intimidation. Further, you may re-roll up to Double Rank dice when you roll Determination. Finally, you gain the **DEATHWING** keyword.

CHAPTER III: TALENTS AND POWERS

INSPIRATIONAL

XP Cost: 10

Requirements: Leadership Rating 2+

Your presence bolsters and reassures your allies.

When an ally within 15+Rank metres who can see you fails a Resolve test, you may make a Leadership test as a Reflexive Action against the same DN as their Resolve test. If you succeed, then the ally is considered to have passed their Resolve test rather than failed it.

JINK

XP Cost: 30

Requirements: DARK ANGELS chapter, Agility 5+

You are a paragon of high-speed mounted combat, and few foes can draw a bead upon you when you're at full speed.

When you pilot an ASTARTES vehicle with the RAIDER or FLYER keywords, the vehicle's Defence increases by +Rank, or by +Double Rank if you take the Evasive Manoeuvres action. In addition, you gain the RAVENWING keyword.

LATENT PSYKER

XP Cost: 10

Requirements: Human species, may not have PSYKER keyword

You possess a minor psychic talent, that you're barely aware of and have little hope of controlling.

You gain the PSYKER keyword, and a single minor psychic power. You cannot purchase additional psychic powers. You may only attempt to use your power at the Unbound power level. Further, whenever you suffer a complication, the GM may spend 1 Ruin to have you roll on the Perils of the Warp table, as your powers run out of control.

LIE LOW

XP Cost: 10

Requirements: Initiative 3+

You know how to avoid attention when trouble is near.

When you are Prone, you add +Rank to your Defence against attacks from 6 or more metres away, and +Rank bonus dice on Stealth tests when you attempt to Hide.

LIGHTNING ASSAULT

XP Cost: 20

Requirements: WHITE SCARS chapter

You are a master of the hunt, and your fury is inescapable.

When you take the Run or Sprint action, you increase your Speed by +Rank. Any vehicle with the RAIDER or FLYER keywords you pilot gain the Turbo-Boost (X) trait, with a rating of 2+Rank. If the vehicle already has the Turbo-Boost trait, increase the trait's rating by +Rank.

LIGHTNING-FAST REACTIONS

XP Cost: 20

Requirements: Aeldari or Drukhari species

The Aeldari process thought and emotion far faster than a human, and their physical reactions are so quick that they can slip past flickering blades and fusillades of gunfire with astonishing ease.

When you are targeted by a ranged or melee attack, you may spend 1 Glory as a Reflexive Action to increase your Defence by +Double Rank until the start of your next turn.

LUMINEN BLAST

XP Cost: 20

Requirements: ADEPTUS MECHANICUS keyword, CULT MECHANICUS keyword, Luminen Capacitor augmetic

By reciting the proper litanies, you can channel the energy of your Luminen Capacitor through your electoos and other implants and direct it at your enemies.

You may make a ranged attack using this talent. The attack has a range of 10m, and inflicts damage equal to twice your Willpower, plus Rank ED, with the Agonizing and Spread traits, and a Salvo rating of -. Instead of reloads, this attack uses charges from your Luminen Capacitor.

CHAPTER III: TALENTS AND POWERS

LUMINEN DEFILER

XP Cost: 20

Requirements: **DARK MECHANICUM** keyword,
Lumenen Capacitor augmetic

You have found ways to alter and twist the energies of your Lumenen Capacitor, imbuing it with the hellish light of Chaos and your own twisted spirit.

You gain +1 Corruption. When you use a charge from your Lumenen Capacitor, you may suffer a Mortal Wound to corrupt the energy you unleash. If you are using this to power a machine, then the machine is also tainted and corrupted, and the GM will work with you to determine the effect. If you are using that corrupted power to make an attack (using the Lumenen Blast or Lumenen Shock talents, or any weapons which use your Lumenen Capacitor), then the attack gains the Rad (2) trait.

LUMINEN SHOCK

XP Cost: 20

Requirements: **ADEPTUS MECHANICUS** keyword,
CULT MECHANICUS keyword, Lumenen Capacitor augmetic

You may channel the energy of your Lumenen Capacitor into your fists.

When you make an unarmed attack, you may spend 1 charge from your Lumenen Capacitor to increase the damage by your Willpower, and to gain +Rank ED. This attack gains the Agonizing trait.

LUCK HAS. NEED KEEPS. TOIL EARNS.

XP Cost: 20

Requirements: **LEAGUES OF VOTANN** keyword,
Willpower 4+

You believe that rightful ownership lies with whomever strives hard enough to possess the prize.

At the start of any of your turns, you may spend 1 Wrath point to enter a defiant stance. You may not move during this turn, but you increase your Resolve, Conviction, and Determination by +Rank. Until the start of your next turn.

MACHINE EMPATHY

XP Cost: 20

Requirements: **IRON HANDS** chapter

You spurn the weakness of flesh and embrace the purity of steel, forging a unique bond with the spirits of the machines you work with. You gain a bonus to Tech tests, and to Piloting tests for vehicles with the **ADEPTUS ASTARTES** keyword, equal the number of augmetics you have.

MASTER ARTISAN

XP Cost: 15

Requirements: **SALAMANDERS** chapter

The Salamanders are craftsmen of renown, and their weapons are crafted and maintained to an exceptional standard.

Whenever you make an attack with one of your own weapons (i.e., any weapon with which you began the current adventure), you may re-roll up to Rank dice on the attack.

MAGLEV TRANSCENDENCE

XP Cost: 20

Requirements: **ADEPTUS MECHANICUS** keyword,
CULT MECHANICUS keyword, Maglev Coils augmetic

You have proven your devotion to the Machine God by expanding the network of gravitic and magnetic coils throughout your flesh, allowing you to defy gravity more easily.

You may now run and sprint while using your Maglev Coils to fly, and your flying speed is increased to twice your Willpower.

mighty LEAP

XP Cost: 10

Requirements: Strength 2+, Agility 2+

You're capable of leaping considerable distances.

When you make a Long Jump or High Jump, add +Rank to your Strength to determine how far or how high you can jump.

CHAPTER III: TALENTS AND POWERS

MUNITIONSMITH

XP Cost: 30

Requirements: **ADEPTUS MECHANICUS** keyword

You are an expert in the science of weaponry, and the most advanced munitions are all the deadlier in your worthy hands.

When you use a weapon with the **MELTA, PLASMA, ARC, POWER**, or **ADEPTUS MECHANICUS** keywords, you may add +Rank ED to the weapon's damage.

NOT ANOTHER STEP BACK

XP Cost: 15

Requirements: **LEAGUES OF VOTANN** keyword

You will not yield while there is still profit to be had, or grudges to settle.

When you fail a Resolve test, you may suffer 1d3 Shock to count as having succeeded.

ONLY IN DEATH DOES DUTY END

XP Cost: 30

Requirements: Adeptus Astartes or Primaris Astartes or Custodian species, Toughness rating 5+, Willpower rating 4+

You will not allow so trivial a thing as a mortal wound interfere with delivering death to the enemies of the Imperium.

When you are Dying, you may continue to act normally, though you continue to suffer Traumatic Wounds and additional Wrath Dice as normal for a Dying character. If ever you roll a 6 on all your Wrath dice while Dying, you immediately regain 1 Wound.

OVERSEER

XP Cost: 25

Requirements: Leadership Rating 3+

Allies follow your direction without hesitation, trusting your judgement in the heat of battle.

As a Full Action, you may command a single ally within 15+Rank metres. That ally may immediately take Movement, a Combat Action, and a Simple Action as if it was their turn. This does not prevent the ally from taking a turn of their own later in the round. Once you have used this option, you may not do so again until after your next Regroup.

OVERWATCH

XP Cost: 20

Requirements: Initiative 3+

You've trained to be able to snap off a burst of fire at a charging foe.

When you are Charged, you may use your Reflexive Action and spend 1 ammo to make a ranged attack against the enemy Charging you. This attack is resolved before the Charge begins, and the enemy's receives +3 Defence against this attack. This is considered a Salvo option, so you must reload your weapon after this attack before you can fire it again.

POINT-BLANK FUSILLADE

XP Cost: 20

Requirements: **LEAGUES OF VOTANN** keyword, Ballistic Skill rating 2+

You are resolute and steadfast, able to maintain a punishing rate of fire even when the enemy is at your throat.

Any **LEAGUES OF VOTANN** ranged weapon you wield may be fired when you are engaged in melee, as if it had the Pistol trait. If the weapon also has the Heavy trait, then the DN of attacks made when engaged are increased by +2.

CHAPTER III: TALENTS AND POWERS

POWER THROUGH PAIN

XP Cost: 20

Requirements: Drukhari species

Your soul slips away, little by little, and you replenish it by drinking deep of the anguish and despair of others.

You gain one Pain point whenever an enemy does one of the following within Willpower+Rank metres of you: a character suffers three or more Wounds from a single attack, you affect an enemy with an Intimidation interaction attack, a character fails a Resolve test, a character becomes Exhausted.

You immediately recover +Rank Shock whenever you gain a Pain point. Further, you gain an increasing bonus for the number of Pain points you've obtained, as described on the table below. You lose all accumulated Pain points upon taking a Regroup or Respite.

Pain Points	Effect
1	Inured to Suffering: +1 Resilience
2	Eager to Flay: +Rank to Speed.
3	Flensing Fury: +Rank bonus dice to Weapon Skill tests.
4	Emboldened by Bloodshed: +Rank Resilience
5+	Mantle of Agony: Your Resolve increases by +Double Rank.

PRECISION SHOT

XP Cost: 20

Requirements: Ballistic Skill Rating 5+

Your shots are lethally precise, able to hit a target's weak points with terrifying ease.

When you aim and make a successful ranged attack with the Called Shot option, the weapon gains the Mortal (1) trait.

PREY UPON THE WEAK

XP Cost: 15

Requirements: Drukhari species, Ballistic Skill rating 2+

Your senses heighten in the presence of terrified prey.

When you make a ranged attack against an enemy who is currently under the effects of any of the *Fear*, *Terror*, or *Pinned* conditions, re-roll Double Rank dice on the attack.

PRISMATIC BLUR

XP Cost: 20

Requirements: Aeldari species, **HARLEQUIN** keyword

You accelerate into a lightning-fast sprint, weaving and tumbling to magnify the effects of your holo-field.

When you Run or Sprint while wearing a holo-suit, increase your Resilience by +Double Rank.

PROPERLY PREPARED

XP Cost: 20

Requirements: **LEAGUES OF VOTANN** keyword

You can never be too prepared for the worst outcomes. You're never without a few extra magazines and a back-up sidearm.

You may carry up to 5 reloads as standard, rather than 3; this may be increased by equipment as normal. In addition, you may spend a Wrath point to declare that you've still got a back-up gun, which you immediately produce from its hiding spot. This is an Autoch-pattern Bolt Pistol with a single reload, and it's better not to ask where you were keeping it.

PROSANGUINE

XP Cost: 20

Requirements: **ADEPTUS MECHANICUS** keyword, Autosanguine augmetic

Between your iron will and your devotion to the Omnissiah, you are able to accelerate the effects of your Autosanguinator systems. You may attempt a Tech test (DN 3) to do this, and if successful, you regain 1d3+1 Wounds immediately, +1 per Exalted Icon you shift. Once you have attempted this, you cannot attempt it again until you have received a Respite.

CHAPTER III: TALENTS AND POWERS

PROTECTOR IMPERATIVE

XP Cost: 20

Requirements: **SKITARI** keyword

Though doctrina imperatives are normally initiated by a Tech-Priest overseeing the Skitarii in action, you have been equipped with protocols for independent action. You can engage an imperative which heightens visual acuity, fine motor control, and reflexes.

At the start of any of your turns, you may activate the Protector Imperative. This adds +Double Rank bonus dice to any ranged attacks you attempt during that turn but increases the DN of any melee attacks you attempt that turn by +3. At the end of a turn in which you activate the Protector Imperative, you suffer 1d3+2 Shock.

PSY-INERT

XP Cost: 20

Requirements: Human species, may not have **PSYKER** keyword

Your soul is dull and doesn't react to the influence of the Warp.

The DN of any psychic power that targets you is increased by +Rank.

PULSE ONSLAUGHT

XP Cost: 20

Requirements: **FIRE CASTE** keyword

Rather than charge into hand-to-hand combat, T'au soldiers intensify their fire and lay waste to their foes methodically.

When you make a ranged attack with a **PULSE** weapon, you may spend one Glory. If you do so, each Exalted Icon you shift for Extra Damage on that attack adds +2ED rather than 1. You cannot use this talent while wearing a **BATTLESUIT**.

QUELL THE WARP

XP Cost: 10

Requirements: Pariah species, Willpower 5+

You can focus your mind to still disturbances in the Warp nearby.

You gain the ability to Deny the Witch, described on page 267 of the *Wrath & Glory Core Rulebook*, even though you are not a psyker. Instead of a Psychic Mastery test, you make a Willpower test with a bonus of +Double Rank.

REBORN TOGETHER

XP Cost: 10

Requirements: Aeldari or Drukhari species, **YNNARI** keyword

The goal of the Ynnari is to save every member of the Aeldari race, whatever their previous allegiance.

Add +Double Rank to your Resolve when within 10m of one or more allied Aeldari or Drukhari

SAGA OF MAJESTY

XP Cost: 20

Requirements: **SPACE WOLVES** chapter, Fellowship rating 4+

You are like the warrior-kings of Fenris, wise and mighty, inspiring others to acts of valour and greatness.

You may spend a point of Wrath to immediately pass a Resolve test. In addition, when you pass a Resolve test, you may spend one or more Glory to rally and inspire others: all characters with the **IMPERIUM** keyword within 15m heal Shock equal to twice the amount of Glory spent.

SAGA OF THE BEAR

XP Cost: 20

Requirements: **SPACE WOLVES** chapter, Toughness rating 6+

You are as massive and unyielding as the mountains of Asaheim.

When you roll Determination, you may spend Glory to reduce the amount of Shock suffered. Each point of Glory spent reduces the amount of Shock suffered by 2.

CHAPTER III: TALENTS AND POWERS

SAGA OF THE WARRIOR BORN

XP Cost: 20

Requirements: **SPACE WOLVES** chapter, Weapon Skill rating 6+

You are as deadly as you are savage, and few can stand before your blade.

When you spend one or more Glory to add extra dice to a melee attack, each Glory you spend adds two dice rather than one.

SERVANT OF CHANGE

XP Cost: 20

Requirements: **CHAOS** keyword, **TZEENTCH** Keyword

You are a willing vassal of the Changer of Ways, and you embrace the vagaries of fate in all things.

When the GM spends Ruin, you gain 1 Glory. When you would gain Glory from scoring a Wrath Critical or shifting an Exalted Icon, you may gain two Glory instead, but if you do the GM gains one Ruin.

SLICK CREW

XP Cost: 30

Requirements: Tech 2+

You've got quick hands and work well with a gunner.

You may work as a loader for a character operating a Heavy or Mounted weapon. While you are within Rank metres of the weapon's wielder, they may fire the weapon *twice*, as two actions within a Multi-Action. If the weapon needs to be reloaded due to firing, you may reload it as a Reflexive Action.

SPARK OF DIVINITY

XP Cost: 20

Requirements: Custodian species

You bear a little of the Emperor's grace within you, which can sometimes unravel the sorcerous workings of The Enemy.

When an enemy psyker attempts to use a Psychic Power within 25m of you, you may spend 1 Glory as a Reflexive Action to immediately attempt to Deny the Witch, as if you were a Psyker. You use your Willpower for this and add +Double Rank dice to the roll.

SPRING UP

XP Cost: 10

Requirements: Agility 3+

You can quickly regain your feet.

When you stand up from *Prone* you are not restricted in the actions or combat options you use during your turn.

SORCEROUS MIGHT

XP Cost: 25

Requirements: **CHAOS** keyword, **TZEENTCH** keyword, **PSYKER** keyword

You have seen the maddening truth of the Changer of Ways and emerged with your mind intact and surging with knowledge.

Gain +1 Corruption. When you succeed at a Psychic Mastery test, you may spend a point of Wrath to gain +Rank additional Exalted Icons to shift.

SOULLESS SHROUDING

XP Cost: 30

Requirements: Pariah species, Willpower 7+

Your negative aura is such that mortal minds often simply refuse to perceive you.

Whenever you have a Stealth Score, it increases by +Rank. Further, if you would not have a Stealth Score at the start of your turn, you gain a Stealth Score equal to your Rank at the start of your turn.

Finally, if your Stealth Score is currently higher than a creature's Willpower, they cannot perceive you at all—their minds refuse to acknowledge your presence.

This talent ceases to work if you are *Exhausted* or *Wounded*.

STRIKE AND FADE

XP Cost: 20

Requirements: Aeldari or Drukhari species, or any T'au character equipped with **JUMP JETS**.

You fight in an elusive manner, withdrawing from battle mere moments after striking with full force, then rallying to strike once more.

After making a ranged attack, whether successful or not, you may spend one Glory to move up to your Speed.

CHAPTER III: TALENTS AND POWERS

STRIKE FROM THE SHADOWS

XP Cost: 20

Requirements: RAVEN GUARD keyword

The Sons of Corax emerge from the shadows and fall upon their prey in a swift, deadly strike that leaves the enemy dead before they can respond.

When you attack an enemy unaware of your presence, or make an attack during an ambush, your target becomes *Vulnerable* with a rating equal to your Rank.

SUDDEN SHOT

XP Cost: 30

Requirements: Ballistic Skill Rating 2+, Stealth Rating 2+

You know that there is no shot quite as effective as the unexpected one.

When you make a ranged attack against an unaware enemy, the target, and all enemies within 5 metres of the target, must pass a Resolve test with a DN equal to your Stealth score or be *Pinned*.

SUFFER NOT THE UNCLEAN TO LIVE [Vow]

XP Cost: 20

Requirements: BLACK TEMPLARS chapter

You will not persist an enemy of Mankind to exist in your sight.

When you score a Wrath critical on a melee attack against an enemy (other than a vehicle), increase the severity of that critical as if you had spent a number of points of Glory equal to your Rank.

However, if you can Charge an enemy when you begin your turn, you *must* do so.

You may only have one Vow talent. During downtime, you may replace this talent with any other **BLACK TEMPLARS** talent marked as a Vow.

SUPPORTING FIRE

XP Cost: 20

Requirements: FIRE CASTE keyword

You are always ready to deliver punishing fire against those who stray too close to your allies.

When an enemy uses the Charge action to charge an ally you can see within 12m of you, you may spend 1 ammo to make a ranged attack as a Reflexive action. This ranged attack is resolved before their Charge action is completed, and the enemy's Defence is increased by +2. This is considered a Salvo attack, and thus the weapon must be reloaded after the attack.

TA'LISSEERA BONDING

XP Cost: 10

Requirements: any T'au species

You undertook the Ta'lisserra rite, bonding you with your teammates in the ultimate expression of unity and respect. That bond is unbreakable.

When you attempt a Resolve or Conviction Test, if you roll a 6 on your Wrath die, the test is automatically successful, regardless of any other factors.

TAKE COVER!

XP Cost: 20

Requirements: ASTRA MILITARUM keyword

If you mean to survive to fight another day, it helps to put something between you and the enemy.

When you are targeted by a ranged attack while in cover, you may take cover as a Reflexive action to increase your Defence by +Rank until the start of your next turn. If you do so, you may not move during your next turn.

TEARS OF ISHA

XP Cost: 40

Requirements: Ghost Warrior species

Legend says that the first spirit stones were the tears wept by the mother-goddess Isha, cast to the material world that she might protect her children.

When you roll Determination, you heal 1 Wound for each Icon rolled beyond those needed to negate an attack's damage. That is, if you took 6 damage, and rolled 8 Icons, you would heal 2 Wounds.

CHAPTER III: TALENTS AND POWERS

TORMENTED MANIFESTATION

XP Cost: 5

Requirements: Human species, **PSYKER** keyword

Your powers are a curse, resulting in continual agony.

Select a single psychic discipline. You may purchase powers from that discipline at half their normal cost, rounded up. Whenever you attempt to use a psychic power from that discipline, you suffer Shock equal to the power's DN. You may reduce the Shock suffered by twice your Rank but suffer one of the following conditions instead: *Bleeding, Blinded, Fear, On Fire, Poisoned (3), Staggered*.

TRANSHUMAN PHYSIOLOGY

XP Cost: 20

Requirements: Primaris species or Custodes species

Your enhanced form can withstand injuries that would slay even Firstborn Astartes.

When you are the target of an attack, you may spend 1 Wrath. Your Resilience is increased to be equal to the Base Damage of the attacking weapon. This is done before the effects of AP are applied.

UNPARALLELED MASTERY

XP Cost: 30

Requirements: Aeldari species, **PSYKER** keyword, Psychic Mastery 5+

The incredible discipline of the Aeldari makes them amongst the most formidable psykers in the galaxy.

You may attempt to use multiple psychic powers in a single turn, as part of a Multi-Action. You may use no more than 1+Rank psychic powers in one turn.

UPHOLD THE HONOUR OF THE EMPEROR [VOW]

XP Cost: 20

Requirements: **BLACK TEMPLARS** chapter

You will not fall while a single enemy draws breath.

You increase your Resilience by +Rank.

However, you cannot gain the benefits of cover at any time.

You may only have one Vow talent. During downtime, you may replace this talent with any other **BLACK TEMPLARS** talent marked as a **[VOW]**.

VICTOR OF THE BLOOD GAMES

XP Cost: 30

Requirements: Custodian Species

What foe could best a warrior who has pierced the defences of Holy Terra itself?

Each turn in combat, you may add one bonus die to a Test, add +1 to the damage value of an attack, or increase the severity of a Critical Hit as if you had spent a point of Glory.

WAR HYMNS

XP Cost: 20

Requirements: **ADEPTUS MINISTORUM** keyword

Your voice is heard above the clamour and clangour of battle, rallying the servants of the Emperor to greater heights of piety and fury.

You may sing war hymns as a simple action, and all allies with the **IMPERIUM** keyword within 15+Rank metres gain +Rank bonus dice on all melee attacks until the start of your next turn.

WAR-SAGE

XP Cost: 10

Requirements: Adeptus Astartes or Primaris Astartes species, **PSYKER** keyword

Your psychic might has been honed into a weapon deadlier than any blade or gun. You can direct that power to bolster your prowess.

You may ignore the DN increase for sustaining a Psychic Power as long as you are sustaining only one power, and that power affects only you.

WHISPERING SPIRITS

XP Cost: 15

Requirements: Aeldari or Drukhari species, **YNNARI** keyword

The Ynnari are surrounded by the souls of the dead, whose sibilant whispers distract and unnerve nearby foes.

Enemies within 3m of you adds +1 to the DN of Resolve tests for every two Soul tokens you possess.

CHAPTER III: TALENTS AND POWERS

WITCH'S NIGHTMARE

XP Cost: 30

Requirements: Pariah species, Willpower 4+

Your presence is an impossible void to psykers, and they cannot bear your presence.

Creatures possessing the **DAEMON** or **PSYKER** keywords must make a *Terror* test with a DN equal to 2+Rank when they encounter you, even if they're normally immune to terror. As you cause terror to them, you are immune to *fear*, *terror*, or *Intimidation* Interaction attacks caused by **DAEMONS** and **PSYKERS**.

WONDERS OF THE BRÖKHYR

XP Cost: 20

Requirements: **LEAGUES OF VOTANN** keyword, Tech rating 5+

Your forebears taught you the ways of technology better than the craft of those superstitious tech-priests.

You never count technology with the **IMPERIUM** keyword as being foreign or unfamiliar. When you score a Wrath Critical on a Tech test to repair a device of Imperial or Votann origin, you may declare that the device now "works properly". The GM will determine the precise extent and effect of this improvement with you.

EXARCH POWERS

The following abilities are unique powers and combat techniques exhibited by Exarchs, mighty Aeldari warriors who lead the Aspect Warrior shrines into battle and maintain those shrines during the all-too-rare times of peace.

An Exarch may purchase up to two of these powers, at the costs listed, so long as the Exarch meets the listed prerequisites. Some of the powers in this section are distinct to Exarchs of particular Aspect Temples, and they may only be selected by an Exarch of that aspect.

Many of the powers in this section affect the Exarch's students (referred to in the powers below as "your squad") as well, granting a benefit to the Aspect Warriors under their command. This applies to the Devotees gained from the **Students of War** benefit of the Exarch Ascension Package.

AMBUSH

XP Cost: 30

Requirements: Striking Scorpion aspect, Stealth rating 5+

You have a perfect sense of precision and timing, and your ambushes are virtually impossible to detect. You and your squad add +Rank to your Stealth Scores, and enemies may not spend Ruin to become aware of the ambushing Striking Scorpions.

AVENGING STRIKES

XP Cost: 20

Requirements: Dire Avenger aspect, Willpower 4+

Little can withstand your cold fury when you avenge the fallen. If your squad has taken any casualties during the current day, then you and any remaining member of your squad add +Rank bonus dice to all melee and ranged attacks you make until your next Respite.

BATTLE FORTUNE

XP Cost: 25

Requirements: Dire Avenger aspect

You are protected by fate, warded from death until your purpose is done. You may roll Determination against Mortal Wounds. In addition, when you Roll Determination, you do not suffer Shock.

BLADEMASTER

XP Cost: 40

Requirements: Weapon Skill rating 7+

Your mastery of the blade is incomparable, and few foes can overcome your defences or withstand your attacks. You increase the bonus to Defence from weapons with the Parry quality to +2, and you add +2ED to damage with all melee weapons with the **BLADE** or **POWER FIELD** keywords.

BOUNDING LEAP

XP Cost: 30

Requirements: Athletics rating 5+

Your speed and grace are superlative, and little can match the pace at which you cross the battlefield. You may use your Agility instead of your Strength for all Athletics tests, and you use your Agility to calculate how far you can jump. Finally, you may Fall Back as a Simple Action.

BURNING HEAT

XP Cost: 25

Requirements: Fire Dragon aspect, Toughness 5+

Enemies who close with you find their strength and their will to fight sapped by searing, stifling heat. Whenever an enemy makes a melee attack against you or a member of your squad, they add +2 to the DN required to hit.

CRACK SHOT

XP Cost: 30

Requirements: Ballistic Skill rating 7+

The precision and lethality of your shots is legendary. You may re-roll all rolls of 1 whenever you make a ranged attack or roll for damage with a ranged attack.

CRUSHING BLOW

XP Cost: 25

Requirements: Strength 5+

Your physical might is bolstered by your will to overcome the foes arrayed before you, and little can withstand the impact of their blows. The base damage of your melee attacks is increased by +Double Rank.

CHAPTER III: TALENTS AND POWERS

DEADLY TOUCH

XP Cost: 35

Requirements: Weapon Skill rating 7+

You know the myriad ways in which living creatures can be slain, and with precision you can deliver death with but a touch. Any melee weapon you wield, as well as your unarmed attacks, gain the Mortal (1) trait.

DECAPITATING STRIKES

XP Cost: 30

Requirements: Weapon Skill rating 7+

Your sweeping strikes seldom miss their mark, leaving maimed and butchered foes in their wake mere moments after the charge. When you inflict a critical hit with a melee attack, the severity of that critical hit automatically increases as if two Glory had been spent. You may still spend Glory to increase the severity further, if desired.

DEFEND

XP Cost: 40

Requirements: Dire Avenger aspect, Weapon Skill rating 6+

You are well-versed in the principles of unyielding defence, and your squad are well-drilled to ensure that no enemy can overcome them without great sacrifice. You and your squad increase Defence and Resilience by +2.

DISARMING STRIKE

XP Cost: 20

Requirements: Weapon Skill rating 7+

You do not leave battle to chance, for you eliminate your foe's weapon at the first opportunity. You ignore up to Double Rank of the normal DN penalty for a called shot when making a melee attack, so long as you are making the called shot to disarm an opponent.

DISTRACT

XP Cost: 20

Requirements: Athletics rating 5+

The Exarch's motions in battle are misleading, even entrancing, leaving enemies off-balance and unable to perceive when the true attack will come. You may make an Athletics Interaction attack as a Simple Action, rather than a Combat Action.

DRAGON'S BITE

XP Cost: 20

Requirements: Fire Dragon aspect, Weapon Skill rating 5+

You and your squad are adept at bringing your weapons to bear even in the closest confines. You and your squad may treat your Fusion Guns or any other weapon with the **MELTA** keyword, as if they had the Pistol trait.

EVADE

XP Cost: 30

Requirements: Swooping Hawk or Shining Spear or Crimson Hunter aspect, Agility 7+

Your airborne movement is difficult for the eye to follow or predict, making you an exceptionally difficult target. When you fly—yourself, or while operating a vehicle with the Flyer or Hover trait—add +2 to your Defence or that of your vehicle until the start of your next turn.

EXPERT HUNTER

XP Cost: 30

Requirements: Weapon Skill or Ballistic Skill rating 5+

Like the heroes of old, you are foe to the mightiest enemies on the battlefield. When you make a melee attack, or a ranged attack at close range, against a vehicle or a Monstrous Creature, add +3ED to the attack's damage and re-roll any ED which result in failures.

FAST SHOT

XP Cost: 50

Requirements: Ballistic Skill rating 7+

You are a master at making the most of your firepower, laying down lethally-accurate volleys of fire. When you make a ranged attack, you may count their weapon's Salvo value as twice its normal value, as long as the weapon had a Salvo of at least 1. In addition, when making a ranged attack, you may spend 1 ammo to make a second attack with that weapon.

CHAPTER III: TALENTS AND POWERS

FIGHTING FURY

XP Cost: 40

Requirements: Weapon Skill 7 rating+

You remain in perpetual motion in melee, never missing an opportunity to strike. When you make a melee attack, you may spend 2 Glory to make a second melee attack. In addition, when the Exarch makes a multi-attack with a melee attack, the penalty is reduced by Double Rank.

FLICKERING ASSAULT

XP Cost: 30

Requirements: Warp Spider aspect

You slip between reality and the Warp seamlessly, stepping out to strike and then withdrawing to find a new target. When you, or any member of your squad, makes a multi-attack as part of a melee attack, you may count your Speed as double its normal value when determining if they can reach their targets, and do not provoke Reflexive Attacks for leaving engagements. Characters benefiting from this ability must be wearing Warp Spider Jump Generators.

FOCUSSED FIRE

XP Cost: 30

Requirements: Dark Reaper aspect

You direct your attention—and your firepower—at a single foe, seeking to eliminate them utterly, regardless of other factors or distractions. You may nominate a single enemy—not a mob, but any individual threat—within 36m as a priority target as a free action at the start of your turn. Until the start of your next turn, any ranged attacks from you or members of your squad at that priority target may re-roll any dice which roll 1 on their skill test and on their damage roll. Further, the enemy may not use any Ruin abilities or other special abilities which would redirect the attack to another target.

GRACEFUL AVOIDANCE

XP Cost: 30

Requirements: Howling Banshee aspect

Your motions make it almost impossible to land a telling blow upon you. When you roll Determination against damage inflicted by a melee attack, you or a member of your squad may use Agility +Rank instead of Toughness to Soak, and may roll Determination against Mortal Wounds.

GRIM VISAGE

XP Cost: 25

Requirements: Willpower 6+

Your presence inspires feelings of foreboding and dread in their foes. Characters within 12 yards of you add +Rank to the DN of Resolve tests they are required to take. Your squad is immune to this effect.

IMMORTAL ENDURANCE

XP Cost: 30

Requirements: Toughness 5+

You are supernaturally resilient and wear your armour like a second skin. Your Resilience and Determination are both increased by +2.

INTERCEPT

XP Cost: 20

Requirements: Agility 7+, Swooping Hawk aspect

You are a peerless aerial combatant, effortlessly proficient at fighting opponents in the sky. When you, or a member of your squad, makes an attack against a flying enemy, they may re-roll any failures on their skill test.

LANCER

XP Cost: 20

Requirements: Shining Spear aspect

You wield a lance as if it were an extension of your arm. When you score a critical hit with an attack with a Laser Lance, Star Lance, or similar weapon while charging, you may choose to make an additional attack with the weapon instead of inflicting a critical hit. This additional attack cannot produce further attacks.

CHAPTER III: TALENTS AND POWERS

LONG-RANGED FIRE

XP Cost: 30

Requirements: Dark Reaper aspect, Ballistic Skill 7+

Your eyes can pick out a target at a considerable distance, and you are an excellent judge of just how to fire to catch such far-flung foes. You, and any members of your squad, may ignore the DN penalty for firing at long range. In addition, you and your squad may fire ranged weapons at *extreme range*, which is any distance up to twice the Medium range of the weapon (so a weapon with a Medium range of 48 has an Extreme range of 96). Ranged attacks made at targets at extreme range suffer a +2 DN penalty.

MARTIAL ADEPT

XP Cost: 30

Requirements: Dire Avenger aspect, Weapon Skill 6+, Ballistic Skill 6+

You are a well-rounded combatant, a master of warfare in hand-to-hand and at range. Whenever you make an attack, add one exalted icon to the attack, in addition to any that you roll.

MIGHTY STRIKE

XP Cost: 25

Requirements: Strength 5+

You can channel all your fury and all your concentration into well-placed blows which splinter armour and shatter bone. When making a melee attack, you may make a Mighty Strike, choosing to suffer Shock to increase the damage; each Shock you suffer adds +1ED to the attack's damage; you may not suffer more Shock from one attack than your Tier. A Mighty Strike may not be combined with a multi-attack.

NERVE-SHREDDING SHRIEK

XP Cost: 30

Requirements: Howling Banshee aspect

You lead your students in a war-cry that not only overwhelms foes' minds, but also inflicts lasting neurological and psychological harm. When you, or a member of your squad, charges while using a Banshee Mask, roll 1d6 for each enemy affected by the mask; on an Icon, that foe suffers 1d3 Mortal Wounds in addition to the mask's other effects.

PASS UNSEEN

XP Cost: 20

Requirements: Striking Scorpion Aspect, Stealth 6+

Your body, mind, and soul are wreathed in deceptive mists and illusory shadows, such that you cannot easily be detected, even by the most vigilant of sentries. You add an Exalted Icon to all Stealth tests you attempt.

PIERCING STRIKE

XP Cost: 30

Requirements: Howling Banshee aspect, Weapon Skill rating 5+

Your blade is always perfectly placed to cut down the mightiest foes. When you use an Executioner or other two-handed melee weapon to make a melee attack, you may attempt a Piercing Strike. This adds the Careful and Unwieldy (2) traits to the weapon, but increases the weapon's damage by +Double Rank ED.

RAIN OF DEATH

XP Cost: 30

Requirements: Dark Reaper aspect, Ballistic Skill rating 7+

You are a master at delivering precision barrages that few enemies can escape. When you use a Tempest Launcher or other Indirect ranged weapon to make a ranged attack, they may increase the rating of the Blast trait of the weapon by Double Rank (this also increases the number of enemies in a Mob hit by +Rank). In addition, enemies hit by the blast must pass a Resolve test (DN = your Ballistic Skill rating) or become pinned.

RAPID ASSAULT

XP Cost: 30

Requirements: Swooping Hawk aspect, Weapon Skill rating 6+

You hurtle into the fray, flitting between opponents and delivering a storm of attacks. When you charge while flying, they may ignore up to Double Rank points of DN penalty when making a multi-attack. Further, against a Mob, each Icon scored above the target's Defence strikes two additional members of the mob instead of one.

CHAPTER III: TALENTS AND POWERS

SCORPION'S GRASP

XP Cost: 30

Requirements: Striking Scorpion aspect

Your claw is especially deadly, tearing foes apart in a spectacular fashion. When you wield a Scorpion's Claw or similar weapon, add the Mortal (1d3) trait to the weapon.

SCORPION'S STING

XP Cost: 30

Requirements: Striking Scorpion aspect

Through extensive training and profound combat instinct, your charges are carefully planned to create as many opportunities as possible for you and your squad's mandiblasters to fire. When you or a member of your squad charges, and their Mandiblasters fire, roll two d6 for the Mandiblaster Helm instead of one, inflicting 1d3 Mortal Wounds for each die which rolls an Icon.

SHREDDING FIRE

XP Cost: 20

Requirements: Dire Avenger aspect

You understand your weapons instinctively, understanding the way to make the most from every shot. When you make a ranged attack with a **SHURIKEN** weapon, the weapon changes its AP to -3, but loses the Rending (3) trait.

SKILLED RIDER

XP Cost: 25

Requirements: Shining Spear aspect, Pilot rating 7+

You control your jetbike with effortless ease, dodging and weaving between incoming attacks like a leaf caught in a summer's breeze. You gain an automatic Exalted Icon on all Pilot tests to operate an Aeldari Jetbike.

SPIDER'S BITE

XP Cost: 20

Requirements: Warp Spider aspect, Weapon Skill rating 5+

Your blades thrust and stab like the mandibles and forelimbs of a spider, scything through foes with ruthless efficiency. When you make a melee attack using a pair of Power Blades or similar weapons, add the Brutal trait and increase the weapons' damage by +Rank ED.

SPIDER'S LAIR

XP Cost: 30

Requirements: Warp Spider aspect

You are deadly in dense terrain, weaving tangles of monofilament wire around their location to ensnare and eviscerate the unwary foes who stumble through the nearly-invisible wires. When the Exarch is in terrain which provides cover, or which counts as difficult terrain, you may spend 1 Glory as a Simple Action to trap that location. Characters other than the Exarch or their squad who enter that terrain must pass an Awareness Test with a DN of 5, or immediately suffer 1d3 Mortal Wounds and the *Restrained* condition. A trap created dissolves at the start of the Exarch's next turn.

STALKER

XP Cost: 20

Requirements: Striking Scorpion aspect, Stealth rating 6+

You are evasive and shadowy, never directly observed, only ever glimpsed out of the corner of an enemy's eyes; aiming at such a target is nigh-impossible. You and all members of your squad add your Rank to their Defence when in cover, in addition to of the normal bonus to defence for cover.

CHAPTER III: TALENTS AND POWERS

STAND FIRM

XP Cost: 30

Requirements: Willpower 5+

You possess absolute certainty and lead with unbreakable conviction: nothing short of death will see your duty unfulfilled. When you, or any of your Squad, attempt a Resolve or Conviction test, you automatically succeed without needing to roll. In addition, any attack or effect which uses your, or a member of your Squad's, Resolve as a DN automatically fails.

SUPPRESSING FUSILLADE

XP Cost: 30

Your volleys are a staccato torrent of fire, carefully timed and aimed to disorient and demoralise. When you spend ammo to make a Suppressive Fire attack, you score one automatic Exalted Icon. Further, if a target becomes *Pinned* as a result of this attack, they also become *Staggered* while they're pinned.

SURPRISE ASSAULT

XP Cost: 40

Requirements: Warp Spider aspect, Stealth rating 4+

You are a master of capitalising on the ignorance of your foes. The first time in a scene that you, or a member of your squad, attacks an unaware enemy, you may re-roll any failures on that attack.

SUSTAINED ASSAULT

XP Cost: 25

Requirements: Striking Scorpion aspect, Weapon Skill rating 6+

You are unrelenting, landing blow after ferocious blow upon your foes. When you succeed at a melee attack and score a critical hit, you may choose to make a second attack instead of inflicting a critical hit. This second attack cannot generate further attacks.

SWIFTSTEP

XP Cost: 20

Requirements: Agility 7+

You lead your warriors across the battlefield at a tremendous pace, delivering them to battle swiftly. When you or your squad, takes the Run or Sprint action, increase your Speed by +3.

SWOOPING BARRAGE

XP Cost: 20

Requirements: Swooping Hawk aspect

Your munitions are always well-placed for maximum effect. When you, or a member of your squad, makes an attack using grenades or a grenade launcher of some kind, add an automatic Exalted Icon to the attack.

SWOOPING DIVE

XP Cost: 25

Requirements: Shining Spear aspect

You descend from the skies upon your shining steed, to tremendous effect. When you, or a member of your squad, moves with their jetbike with the intention of charging into melee, you increase the normal charge bonus to your melee attack to +3d, and ignore the penalty for moving at breakneck speed.

TANK KILLER

XP Cost: 25

Requirements: Fire Dragon aspect

You have an eye for the flaws in armoured targets and can fine-tune the use of your weapons to exploit these flaws easily. When you make an attack with a Firepike or similar weapon, the weapon gains the Sniper (2) trait. If the weapon had the Blast (X) and/or Spread traits, it loses them while it benefits from this ability.

TEMPEST OF BLADES

XP Cost: 30

Requirements: Dire Avenger, Ballistic Skill rating 6+

Little can withstand the tempest of blades that issues forth from shuriken weapons under your command. When you or any member of your squad, scores a critical when making a ranged attack with a weapon with the **SHURIKEN** keyword, they may choose to make a second attack with that weapon instead of inflicting a critical hit. These additional attacks may not generate extra attacks of their own.

CHAPTER III: TALENTS AND POWERS

TURN ASIDE BLOW

XP Cost: 20

Requirements: Weapon Skill 6+

You are a master of parrying and deflecting incoming attacks and has even modified their armour to include additional parrying surfaces on their hands and forearms. When you use Full Defence against melee attacks, you may make a Weapon Skill test instead of simply rolling Initiative.

WALL OF FIRE

XP Cost: 25

Requirements: Fire Dragon aspect

You leave flaming ruin in your foes' path, hindering their attempts to get close. When you are armed with a Dragon's Breath Flamer or other **FIRE** weapon, you may spend 1 Glory as a Reflexive Action when an enemy declares a charge to create a momentary wall of flame within 8m, which is up to 5m wide. Any enemy who moves through this wall of flame immediately suffers 1d3+1 Mortal Wounds and gains the *On Fire* condition.

WAR SHOUT

XP Cost: 40

Requirements: Howling Banshee aspect

Your war-cry leaves enemies shocked and scarcely able to retaliate. When you, or a member of your squad, charges using a Banshee Mask, enemies charged suffer the *Hindered* (4) condition, rather than *Hindered* (2).

WEB OF DECEIT

XP Cost: 40

Requirements: Warp Spider aspect

You know hidden paths through the Warp and Webway and can lead your students to places where your skills are most necessary. Once per scene, you may perform a warp jump by spending a point of Wrath and taking a Full Action. You and your squad immediately vanish from the battlefield, reappearing anywhere within 500 metres, though you may not reappear within 10m of an enemy.

WHIRLING BLADES

XP Cost: 30

Requirements: Howling Banshee aspect

You are a razor-edged whirlwind in battle, slicing apart any foe who steps within reach. If you are wielding a pair of Mirrorswords or other Paired weapon, you may ignore up to 4 points of DN penalty when making a multi-attack in melee. Further, when making a multi-action in melee, you may make up to three melee attacks with their Mirrorswords, each as separate actions within a multi-action.

WITHDRAW

XP Cost: 30

Requirements: Agility 6+

You are elusive and cannot be held in any battles but the ones they choose to fight. When you or a member of your squad moves out of Engagement with an enemy, you do not provoke Reflexive Attacks from that enemy: you are always considered to have taken the Fall Back action.

PRAYERS AND LITANIES

Prayers and Litanies are a new form of special ability for **Wrath & Glory**. They may be selected by any character with the **PRIEST** keyword, representing those with the righteous (or blasphemous) zeal to inspire and rally others in the names of their gods.

INVOKING PRAYERS

A character who knows one or more Prayers may spend an action to invoke one of the Prayers they know. Prayers also require an intensity of focus and fervour which is draining to maintain: it is not merely sufficient to speak the words; one must embody them in order to inspire others.

Invoking a Prayer is a Simple Action and requires a Persuasion test with a DN of 3. Further, invoking a Prayer inflicts 1d3 Shock due to the fervour required. If this test is successful, then the Prayer grants the listed effect. If the Wrath die is a 6 when invoking a Prayer, then the Prayer does not inflict any Shock.

Each Prayer lasts for a single round: until the start of your next turn. However, if you have shifted one or more Exalted Icons on your Prayer roll, each one increases the duration by one round, to a maximum number of rounds equal to your Persuasion rank.

LITANIES OF DEVOTION

Space Marine Chaplains are exemplars of righteous wrath. Powerful orators and accomplished warriors both, they provide bellicose counsel to their comrades and act as spiritual bastions for their Chapter. The litanies that Chaplains intone on the battlefield imbue those around them with fresh determination and martial fury.

Prayers from the Litanies of Devotion may only be selected by Priests with the **IMPERIUM** and **ADEPTUS ASTARTES** keywords, and who do not possess the **CHAOS** keyword.

The Astartes Chaplain archetype in the *Forsaken Systems Players Guide* receives the **PRIEST** keyword for this purpose.

LITANY OF HATE

You call upon your allies to summon their hatred of the foes before them.

XP Cost: 20

Effect: If this Prayer is successful, you and all allies with the **IMPERIUM** keyword within 12m of you may re-roll up to Double Rank dice on melee attacks while the Prayer remains in effect.

LITANY OF FAITH

You exhort your charges to steel themselves against the most dangerous weapons the enemy can bring to bear.

XP Cost: 20

Effect: If this Prayer is successful, you and all allies with the **IMPERIUM** keyword within 12m of you may roll Determination against Mortal Wounds, and may add +Rank dice to Determination, while the Prayer remains in effect.

CATECHISM OF FIRE

You call upon your comrades to unleash a relentless storm of close-range firepower.

XP Cost: 20

Effect: If this Prayer is successful, you and all allies with the **IMPERIUM** keyword within 12m of you may add +Rank ED to all ranged attacks against the closest enemy, while the Prayer remains in effect.

EXHORTATION OF RAGE

You bellow your fury at the enemy, and your allies surge forwards to strike them down.

XP Cost: 20

Effect: If this Prayer is successful, then while it remains in effect, whenever you or any ally with the **IMPERIUM** keyword within 12m of you makes a successful melee attack and roll a 6 on the Wrath die, they may choose to make an additional melee attack instead of inflicting a critical hit. These additional attacks cannot themselves grant additional attacks.

CHAPTER III: TALENTS AND POWERS

MANTRA OF STRENGTH

You focus your mind on the purity of your faith, and your humanity, and your connection to saints, heroes, and the Emperor Himself.

XP Cost: 20

Effect: If this Prayer is successful, then while the Prayer remains in effect, you add +Rank to your Strength, and +Rank ED to any melee attacks you make.

RECITATION OF FOCUS

You recite creeds that focus the minds of the faithful to ensure their shots strike true.

XP Cost: 20

Effect: If this Prayer is successful, you and all allies with the **IMPERIUM** keyword within 12m add +Rank bonus dice to ranged attacks while the Prayer remains in effect.

CANTICLE OF HATE

Bellowing your hatred of the foe, you lead your allies to the wholesale destruction of the enemy.

XP Cost: 20

Effect: If this Prayer is successful, you and all allies with the **IMPERIUM** keyword within 12m of you may add +Rank to Speed when charging until the end of your next turn.

HYMNS OF BATTLE

The orators of the Adeptus Ministorum and the Adepts Sororitas rouse their congregations to displays of righteous fervour.

Prayers from the Litanies of Devotion may only be selected by Priests with the **IMPERIUM** and **ADEPTUS MINISTORUM** keywords, and who do not possess the **CHAOS** keyword. Some may only be selected by those with the **ADEPTA SORORITAS** keyword.

The Ministorum Priest archetype from the **Wrath & Glory core rulebook**, and the Confessor and Sister Dialogus archetypes from the **Forsaken System Players Guide**, and the Sister Dogmata archetype in **Redacted Records II** all receive the **PRIEST** keyword for this purpose.

WAR HYMN

Suffer not the enemies of Mankind to live. Smite them down with all your strength and fury.

XP Cost: 20

Effect: If this Prayer is successful, you and all allies with the **IMPERIUM** keyword within 12m of you may re-roll up to Double Rank dice on melee attacks while the Prayer remains in effect.

REFRAIN OF BLAZING PIETY

The fervent intonations that the God-Emperor will smite down His foes are believed so powerfully that these sacred words can cause heretics to combust.

XP Cost: 20

Effect: If this Prayer is successful, a single enemy lacking the **IMPERIUM** keyword within 12m of you suffers 1d3 Mortal Wounds. If the enemy has the **CHAOS** keyword, they instead suffer 2d3 Mortal Wounds. Increase the number of Mortal Wounds by +1 per Exalted Icon shifted.

CHORUS OF SPIRITUAL FORTITUDE

The Emperor protects the faithful from the corruption that lurks in the darkness.

XP Cost: 20

Effect: If this Prayer is successful, end the effect of any psychic power or warp phenomenon on yourself and allies with the **IMPERIUM** keyword. In addition, while the Prayer remains in effect, you and the affected allies cannot be targeted by psychic powers.

PSALM OF RIGHTEOUS SMITING

Invoking the strength of the God-Emperor, divine power flows through you as you carve apart the Emperor's foes like the warrior-saints of legend.

XP Cost: 20

Effect: If this Prayer is successful, you add Double Rank bonus dice to all melee attacks you make and improve the AP of your melee attacks by 1 while the Prayer remains in effect.

CHAPTER III: TALENTS AND POWERS

LITANY OF ENDURING FAITH

Faith is the shield of the righteous, and the passionate chants of the devout can reinforce the benediction of the God-Emperor.

Only **PRIESTS** with the **ADEPTA SORORITAS** keyword may purchase this Prayer.

XP Cost: 20

Effect: If this Prayer is successful, you and all **IMPERIUM** characters within 12m of you add +2 to Resilience.

CATECHISM OF REPUGNANCE

With the holy bolter we shall cleanse the mutant, the alien, and the heretic. With the Emperor's gift do we deliver our hatred of the defiler.

Only **PRIESTS** with the **ADEPTA SORORITAS** keyword may purchase this Prayer.

XP Cost: 20

Effect: If this Prayer is successful, then while the prayer remains in effect, then whenever you or any **IMPERIUM** characters within 12m of makes a ranged attack with a **BOLT** weapon, the attack's damage is increased by +Rank ED, and the attack's AP is improved by 1 (that is, AP -1 to AP -2) if the attack is at Short Range.

PRAYERS TO THE DARK GODS

The Dark Apostles of Chaos have a singular connection with their deities. It is not for warrior glory nor for self-aggrandisement they fight, but for the furtherance of their patron god's cause – as such they can call upon the favour of the Ruinous Powers to lend them strength at a critical moment.

Prayers to the Dark Gods may only be selected by Priests with the **CHAOS** keyword. They are most commonly used by Dark Apostles of the Heretic Astartes, Cult Leaders, and other perfidious wretches devoted to the Ruinous Powers and the downfall of the Imperium.

Each Prayer purchased from this list inflicts 1 Corruption on a character. Further, if the Wrath die rolls a 1 when a Prayer is being Invoked, then the Priest suffers 1 Mortal Wound, as the Dark Gods punish their devotee's insolence.

DARK ZEALOTRY

All your hatred, all of your spite, issues forth in a vitriolic exhortation to destroy.

XP Cost: 20

Effect: If this Prayer is successful, you and all allies with the **CHAOS** keyword within 12m of you may re-roll up to Double Rank dice on melee attacks, while the Prayer remains in effect.

BENEDICTION OF DARKNESS

As your words grow louder, inly blackness pours from your eyes, forming a swirling mist around your allies.

XP Cost: 20

Effect: If this Prayer is successful, you and all allies with the **CHAOS** keyword within 12m, gain + Double Rank to Defence against ranged attacks while the Prayer remains in effect.

LITANY OF DESPAIR

You call upon the Dark Gods to offer your foes all manner of whispered temptations, sapping their will to fight.

XP Cost: 20

Effect: If this Prayer is successful, all creatures without the **CHAOS** keyword within 12m, add +Rank the DN of all Resolve tests while the Prayer remains in effect.

CHAPTER III: TALENTS AND POWERS

OMEN OF POTENCY

You begin to radiate the unbridled power of the Warp.

XP Cost: 20

Effect: If this Prayer is successful, then while the Prayer remains in effect, you gain +Double Rank bonus dice to melee attacks you make, and you count all melee weapons you wield as having AP -4.

WARP-SIGHT PLEA

You entreat your dark masters to guide your followers' aim, granting their shots unerring accuracy.

XP Cost: 20

Effect: If this Prayer is successful, then while the Prayer remains in effect, you and all allies with the **CHAOS** keyword within 12m add +Rank bonus dice to ranged attacks.

SOULTEARER PORTENT

Your flock strike at their victim's very souls, the better to release them from their mortal bonds as an offering to the glory of Chaos.

XP Cost: 20

Effect: If this Prayer is successful, then while the Prayer remains in effect, you and all allies with the **CHAOS** keyword within 12m add +Rank ED to all melee attacks.

ILLUSORY SUPPLICATION

Chanting un-words that would drive most mortals mad, you bend and distort the fabric of reality, creating shadowy doppelgängers of nearby allies.

XP Cost: 20

Effect: If this Prayer is successful, then while the Prayer remains in effect, you and all allies with the **CHAOS** within 12m add +Rank to their Defence.

WRATHFUL ENTREATY

Drawing blood from your palm, you request that the Lord of Skulls impart a measure of his furious strength to you.

Only Priests with the **KHORNE** keyword may purchase this Prayer.

XP Cost: 20

Effect: If this Prayer is successful, then while the Prayer remains in effect, you add +Rank to your Strength.

MUTATING INVOCATION

Speaking riddles, you bargain with the Master of Fate to make your flesh flow like liquid, unmaking the harm dealt to you.

Only Priests with the **TZEENTCH** keyword may purchase this Prayer.

XP Cost: 20

Effect: If this Prayer is successful, then you instantly recover Rank Wounds. This Prayer has no ongoing duration—once the effect has occurred, the Prayer is done.

FECULENT BESEECHMENT

You beg the Grandfather of Pestilence to bless your form with wondrous disease, every syllable expelling a cloud of flies.

Only Priests with the **NURGLE** keyword may purchase this Prayer.

XP Cost: 20

Effect: If this Prayer is successful, then while the Prayer remains in effect, you add +Rank to your Toughness.

BLISSFUL DEVOTION

You ask your beloved Prince of Pleasure to grant you the unnatural swiftness of their daemonic children.

Only Priests with the **SLAANESH** keyword may purchase this Prayer.

XP Cost: 20

Effect: If this Prayer is successful, then while the Prayer remains in effect, increase your Speed by +Double Rank when advancing or charging

CHAPTER III: TALENTS AND POWERS

INVOCATIONS OF THE ETHEREALS

When an Ethereal speaks, all T'au listen. Ethereals are powerful orators, and their wisdom and guidance are received eagerly by other T'au. While they may not think of such invocations as prayer, for the Greater Good is a matter of truth, not mere faith, T'au are driven to zealous deeds as easily as the most fervent crusader.

Prayers from the Invocations of the Ethereals may only be selected by Priests with the **T'AU EMPIRE** and **ETHEREAL CASTE** keywords.

STORM OF FIRE

The steady gaze of the Ethereal reminds those of the Fire Caste that there lies within the heart of every storm a zone of silence that remains serene even as fury rages all about it. So inspired, they apply themselves to their assigned tasks with hard-eyed calm even as they continue to hammer the foe with unrelenting firepower.

XP Cost: 20

Effect: If this Prayer is successful, then while the Prayer remains in effect, a single group of allied T'au numbering no more than your Willpower score, within 12m of you may ignore up to Rank DN penalties when taking a Multi-Action.

SENSE OF STONE

As stone resists the onslaught of the other elements in their endless quest to wear it away, so do the T'au exhibit that same unbending resilience. The result is a nigh-supernatural fortitude that sees them shrug off even the most punishing blows.

XP Cost: 20

Effect: If this Prayer is successful, then while the Prayer remains in effect, a single group of allied T'au numbering no more than your Willpower score, may ignore all Shock suffered when rolling Determination.

ZEPHYR'S GRACE

As a breath of air slips unseen and unheard through blades of grass in a night-time forest, so do the T'au filter swift and silent across the battlefield.

XP Cost: 20

Effect: If this Prayer is successful, then while the Prayer remains in effect, a single group of allied T'au numbering no more than your Willpower score, may add +Rank to their Defence so long as they moved in their previous turn.

POWER OF TIDES

It is not only the T'au who are inspired by the presence of the Ethereals. As surely as a world's moons govern the tides of its oceans, so are even the strangest alien auxiliaries given fresh heart by such a serene presence.

XP Cost: 20

Effect: If this Prayer is successful, then while the Prayer remains in effect, a single group of non-T'au allies with the **T'AU EMPIRE** keyword, numbering no more than your Willpower score, may add +Rank ED to the damage their attacks inflict.

UNIFYING MANTRA

With simple eloquence does the chanting of the Ethereal remind their comrades of their place within the Greater Good, and of how those of all castes are stronger when they stand shoulder to shoulder against adversity than when they strive alone.

XP Cost: 20

Effect: If this Prayer is successful, then while the Prayer remains in effect, a single group allied T'au numbering no more than your Willpower score, may add +Rank to their Resolve and Conviction.

WISDOM OF THE GUIDES

An unspoken sense of serene enlightenment flows through the T'au ranks. None questions its source, for all understand this is the wisdom of the Ethereals made manifest amongst them. Thus offered the calm for fresh perspective amidst the mayhem of battle, the T'au commanders swiftly glean insights into the strategic ebb and flow.

XP Cost: 20

Effect: If this Prayer is successful, then immediately add 1+Rank Glory to the Glory pool.

NEW PSYCHIC POWERS

DISCIPLINE PSYCHIC POWERS

This section contains additional psychic powers for the five core disciplines present in the *Core Rulebook*:

BIOMANCY

BIO-LIGHTNING

Point Cost:	15
DN:	Target's Defence
Activation:	Action
Duration:	Instant
Range:	10m
Multi-Target:	Yes
Keywords:	PSYCHIC

Effect: You channel your life force through the meridians of your body, causing your form to crackle with living energy.

A target hit by this power suffers damage equal to $7 + \text{your Willpower score} + 1\text{ED}$ with the Agonizing trait.

Potency:

- 💀 [1] +1ED
- 💀 [2] +10m range

CONSTRIC

Point Cost:	10
DN:	Target's Toughness
Activation:	Action
Duration:	Sustained
Range:	10m
Multi-Target:	No
Keywords:	PSYCHIC

Effect: With a word, thought, or gesture, you can command the flesh of your target to sharply contract. The target's windpipe closes, choking them and cutting off their breath.

The target begins to suffocate (see p. 201) and will fall unconscious after a number of rounds equal to twice their Toughness (Astartes characters double this). Each round they must pass a DN 3 Toughness test or suffer 1d3 Shock, falling unconscious when they reach maximum Shock.

Ending the power's effect allows the target to breathe again.

Potency:

- 💀 [2] +1 DN to the target's Toughness tests.
- 💀 [2] +1 Shock from a failed test

ENHANCED SENSES

Point Cost:	10
DN:	4
Activation:	Action
Duration:	Sustained
Range:	Self
Multi-Target:	No
Keywords:	PSYCHIC

Effect: With a moment's thought, you force your senses to become exceptionally sensitive.

While the power remains in effect, add +Double Rank bonus dice to all Awareness tests using that sense.

Potency:

- 💀 [1] add +1 to your Passive Awareness

SEAL WOUNDS

Point Cost:	10
DN:	5
Activation:	Action
Duration:	Instant
Range:	10m
Multi-Target:	Yes
Keywords:	PSYCHIC

Effect: You focus your power to repair your damaged flesh or that of any character within range.

The target regains Wounds equal to your Willpower attribute.

Potency:

- 💀 [2] Each target regains +1 Wound.
- 💀 [1] +5m range

TOXIC SIPHON

Point Cost:	5
DN:	Rating of Target's <i>Poisoned</i> condition
Activation:	Action
Duration:	Instant
Range:	Touch
Multi-Target:	Yes
Keywords:	PSYCHIC

Effect: You draw poisons from the flesh.

If the target has the *Poisoned X* condition, it is removed instantly. The target is *Staggered* on their next turn.

Potency:

- 💀 *[2] The target is not *Staggered*.
- 💀 [3] +10m range

DIVINATION

AUTO-SÉANCE

Point Cost: 10
DN: 3
Activation: Full Action
Duration: Sustained
Range: Special
Multi-Target: No
Keywords: PSYCHIC

Effect: You tune your psychic abilities to peer into the streams of time and space, to see events from past, present, and future. A hallmark of Astropaths, the auto-séance is a power by which a psyker opens up their mind and analyses the auras and psychic resonances around them. By doing this, they also augment and enhance the powers of another psyker and serve as a buffer against the worst dangers of the Immaterium. When you use this power, you assist another psyker, adding your ranks in Psychic Mastery as bonus dice to their next attempt to use a Divination power. In addition, should they suffer Perils of the Warp, you may both roll, and choose whichever result is lower.

Potency:

- [1] The assisted psyker may re-roll up to 1 Wrath die that rolled a Complication.
- [1] The assisted psyker gains one additional Exalted Icon to spend on Potency effects for their power.

DETECT CORRUPTION

Point Cost: 5
DN: 3
Activation: Action
Duration: Instant
Range: Willpower metres
Multi-Target: No
Keywords: PSYCHIC

Effect: Psykers, by their very nature, are attuned to the Warp. You can discern the tell-tail stain of corruption upon objects, places, and even people. When you use this ability, choose an object you can see within range. You detect whether or not the object has been in contact with the warp, affected by psychic powers, or other warp-related abilities within a number of hours equal to your Intellect.

Potency:

- *[1] You can detect the nature and type of warp contact the object has had: use in a ritual, held by a psyker, used a psychic power, etc.

- *[1] You can detect the touch of the Warp upon a person instead of an object.
- *[1] If you can detect the touch of the warp upon a person, you can determine how the person is connected to the warp, allowing you to determine if they are a psyker, sorcerer, possessed, etc.
- *[2] You can now discern the nature of any person, place, or object's connection to the Warp. You can also detect the presence of otherwise-invisible warp gates, dark pacts, possession, etc.

DIVINE SHOT

Point Cost: 15
DN: Target's Defence
Activation: Action
Duration: Instant
Range: Self
Multi-Target: No
Keywords: PSYCHIC

Effect: Using this power enables you to make nearly impossible ranged shots, allowing you to strike virtually any target you can perceive. You concentrate on a single firearm or other projectile weapon in your possession, and the ammunition it carries, before casting your psychic gaze into the Warp to search down the near-infinite paths of the future.

When you use this power, choose a single ranged weapon you're carrying, which has ammunition. You fire a single shot from this weapon against a single target—no multi-targets allowed—which hits instantly if the power is successfully used, at any distance up to the weapon's normal maximum range.

Potency:

- [1] The attack inflicts +1ED.
- [2] One ED from the attack counts as if it had rolled a 6.

CHAPTER III: TALENTS AND POWERS

DOWSING

Point Cost: 10
DN: 6
Activation: Full Action
Duration: Sustained
Range: Self
Multi-Target: No
Keywords: PSYCHIC

Effect: By focusing your mind you can single out an object or person somewhere in your immediate vicinity, pushing aside all other distractions until you can unerringly find it.

Select a single specific item or person you know (in the case of a person, having seen them or knowing what they look like, or knowing their name is required). If successful, and the item or person is within a number of kilometres equal to your Willpower attribute, you know the rough direction to the target. While you sustain this power, you may spend a Full Action to update the information received.

You receive bonus Exalted Icons on a successful use of this power based on your familiarity with the target: +2 if you've known the target for a long time, +1 if you have a piece of the target, +1 if the target is within 100m.

Potency:

- 💀 *[1] You instead know the specific direction to the target, and roughly how far away it is (to the nearest 50m).
- 💀 *[2] You instead know the specific direction to the target and exactly how far away it is.
- 💀 *[3] You have a visual image of the current location of the target, in addition to knowing exactly how far away it is and in what direction.

GLIMPSE

Point Cost: 20
DN: 6
Activation: Action
Duration: 1 Round
Range: Self
Multi-Target: No
Keywords: PSYCHIC

Effect: You peer moments into the future, sensing the many ways that the future may unfold. Until the end of your next turn, you add +6 bonus dice to a single skill test you attempt.

Potency:

- 💀 [2] The power grants an extra +1 bonus dice
- 💀 *[3] Activation reduced to a Simple Action

PRECOGNITIVE STRIKE

Point Cost: 20
DN: 5
Activation: Simple Action
Duration: 1 Round
Range: Self
Multi-Target: No
Keywords: PSYCHIC

Effect: You can sense disturbances to the path of your immediate future, allowing you to read the movements of your enemies. Until the end of your turn, you add +Rank bonus dice to all Ballistic Skill and Weapon Skill tests.

Potency:

- 💀 [2] You add an extra +1 bonus die to Ballistic Skill and Weapon Skill tests.

PRECOGNITIVE DODGE

Point Cost: 10
DN: 3
Activation: Reflexive Action
Duration: Instant
Range: Self
Multi-Target: No
Keywords: PSYCHIC

Effect: You manipulate probability to your advantage, and threats in your immediate future are clear to you. You may use this power when you are the target of an attack, but before that attack is resolved. You add +1 to your Defence until the start of your next turn. However, you are *Staggered* on your next turn.

Potency:

- 💀 [1] Your Defence is increased by a further +1.
- 💀 *[2] You are not *Staggered* after using this power.

THE ACTION AGAIN

Point Cost: 15
DN: 6
Activation: Simple Action
Duration: 1 Round
Range: Self
Multi-Target: No
Keywords: PSYCHIC

Effect: With this power, you snatch a glimpse of the future and briefly see the outcome of your actions. Through this flash of insight. If the power is successful, you may re-roll any test you attempt until the end of your next turn.

Potency:

- 💀 [1] The power's duration increases by +1 Round.

CHAPTER III: TALENTS AND POWERS

PYROMANCY

BLINDING FLASH

Point Cost: 10

DN: 4

Activation: Action

Duration: Instant

Range: 12m

Multi-Target: No

Keywords: PSYCHIC

Effect: You focus blazing mental energy into a single point within your mind before releasing it all in a burst of searing bright light, blinding anyone who sees you and is within Range. All creatures within range and able to see you must pass a DN 3 Agility test or suffer the *Blinded* condition for a number of rounds equal to your Willpower.

Potency:

- 💀 [1] The DN of the Agility test increases by +1
- 💀 [2] +4m range

BURNING FIST

Point Cost: 10

DN: 5

Activation: Action

Duration: Sustained

Range: Self

Multi-Target: No

Keywords: FIRE, PSYCHIC

Effect: With intense concentration, you wreath your hands in waves of shimmering flame. While this power remains in effect, your unarmed attacks increase their base damage by your Willpower and gain the *Inflict (On Fire)* quality.

Potency:

- 💀 [1] Your unarmed attacks gain +1ED

DOUSE FLAME

Point Cost: 15

DN: 6

Activation: Action

Duration: Sustained

Range: Willpower x5 metres

Multi-Target: No

Keywords: PSYCHIC

Effect: It takes a potent mind to deny the natural tendency of flames to run out of control. While this power remains in effect, all flames within range are extinguished and will not reignite, and weapons and powers with the FIRE keyword will not function.

Potency:

- 💀 [1] Increase range by +5m

FIREBOLT

Point Cost: 10

DN: Target's Defence

Activation: Action

Duration: Instant

Range: 25m

Multi-Target: Yes

Keywords: FIRE, PSYCHIC

Effect: You conjure bolts of flame from thin air and hurl them at your foes. Each target suffers Willpower +6 + 1ED damage, with the *Inflict (On Fire)* trait.

Potency:

- 💀 [1] +1ED
- 💀 [1] The attack gains -1 AP.

FIRE STORM

Point Cost: 15

DN: 7

Activation: Action

Duration: Instant

Range: 20m

Multi-Target: Yes

Keywords: FIRE, PSYCHIC

Effect: You instantly create an intense conflagration about your target as the air itself ignites, burning all within to cinders. You create a Blast (6) anywhere you can see within range. Creatures within that area suffer Willpower +8 +3ED damage, with the *Inflict (On Fire)* trait.

Potency:

- 💀 [1] +1ED
- 💀 [2] +2 to the size of the Blast

CHAPTER III: TALENTS AND POWERS

HOLOCAUST

Point Cost: 25
DN: 8
Activation: Full Action
Duration: Sustained
Range: Self
Multi-Target: No
Keywords: FIRE, PSYCHIC

Effect: A legendary power that few pyrokines are strong enough to attempt, the psyker attempts to conjure the inferno of their own soul. All enemies within 6m of you suffer Mortal Wounds equal to your Willpower, and again at the start of each turn you sustain the power. Each round that you sustain this power, you suffer 1 Mortal Wound.

Potency:

- 💀 [3] The power inflicts +1 Mortal Wound to enemies.
- 💀 *[2] DAEMONS may not roll Determination against Mortal Wounds inflicted by this power

TELEKINESIS

DEATH GRIP

Point Cost: 10
DN: Target's Toughness
Activation: Action
Duration: Instant
Range: Willpower metres
Multi-Target: Yes
Keywords: KINETIC, PSYCHIC

Effect: Using the power of your mind, you create a telekinetic grip on your target's vital organs and squeeze. Select a living creature you can see within range. The target suffers 2d3 Shock.

Potency:

- 💀 [1] You inflict +1d3 Shock.
- 💀 *[2] The target suffers the *Restrained* condition until the end of their next turn.
- 💀 *[2] The target suffers the *Bleeding* condition.

FORCE BOLT

Point Cost: 15
DN: Target's Defence
Activation: Action
Duration: Instant
Range: Willpower x5m
Multi-Target: No
Keywords: KINETIC, PSYCHIC

Effect: You hurl a bolt of mental force at your opponent.

The target suffers Willpower +6 +2ED damage and they are knocked *Prone* if they are Average or smaller.

Potency:

- 💀 [1] +1ED
- 💀 [2] The size of target that can be knocked *Prone* is increased by one step (to Large, then to Huge, then to Gargantuan).

FORCE BARRAGE

Point Cost: 20
DN: Target's Defence
Activation: Full Action
Duration: Instant
Range: Willpower x5m
Multi-Target: Yes
Keywords: KINETIC, PSYCHIC

Effect: You conjure a flurry of kinetic blasts, projectiles of pure mental force. The target suffers Willpower +5 +2ED damage. The penalty for targeting multiple foes is reduced by an amount equal to half your Willpower, rounding up.

Potency:

- 💀 [1] You hit one additional target.

LEVITATION

Point Cost: 20
DN: 4
Activation: Action
Duration: Sustained
Range: Self
Multi-Target: No
Keywords: KINETIC, PSYCHIC

Effect: You call upon your telekinetic abilities to lift yourself into the air. While this power remains in effect, you can lift yourself up to Willpower metres in the air. This is not true flight, only vertical movement.

Potency:

- 💀 [1] You lift yourself +1 metre.

CHAPTER III: TALENTS AND POWERS

PRECISION TELEKINESIS

Point Cost: 25
DN: 7
Activation: Action
Duration: Sustained
Range: 10m
Multi-Target: No

Keywords: KINETIC, PSYCHIC

Effect: You have honed your will to wield it as deftly and carefully as you use your own two hands. While this power remains in effect, you can manipulate objects you can see within range as if you were physically handling them. If you do something that would require a skill test, you roll your Psychic Mastery instead. You may only manipulate one object at a time.

Potency:

- 💀 [2] Manipulate one additional object within range.
- 💀 [3] +10m range

PSYCHIC BLADE

Point Cost: 20
DN: 6
Activation: Action
Duration: Sustained
Range: Self
Multi-Target: No

Keywords: KINETIC, PSYCHIC

Effect: A complex and delicate power to use, you conjure a perfectly thin cutting edge of psychic force, capable of slicing through almost any known matter. The power conjures a melee weapon which inflicts (S)+6 +3ED damage, an AP of -3, and the Force and Warp Weapon qualities. When attacking with the weapon, you may use your Psychic Mastery skill instead of your Weapon Skill.

Potency:

- 💀 [1] The weapon inflicts +1ED.
- 💀 [3] The weapon gains Rending (3)
- 💀 *[2] The weapon gains a range of 2m.

PSYCHO-KINETIC MIST

Point Cost: 10
DN: 3
Activation: Action
Duration: 1 Round
Range: Willpower metres
Multi-Target: No

Keywords: KINETIC, PSYCHIC

Effect: By calling on the powers of the warp, you conjure a psycho-kinetic substance that can be shaped by your will. This substance manifests as a hazy white vapour that drifts and curls around you. Until the start of your next turn, all allies within range count as in cover.

Potency:

- 💀 [1] The power lasts for +1 Round.
- 💀 [1] The power's range increases by +1 metre.
- 💀 *[2] You instead shape the mist into a shield that can repel attacks. It provides an Armour Rating equal to your Willpower, but the range is reduced to Self.

TELEKINESIS

Point Cost: 10
DN: 4
Activation: Action
Duration: Sustained
Range: 10m
Multi-Target: Yes

Keywords: KINETIC, PSYCHIC

Effect: A basic form of telekinesis, you can use your will to move inanimate objects around. You may lift and move any object you can see within range which weighs no more than your Willpower x5 kg. Lifted objects may be moved anywhere within range, but you cannot move an object fast enough to make an attack. Any objects still suspended when the power ends drop to the ground.

Potency:

- 💀 [1] +5m range

CHAPTER III: TALENTS AND POWERS

TELEPATHY

BEACON

Point Cost: 10
DN: 5
Activation: Full Action
Duration: Sustained
Range: Special
Multi-Target: No
Keywords: TELEPATHY, PSYCHIC

Effect: With this power, you are able to create a small psychic beacon within the Empyrean that can only be seen with psychic senses. While the beacon remains in place, you can always determine how far away you are from the beacon. Anyone able to use Psyniscience is able to perceive your beacon, and it can be detected as far away as your Willpower x 5km in realspace, or your Willpower in light years in the Warp, subject to warp conditions. You cannot control who can perceive your beacon, however, and enemies may detect it as well.

Potency:

- 💀 [1] The beacon's can be seen from +5km or +1 light year away.
- 💀 *[1] A character navigating through the Warp adds +2 bonus dice to their tests if they can see the beacon.

CHAOS MIND

Point Cost: 15
DN: Target's Willpower (Opposed)
Activation: Action
Duration: Instant
Range: Willpower metres
Multi-Target: No
Keywords: TELEPATHY, PSYCHIC

Effect: You form a bridge between your mind and the mind of your target. Through this connection, you pour the raw power of the Warp into the target's mind, overwhelming them. This power can have a devastating effect upon you as well as upon the target. Target a single enemy you can see within range and make an opposed Willpower test against them: if you win, the target suffers 1d3+2 Mortal Wounds. If you lose, however, you suffer 1d3+2 Corruption Points from the backlash.

Potency:

- 💀 [1] The target suffers +1 Mortal Wound.

INSPIRE

Point Cost: 10
DN: 5
Activation: Action
Duration: Sustained
Range: 6m
Multi-Target: No
Keywords: TELEPATHY, PSYCHIC

Effect: You bolster your allies by subtly implanting images of great courage and masking various negative emotions, allowing them to shake off fears and doubts. All allies within range immediately remove any *Fear*, *Terror*, or *Pinned* conditions they're currently suffering from, and remain immune to those effects as well as Intimidation-based Interaction Attacks while they remain within range.

Potency:

- 💀 [2] +2m range

MENTAL ALACRITY

Point Cost: 20
DN: 5
Activation: Action
Duration: 1 Round
Range: Willpower metres
Multi-Target: No
Keywords: TELEPATHY, PSYCHIC

Effect: Within the Scholastica Psykana and the Adepts Astra Telepathica, there are many exercises and meditations that are taught to Sanctioned Psykers and Astropaths to enhance their senses and their mental clarity. While this power remains in effect, you or one ally within range adds +3 bonus dice to all Intellect-based tests until the end of their next turn.

Potency:

- 💀 [1] The bonus increased by +1
- 💀 [1] The power lasts for +1 Round.

CHAPTER III: TALENTS AND POWERS

MIND WARD

Point Cost: 5
DN: 3
Activation: Action
Duration: Sustained
Range: Self
Multi-Target: No

Keywords: TELEPATHY, PSYCHIC

Effect: There are many ways to enter the mind of another person. With this power, those ways become limited. You erect psychic defences and bulwarks that help prevent mental attacks, and even steel you against fear. Any TELEPATHY power that targets you increases in DN by 1, and you increase your Resolve by 1.

Potency:

- 💀 [1] The DN increase for TELEPATHY powers increases by +1
- 💀 *[1] You are also immune to the *Pinned* condition.
- 💀 *[1] You are also immune to *Fear*.
- 💀 *[2] You are also immune to *Terror*.

PROJECTION

Point Cost: 20
DN: 7
Activation: Full Action
Duration: Sustained
Range: Self
Multi-Target: No

Keywords: TELEPATHY, PSYCHIC

Effect: You send your disembodied mind and spirit, allowing you to touch other minds from a great distance away.

While this power remains in effect, you leave your physical body, and can travel thousands of kilometres in an instant. In this form, you cannot physically affect anything, and you are undetectable to anyone except people you choose... though characters with the PSYKER or DAEMON keywords may be able to sense and affect you. You can communicate freely with anyone you know well who is in the same solar system.

While in this form, you are completely unaware of your physical body, which is unconscious. Every minute you sustain this power, you suffer 1 Shock.

SEE ME NOT

Point Cost: 15
DN: Target's Willpower
Activation: Action
Duration: Sustained
Range: 20m
Multi-Target: Yes

Keywords: TELEPATHY, PSYCHIC

Effect: You erase your presence from the minds of others. This is more than mere invisibility: those affected by the power simply cannot perceive your presence. Their senses still work, but their minds will not acknowledge you.

While this power is in effect, the target cannot perceive you in any way, though they will still be able to see the results of your actions. If ever a target is confronted with evidence of your presence (such as being attacked by you, or seeing a door open because of you), they may attempt a Willpower test with a DN of 3 to try and shake off this power's effects.

Potency:

- 💀 [2] The target's Willpower test DN increases by +1
- 💀 [2] +10m range

ADEPTUS ASTARTES PSYCHIC POWERS

This section contains psychic powers distinct to the Librarians of the Adeptus Astartes, and the sanctified daemon-slaying powers of the Grey Knights Chapter.

As standard, a Librarian may only know powers from the Librarius discipline and one other discipline of their choice. An individual Librarian may replace the Librarius discipline with the Obscuration discipline or one of the Chapter-specific Disciplines in this section.

SUCCESSOR CHAPTERS: Many of the following psychic disciplines can only be used by characters with a specific **[CHAPTER]** keyword. This can be substituted for any Chapter which is a successor to the listed Chapter. So, the Geokinesis Discipline can be used by **CRIMSON FISTS** characters, as they are a successor to the **IMPERIAL FISTS**.

SANCTIC DISCIPLINE

Each Grey Knight is an accomplished psyker, trained to channel his mental energies into protective wards and an array of battle-sorceries. The mightiest Grey Knights of all can banish Daemons with a word, conjure psychic defences to protect their allies and unleash the destructive power of the warp itself upon their foes.

GREY KNIGHTS psykers know *Rites of Banishment* instead of *Smite*.

Creatures with the **DAEMON** keyword may not roll Determination against damage caused by a Sanctic power.

ASTRAL AIM

Point Cost: 10
DN: 5
Activation: Simple Action
Duration: 1 Round
Range: Self
Multi-Target: No
Keywords: **PSYCHIC**
Prerequisite: Psyker must have the **GREY KNIGHTS** keyword.
Effect: You draw power into your weapon, guiding your shots to the chosen target. You may make ranged attacks against enemies you cannot see and you ignore any bonuses to Defence from cover on those ranged attacks, until the start of your next turn.
Potency:

 [2] +1 bonus dice to ranged attacks.

GATE OF INFINITY

Point Cost: 25
DN: 6
Activation: Full Action
Duration: Instant
Range: 500m
Multi-Target: No
Keywords: **PSYCHIC**
Prerequisite: Psyker must have the **GREY KNIGHTS** keyword.
Effect: You punch a corridor through the roiling immaterium, allowing you to cross great distances in the blink of an eye. You and all allies within 5m immediately vanish, and

reappear anywhere within range, which must also be more than 10m from an enemy.

POTENCY:

 [3] +500m range.

HAMMERHAND

Point Cost: 15
DN: 6
Activation: Action
Duration: 1 Round
Range: 5m
Multi-Target: No
Keywords: **PSYCHIC**
Prerequisite: Psyker must have the **GREY KNIGHTS** keyword.
Effect: Focusing the raging power of your mind, you augment your strength to the point where your fists can crush flesh and bone with a single blow. You add +3ED to the damage of all melee attacks until the start of your next turn.

POTENCY:

 [2] +1ED to damage.

CHAPTER III: TALENTS AND POWERS

PURGE SOUL

Point Cost: 15
DN: Target's Resolve
Activation: Action
Duration: Instant
Range: 25m
Multi-Target: Yes
Keywords: PSYCHIC
Prerequisite: Psyker must have the **GREY KNIGHTS** keyword.

Effect: You draw upon all of your willpower to purge the evil of your foes' souls, scouring every trace of corruption even if it destroys them in the process. You target one enemy with a psychic ranged attack. If successful, the target suffers 1 Mortal Wound and is *staggered* until the start of its next turn.

Potency:

💀 [1] +1 Mortal Wound.

RITES OF BANISHMENT

Point Cost: 0 (10 if buying this power separately)
DN: Target's Defence
Activation: Action
Duration: Instant
Range: 25m
Multi-Target: Yes
Keywords: PSYCHIC
Prerequisite: Psyker must have the **GREY KNIGHTS** keyword.

Effect: You utter prayers and litanies of detestation and antipathy, which sever the bonds holding Daemons to the material universe, banishing them to the roiling hellscape from whence they came. You target one enemy with a psychic ranged attack. If successful, the target suffers 1d3 Mortal Wounds, or 1d3+3 Mortal Wounds if they have the **DAEMON** keyword.

Potency:

💀 [2] +1 Mortal Wound.

SANCTUARY

Point Cost: 25
DN: 6
Activation: Action
Duration: 1 Round
Range: 5m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **GREY KNIGHTS** keyword.

Effect: Chanting words of warding, you create a zone of light around you that can protect you from harm and repel daemonic creatures. You, and all allies within range, add +1 to your Determination, may roll Determination against Mortal Wounds, and do not suffer Shock when rolling Determination, until the start of your next turn. Further, creatures with the **DAEMON** keyword treat the area within range of you as difficult terrain until the start of your next turn.

Potency:

💀 [2] +1 Determination
 💀 [3] +5m range.

VORTEX OF DOOM

Point Cost: 30
DN: 8
Activation: Full Action
Duration: 1 Round
Range: 25m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **GREY KNIGHTS** keyword.

Effect: The psyker tears a rift between realspace and the Warp, condemning his foes to oblivion. The power affects all creatures in a Blast (6), dragging them into a howling vortex. Every creature within the area suffers 1d3 Mortal Wounds.

Potency:

💀 [2] +1 Mortal Wound per target.
 💀 *[2] Increase the area of effect to Blast (10).
 💀 *[2] Time to activate reduced to an Action.

CHAPTER III: TALENTS AND POWERS

OBSCURATION DISCIPLINE

Those Space Marine Librarians seconded to Vanguard and reconnaissance operations are trained in the psychic arts of obscuration and illusion. They weave impenetrable cloaks of warp energy around their battle-brothers, conjure haunting visions to distract and terrify their foes, and ease the Vanguard formations' passage through enemy territory.

Any **PRIMARIS** Librarian may select this discipline instead of the Librarius Discipline.

HALLUCINATION

Point Cost: 10
DN: Target's Resolve
Activation: Action
Duration: Sustained
Range: 35m
Multi-Target: Yes
Keywords: TELEPATHY, PSYCHIC

Prerequisite: Psyker must have the **ADEPTUS ASTARTES** keyword.

Effect: You instil terror and panic in your foes by conjuring images from their memories—from past allies returned from the dead to apparitions wrought from nightmares. If successful, select an enemy within range. That enemy adds +1 to the DN of all Resolve tests and attacks while the power remains in effect.

Potency:

- 💀 [2] +1 DN to Resolve tests.
- 💀 [2] +1 DN to attacks.

MIND RAID

Point Cost: 15
DN: Target's Resolve
Activation: Action
Duration: Instant
Range: 35m
Multi-Target: No
Keywords: TELEPATHY, PSYCHIC

Prerequisite: Psyker must have the **ADEPTUS ASTARTES** keyword.

Effect: You peer into the mind of the foe, raiding their thoughts for secret codes, battle plans, the locations of hidden forces, or other tactical information which may be vital. Such brute psychic interrogation doubtless inflicts severe cerebral trauma on its victim. If successful, the target suffers 1d3+2 Shock, and the GM must reveal one piece of information which the target knows, which must be pertinent to the current scenario.

Potency:

- 💀 [1] +1 Shock
- 💀 [3] Target also suffers 1 Mortal Wound
- 💀 [1] The GM reveals one additional piece of information.

SHROUDING

Point Cost: 10
DN: 5
Activation: Action
Duration: Sustained
Range: 35m
Multi-Target: No
Keywords: TELEPATHY, PSYCHIC

Prerequisite: Psyker must have the **ADEPTUS ASTARTES** keyword.

Effect: You use your mastery of the warp to fog the minds of your enemies, clouding their senses so that your allies appear as nothing more than indistinct shadows. If successful, select a number of allies within range equal to your Willpower. While this power remains, enemies attempting to detect the selected allies add +2 to the DN of their Awareness tests and count their Passive Awareness as 0.

Potency:

- 💀 [2] +1 DN to enemy Awareness tests
- 💀 [2] Affect an additional number of allies equal to Willpower.

SOUL SIGHT

Point Cost: 8
DN: 4
Activation: Action
Duration: Sustained
Range: 35m
Multi-Target: No
Keywords: TELEPATHY, PSYCHIC

Prerequisite: Psyker must have the **ADEPTUS ASTARTES** keyword.

Effect: You share your warp-sight with your brethren, causing their eyes to glow with an ethereal light. So empowered, no foe can escape their omniscient gaze: the souls of their targets flare like beacons in the dark. If successful, select a number of allies within range equal to your Willpower. While this power remains, the affected allies may re-roll any failures on their ranged attacks and ignore any Defence bonuses from cover.

Potency:

- 💀 [1] +1 bonus die to affected allies' Awareness tests.

CHAPTER III: TALENTS AND POWERS

TEMPORAL CORRIDOR

Point Cost: 20
DN: 6
Activation: Full Action
Duration: Instant
Range: 5m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the ADEPTUS ASTARTES keyword.

Effect: You create an invisible corridor within which the passage of time is altered, allowing your allies to traverse the battlefield with supernatural swiftness. If successful, all allies within range may immediately move up to twice their Speed. All affected allies must remain within 5m of one another during the move, and no creature may benefit from this power more than once in a single round.

Potency:

- 💀 [2] Targets receive +1 Speed for this move.
- 💀 *[2] Activation reduced to an Action.

TENE BROUS CURSE

Point Cost: 15
DN: 5
Activation: Full Action
Duration: Instant
Range: 5m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the ADEPTUS ASTARTES keyword.

Effect: As you twist your hand, a psychic bolt lances through the minds of your foes. As they reel from the assault, their own shadows seem to spring to malicious life, grasping and tearing with frenzied determination. The power affects all creatures in a Blast (6) within range. Affected targets suffer 1 Mortal Wound and are *Staggered* until the start of your next turn.

Potency:

- 💀 [3] Targets suffer +1 Mortal Wound.
- 💀 *[2] Increase the area of effect to a Blast (10).
- 💀 *[2] Targets are *Restrained* instead of *Staggered*.

GEOKINESIS DISCIPLINE

Those scions of Rogal Dorn who have power over the warp are masters of stone and iron. Using aetheric energies, they can shatter fortress walls, cast the enemy into great pits in the ground or fortify themselves and their allies with strength drawn from the very bones of the earth.

IMPERIAL FISTS Librarians only.

ASPECT OF STONE

Point Cost: 15
DN: 4
Activation: Full Action
Duration: Sustained
Range: Self
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the IMPERIAL FISTS keyword.

Effect: Thrumming geokinetic energies wreath your fists. Iron strengthens your sinews while your flesh becomes unyielding as Ferrocrete. While this power remains in effect, add +4 to your Strength and Toughness attributes. You suffer 1 Shock at the start of each turn you sustain this power.

Potency:

- 💀 *[2] Time to activate reduced to a Simple Action.
- 💀 *[1] Target one ally with the IMPERIAL FISTS keyword within 12 metres instead of yourself.

CHASM

Point Cost: 25
DN: 5
Activation: Full Action
Duration: Instant
Range: 35m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the IMPERIAL FISTS keyword.

Effect: You slam your palms together, and then pull them slowly apart. As you do, a wide chasm opens beneath the feet of your foes, and they tumble screaming into the darkness below. In such a state, you are nigh-unstoppable. This power affects all creatures in a Blast (6) within range. The ground under the target area opens up, creating a sheer-walled pit with a depth equal to ten times your Willpower in metres. Any creature in the area, excluding those which can fly, may attempt an Agility test with a DN of 5 to scramble away; if they succeed, they move up to half their Speed away from the chasm. If they fail, they suffer falling damage as they plummet to the bottom. The pit remains once the power has been used. You suffer 1d3+2 Shock when you use this power, as it is draining to manifest.

Potency:

- 💀 *[2] Time to activate reduced to a Combat Action.
- 💀 *[2] Increase the area of effect to a Blast (10).

CHAPTER III: TALENTS AND POWERS

FORTIFY

Point Cost: 15
DN: 3
Activation: Full Action
Duration: Instant
Range: 25m
Multi-Target: Yes
Keywords: PSYCHIC
Prerequisite: Psyker must have the IMPERIAL FISTS keyword.

Effect: You envision a mighty citadel, ravaged by battle but under swift repair. As you do so, you let your powers wash over your battle-brothers, compelling their flesh to knit and their bones to set, just as your mental fortress is restored to its original magnificence. If this power is successful, select a single ally within range; they recover 1d3 Wounds, or twice that amount if they possess the IMPERIAL FISTS keyword. Once a creature has been affected by this power, they may not do so again until after their next Regroup.

Potency:

- 💀 [3] The target recovers +1 Wound.
- 💀 [2] The target also recovers 1d3 Shock.

IRON INFERNO

Point Cost: 10
DN: 5
Activation: Action
Duration: Instant
Range: 35m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the IMPERIAL FISTS keyword.

Effect: You send your mind questing outwards to locate seams of metal, the iron spars of girders and foundations, and any other metalling mass you can sense. Then, with a furious mental blast, you superheat them all to trigger a pyrometallic explosion. If this power is successful, select a single point within range that you can see; roll 1d6 for each creature or vehicle within 6m of that point; on an Icon, that creature suffers 1 Mortal Wound and the *On Fire* condition.

Potency:

- 💀 [3] Targets suffer +1 Mortal Wound.

TECTONIC PURGE

Point Cost: 8
DN: 5
Activation: Action
Duration: 1 round
Range: 12m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the IMPERIAL FISTS keyword.

Effect: You interlock your fingers, raise your hands high, and slam them down with a clubbing blow upon the ground. Psychic energy ripples from the impact site, causing the ground to convulse and shudder violently and enemies to be flung from their feet. If this power is successful, all enemies within range are knocked *Prone*. Further, the area within range is treated as Difficult Terrain by all enemies until the start of your next turn.

Potency:

- 💀 [2] Enemies within the area are *Hindered*.
- 💀 [2] Enemies within the area are *Vulnerable*.

WRACK AND RUIN

Point Cost: 10
DN: 5
Activation: Action
Duration: Instant
Range: 35m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the IMPERIAL FISTS keyword.

Effect: Reaching out with your mind, you sense every fault, hairline crack, and structural weakness in an enemy fortification, then build empyric resonance within them until the stronghold shakes itself apart. The power affects creatures in a Blast (6) that you can see within range. Roll 1d6 for each enemy in the blast who is in cover or in difficult terrain; on an Exalted Icon, they suffer a Mortal Wound and are *Staggered*. If the targets are within an enclosed structure, then instead roll 1d6 and each Icon inflicts 1d3 Mortal Wounds and causes them to be *Restrained*.

Potency:

- 💀 [3] Affected enemies suffer +1 Mortal Wounds.
- 💀 *[2] Increase the area of effect to a Blast (10).
- 💀 *[3] If there is a building or enclosing structure within the blast, then it begins to collapse.

INDOMITUS DISCIPLINE

The Ultramarines Librarius is renowned for its discipline and close adherence to the strict dictates of the Codex Astartes. Ultramarines Librarians train their minds to a sharp focus, and are able to manipulate their enemy, read the premonitory echoes of their movements, or even strike directly at their victims' psyches to devastating effect.

ULTRAMARINES Librarians only.

EMPYRIC CHANNELLING

Point Cost: 8
DN: 4
Activation: Full Action
Duration: Instant
Range: 12m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the ULTRAMARINES keyword.

Effect: You focus your thoughts to channel warp energies into a psychically-attuned ally, achieving a harmonious psychic choristry that magnifies their powers considerably. Select an allied Psyker within range. Before your next turn, that psyker may add your Rank as bonus dice to a single Psychic Mastery test. This increases to Double Rank if they also have the ULTRAMARINES keyword.

Potency:

- 💀 [1] +1 additional bonus die.
- 💀 *[2] The targeted psyker may re-roll a single Wrath die which rolled a Complication.

PRECOGNITION

Point Cost: 10
DN: 5
Activation: Action
Duration: Sustained
Range: Self
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the ULTRAMARINES keyword.

Effect: You see the trajectory of incoming attacks, allowing you to slip effortlessly around them. To the outside observer, it seems neither bullet nor blade can touch you. While this power remains in effect, you add +2 to your Defence, and you may Seize the Initiative without spending Glory.

Potency:

- 💀 [2] +1 bonus to Defence
- 💀 [1] You receive a single bonus Glory point.

PSYCHIC SHACKLES

Point Cost: 10
DN: 5
Activation: Action
Duration: 1 round
Range: 12m
Multi-Target: Yes
Keywords: PSYCHIC
Prerequisite: Psyker must have the ULTRAMARINES keyword.

Effect: You plunge into your foe's mind, trammelling their soul and crushing their will to fight, stalling their advance in its tracks. The power affects all creatures in a Blast (6) within range. Affected targets suffer 1d3 Shock and are *Staggered* until the start of your next turn.

Potency:

- 💀 [1] +1 Shock
- 💀 [2] Affected enemies are *Restrained* instead of *Staggered*.
- 💀 *[2] Increase the area of effect to a Blast (10).

SCRIER'S GAZE

This power is identical to the Divination power of the same name on page 275 of the *Wrath & Glory* core rulebook. Its presence in the Indomitus discipline allows characters to select that power without also knowing the Divination discipline.

CHAPTER III: TALENTS AND POWERS

STORM OF THE EMPEROR'S WRATH

Point Cost: 15
DN: 5
Activation: Action
Duration: Instant
Range: 35m
Multi-Target: No
Keywords: PSYCHIC

Prerequisite: Psyker must have the ULTRAMARINES keyword.

Effect: Stretching forth one armoured gauntlet, you unleash a ravening tempest of psychic blasts. Striking like lightning, these actinic energy bolts burn flesh black and overload the machine spirits of enemy war engines with a crackling roar. The power affects all creatures and vehicles in a Blast (6) within range. Affected targets suffer a hit dealing 12 +3ED damage, AP -2, with the Agonizing and Haywire (3) traits.

Potency:

- 💀 [2] +1ED
- 💀 [2] +1 to rating of Haywire trait.
- 💀 *[2] Increase the area of effect to a Blast (10)

TELEPATHIC ASSAULT

Point Cost: 15
DN: Target's Willpower
Activation: Action
Duration: Instant
Range: 50m
Multi-Target: Yes
Keywords: TELEPATHY, PSYCHIC

Prerequisite: Psyker must have the ULTRAMARINES keyword.

Effect: Gathering your mental might into a searing blade of psychic energy, you unleash an overwhelming empyric attack upon your enemy's mind. Foes scream and collapse, blood jetting from their eyes as their brains rupture and burst. If this power is successful, an enemy you can see within range suffers 1d3+2 Shock and one Mortal Wound.

Potency:

- 💀 [1] +1 Shock
- 💀 [2] +1 Mortal Wound

INTERROMANCY DISCIPLINE

In order to aid the Interrogator-Chaplains in their cruel labours, the Librarians of the Dark Angels have mastered a sinister and invasive form of telepathy. Few sensations are more horrific for a victim than the insidious slither of the Librarian's thoughts as they writhe through the gaps in his mental defences, flaying and twisting his psyche at will.

DARK ANGELS Librarians only.

AVERSION

Point Cost: 8
DN: 6
Activation: Action
Duration: 1 Round
Range: 50m
Multi-Target: No
Keywords: TELEPATHY, PSYCHIC

Prerequisite: Psyker must have the DARK ANGELS keyword.

Effect: You send waves of cold fear washing outwards. The foe finds themselves unable to focus upon you, their subconscious screaming at them to look away for fear of what they will see. The power affects all creatures in a Blast (6) within range. Affected targets are *Hindered* until the start of the Librarian's next turn.

Potency:

- 💀 [2] Increase Hindered effect by +1.
- 💀 *[2] Increase the area of effect to a Blast (10).

ENGULFING FEAR

Point Cost: 10
DN: 6
Activation: Action
Duration: Sustained
Range: 12m
Multi-Target: No
Keywords: TELEPATHY, PSYCHIC

Prerequisite: Psyker must have the DARK ANGELS keyword.

Effect: You inveigle your way into the minds of your foes. Subtly, you twist and heighten their fears. While this power remains in effect, all enemies within range treat all 6s on Resolve tests as 1s.

Potency:

- 💀 *[2] Enemies within range must also take a Fear test (DN 5), treating you as the source of their fear.

CHAPTER III: TALENTS AND POWERS

MIND WIPE

Point Cost:	15
DN:	Target's Willpower (Opposed)
Activation:	Full Action
Duration:	Sustained
Range:	35m
Multi-Target:	No
Keywords:	TELEPATHY, PSYCHIC
Prerequisite:	Psyker must have the DARK ANGELS keyword.

Effect: You scourge the mind of your foe, dragging out every memory that makes them who they are and reducing them to hollow shells of what they once were. You must win at an opposed Willpower test against the target; if the power is successful, the target counts all their skills as having a rating of 0 for as long as the power remains in effect (for Threats, all skills use the Default score -2). This power is somewhat taxing to maintain, so you suffer 1 Shock for each round it is sustained.

Potency:

- 💀 [1] The target also suffers 1 Shock.

MINDWORM

Point Cost:	15
DN:	Target's Willpower
Activation:	Action
Duration:	Instant
Range:	25m
Multi-Target:	Yes
Keywords:	TELEPATHY, PSYCHIC
Prerequisite:	Psyker must have the DARK ANGELS keyword.

Effect: You burrow your consciousness into the screaming victim's brain, ripping free secrets in a spray of gore. If successfully manifested, the power inflicts 1 Mortal Wound and 1d3 Shock to the target, and you gain the answer to one question, in the form of memories, images, or other experiences from the target's mind. In addition, if the target has not yet acted this round, they may not take a turn until after all other characters in the scene have acted; if they have acted this round, then they will act last during the next round instead.

Potency:

- 💀 [2] +1 Mortal Wound.
- 💀 [1] +1 Shock.
- 💀 [2] The target answers one additional question.

RIGHTEOUS REPUGNANCE

Point Cost:	10
DN:	7
Activation:	Action
Duration:	1 Round
Range:	25m
Multi-Target:	Yes
Keywords:	TELEPATHY, PSYCHIC
Prerequisite:	Psyker must have the DARK ANGELS keyword.

Effect: Reaching into the minds of your brothers, you stoke the fires of their hate, and the Dark Angels respond with a surge of cold, furious violence. If manifested, pick an ally with **DARK ANGELS** keyword (or the **[CHAPTER]** keyword of a Dark Angels successor) within range. Until the start of your next turn, the chosen ally may re-roll all failures on melee attacks and melee damage rolls.

Potency:

- 💀 [1] The affected ally also receives +1d on melee attacks while under the power's effect.

TREPHINATION

Point Cost:	15
DN:	Target's Resolve
Activation:	Action
Duration:	Instant
Range:	25m
Multi-Target:	Yes
Keywords:	TELEPATHY, PSYCHIC
Prerequisite:	Psyker must have the DARK ANGELS keyword.

Effect: You gather your thoughts into a white-hot spike to plunge straight into a victim's mind, leaving the foe's brain matter dribbling from their ears. You target one enemy with a psychic ranged attack. If hit, the target suffers 1d3 Mortal Wounds and is *exhausted* until the start of its next turn.

Potency:

- 💀 [1] +1 Mortal Wound.

CHAPTER III: TALENTS AND POWERS

PROMETHEAN DISCIPLINE

The reek of ash, the searing heat of the volcano and the terrifying visage of monsters from Nocturnean myth—these are the hallmarks of the psychic powers used by those Librarians descended from Vulkan. Channelling the Chapter's infernal heritage, these warrior-mystics defend their battle-brothers like true Salamanders.

SALAMANDERS Librarians only.

FLAMING BLAST

Point Cost: 8
DN: 5
Activation: Action
Duration: Instant
Range: 24m
Multi-Target: No
Keywords: FIRE, PSYCHIC
Prerequisite: Psyker must have the SALAMANDERS keyword.

Effect: You condense the roiling energy of the warp into a great ball of raging fire before casting it at the foe. Choose a single point you can see within range. The power affects all creatures in a Blast (6) within range. Affected targets suffer a hit with Damage 12 +2ED, adding your Willpower score to the base damage, with an AP of -1 and the *Inflict (On Fire)* trait.

Potency:

- 💀 [2] +1ED damage.
- 💀 *[2] Increase the area effected to a Blast (10).

FIRE SHIELD

Point Cost: 10
DN: 5
Activation: Action
Duration: Sustained
Range: 18m
Multi-Target: No
Keywords: FIRE, PSYCHIC
Prerequisite: Psyker must have the SALAMANDERS keyword.

Effect: Extending your hand, a great sheet of flame bursts from your palm. With a sweep of your arms, you create a towering wall of flame to protect your comrades. The power affects all allies in a Blast (6) within range. While the power remains in effect, all affected allies gain Heavy Cover (+2 Defence), and enemies who charge those allies must pass an Agility test (DN 4) or be set *On Fire*.

Potency:

- 💀 *[2] Increase the area effected to a Blast (10).

BURNING HANDS

Point Cost: 10
DN: 7
Activation: Action
Duration: Sustained
Range: Self
Multi-Target: No
Keywords: FIRE, PSYCHIC
Prerequisite: Psyker must have the SALAMANDERS keyword.

Effect: Your gauntlets glow bright before bursting into flames. Each strike from these armoured fists sear and scorch your foes. While this power remains in effect, your unarmed attacks increase their base damage by your Willpower and gain the *Inflict (On Fire)* and *Mortal (1)* traits.

Potency:

- 💀 [1] Your melee attacks deal +1ED damage.

DRAKESKIN

Point Cost: 15
DN: 5
Activation: Action
Duration: Sustained
Range: 12m
Multi-Target: Yes
Keywords: PSYCHIC
Prerequisite: Psyker must have the SALAMANDERS keyword.

Effect: You summon a shimmering layer of translucent scales around your allies, harder even than the impervious hides of the great Drakes of Nocturne. Select an ally within Range. The ally gains +2 Resilience and +2 Determination while the power remains in effect.

Potency:

- 💀 [2] +1 Resilience.
- 💀 [2] +1 Determination.

CHAPTER III: TALENTS AND POWERS

FURY OF NOCTURNE

Point Cost: 20
DN: 6
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: No
Keywords: FIRE, PSYCHIC
Prerequisite: Psyker must have the SALAMANDERS keyword.

Effect: You channel your powers into the ground around you to create a microcosm of Nocturne around your foes. The earth darkens and begins to split, before towering flames and boiling magma spew forth to burn the enemies of the Salamanders to cinders. The power affects all creatures in a Blast (10) within range. Affected targets suffer a hit with Damage 15 +4ED, adding your Willpower score to the base damage, with an AP of -3. Further anyone hit must pass an Agility test (DN 5) or be set *On Fire*.

Potency:

- 💀 [2] +1ED damage.
- 💀 [1] Increase DN of Agility test by +1
- 💀 *[3] Increase the area effected to a Blast (20).

DRACONIC ASPECT

Point Cost: 15
DN: 6
Activation: Action
Duration: Sustained
Range: Self
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the SALAMANDERS keyword.

Effect: Summoning the wrath of the indigenous creatures of Nocturne, you take on elements of the appearance of a great fire-breathing drake. With burning eyes and flame streaming from your nostrils, you inspire dread in your foes. The power affects all creatures in a Blast (6) within range. While this power remains in effect, all enemies within 12 metres of you add +2 to the DN of all Resolve tests they attempt.

Potency:

- 💀 [2] +1 DN

SANGUINARY DISCIPLINE

The Librarians of the Blood Angels combine the deadly energies of the warp with the slivers of rage and bloodlust that lurk deep within their own psyches. They can manipulate the minds, bodies, and souls of those around them with a mere thought or conjure golden barriers and bloody weapons from thin air through sheer force of will.

BLOOD ANGELS Librarians only.

BLOOD BOIL

Point Cost: 15
DN: Target's Toughness
Activation: Action
Duration: Instant
Range: 12m
Multi-Target: Yes
Keywords: PSYCHIC
Prerequisite: Psyker must have the **BLOOD ANGELS** keyword.

Effect: You drive your enemy's lifeblood into a seething frenzy, causing it to boil in the victim's veins a split-second before bursting from every pore with explosive force. You target an enemy with a psychic ranged attack. The target suffers 1d3 Mortal Wounds and 1d6 Shock.

Potency:

- 💀 [2] +1 Mortal Wound.
- 💀 [1] +1 Shock.

QUICKENING

Point Cost: 20
DN: 7
Activation: Action
Duration: 1 Battle
Range: Self
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **BLOOD ANGELS** keyword.

Effect: You channel your psychic might and the deadly powers of the immaterium flow through you, heightening your speed and lethality. While this power remains in effect, your Speed is increased by +3, and you ignore up to 2 points of DN increase when making a Multi-Attack or Multi-Action.

Potency:

- 💀 [2] Bonus to Speed increases by +1
- 💀 [3] DN reduction for Multi-Attack and Multi-Action increased by 2.

SHIELD OF SANGUINIUS

Point Cost: 10
DN: 6
Activation: Action
Duration: 1 Round
Range: 25m
Multi-Target: Yes
Keywords: KINETIC, PSYCHIC
Prerequisite: Psyker must have the **BLOOD ANGELS** keyword.

Effect: You will a shimmering golden barrier into existence, shielding your brothers from harm. If manifested, choose an ally within range. Until the start of your next turn, the affected ally gains +1 Defence and +1 Resilience.

Potency:

- 💀 [2] Bonus to Defence increases by +1
- 💀 [1] Bonus to Resilience increases by +1

THE BLOOD LANCE

Point Cost: 15
DN: 6
Activation: Action
Duration: Instant
Range: 25m
Multi-Target: No
Keywords: KINETIC, PSYCHIC
Prerequisite: Psyker must have the **BLOOD ANGELS** keyword.

Effect: You conjure a mighty lance, infused with his innermost rage. Hefting this empyric projectile, your hurl it with all of your psychokinetic might, sending it hurtling through the enemy ranks to maim and impale. This is a psychic ranged attack, which hits all enemies along a straight line 25m long and 1m wide, running from the psyker. Each enemy along this line suffers 1d3 mortal wounds and is *staggered*.

Potency:

- 💀 [3] +1 Mortal Wound to each target.

CHAPTER III: TALENTS AND POWERS

UNLEASH RAGE

Point Cost: 10
DN: 6
Activation: Action
Duration: Instant
Range: 25m
Multi-Target: Yes
Keywords: TELEPATHY, PSYCHIC

Prerequisite: Psyker must have the **BLOOD ANGELS** keyword.

Effect: You reach into the minds of your fellows and stoke the fires of anger lurking in their psyches, pushing them into a frenzied rage. If successful, select an Adeptus Astartes ally who has the **BLOOD ANGELS** keyword (or is of a Chapter with the Blood Angels geneseed). That ally immediately becomes *Frenzied*.

Potency:

- 💀 [1] The affected ally adds +1d to all Weapon Skill tests while *Frenzied*.
- 💀 [2] The affected ally adds +1ED to melee attacks while *Frenzied*.

WINGS OF SANGUINIUS

Point Cost: 10
DN: 5
Activation: Action
Duration: Sustained
Range: Self
Multi-Target: No
Keywords: PSYCHIC

Prerequisite: Psyker must have the **BLOOD ANGELS** keyword.

Effect: Blood-red wings of psychic energy spring from your back, allowing you to soar across the battlefield like an avenging angel. You gain the ability to *fly*, with a speed equal to your normal speed plus your Psychic Mastery skill. You may immediately move as part of the action used to manifest this psychic power.

Potency:

- 💀 [2] Flying Speed increases by +1

CHAPTER III: TALENTS AND POWERS

STORMSPEAKING DISCIPLINE

White Scars Librarians are known as Stormseers, a wise and mysterious order within the Chapter who act as advisors to the khans as well as being powerful psykers. Stormseers are able to command the very elements; their foes are battered to ruin by mighty winds or beset by forked lightning from the storm-wrecked skies.

WHITE SCARS Librarians only.

BLASTING GALE

Point Cost: 15
DN: 6
Activation: Action
Duration: 1 round.
Range: 18m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **WHITE SCARS** keyword.

Effect: You call up a screaming windstorm to assail the foe. It is all your victims can do to stand their ground without being torn from their feet, let alone press forwards into battle. The power affects all creatures in a Blast (6) within range. Affected targets are *Staggered* until the start of your next turn.

Potency:

- 💀 *[2] Targets are also knocked *Prone*.
- 💀 [2] Targets are also *Hindered* or *Vulnerable*.

LIGHTNING CALL

Point Cost: 15
DN: 6
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **WHITE SCARS** keyword.

Effect: Raising your arms to the roiling storm-clouds overhead, you call down lightning strikes upon your foes. If this power is successfully used, the nearest enemy within range suffers a Damage 17 +3ED hit with the *Agonizing* trait. Then roll 1d6; on an Icon, the nearest enemy within 5m of the first target suffers 12 +2ED Damage with the *Agonizing* trait. Repeat that d6 roll until there are no targets remaining within range who have not been rolled for.

Potency:

- 💀 [2] +1ED damage to one target

RIDE THE WINDS

Point Cost: 8

DN: 5

Activation: Action

Duration: 1 Round

Range: 12m

Multi-Target: No

Keywords: PSYCHIC

Prerequisite: Psyker must have the **WHITE SCARS** keyword.

Effect: Invoking the power of the winds, you send rushing currents of invisible energy to speed your comrades into battle. If this power is successful, a number of allies in range equal to your Willpower add +1 to their Speed until the start of your next turn. This bonus increases to +2 for any allies who possess the **WHITE SCARS** keyword.

Potency:

- 💀 [2] +1 Speed.
- 💀 [2] Affect additional allies equal to your Willpower.

STORM-WREATHED

Point Cost: 10
DN: 5
Activation: Action
Duration: 1 Round
Range: 12m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **WHITE SCARS** keyword.

Effect: At your behest, the roiling clouds funnel into a furious vortex that swirls down to surround your advancing comrades. Lightning crackles around them, and leaps from their bodies to strike down the foe. If this power is successful, select a number of allies within range equal to your Willpower. If the affected allies Charge before the start of your next turn, their melee attacks gain the *Inflict (Staggered)* and *Agonizing* traits.

Potency:

- 💀 [2] Affect additional allies equal to your Willpower.
- 💀 [2] Affected allies add +1 to their Defence.

CHAPTER III: TALENTS AND POWERS

SPIRITS OF CHOGORIS

Point Cost: 15
DN: 5
Activation: Action
Duration: Instant
Range: 12m
Multi-Target: No
Keywords: PSYCHIC

Prerequisite: Psyker must have the **WHITE SCARS** keyword.

Effect: Many and terrible are the spirits and ghouls of Chogorian tribal folklore, and it is warpwrought simulacra of these ancient terrors which you now unleash. The power affects all creatures in a Blast (6) within range. Affected targets must pass a DN 5 Fear test; those who fail also add +2 to the DN of Resolve tests they attempt while under the effects of *Fear*.

Potency:

- 💀 [2] +1 DN to Fear test.
- 💀 *[2] Increase the area affected to a Blast (10).

EYE OF THE STORM

Point Cost: 20
DN: 5
Activation: Full Action
Duration: Sustained
Range: 12m
Multi-Target: No
Keywords: PSYCHIC

Prerequisite: Psyker must have the **WHITE SCARS** keyword.

Effect: Summoning a hurricane, you become the heart of a screaming cyclone. Wherever you stride, the enemy are plucked from their feet and dashed to ruin by its elemental fury. When you use this power, and at the start of each turn you sustain it, all enemies within range must attempt a DN 4 Athletics test, adding +2 DN if they are flying. Failure means that the creature is knocked *Prone* and hurled 3d6 metres in a random direction; if they impact any solid object in this random move, determine damage as if they had fallen.

Potency:

- 💀 [2] +1 DN to Athletics test.
- 💀 [1] Add +d6 metres to the distance hurled.

TECHNOMANCY DISCIPLINE

The Librarius of the Iron Hands turn their attention to the manipulation of machines on a spiritual level. Able to commune with or attack the spirits of machines, as these warriors stride through the maelstrom of battle their foes find their weapons failing or Iron Hands war engines they thought disabled suddenly roused to fight again.

IRON HANDS Librarians only.

BLESSING OF THE MACHINE GOD

Point Cost: 10
DN: 4
Activation: Full Action
Duration: Instant
Range: 12m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **IRON HANDS** keyword.

Effect: You reach out with your mind and binharically amplify the anger of a nearby machine spirit, driving it to lash out at the enemy with renewed purpose. Select a single **IMPERIAL** vehicle you can see within range; that vehicle adds +2 bonus dice to its ranged attacks before the start of your next turn.

Potency:

- 💀 [2] The vehicle's weapons inflict +1ED damage.
- 💀 *[2] Activation reduced to an Action.

OBJURATION MECHANICUM

Point Cost: 15
DN: 6
Activation: Action
Duration: 1 Round
Range: 35m
Multi-Target: Yes
Keywords: PSYCHIC
Prerequisite: Psyker must have the **IRON HANDS** keyword.

Effect: Extending your hand, you compel the enemy's equipment to betray them. Grenades spontaneously detonate, weapons backfire, and power cells overheat in a deadly fashion. If this power is successful, select a single piece of wargear or weapon you can see in range. Until the start of your next turn, any roll of 1, 2, or 3 on the Wrath die when attempting to use that device is a Complication, and the complication is always the most catastrophic failure, inflicting 1d3 Mortal Wounds on the user. If the device is a grenade or other explosive, the device instead detonates immediately.

Potency:

- 💀 [1] The power lasts for one additional turn.
- 💀 [2] Increase the power's range by +10 metres.

FURY OF MEDUSA

Point Cost: 15
DN: 5
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **IRON HANDS** keyword.

Effect: You channel the might of Medusa's furious electrical storms, unleashing a leaping psychic geist that surges through the enemy. Select a single enemy you can see within range and draw a straight line between them and you. Any foe along this line must roll 1d6, or 3d6 if it is a Vehicle. Each roll of an Icon inflicts 1d3 Mortal Wounds, while each Exalted Icon inflicts 3 Mortal Wounds.

Potency:

- 💀 [2] Each enemy rolls 1 additional d6.

PSYSTEEL ARMOUR

Point Cost: 15
DN: 5
Activation: Action
Duration: Sustained
Range: 12m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **IRON HANDS** keyword.

Effect: At your command, warp energy flows in streamers from thin air and winds itself around your allies, glowing like forge-hot steel. The flowing Psysteel coats the armour of nearby vehicles or else wraps fellow warriors in a second skin capable of turning aside bullet and blade alike. Select a number of visible allies within range equal to your Willpower, or a single allied vehicle you can see within range. The target adds +2 to Resilience while this power remains in effect.

Potency:

- 💀 [2] +1 Resilience
- 💀 [2] Affects an additional number of allies equal to Willpower, or one additional vehicle.

CHAPTER III: TALENTS AND POWERS

REFORGE

Point Cost: 8
DN: 4
Activation: Full Action
Duration: Instant
Range: 3m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **IRON HANDS** keyword.

Effect: Placing your hand on rent plating, you chant binharic incantations that urge a machine to return to function. Wiring reknits, damaged energy cells are sealed, and buckled plating flattens and reforms. Select one damaged machine within range. If the machine is a piece of wargear, it is fully repaired and will function normally. If the machine is a vehicle, it recovers a number of wounds equal to your Willpower.

Potency:

- 💀 [1] A vehicle recovers +1 wound.
- 💀 *[2] Activation reduced to an Action.

MACHINE FLENSE

Point Cost: 20
DN: 5
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: No
Keywords: KINETIC, PSYCHIC
Prerequisite: Psyker must have the **IRON HANDS** keyword.

Effect: You lash out with your mind at an enemy war machine to shred its armoured hull. The strips of razor-edged shrapnel turn from the vehicle's iron flesh are hurled like daggers at a nearby foe. Select one enemy vehicle you can see within range. That vehicle suffers $1d6+1$ Mortal Wounds. Then, for each Mortal Wound the vehicle suffered, select a single creature within 6m of the vehicle (no creature may be selected more than once for this), and roll $1d6$: on an Icon, that creature suffers a Mortal Wound.

Potency:

- 💀 [3] The vehicle suffers +1 Mortal Wounds

TEMPESTAS DISCIPLINE

The elemental powers unleashed by the Rune Priests of the Space Wolves blast their enemies with the fury of the storm, take the form of creatures from legend that fight alongside the shamans, or shroud the Sons of Russ in a cloak of roiling clouds.

SPACE WOLVES Librarians only.

FURY OF THE WOLF SPIRITS

Point Cost: 10
DN: 7
Activation: Action
Duration: 1 Round
Range: Self
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **SPACE WOLVES** keyword.

Effect: Invoking the spirits of Freki the Fierce and Geri the Cunning, you set charcoal-black phantasms upon their foes. You create a melee weapon with the following profile: Damage 12 +4ED, AP -3, Range 3, Force, Reaping. You do not add your Strength to this weapon's damage. You then immediately make a melee attack with that weapon as part of this action.

Potency:

- 💀 [1] Add +1ED to the weapon.

JAWS OF THE WORLD WOLF

Point Cost: 20
DN: 7
Activation: Full Action
Duration: Instant
Range: 35m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **SPACE WOLVES** keyword.

Effect: You implore the spirit of the world upon which you walk to open its rock-fanged maw. The power affects all creatures in a Blast (6) within range. Those affected must pass an Agility test (DN 5) or suffer $1d3+2$ Mortal Wounds and be knocked *prone*.

Potency:

- 💀 [2] +1 Mortal Wound.
- 💀 [1] +1 DN to Agility test.
- 💀 *[2] Affected area is a Blast (10).

CHAPTER III: TALENTS AND POWERS

LIVING LIGHTNING

Point Cost: 15
DN: 6
Activation: Action
Duration: Instant
Range: 35m
Multi-Target: No
Keywords: PSYCHIC

Prerequisite: Psyker must have the **SPACE WOLVES** keyword.

Effect: Sentient electricity crackles amid the brooding skies above as you call forth the elements to smite your foes. At your command, lightning arcs into the ranks of the enemy, leaving a trail of blackened corpses in its wake. You target the nearest enemy within range with a psychic ranged attack, inflicting 1d3 Mortal Wounds. If the target is reduced to 0 Wounds by this, then the nearest enemy within 35m to the previous target also suffers 1d3 Mortal Wounds. If they in turn are reduced to 0 Wounds, then the next nearest enemy within 35m to them is affected, and so on until an enemy suffers Mortal Wounds from this power but is not reduced to 0 Wounds or there are no enemies remaining within range.

Potency:

- [2] +1 Mortal Wound to each target.

MURDEROUS HURRICANE

Point Cost: 10
DN: 5
Activation: Action
Duration: Instant
Range: 35m
Multi-Target: No
Keywords: PSYCHIC

Prerequisite: Psyker must have the **SPACE WOLVES** keyword.

Effect: You bellow an ancient curse, and within moments your foes are all but consumed in a hurricane of freezing shards, a thousand blades of psychically formed ice plunging into their flesh. The power affects all creatures in a Blast (6) within range. Roll 1d6 for each enemy affected: for each Icon, one enemy takes 1 Mortal Wound and is *Vulnerable* until the start of your next turn.

Potency:

- [2] Enemies suffer 1d3 Mortal Wounds instead of 1.
- [1] +1 to *Vulnerable* effect.
- *[2] Affected area is a Blast (10).

STORM CALLER

Point Cost: 20
DN: 8
Activation: Full Action
Duration: Sustained
Range: 25m
Multi-Target: Yes
Keywords: PSYCHIC

Prerequisite: Psyker must have the **SPACE WOLVES** keyword.

Effect: You chant an ancient rite that builds into a terrifying howl. Roaring winds and furious blizzards rage about him in a vortex of ice and snow that obscures you from sight. You, and all allies within range, add +2 to Defence due to the wind and snow that surrounds you.

Potency:

- [1] +1 Defence.
- *[1] Enemies within the power's range count as in difficult terrain.

TEMPEST'S WRATH

Point Cost: 10
DN: 6
Activation: Action
Duration: 1 Round
Range: 50m
Multi-Target: No
Keywords: Psychic

Prerequisite: Psyker must have the Space Wolves keyword.

Effect: The Rune Priest brings the rage of the storm to a roaring crescendo, frost-fingered wind spirits whipping at his enemies, tearing at their eyes and snatching weapons from hands. The power affects all creatures in a Blast (6) within range. Enemies affected are *Hindered* (2) until the start of the psyker's next turn.

Potency:

- [1] +1 to *Hindered* effect.
- *[2] Affected area is a Blast (10).

CHAPTER III: TALENTS AND POWERS

UMBRAMANCY DISCIPLINE

The Librarians of the Raven Guard are amongst the most reclusive and unfathomable warriors of their Chapter. Stalking the battlefield as half-seen spectres, they bend the very shadows to their will, sowing fear and confusion amongst the foe.

RAVEN GUARD Librarians only.

UMBRAL FORM

Point Cost: 10
DN: 4
Activation: Action
Duration: Sustained
Range: Self
Multi-Target: No
Keywords: PSYCHIC

Prerequisite: Psyker must have the RAVEN GUARD keyword.

Effect: You summon a veil of darkness, slipping into its folds to evade the fury and firepower of the foe. While this power remains in effect, you add +2 to your Defence and gain +2 bonus dice on all Stealth tests.

Potency:

- 💀 [2] +1 Defence
- 💀 [2] +1 bonus dice to Stealth tests
- 💀 *[2] Activation reduced to a Simple Action

ENVELOPING DARKNESS

Point Cost: 15
DN: 6
Activation: Full Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: PSYCHIC

Prerequisite: Psyker must have the RAVEN GUARD keyword.

Effect: At your command, the shadows cast by your enemies rise up and engulf them like a dense flock of ravens, leaving them disoriented and vulnerable to attack. This power affects all enemies in a Blast (6) you can see within range. Affected enemies suffer the *Hindered* 2 and *Vulnerable* 2 conditions until the start of your next turn.

Potency:

- 💀 [2] Add +1 to *Hindered* rating.
- 💀 [2] Add +1 to *Vulnerable* rating.
- 💀 *[2] Affected area is a Blast (10).

SPECTRAL BLADE

Point Cost: 10
DN: 4
Activation: Action
Duration: Sustained
Range: Self
Multi-Target: No
Keywords: TELEPATHY, PSYCHIC

Prerequisite: Psyker must have the RAVEN GUARD keyword.

Effect: You implant your foes with the psychosomatic suggestion that your weapon is irresistibly sharp, striking them down with the psychic feedback of their own warped perceptions. While this power remains in effect, you add half your Willpower to the base damage of all melee attacks you make (if you're already wielding a Force Weapon, add your entire Willpower score instead, replacing both this effect and the benefit from the Force Weapon trait). In addition, if your Willpower is higher than that of your target, then the AP of your weapon is improved to -4.

Potency:

- 💀 [2] +1 ED to your melee weapon's damage.
- 💀 *[2] Weapon gains the Inflict (Bleeding) trait.
- 💀 *[2] Activation reduced to a Simple Action

CHAPTER III: TALENTS AND POWERS

SHADOWSTEP

Point Cost: 20
DN: 6
Activation: Full Action
Duration: Instant
Range: 18m
Multi-Target: Yes
Keywords: PSYCHIC
Prerequisite: Psyker must have the RAVEN GUARD keyword.

Effect: The gloom of the battlefield coalesces into a dark passageway that allows those who use it to stalk amongst the shadows and re-emerge where the foe least expects them. Select a single ally you can see within range. That ally immediately vanishes into the shadows. At the start of the ally's next turn, they reappear, emerging from any other patch of shadows or darkness within 100m of where they vanished, so long as that location is more than 9m from an enemy.

Potency:

- 💀 *[2] The ally may make a Stealth test when they appear, as a Free Action.
- 💀 [2] +1 Defence to the ally until the turn after they appear.

THE ABYSS

Point Cost: 20
DN: 5
Activation: Full Action
Duration: Sustained
Range: 18m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the RAVEN GUARD keyword.

Effect: A shadowy whirlpool opens in the enemy's midst, snatching away unfortunate warriors as it gathers terrifying momentum. Select a single point you can see within range;

the power affects all enemies within 3m of that point. Roll a d6 for each enemy affected; for each icon rolled, that enemy suffers 1d3 Mortal Wounds. Those who are slain vanish into darkness. Those in the area who suffer wounds but are not slain are *Restrained*. Those who suffered no wounds must pass a DN 3 *Fear* test, adding +1 to the DN for each creature they have seen slain. At the start of each of your subsequent turns, while this power is sustained, add +1 metre to the radius of the effect. You suffer 1 Shock each turn you sustain this power.

Potency:

- 💀 [3] Enemies suffer +1 Mortal Wound

THE DARKNESS WITHIN

Point Cost: 20
DN: 5
Activation: Action
Duration: Sustained
Range: 18m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the RAVEN GUARD keyword.

Effect: You send your mind forth, calling not to the visible shadows surrounding your foes but rather to the fears and doubts that shadow their souls. Select a number of enemies that you can see within range equal to your Willpower. When this power is used, and at the start of each turn it is sustained, each selected enemy must pass a Resolve test (DN 4) or suffer 1d3+2 Shock.

Potency:

- 💀 [1] +1 DN to Resolve test
- 💀 [1] +1 Shock
- 💀 [2] Affect an additional number of enemies equal to your Willpower.

IMPERIAL PSYCHIC DISCIPLINES

These psychic disciplines are rarer and more specialised than the universal disciplines of Biomancy, Divination, Pyromancy, Telekinesis, and Telepathy, and have been developed to serve an organisation's specific roles and responsibilities.

PSYKANA DISCIPLINE

The psykers of the Scholastica Psykana—specifically those who accompany the soldiers of the Astra Militarum—perform a variety of battlefield roles, but each one is a deadly tool of warfare. Whether channelling the energies of the Warp to protect and embolden their allies, or to confound and destroy the foe, each commands powers capable of turning the tide of battle.

Only **PSYKERS** with the **ADEPTUS ASTRA TELEPATHICA** keyword may select these powers.

GAZE OF THE EMPEROR

Point Cost: 15
DN: 5
Activation: Action
Duration: Instant
Range: 12m
Multi-Target: No
Keywords: **PSYCHIC**
Prerequisite: Psyker must have the **ADEPTUS ASTRA TELEPATHICA** keyword.

Effect: You cage the immense power of the Immaterium within your physical form, and your eyes blaze with the Emperor's vengeful fury. Select one enemy you can see within range, and draw a straight line between you and them. Roll 3 d6 for each enemy touched by this line: each Icon rolled inflicts one Mortal Wound, while each Exalted Icon rolled inflicts 2 Mortal Wounds instead.

Potency:

- 💀 [2] Roll +1 d6 for each enemy.
- 💀 [1] +6m range.

MENTAL SHACKLES

Point Cost: 15
DN: 5
Activation: Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: **TELEPATHY, PSYCHIC**
Prerequisite: Psyker must have the **ADEPTUS ASTRA TELEPATHICA** keyword.

Effect: You impose forbidding psychic prohibitions on the foe, causing the victims' limbs to feel like leaden weights and miring their minds in an illusory fog. Select enemies within a Blast (6) within range. Until the start of your next turn, the affected enemies are *Staggered*.

Potency:

- 💀 *[2] Enemies are *Restrained* instead of *Staggered*.
- 💀 [1] Increase Blast size by +2.

CHAPTER III: TALENTS AND POWERS

NIGHTSHROUD

Point Cost: 10
DN: 5
Activation: Action
Duration: Sustained
Range: 12m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **ADEPTUS ASTRA TELEPATHICA** keyword.

Effect: Calling upon the power of the empyrean, you cloak your allies in a flowing curtain shadow, concealing them from the enemy. Select a number of **IMPERIUM** allies you can see within range equal to your Willpower. While this power remains in effect, affected allies add +2 to their Defence. If any ally affected attempts a Stealth test, they gain +2 bonus dice.

Potency:

- 💀 [2] +1 Defence.
- 💀 [1] Affect +1 ally.
- 💀 *[2] Affected allies who have a Stealth score may increase their Stealth Score by +1 at the start of each turn this power remains in effect.

PSYCHIC BARRIER

Point Cost: 20
DN: 5
Activation: Action
Duration: Sustained
Range: 12m
Multi-Target: No
Keywords: KINETIC, PSYCHIC
Prerequisite: Psyker must have the **ADEPTUS ASTRA TELEPATHICA** keyword.

Effect: You weave an aegis of pure psychic energy around your allies, against which enemy fire sparks and spatters harmlessly. Select a number of **IMPERIUM** allies you can see within range equal to your Willpower. While this power remains in effect, affected allies increase their Resilience by +2, and may roll Determination against Mortal Wounds.

Potency:

- 💀 [1] +1 Resilience.
- 💀 [1] Affect +1 ally.
- 💀 *[2] Affected allies who roll Determination while this power is in effect may roll a number of dice equal to your Willpower instead of their normal Determination.

PSYCHIC MAELSTROM

Point Cost: 20
DN: 5
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **ADEPTUS ASTRA TELEPATHICA** keyword.

Effect: You unleash the full might of your mind, summoning a roiling psychic tempest that envelops the enemy, lifting them from the ground and wrenching them about like a rag doll. This power affects enemies within a Blast (6) you can see within range. This blast must touch the nearest enemy you can see. Each enemy must pass a Strength test with a DN of 4, and failure means they are flung 1d3 metres in a random direction and knocked *Prone*, suffering Mortal Wounds equal to the distance they were thrown.

Potency:

- 💀 [1] +1 DN
- 💀 [1] Blast rating is increased by +2.
- 💀 [2] Each target is thrown +1 metre.

TERRIFYING VISIONS

Point Cost: 20
DN: 5
Activation: Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: TELEPATHY, PSYCHIC
Prerequisite: Psyker must have the **ADEPTUS ASTRA TELEPATHICA** keyword.

Effect: You fill your enemies' minds with nightmarish images and visions of torment, eroding cohesive thought and sense of duty. This affects all enemies within a Blast (6) you can see within range. Until the start of your next turn, the affected enemies add +2 DN to all Resolve tests they're required to make.

Potency:

- 💀 [2] Enemies affected are also *Hindered*.
- 💀 [1] Blast rating is increased by +2.

TELETHESIA DISCIPLINE

Amongst the many and varied secrets of the Inquisition are highly specialised psychic techniques used to bend and disrupt the minds of the enemies of mankind.

Only **PSYKERS** with the **INQUISITION** keyword can select the following powers.

PSYCHIC FORTITUDE

Point Cost: 10

DN: 3

Activation: Action

Duration: 1 Round

Range: 12m

Multi-Target: No

Keywords: TELEPATHY, PSYCHIC

Prerequisite: Psyker must have the **INQUISITION** keyword.

Effect: Drawing on boundless reserves of inner strength, you shield your allies' minds from mortal fears and the threat of sorcerous assault. If successful, choose a number of allied **IMPERIUM** allies equal to your Willpower within range. Until the start of your next turn, affected allies add +3 to their Resolve and Conviction.

Potency:

💀 [1] +1 Resolve.

💀 [1] +1 Conviction.

TERRIFY

Point Cost: 20

DN: Target's Resolve

Activation: Action

Duration: Instant

Range: 18m

Multi-Target: Yes

Keywords: TELEPATHY, PSYCHIC

Prerequisite: Psyker must have the **INQUISITION** keyword.

Effect: You fill your enemies' minds with visions of torment and agony. Select a single enemy you can see within range. If successful, the enemy suffers *Terror*.

Potency:

💀 *[1] The enemy cannot use Reflexive Actions while under the effects of *Terror*.

💀 [1] The enemy suffers 1 Shock as well.

DOMINATE

Point Cost: 20

DN: Target's Conviction

Activation: Full Action

Duration: Sustained

Range: 12m

Multi-Target: Yes

Keywords: TELEPATHY, PSYCHIC

Prerequisite: Psyker must have the **INQUISITION** keyword.

Effect: You reach into a target's mind and assume control over their conscious thoughts, pushing them to act as you see fit. This affects a single enemy you can see within range. While the power remains in effect, when the enemy acts, you may choose the actions they take. However, enemies affected are also *Exhausted*. You suffer 1 Shock each round you sustain this power.

Potency:

💀 *[3] Enemies affected may take actions freely and are not *Exhausted*.

💀 *[2] Instead of the normal effect, you may leave a single command within the target's mind, which remains for a number of days equal to your Willpower. This version of the power is not Sustained. You choose a single action the target is compelled to take, and the specific conditions which they will take that action. The target will not remember being given the command until after they have performed the action.

💀 [1] +1 bonus die on a single action taken by the target.

CHAPTER III: TALENTS AND POWERS

MENTAL INTERROGATION

Point Cost: 20
DN: Target's Conviction
Activation: Full Action
Duration: Sustained
Range: 12m
Multi-Target: No
Keywords: TELEPATHY, PSYCHIC
Prerequisite: Psyker must have the INQUISITION keyword.

Effect: You reach into the mind of an adversary, seeking their secrets. You select a single enemy you can see within range. If the power is successful, the target is *Hindered* while the power remains in effect. Each round the power remains in effect, you may ask the GM 1d3 questions, which the GM must answer based on the target's surface thoughts and recent memories (anything within a number of days equal to their Intellect). The target then suffers Shock equal to the number of questions asked that round. You must use a Full Action each round to sustain this power.

Potency:

- 💀 [1] If the enemy is an Adversary Threat, remove one point of their personal Ruin and gain 1 point of Glory.
- 💀 [1] Ask one additional question each round.
- 💀 *[2] Questions asked may delve into long-term memories and knowledge which is private, secret, personal, or dangerous.
- 💀 *[3] Questions asked may instead delve into memories the target had repressed, forgotten, or which had been forcibly hidden. These questions inflict 2 Shock each.

PSYCHIC PURSUIT

Point Cost: 15
DN: 6
Activation: Action
Duration: 1 day
Range: 18m
Multi-Target: No
Keywords: TELEPATHY, PSYCHIC
Prerequisite: Psyker must have the INQUISITION keyword.

Effect: You mark your target's spirit within the Immaterium, allowing you to track their movements and pick them out in any crowd. Select a single enemy you can see within range. While the power remains in effect, you gain +3 bonus dice on all tests to locate or track the target. If you cannot perceive the target, you always know the general direction to them, so long as both you and they are in realspace, and this indicator grows stronger the closer you are to them. While the power remains in effect, you may use a Simple Action to confer your awareness to any allies within 6m of you, adding +2 dice to their Awareness tests and attacks against the target.

Potency:

- 💀 *[2] While the power remains in effect, the target is haunted by dreams of being pursued. Each day they are pursued, the target's maximum Wounds and Shock are reduced by 1.
- 💀 [1] Duration increased by +1 day.

CASTIGATION

Point Cost: 25
DN: Target's Conviction
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: Yes
Keywords: TELEPATHY, PSYCHIC
Prerequisite: Psyker must have the INQUISITION keyword.

Effect: Your foes are wracked with intense psychic pain, due punishment for their sin of existence. Select an enemy you can see within range. If the power is successful, the target suffers 1d3+3 Shock and is knocked *Prone*.

Potency:

- 💀 [2] Enemies affected are also *Hindered*.
- 💀 [1] +1 Shock.

CHAPTER III: TALENTS AND POWERS

SCOURGING

Point Cost: 15
DN: Target's Conviction
Activation: Action
Duration: 1 Round
Range: 12m
Multi-Target: Yes
Keywords: TELEPATHY, PSYCHIC
Prerequisite: Psyker must have the INQUISITION and ORDO HERETICUS keywords.

Effect: You fashion a lash from your foe's own guilt and uses it to flay their writhing mind. Select a single enemy you can see within range. The target is *Hindered* and *Restrained* until the start of your next turn. If the target has the PSYKER keyword, they also increase the DN of any Psychic Mastery tests they attempt by +2.

Potency:

- 💀 [2] The duration is increased by +1 Round.
- 💀 [1] The *Hindered* effect is increased by 1.

PSYCHIC VEIL

Point Cost: 10
DN: 4
Activation: Action
Duration: 1 Round
Range: 6m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the INQUISITION and ORDO XENOS keywords.

Effect: You conjure a glamour to shield your allies from inhuman eyes. If successful, all IMPERIUM allies within range immediately gain a Stealth Score equal to your Intellect for the duration of the power.

Potency:

- 💀 [1] Stealth Score increased by +1
- 💀 [2] The duration is increased by +1 Round.

WARDING INCANTATION

Point Cost: 15
DN: 5
Activation: Action
Duration: 1 Round
Range: 12m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the INQUISITION and ORDO MALLEUS keywords.

Effect: You chant a protective invocation, raising a wall of adjuratory empyric wards around your allies. Select a number of allies you can see within range equal to your Willpower. Until the start of your next turn, affected allies add +3 to their Resilience, and may roll Determination against Mortal Wounds.

Potency:

- 💀 [2] The duration is increased by +1 Round.
- 💀 [1] +1 Resilience.
- 💀 *[1] Affected allies attacked by DAEMONS may re-roll any dice which roll a 1 on their Determination rolls.

CHAPTER III: TALENTS AND POWERS

THEOSOPHAMY DISCIPLINE

The subtle and rare art of manipulating the interaction between the Warp and realspace. Theosophamy can be used to seal open warp portals, or calm disquieted Warp currents. Most important to this discipline is degree of control and intricate manipulation, rather than the exertion of raw power. It is commonly studied by Astropaths, whose soul-bond with the God-Emperor sanctifies and consecrates their psychic abilities.

Only **PSYKERS** with the **ADEPTUS ASTRA TELEPATHICA** keyword can select the following powers.

BANISHMENT

Point Cost: 25
DN: Target's Willpower
Activation: Full Action
Duration: Instant
Range: Willpower x 5m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **ADEPTUS ASTRA TELEPATHICA** keyword.

Effect: By tapping into the ability to sense tenuous connections between the warp and warp-entities, you are able to attack the ties and create a discordant resonance within them. Target a single **DAEMON** you can see within range. The target suffers Mortal Wounds equal to your Willpower and may not roll Determination against this damage. If the target is slain by this power, it is cast back into the warp.

Potency:

- 💀 [1] +1 Mortal Wound.
- 💀 *[1] The target is *Hindered*.

REBUKE THE MUTANT

Point Cost: 10
DN: 3
Activation: Action
Duration: Sustained
Range: Willpower x 10m
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **ADEPTUS ASTRA TELEPATHICA** keyword.

Effect: The foul mutant cannot bear to stand against he who has stood before the God-Emperor. Those who dare gaze upon him have their own imperfections reflected back upon them; only the most stalwart can stand against this. When using this technique, you open yourself up to the currents of the warp and act as a mirror, revealing to the viewer what he truly is. If this power is successful, any **ABHUMAN** or **MUTANT** character within range must take a DN 3 *Fear* test. They suffer 1d3 Mortal Wounds at the start of their turn if

within the power's range while suffering from *Fear*.

Potency:

- 💀 [1] +1 DN to the *Fear* test.
- 💀 [2] Targets suffer +1 Mortal Wound.

SANCTUARY

Point Cost: 15
DN: 5
Activation: Action
Duration: Sustained
Range: Self
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the **ADEPTUS ASTRA TELEPATHICA** keyword.

Effect: By tapping into the various breaches and cracks that exist in the real world, you are able to wrap yourself within tendrils of warp energy and use them to gird yourself against harm. While this power remains in effect, an enemy who wishes to target you with a ranged attack or move within 3m of you must pass a DN 3 Willpower test; if they fail, they forgo their turn as the power holds them at bay. Further, you may roll Determination against Mortal Wounds while this power remains in effect. The effect ends instantly when you make a ranged attack.

Potency:

- 💀 *[2] The power affects you and all allies you can see within 5m.
- 💀 [1] Willpower test has +1 DN.

CHAPTER III: TALENTS AND POWERS

SEAL THE BREACH

Point Cost: 15
DN: 6
Activation: Full Action
Duration: 1 day
Range: Self
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the ADEPTUS ASTRA TELEPATHICA keyword.

Effect: You sever the connection between the Materium and the Immaterium. Daemons and warp entities will diminish and fade without their link to the warp, and others who draw upon the Immaterium will struggle to wield their powers. If successful, an area centred on you with a radius of your Willpower x 5m is temporarily sealed off from the Warp. This area remains fixed in place and does not move with you. DAEMONS suffer 1d3 Mortal Wounds at the start of each turn they begin within that area, and they cannot roll Determination while within the area. PSYKERS within the area can only use their powers at the Bound power level, and they add +2 DN to all Psychic Mastery tests.

Potency:

- 💀 [1] +1 Mortal Wound to DAEMONS
- 💀 [2] The area's radius is increased to Willpower x 10m.
- 💀 [1] +1 DN to Psychic Mastery tests for PSYKERS.

SOUL OF ADAMANTIUM

Point Cost: 10
DN: 3
Activation: Action
Duration: Sustained
Range: Self
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the ADEPTUS ASTRA TELEPATHICA keyword.

Effect: Your mind is a powerful weapon, and your faith in the Emperor makes it doubly so. With this technique, you cleave to the bond between yourself and the God-Emperor, fortifying mind, body, and soul with the certainty of faith. While this power remains in effect, you automatically pass all Resolve and Conviction tests, and you may roll Determination against Mortal Wounds.

Potency:

- 💀 *[2] You also regain Shock equal to your Rank +1 at the start of each of your turns while the power remains in effect.
- 💀 [1] +1 die when you roll Determination
- 💀 [1] Any effects which use your Willpower or your Resolve as their DN increase their DN by +1.

WARP WEAPON

Point Cost: 15
DN: 4
Activation: Simple Action
Duration: 1 Round
Range: Touch
Multi-Target: No
Keywords: PSYCHIC
Prerequisite: Psyker must have the ADEPTUS ASTRA TELEPATHICA keyword.

Effect: Your undying faith in the God-Emperor allows you to perform amazing feats that can normally only be performed by warp entities. By tapping into the flow of warp energy that passes through the Materium, you use your faith to imbue a single melee weapon with aethyric power. Until the end of your next turn, one melee weapon you hold in your grasp gains the *Blessed* (1) and *Warp Weapon* traits.

Potency:

- 💀 *[1] Increase *Blessed* rating to 2
- 💀 [1] The power's effects last +1 Round.

NAVIGATOR POWERS

Navigators have special powers derived from the unique gifts of their lineage. These powers reflect a Navigator's mastery over their genetic gifts and their understanding of the true nature of the Warp.

While Navigator powers are very much derived from the Warp, and Navigators count as **PSYKERS** in most regards, they are not quite the same as conventional psykers. Navigators differ from normal Psykers in the following ways:

- A Navigator uses the Psychic Mastery skill with Intellect instead of Willpower. A Navigator's powers derive from their unique ability to perceive the Warp.
- Navigators do not select a power level when they use a Navigator Power. All of a Navigator's powers are used at the Bound level. Navigators do not wield and direct the Warp as Psykers do.
- Navigators do not suffer Perils of the Warp. Instead, a Wrath Complication on a Navigator Power inflicts 1d3+1 Shock but has no other effect.

Some Navigator Powers are *Gaze Powers*. These rely on the Navigator revealing their warp eye to the target, unleashing the baleful light of the Immaterium. A target may try to avert their eyes from a gaze power as a Reflexive Action: this increases the DN of the power by +2, but the target suffers the *Blinded* condition until the end of their next turn as they cover their eyes.

A Navigator knows **The Lidless Stare** instead of Smite and may select other powers from this discipline only.

A CLOUD IN THE WARP

Point Cost: 10
DN: 3
Activation: Action
Duration: Sustained
Range: Self
Multi-Target: No
Keywords: **NAVIS NOBILITE, PSYCHIC**
Prerequisite: Psyker must have the **NAVIS NOBILITE** keyword.

Effect: By understanding and perceiving the currents of the warp, you can hide your presence from any who would use the Immaterium to detect you. While this power remains in effect, you cannot be detected by the Psyniscience power, or by any form of detection or perception which relies upon the Warp, including divination. Further, creatures with the **DAEMON** keyword must pass an Awareness test (DN 5) to detect you.

Potency:

- 💀 [1] +1 DN to **DAEMON** Awareness tests.
- 💀 *[3] This power affects you and any allies within a distance equal to your Willpower in metres.

AETHER DOLDRUMS

Point Cost: 15
DN: 5
Activation: Action
Duration: 1 Round
Range: Self
Multi-Target: No
Keywords: **NAVIS NOBILITE, PSYCHIC**
Prerequisite: Psyker must have the **NAVIS NOBILITE** keyword.

Effect: A skilled Navigator can mark a point of calm in even the most tumultuous Warp storm. On a smaller scale, they can also find a stillness in the flows of the Immaterium, dampening psychic powers and even repelling the daemonic. You cause an area of calm Warp centred on you, with a radius equal to your Intellect in metres, which lasts until the start of your next turn. Psychic powers used by **PSYKERS** within that area, or targeted within that area, increase their DN by +2. **DAEMONS** must pass a DN 5 Resolve test if they attempt to enter the area; if they fail, they stop at the edge and are *Staggered*. When this power's effect ends, you suffer 1d3+1 Shock.

Potency:

- 💀 [1] +1 DN to Psychic Powers.
- 💀 [1] +1 DN to **DAEMON** Resolve tests.
- 💀 [2] This power lasts +1 Round.
- 💀 *[2] **DAEMONS** which fail their Resolve test also suffer 1d3 Mortal Wounds.

CHAPTER III: TALENTS AND POWERS

BALEFUL WATCHER

Point Cost: 15
DN: Target's Conviction
Activation: Action
Duration: Instant
Range: 25m
Multi-Target: No
Keywords: NAVIS NOBILITE, PSYCHIC
Prerequisite: Psyker must have the NAVIS NOBILITE keyword.

Effect: This technique is taught to Navigators to help them penetrate the densest of Warp storms and find a safe path. Turned on an individual, it can allow a Navigator to glean secrets from the target's soul. Select a single enemy you can see within range. If successful, you immediately learn all the Keywords the target has, and you may ask three questions about the target. The GM may only answer Yes or No to these questions but must answer truthfully.

Potency:

- 💀 [1] Ask one additional question.

EBB AND FLOW

Point Cost: 20
DN: Target's Willpower
Activation: Action
Duration: Sustained
Range: 25m
Multi-Target: Yes
Keywords: NAVIS NOBILITE, PSYCHIC
Prerequisite: Psyker must have the NAVIS NOBILITE keyword.

Effect: Time can flow in a strange manner when travelling through the Immaterium, and over the years many Navigators have learned to move with the temporal unpredictability of the Immaterium that underlies reality. By unleashing a vision which strips away the flimsy façade of linear time from an attacker's eyes, you can shatter their ability to react to the changing battlefield. Select a single enemy you can see within range. If you succeed, the target suffers the *Hindered* (2) and *Vulnerable* (2) conditions and cannot attempt Reflexive Actions while the power remains in effect.

Potency:

- 💀 [1] +1 to *Hindered* condition.
- 💀 [1] +1 to *Vulnerable* condition.
- 💀 *[3] On the first turn after the target is affected, they cannot take any actions.

EVIL EYE

Point Cost: 10
DN: Target's Willpower
Activation: Action
Duration: 1d6 Days
Range: 5m
Multi-Target: No
Keywords: NAVIS NOBILITE, PSYCHIC
Prerequisite: Psyker must have the NAVIS NOBILITE keyword.

Effect: On many worlds, three-eyed mutants who can peer into your soul are thought of as bogey-men to scare children into obedience and people whisper that they are a tainted breed that can curse good, Emperor-fearing citizens with a glance. These legends contain a seed of truth, for techniques exist which cause their victims to attract malign entities to plague their mind and soul. Select a single enemy you can see within range. While this power remains in effect, the target is *Hindered* and suffers a Complication on any Wrath die which rolls 1, 2, or 3. This power lasts until the duration expires, or until the target creature spends 1 Wrath (or the GM spends 1 Ruin if the target is an NPC). You may not have more than one foe cursed by this power at any time.

Potency:

- 💀 [1] +1 to *Hindered* condition.
- 💀 [2] A PSYKER affected adds +10 to all rolls on the Perils of the Warp table.

CHAPTER III: TALENTS AND POWERS

EYE OF OBLIVION

Point Cost: 15
DN: 4
Activation: Full Action
Duration: 1 Round
Range: 25m
Multi-Target: No
Keywords: NAVIS NOBILITE, PSYCHIC
Prerequisite: Psyker must have the NAVIS NOBILITE keyword.

Effect: You snap open your Warp eye and trace the vital lines that bind a creature's animating force to its mortal shell. By striking these places with utmost precision, you may inflict harm on your target's very essence, and defeat foes that might otherwise seem impervious to harm. Select a single enemy you can see within range. If successful, until the end of your next turn, the next attack you make against that target inflicts an automatic Critical Hit.

Potency:

- 💀 [1] Increase the severity of the Critical Hit by one, as if you had spent 1 Glory.
- 💀 [1] Increase duration by +1 Round.
- 💀 *[3] The target may not roll Determination against an attack affected by this power.

FORESHADOWING

Point Cost: 20
DN: 4
Activation: Action
Duration: 1 Round
Range: Self
Multi-Target: No
Keywords: NAVIS NOBILITE, PSYCHIC
Prerequisite: Psyker must have the NAVIS NOBILITE keyword.

Effect: By using your eye to filter small secrets from the near future, you can choose to make slight adjustments to his actions to avoid harm and manipulate the course of events. Choosing to dig too deeply into the future for secrets may leave you vulnerable to the Warp's deceptions, however. If the power is successful, you may draw three secrets from the future. At any point before the end of your next turn, you may spend each secret to select a single d6 that has just been rolled—by any character—and change the result to any number. However, each die which you change to a 6 allows the GM to change a single d6 roll to a 1 later in the same scene. Similarly, each die which you change to a 1 allows the GM to change a single d6 roll to a 6 later in the scene.

Potency:

- 💀 [1] The power lasts +1 round.
- 💀 [1] You draw one additional secret.

CHAPTER III: TALENTS AND POWERS

GAZE INTO THE ABYSS

Point Cost: 10
DN: 4
Activation: Action
Duration: Instant
Range: Special
Multi-Target: No
Keywords: NAVIS NOBILITE, PSYCHIC
Prerequisite: Psyker must have the NAVIS NOBILITE keyword.

Effect: You perceive a creature or object's reflection in the Warp and learn things that may be hidden in the Materium. This power has a variety of applications. You select a single creature or object you can see. When you use this power, you immediately learn whether the target has the CHAOS keyword, is possessed, is a DAEMON in disguise, possesses any mutations, or is otherwise corrupted by the Warp. An NPC may spend 1 Ruin to attempt to resist this effect, making a DN 4 Conviction Test.

Potency:

- 💀 *[1] You may mark the soul of a creature targeted and can track the creature's presence and movements using Psyniscience within the next 24 hours.
- 💀 *[2] Until the end of the current scene, you can perceive major disturbances in the warp within your Intellect x 1,000 km. This includes vessels entering or leaving the warp, the presence of warp portals, and daemonic incursions.
- 💀 *[2] For the remainder of the scene, you are immediately aware of any use of psychic powers within a distance of your Intellect x10 metres.

HELD IN MY GAZE.

Point Cost: 20
DN: Target's Willpower
Activation: Action
Duration: Sustained
Range: 5x Intellect metres
Multi-Target: No
Keywords: NAVIS NOBILITE, PSYCHIC
Prerequisite: Psyker must have the NAVIS NOBILITE keyword.

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. Choose a target you can see within range. If you succeed, the target is Warp-locked. While Warp-locked, the target adds +4 to the DN of any psychic power they attempt. If the target is a DAEMON, then they also may not roll Determination against any damage inflicted against them. Each round this power is sustained, you suffer 1d3 Shock.

Potency:

- 💀 [1] Increase the range to 10x Intellect metres.

INWARD VIEW

Point Cost: 15
DN: 4
Activation: Five Minutes
Duration: 1 Hour
Range: Self
Multi-Target: No
Keywords: NAVIS NOBILITE, PSYCHIC
Prerequisite: Psyker must have the NAVIS NOBILITE keyword.

Effect: There are many myths about the "third eye" into the soul, their origins supposedly harking from Ancient Terra. The Navis Nobilite know that such stories are not wholly myth, and they understand that it is entirely possible to discover hidden knowledge through particular forms of introspective meditation. If this power is successful, you immediately recover 1d3+2 Shock, and add +2 bonus dice to the first Investigation or Scholar test you attempt during the power's duration. You may use this power as part of a Regroup. Once you have used this power, you may not use it again until after you have taken a Respite.

Potency:

- 💀 [1] Recover +1 Shock.
- 💀 [1] Increase duration by +1 hour.
- 💀 *[2] You may use the bonus dice on Psychic Mastery tests.

CHAPTER III: TALENTS AND POWERS

PASS UNSCATHED

Point Cost: 20
DN: 6
Activation: Action
Duration: Willpower minutes
Range: Intellect x3 metres
Multi-Target: Yes
Keywords: NAVIS NOBILITE, PSYCHIC
Prerequisite: Psyker must have the NAVIS NOBILITE keyword.

Effect: Being so closely linked with the Warp, it is no surprise that Navigators have developed techniques to avoid its corrupting influence and those around them. With considerable effort, you can slow the insidious effects of the Warp for short durations. If the power is successful, choose a target you can see within range (this may be yourself). The target's Conviction is increased by +3 while the power lasts.

Potency:

- [1] The power's duration is increased by +1 minute.

SEEK THE PATH

Point Cost: 15
DN: 4
Activation: Action
Duration: 1 Round
Range: Self
Multi-Target: No
Keywords: NAVIS NOBILITE, PSYCHIC
Prerequisite: Psyker must have the NAVIS NOBILITE keyword.

Effect: You use your pineal eye to peer through the Immaterium around you, piercing the churning clouds of the Warp to find the causeways of least resistance to your target. In this way, you guide your attacks to their target while slipping past your foe's defences. Until the end of your next round, you add +3 bonus dice to any melee or ranged attacks you make.

Potency:

- [1] The power grants an additional bonus die.
- [1] The power lasts +1 round.

THE COURSE UNTRAVELED

Point Cost: 20
DN: 6
Activation: Action
Duration: Instant
Range: Self
Multi-Target: No
Keywords: NAVIS NOBILITE, PSYCHIC
Prerequisite: Psyker must have the NAVIS NOBILITE keyword.

Effect: Time is not an arrow that flies straight and true, but rather a tangled web of moments and possibilities. This technique allows you to walk this web, stepping fractionally from one moment to another, altering your position in the physical world as you step between infinitesimally different timelines, no matter the cost to yourself. If this power is successful, you instantly move to any point within twice your Intellect in metres, so long as you could have reached that location naturally. You then immediately suffer 1d3+3 Shock due to the strain on your body.

Potency:

- [1] Reduce the amount of Shock suffered by 1.
- [1] Increase the distance moved by your Intellect in metres.
- *[2] The power can now be activated as a Simple Action.

THE LIDLESS STARE

Point Cost: 0
DN: Target's Willpower
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: Yes
Keywords: NAVIS NOBILITE, PSYCHIC
Prerequisite: Psyker must have the NAVIS NOBILITE keyword.

Effect: If you open your 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. For many, it is the last thing they see. Select a single enemy you can see (and who can see you) within range. This is a Gaze Power. The target immediately suffers 1d3+1 Mortal Wounds and suffers the Fear condition. After this power is used, you suffer 1d3+1 Shock.

Potency:

- [2] +1 Mortal Wound

CHAPTER III: TALENTS AND POWERS

TIDES OF TIME AND SPACE

Point Cost: 25
DN: 5
Activation: Simple Action
Duration: 1 Round
Range: Self
Multi-Target: No
Keywords: NAVIS NOBILITE, PSYCHIC
Prerequisite: Psyker must have the NAVIS NOBILITE keyword.

Effect: By examining the flow of the warp around you, you can anticipate near future actions and move outside the normal flow of events by choosing strands of reality and slipping between them. This power can be of great benefit, but it can also be extremely dangerous. If this power is successful, you may take a second turn at any point before the start of your next normal turn. After you use this power, you suffer 1d3 Shock. In addition, if you fail to use this power, you disappear from reality temporarily, reappearing at the end of your next turn.

Potency:

- 💀 [1] You gain +1 Speed while the power is in effect.
- 💀 *[2] You may *Keep the Initiative* without spending Glory once while this power is in effect.

TRACKS IN THE STARS

Point Cost: 10
DN: 3
Activation: Action
Duration: Sustained
Range: Self
Multi-Target: No
Keywords: NAVIS NOBILITE, PSYCHIC
Prerequisite: Psyker must have the NAVIS NOBILITE keyword.

Effect: When a ship travels through either realspace or the warp it leaves a faint trail, the lingering shadow of its warp drive. Using your third eye, you can follow this trail across the stars. If this power is successful, you can perceive and follow the trail of a ship through realspace, so long as the trail is no older than a number of weeks equal to your Intellect, though at GM's discretion especially large vessels may have a trail that lasts longer.

Potency:

- 💀 *[1] You may track a ship's trail if it is no older than months equal to your Intellect.
- 💀 *[1] You may track a ship's trail through the warp as well as through realspace.
- 💀 *[2] You may track a ship's trail if it is no older than years equal to your Intellect.

VISION OF HELL

Point Cost: 20
DN: Target's Resolve
Activation: Action
Duration: Instant
Range: 15m
Multi-Target: No
Keywords: NAVIS NOBILITE, PSYCHIC
Prerequisite: Psyker must have the NAVIS NOBILITE keyword.

Effect: While many Navigators simply focus on wreaking as much destruction as possible by revealing the Warp to their foes, some Navigators prefer to act with more subtlety, training themselves to cast projections of the true, hellish face of the Warp. Select an enemy you can see, and who can see you, within range. This is a Gaze Power. If the power is successful, the target immediately suffers 1d3+2 Shock and the *Terror* condition. After this power is used, you suffer 1d3+2 Shock.

Potency:

- 💀 [1] The target suffers +1 Shock.

VOID WATCHER

Point Cost: 20

CHAPTER III: TALENTS AND POWERS

DN:	3	WARP VIGIL
Activation:	Action	Point Cost: 15
Duration:	Sustained	DN: 4
Range:	Intellect x 10,000km	Activation: Full Action
Multi-Target:	No	Duration: 1 Scene
Keywords:	NAVIS NOBILITE, PSYCHIC	Range: Self
Prerequisite:	Psyker must have the NAVIS NOBILITE keyword.	Multi-Target: No
Effect:	Using this power and gazing into the void whilst aboard ship, you can learn things about space in the immediate vicinity of your vessel. This can reveal hidden dangers such as mines, void creatures, and concealed ships, as well as more mundane perils like asteroids and debris. If successful, while the power remains in effect, you can make Awareness tests to detect spaceborne objects within a distance of your Intellect x 10,000km, without the use of starship augurs.	Keywords: NAVIS NOBILITE, PSYCHIC
Potency:		Prerequisite: Psyker must have the NAVIS NOBILITE keyword.
 [1] You can detect spaceborne objects within a distance of your Intellect x 20,000km.		Effect: Navigators must be ever watchful for danger when guiding a vessel through the Warp and be capable of reacting at a moment's notice to the caprices of the Immaterium. While this power remains in effect, you increase your Defence by +2, and you may take two reflexive actions per round instead of one.
 [1] You can ask a single question about a spaceborne object you've detected. The GM must answer this question truthfully.		Potency:
		 [1] +1 Defence
		 *[2] Each time an attack misses you, you may move up to your Speed as a Reflexive Action.

CHAOS SORCERY

This section contains psychic powers distinct to the Sorcerers, Warp-Witches, Malefic Arcanists, and Rogue Psykers who have devoted themselves to the Dark Powers of Chaos.

DARK HERETICUS

Chaos Space Marine psykers open their minds fully to the horrors of the warp, drawing immense power from this nightmare dimension to rip apart their enemies and infuse their allies with strength. Only those already inured to the maddening taint of Chaos can wield such raw power without losing all remnants of sanity.

INFERNAL GAZE

This is identical to the power of the same name in the Maleficarum discipline, on page 281 of the *Wrath & Glory* rulebook. Its presence in the Dark Hereticus discipline allows characters to select that power without also knowing the Maleficarum discipline.

PRESCIENCE

This is identical to the power of the same name in the Divination discipline, on page 274 of the *Wrath & Glory* rulebook. Its presence in the Dark Hereticus discipline allows characters to select that power without also knowing the Divination discipline.

DEATH HEX

Point Cost: 15
DN: 7
Activation: Action
Duration: 1 Round
Range: 12m
Multi-Target: No
Keywords: CHAOS, PSYCHIC

Prerequisite: Psyker must have the HERETIC ASTARTES and CHAOS keywords

Effect: You place a dire hex upon your foes. Wards and shields flicker and fail, leaving the foe exposed. The power affects all enemies in a Blast (6) within range. Affected enemies may not roll Determination until the start of the Sorcerer's next turn.

Potency:

- 💀 *[2] The area affected is a Blast (10).
- 💀 [1] -1 Resilience to the affected enemies.

GIFT OF CHAOS

Point Cost: 25
DN: Target's Toughness
Activation: Action
Duration: Instant
Range: 6m
Multi-Target: No
Keywords: CHAOS, PSYCHIC

Prerequisite: Psyker must have the HERETIC ASTARTES and CHAOS keywords

Effect: As the power of the warp surges through your victim, bones snap and flesh rips as a new form takes shape. This power targets a single creature within range. The target suffers 1d3+3 Mortal Wounds, and an equal number of Corruption points. If the target is reduced to 0 wounds by this power and subsequently dies, the target mutates into a Chaos Spawn instead of dying.

Potency:

- 💀 [2] +1 Mortal Wound and +1 Corruption.

DIABOLIC STRENGTH

Point Cost: 15
DN: 5
Activation: Action
Duration: Sustained
Range: 12m
Multi-Target: No
Keywords: CHAOS, PSYCHIC

Prerequisite: Psyker must have the HERETIC ASTARTES and CHAOS keywords

Effect: The unholy energies of Chaos course through the recipient, swelling their frame with the strength to tear tanks asunder. Select an ally with the CHAOS keyword within range. The ally's Strength is increased by +4, and they receive +2 bonus dice on melee attacks, while this power remains in effect.

Potency:

- 💀 [2] +1 Strength
- 💀 [1] +1ED to the affected ally's melee damage.

CHAPTER III: TALENTS AND POWERS

WARPETIME

Point Cost: 20
DN: 5
Activation: Action
Duration: Instant
Range: 5m
Multi-Target: No
Keywords: CHAOS, PSYCHIC
Prerequisite: Psyker must have the HERETIC ASTARTES and CHAOS keywords

Effect: The power of the immaterium bursts from you, warping time and heightening the speed of your allies. You and all allies with the CHAOS keyword within range, may immediately move up to your Speed.

Potency:
 [1] +1 Speed to all affected characters.

WEAVER OF FATES

Point Cost: 15
DN: 6
Activation: Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: CHAOS, TZEENTCH, PSYCHIC
Prerequisite: Psyker must have the HERETIC ASTARTES and TZEENTCH keywords

Effect: You trace the skeins of the future to see the fates of battle. Forewarned of imminent danger, warriors dodge bullets and blades with seemingly supernatural reflexes. Select a number of allies with the TZEENTCH keyword within range equal to your Willpower. Until the start of your next turn, the affected allies add +2 to their Resilience and may roll Determination against Mortal Wounds.

Potency:
 *[2] Affect an additional number of affected allies equal to your Willpower
 [1] +1 Resilience
 [2] +1 bonus dice on Determination rolls.

MIASMA OF PESTILENCE

Point Cost: 15
DN: 6
Activation: Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: CHAOS, NURGLE, PSYCHIC
Prerequisite: Psyker must have the HERETIC ASTARTES and NURGLE keywords

Effect: As you chant in a phlegm-choked drone, a dark cloud of filth and flies shrouds your allies from view. Select a number of allies with the NURGLE keyword within range equal to your Willpower. The affected allies count as in Cover, adding +2 to their Defence, until the start of your next turn.

Potency:
 *[2] Affect an additional number of affected allies equal to your Willpower

DELIGHTFUL AGONIES

Point Cost: 15
DN: 6
Activation: Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: CHAOS, SLAANESH, PSYCHIC
Prerequisite: Psyker must have the HERETIC ASTARTES and SLAANESH keywords

Effect: Those whose minds are touched by the Sorcerer's caress are wracked by waves of exquisite pain, and the real injuries of battle are trivial by comparison. Select a number of allies with the SLAANESH keyword within range equal to your Willpower. Until the start of your next turn, the affected allies may roll Determination against Mortal Wounds, and do not suffer any Shock when they roll Determination—each Icon rolled simply negates a Wound or Mortal Wound.

Potency:
 *[2] Affect an additional number of affected allies equal to your Willpower
 [2] +1 bonus dice on Determination rolls.

CHAPTER III: TALENTS AND POWERS

CONTAGION DISCIPLINE

The disgusting psychic powers unleashed by the Sorcerers of Nurgle reduce their enemies to rancid corpses, drown the foe in spewing sprays of noxious bile, and bless the Grandfather's children with plague-ridden vitality.

NURGLE HERETIC ASTARTES PSYKERS only.

CURSE OF THE LEPER

Points Cost: 25
DN: Target's Toughness
Activation: Action
Duration: 1 Round
Range: 18m
Multi-Target: Yes
Keywords: CHAOS, NURGLE, PSYCHIC
Prerequisite: Psyker must have the HERETIC ASTARTES and NURGLE keywords

Effect: The victims touched by this enervating curse find themselves weakened and drained of life within moments. This targets the nearest enemy within range and line of sight. Roll seven d6: for each Icon, the target suffers 1 Shock and is *Staggered*.

Potency:

- 💀 [1] The target suffers +1 Shock per Icon rolled.
- 💀 [2] If a target becomes *Exhausted*, they suffer 1d3 Mortal Wounds immediately.

GIFT OF CONTAGION

Points Cost: 10
DN: 4
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: Yes
Keywords: CHAOS, NURGLE, PSYCHIC
Prerequisite: Psyker must have the HERETIC ASTARTES and NURGLE keywords

Effect: With a gesture, you gather a foul fog of contagion about your foes, granting them a blessing from Grandfather Nurgle. This affects enemies you can see within a Blast (6) within range. Each enemy hit suffers the *Poisoned* (4) condition. While they remain *Poisoned*, creatures affected increase the DN of all Strength-based tests by +2.

Potency:

- 💀 [1] Add +1 to the rating of the *Poisoned* effect.
- 💀 *[2] While *Poisoned* affected targets also add +2 DN to all melee attacks they make.

MIASMA OF PESTILENCE

This is identical to the power of the same name in the *Dark Hereticus* discipline, on page 302.

PLAQUE WIND

Points Cost: 20
DN: 5
Activation: Full Action
Duration: Instant
Range: 18m
Multi-Target: No
Keywords: CHAOS, NURGLE, PSYCHIC
Prerequisite: Psyker must have the HERETIC ASTARTES and NURGLE keywords

Effect: You belch forth a wind of plague that blows through your foes, choking them and leaving only diseased, maggot-bloated corpses in its wake. This affects enemies within a Blast (6). Each enemy hit suffers 1d3 Mortal Wounds and the *Poisoned* (4) condition. While they remain *Poisoned*, creatures affected suffer 1d3 Mortal Wounds at the start of each turn.

Potency:

- 💀 [1] Add +1 to the rating of the *Poisoned* effect.
- 💀 [3] Add +1 to the number of Mortal Wounds inflicted by the power's initial effect, and each turn.

PUTRESCENT VITALITY

Points Cost: 20
DN: 6
Activation: Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: CHAOS, NURGLE, PSYCHIC
Prerequisite: Psyker must have the HERETIC ASTARTES and NURGLE keywords

Effect: Rancorous energies surge through Nurgle's followers, bloating their distended bodies further with fresh infections and granting them new strength. Select a number of allies within range equal to your Willpower. The affected allies add +2 to their Strength and Toughness until the start of your next turn.

Potency:

- 💀 [1] Each affected ally regains 1d3 Shock.
- 💀 [2] Each affected ally regains 1 Wound.

CHAPTER III: TALENTS AND POWERS

DISCIPLINE OF CHANGE

Those who dabble with the stuff of change seek to master the psychic essence empowering Tzeentch himself. Such individuals skirt the edge of sanity as they wield the forces of madness and mutation, blessing their allies and cursing their foes unto death. Tzeentch lends immense power to those who win his favour with such displays, but always at a cost.

TZEENTCH HERETIC ASTARTES PSYKERS only.

BALEFUL DEVOLUTION

Point Cost: 15
DN: 7
Activation: Action
Duration: Sustained
Range: 18m
Multi-Target: No
Keywords: CHAOS, TZEENTCH, PSYCHIC
Prerequisite: Psyker must have the HERETIC ASTARTES and TZEENTCH keywords

Effect: Transmogrifying energies erupt from your eyes, playing across the enemy's ranks and reducing their proud warriors to mewling beasts. This power affects all enemies within a Blast (6) within range and line of sight. Affected enemies must pass a Toughness test with a DN of 5; if they fail, they are transformed into twisted, but harmless beasts while this power remains in effect. Transformed enemies retain their normal Defence, Resilience, Wounds, and Shock, but cannot take any actions of any kind, and they will transform back if they suffer any damage.

Potency:

- 💀 [3] Transformed enemies suffer 1 Mortal Wound when they first transform.
- 💀 [2] Increase the size of the Blast by +2.

CACODAEMONIC CURSE

Point Cost: 15
DN: 5
Activation: Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: CHAOS, TZEENTCH, PSYCHIC
Prerequisite: Psyker must have the HERETIC ASTARTES and TZEENTCH keywords

Effect: With dark invocations, you summon cackling daemon imps to infest the enemy's weapons. This targets the ranged weapons of all enemies within a Blast (6) within range and line of sight. Until the start of your next turn, the affected weapons reduce their base damage by 2.

Potency:

- 💀 *[1] Affected weapons roll one fewer ED than normal, to a minimum of OED.
- 💀 *[2] Affected weapons' AP is reduced to 0.
- 💀 *[2] Affected weapons suffer a complication on any Wrath die roll of 1, 2, or 3.

DOOMBOLT

Point Cost: 20
DN: Target's Defence
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: No
Keywords: CHAOS, TZEENTCH, PSYCHIC
Prerequisite: Psyker must have the HERETIC ASTARTES and TZEENTCH keywords

Effect: You hurl a bolt of roiling energy that horribly twists its target into abhorrent and mutated new shapes. This is a psychic ranged attack, which targets the nearest enemy within range and line of sight and inflicts Willpower +9 +3ED damage with an AP of -2 and has the Agonizing and Corrupting traits.

Potency:

- 💀 [1] +1ED.

CHAPTER III: TALENTS AND POWERS

GLAMOUR OF TZEENTCH

Point Cost: 20
DN: 5
Activation: Action
Duration: Sustained
Range: 18m
Multi-Target: No
Keywords: CHAOS, TZEENTCH, PSYCHIC
Prerequisite: Psyker must have the HERETIC ASTARTES and TZEENTCH keywords

Effect: You twist and obscure the perceptions of your foes to the point that your allies become all but invisible. This power affects a number of CHAOS allies within range and line of sight equal to your Willpower. While this power remains in effect, these allies increase their Defence by +2.

Potency:
[2] [2] +1 Defence.
[1] [1] Affected allies add +1 die to all Stealth tests.

PERPLEX

Point Cost: 20
DN: 6
Activation: Action
Duration: Instant
Range: 25m
Multi-Target: No
Keywords: CHAOS, TZEENTCH, PSYCHIC
Prerequisite: Psyker must have the HERETIC ASTARTES and TZEENTCH keywords

Effect: With perspective-warping illusions you obfuscate your enemies' vision, rendering their targets fluid and indistinct. This targets enemies within Blast (6) within range and line of sight. The affected enemies cannot see enemies or make ranged attacks against targets more distant than 25m away.

Potency:
[2] [2] Increase the size of the Blast by +2.

PYRIC FLUX

Point Cost: 10
DN: 4
Activation: Action
Duration: Instant
Range: 12m
Multi-Target: No
Keywords: CHAOS, TZEENTCH, PSYCHIC, FIRE
Prerequisite: Psyker must have the HERETIC ASTARTES and TZEENTCH keywords

Effect: You make yourself a bounteous font of unholy warpflame. Until the start of your next turn, all TZEENTCH FIRE weapons within range gain +2ED.

Potency:
[1] [1] Affected weapons gain an additional +1ED.

TEMPORAL MANIPULATION

Point Cost: 20
DN: 4
Activation: Full Action
Duration: Instant
Range: 12m
Multi-Target: No
Keywords: CHAOS, TZEENTCH, PSYCHIC
Prerequisite: Psyker must have the HERETIC ASTARTES and TZEENTCH keywords

Effect: Fashioning a pocket of dilated time around an injured ally, the psyker accelerates the rate at which their flesh reknits. Select a single CHAOS ally within range and line of sight: that ally immediately regains wounds equal to your Intellect.

Potency:
[2] [2] The ally regains +1 Wound.
[1] [1] The ally regains 1 Shock.

CHAPTER III: TALENTS AND POWERS

TZEENTCH'S FIRESTORM

Point Cost: 15

DN: Target's Defence

Activation: Action

Duration: Instant

Range: 18m

Multi-Target: Yes

Keywords: CHAOS, TZEENTCH, PSYCHIC, FIRE

Prerequisite: Psyker must have the HERETIC ASTARTES and TZEENTCH keywords

Effect: You conjure a raging storm of pink and blue fire down from the skies, that mutates your foes and leaves capering daemons that claw and bite in its wake. This targets an enemy within range and line of sight. If successful, roll nine d6. For each Icon rolled, the target suffers 1 Mortal Wound. For each Exalted Icon rolled, the target suffers 1d3 Mortal Wounds.

Potency:

- 💀 *[3] Increase the number rolled on each d6 by 1 (i.e., a roll of 3 or 4 is an Icon, while a 5 or 6 is an Exalted Icon).
- 💀 [1] If a target is killed by damage from this power, a single Pink Horror of Tzeentch is summoned, appearing on the same spot as the slain target.

WEAVER OF FATES

This is identical to the power of the same name in the *Dark Hereticus* discipline, on page 302.

AELDARI PSYCHIC POWERS

All Aeldari can manipulate mental energies to a degree. Each is psychic to one extent or another; it is said the ancient Aeldari could read thoughts at a glance, whilst those who trained their minds for war could crush a foe's weapon with a simple narrowing of their eyes.

AELDARI PSYKERS

The Shadowseers of the Harlequins and the reborn psykers pledged to Ynnead are no less practiced and efficient with their powers than their Craftworlder kin.

An Aeldari **PSYKER** with the **HARLEQUIN** or **YNNARI** keyword may re-roll a single Wrath Dice that rolled a complication once per Psychic Mastery Test.

RUNES OF FORTUNE

Those who walk the Path of the Seer can harness psychic energies to manifest a great many powers. Whilst their effects can be subtle, when applied at the correct moment, Aeldari lives may be saved and fate turned to a more favourable path.

The Runes of Fortune are additional Minor Psychic Powers only available to **PSYKERS** with the **ASURYANI**, **ANHRATHE**, **HARLEQUIN** or **YNNARI** keywords.

CRUSHING ORB

Point Cost: 10
DN: Target's Strength
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: No
Keywords: **AELDARI**, **PSYCHIC**
Prerequisite: Psyker must have the **ASURYANI**, **ANHRATHE**, **HARLEQUIN** or **YNNARI** keyword.
Effect: You crush your foe in a sphere of kinetic energy. Target a single enemy within range with a psychic ranged attack, inflicting 1 Mortal Wound and the *Restrained* condition.
Potency:
[] [2] +1 Mortal Wound.

FATEFUL DIVERGENCE

Point Cost: 10
DN: 3
Activation: Action
Duration: 1 Round
Range: 6m
Multi-Target: Yes
Keywords: **AELDARI**, **PSYCHIC**
Prerequisite: Psyker must have the **ASURYANI**, **ANHRATHE**, **HARLEQUIN** or **YNNARI** keyword.
Effect: Exerting your will upon destiny, you shift the paths of fate. Select an ally within range. Until the start of your next turn, they may re-roll a single die in any dice pool.
Potency:
[] [1] The target may re-roll one additional die during this power's effect.

FOCUS WILL

Point Cost: 10
DN: 5
Activation: Action
Duration: 1 Round
Range: 6m
Multi-Target: No
Keywords: **AELDARI**, **PSYCHIC**
Prerequisite: Psyker must have the **ASURYANI**, **ANHRATHE**, **HARLEQUIN** or **YNNARI** keyword.
Effect: You channel your mind to aid a fellow seer. You select a single Psyker within range. Whenever the target attempts a Psychic Mastery test before the end of their next turn, they may add +1 bonus dice to their test, or +2 bonus dice if they have the **ASURYANI** keyword.
Potency:

[] [1] The target may add an additional +1d to their Psychic Mastery test.

CHAPTER III: TALENTS AND POWERS

GHOSTWALK

Point Cost: 10
DN: 5
Activation: Action
Duration: 1 Round
Range: 6m
Multi-Target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the ASURYANI, ANHRATHE, HARLEQUIN or YNNARI keyword.
Effect: Channelling energies from your runes, you imbue your allies with ethereal speed. You select a number of allies within range equal to your Willpower. Until the start of your next turn, the targets increase their Speed by +2.
Potency:

- 💀 [1] Affect one additional target.
- 💀 [2] The targets' Speed is increased by a further +1.

IMPAIR SENSES

Point Cost: 10
DN: 5
Activation: Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the ASURYANI, ANHRATHE, HARLEQUIN or YNNARI keyword.
Effect: The psyker dims the foe's senses. The power affects all enemies in a Blast (6) within range. Until the start of the psyker's next turn, the affected enemies add +2DN to all Awareness tests, reduce their Passive Awareness to 0, and may only make ranged attacks at the closest target.
Potency:

- 💀 *[2] The area affected is a Blast (10).
- 💀 [1] An additional +1DN to the targets' Awareness tests.

WITCH STRIKE

Point Cost: 10
DN: 3
Activation: Simple Action
Duration: 1 Round
Range: Self
Multi-Target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the ASURYANI, ANHRATHE, HARLEQUIN or YNNARI keyword.
Effect: Focusing a still greater portion of your power into your weapon, each strike blasts foes with potent aetheric energies. Until the start of your next turn, you add +2ED to the damage of one melee weapon you are wielding which has the Force trait.
Potency: [2] An additional +1ED.

RUNES OF SHAPING DISCIPLINE

Bonesingers apply the psychic talents of the Aeldari in more creative ways than most, weaving telekinetic manipulation, psychosonic harmonies, and aethyric resonance into something which is equal parts art and craft, shaping the psychoreactive materials the Eldar use in their constructions with haunting melodies that are felt as much as heard.

VAUL'S SONG

Point Cost: 10
DN: 5
Activation: Action
Duration: Instant
Range: 5m
Multi-Target: No (Yes for small items of technology)
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the AELDARI keyword.

Effect: You invoke the psychosonic ringing of Vaul's anvil, knitting together wraithbone and psychoreactive crystal in moments. Select a single AELDARI vehicle or wraith-construct within range. The target regains 1d3+1 Wounds, or repairs one system on the vehicle which had been damaged. Alternatively, target one other pieces of Aeldari technology within range: the device is repaired, and any malfunctions or jams are fixed instantly.

Potency:

装备制造 [1] +1 Wounds (vehicle or wraith-construct).

WEBWAY STEP

Point Cost: 20
DN: 6
Activation: Action
Duration: Instant
Range: 25m
Multi-Target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the AELDARI keyword and must be holding a Webway key to use this power.

Effect: You are highly attuned to the Webway, and can slip within its reaches with ease, without the use of a gate. You vanish and reappear a few moments later at any point within range. You must reappear standing on solid ground or another object sturdy enough to support your weight.

Potency: [2] You may bring along +1 ally who is within 3m of you when the power is used.
[2] Increase the range by 25m.

WRAITHTOMB

Point Cost: 15
DN: 7
Activation: Action
Duration: Sustained
Range: 10m
Multi-Target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the AELDARI keyword.

Effect: You conjure and weave a tangle of wraithvines, psychic constructs that take the form of thorny tendrils which enwrap themselves around the target. Though they will not remain coherent without wraithbone or psychocrystal to make the structure tangible, the vines are solid enough for the moment. This power targets a single creature, vehicle, or structure within range. If a creature or vehicle, the target is *restrained* and *hindered* (3) while the power remains in effect. If a structure is the target, then the wraithvines wrap themselves around and into the structure in a manner determined by the Bonesinger and the GM: it may seal over or force open doors, ensnare and shut down automated defences, create a climbable surface, or something similar.

Potency:

装备制造 [1] Hindered condition increases by +1

RUNES OF FATE DISCIPLINE

The mightiest of those who walk the Witch Path are able to perceive and influence the warp and weft of fate itself, manipulating events by discerning possible futures and the most effective ways to create or avoid them. That is not to say that they lack other, more visceral powers... indeed, a Farseer's wrath in battle is something that few can withstand.

DOOM

Point Cost: 25
DN: 6
Activation: Action
Duration: 1 Round
Range: 50m
Multi-Target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the AELDARI and FARSEER keywords.

Effect: With a simple manipulation of that which is to come, you grant a darkened fate to a chosen foe. While this shadow rests upon the enemy's soul, death seeks them out above all others, and each blow or shot that comes their way is rendered inescapably deadly. The power affects all enemies in a Blast (6) within range. All attacks made against the affected enemies gain +3ED and may re-roll any failures on the damage roll.

Potency:

- 💀 *[2] The area affected is a Blast (10).
- 💀 [1] +1ED

ELDRITCH STORM

Point Cost: 30
DN: 6
Activation: Full Action
Duration: Sustained
Range: 50m
Multi-Target: No
Keywords: AELDARI, KINETIC, PSYCHIC
Prerequisite: Psyker must have the AELDARI and FARSEER keywords.

Effect: You summon a swirling corona of energy that assails the foe with bolts of lightning and psychic shockwaves. Entire platoons are devastated beneath the onslaught of the roiling tempest as you channel more and more power into their storm of destruction. The power affects all enemies in a Blast (10) within range. All enemies within the affected area at the start of each of your turns, immediately take 9 +3ED damage with an AP of -2 and the Agonizing, Arc (2) and Warp Weapon traits.

Potency:

- 💀 [1] The size of the Blast is increased by +5.

EXECUTIONER

Point Cost: 30
DN: 6
Activation: Action
Duration: Instant
Range: 35m
Multi-Target: Yes
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the AELDARI and FARSEER keywords.

Effect: You summon an astral doppelgänger and unleash it upon the foe. This vengeful apparition carves a path through the enemy's ranks, each kill spurring it on as it rips apart flesh in a blaze of psychic energy. The nearest enemy within range immediately takes damage as if struck by one of your melee weapons. Each time an enemy is slain by this power, you may hit another enemy within 5m. A single use of this power may inflict a number of hits equal to your Willpower.

Potency:

- 💀 [1] +1ED to each hit.

FORTUNE

Point Cost: 30
DN: 6
Activation: Action
Duration: 1 Round
Range: 50m
Multi-Target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the AELDARI and FARSEER keywords.

Effect: You scry possible futures to foresee imminent danger, then aid your allies in avoiding it. The terrors of the warp recoil from your mind, while shots pass through thin air where Asuryani warriors stood a moment before. Select a number of allies equal to your Willpower within range. Until the start of your next turn, when they roll Determination, they roll a number of dice equal to your Intellect, and each Icon rolled negates a single Wound or Mortal Wound, rather than converting Wounds into Shock.

Potency:

- 💀 [1] Affect one extra ally.

CHAPTER III: TALENTS AND POWERS

GUIDE

Point Cost:	25
DN:	6
Activation:	Action
Duration:	1 Round
Range:	50m
Multi-Target:	No
Keywords:	AELDARI, PSYCHIC

Prerequisite: Psyker must have the **AELDARI** and **FARSEER** keywords.

Effect: You twist the strands of destiny to your will, picking out targets from amidst the swirling chaos of battle and guiding the shots of your allies to where they might do the most harm. Select a number of allies equal to your Willpower within range. Until the start of your next turn, affected allies may re-roll all failures on ranged attacks.

Potency:

- 💀 [1] +1 bonus dice to the ranged attacks of affected allies.

MINDWARP

Point Cost:	25
DN:	Target's Willpower (opposed)
Activation:	Full Action
Duration:	Sustained
Range:	35m
Multi-Target:	No
Keywords:	AELDARI, TELEPATHY, PSYCHIC

Prerequisite: Psyker must have the **AELDARI** and **FARSEER** keywords.

Effect: You reach out to attack the mind of an enemy in a desperate mental duel. Foes find their thoughts invaded by the crushing presence of their invader, whose ancient and inscrutable will triggers cascades of psychosomatic trauma and crushes the victim's personality with terrifying ease. You make an opposed Willpower test against the target when the power is used, and at the start of each of your turns while the power is sustained. If you win an opposed test, then the target suffers 1d3 Mortal Wounds. If the target wins the opposed test, the power's effects end immediately.

Potency:

- 💀 [1] +1 Mortal Wound on each successful opposed test.
- 💀 *[1] If the target has the **PSYKER** keyword, you may choose for them to lose the use of one psychic power they know (your choice) until they next Regroup.

WILL OF ASURYAN

Point Cost:	20
DN:	4
Activation:	Action
Duration:	1 Round
Range:	12m
Multi-Target:	No
Keywords:	AELDARI, TELEPATHY, PSYCHIC

Prerequisite: Psyker must have the **AELDARI** and **FARSEER** keywords.

Effect: Sensing an approaching crux of destiny, you summon the certainty and confidence of ancient days. Doubt and fear are washed away, and those nearby gain impervious resolve from this indomitable aura. All friendly characters with the **AELDARI** keyword within range will automatically pass all Resolve tests and are immune to *fear*, *terror*, and intimidation-based Interaction attacks until the start of the Farseer's next turn. In addition, you may Deny the Witch as a Reflexive Action in response to an enemy psychic power used within 25m of you once before their next turn.

Potency:

- 💀 *[2] Affected allies also automatically pass Conviction tests.
- 💀 [1] You gain +1 bonus dice on Psychic Mastery tests to Deny the Witch.

PHANTASMANCY DISCIPLINE

The psychic abilities of the Shadowseers focus upon illusion and misdirection, the manipulation of fate and the turning of the enemy's mind upon itself with lethal consequences. So subtle are they that many foes do not even recognise their peril.

FOG OF DREAMS

Point Cost: 20
DN: 5
Activation: Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: AELDARI, TELEPATHY, PSYCHIC
Prerequisite: Psyker must have the HARLEQUIN keyword.

Effect: You send forth your consciousness like a creeping mist, baffling the senses of the enemy. The power affects all enemies in a Blast (6) within range. All attacks made by the affected enemies suffer +2 DN until the start of your next turn.

Potency:

- 💀 *[2] The area affected is a Blast (10).
- 💀 [1] DN penalty increases by +1.

MIRROR OF MINDS

Point Cost: 25
DN: 6
Activation: Action
Duration: 1 Round
Range: 25m
Multi-Target: No
Keywords: AELDARI, TELEPATHY, PSYCHIC
Prerequisite: Psyker must have the HARLEQUIN keyword.

Effect: A maddening clash of wills consumes the victim's mind as reality falls away. Select an enemy within range, and both you and the target roll 1d6. If you roll equal to or higher than the target, then the target suffers 1 Mortal Wound. Repeat this until either the target is reduced to 0 Wounds or they roll higher than you.

Potency:

- 💀 [2] If the power reduces the target to 0 Wounds, select another target within 5m of the first, and begin the process again. Each target after the first requires this potency option be selected again.

SHARDS OF LIGHT

Point Cost: 20
DN: 7
Activation: Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: AELDARI, TELEPATHY, PSYCHIC
Prerequisite: Psyker must have the HARLEQUIN keyword.

Effect: Blades of polychrome energy dazzle the foe, inflicting horrific and disorienting psychosomatic wounds. The power affects all enemies in a Blast (6) within range. Each target suffers 1 Mortal Wound and is *blinded* and *pinned* until the start of your next turn.

Potency:

- 💀 *[2] The area affected is a Blast (10).
- 💀 [2] +1 Mortal Wound per target.

TWILIGHT PATHWAYS

Point Cost: 15
DN: 6
Activation: Action
Duration: Instant
Range: 5m
Multi-Target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the HARLEQUIN keyword.

Effect: Eerie half-lit tunnels blink into existence, opening new paths of manoeuvre and attack. You and any number of allies within range may immediately move up to your Speed.

Potency:

- 💀 [2] +1 Speed to all affected characters.

CHAPTER III: TALENTS AND POWERS

VEIL OF TEARS

Point Cost: 15
DN: 6
Activation: Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: AELDARI, TELEPATHY, PSYCHIC
Prerequisite: Psyker must have the HARLEQUIN keyword.

Effect: Sketching a gesture in the air, you snatch the image of your allies from the minds of your foes, hiding them from sight. Select a number of allies equal to your Willpower within range. The affected allies gain +2 Defence and +2 bonus dice on Stealth tests.

Potency:

- 💀 [2] Affected allies gain +1d on Stealth tests.
- 💀 [2] Affected allies gain +1 Defence.

WEBWAY DANCE

Point Cost: 25
DN: 6
Activation: Action
Duration: 1 Round
Range: 12m
Multi-Target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the HARLEQUIN keyword.

Effect: The veil between realspace and the Webway grows thin, allowing Harlequins to jink away from danger in directions that shouldn't exist, only to reappear unharmed moments later. Until the start of your next turn, you and any allies within range may roll Determination without suffering Shock—Icons rolled simply negate Wounds instead.

Potency:

- 💀 *[3] Whenever an ally rolls Determination, they may move up to half their speed afterwards.
- 💀 *[2] Whenever an ally rolls Determination, they may use their Agility instead of their Toughness for the roll.
- 💀 [2] +1 bonus dice on all Determination rolls for affected characters.

REVENANT DISCIPLINE

Amongst the Reborn, even those psykers who have honed their powers for centuries will find their abilities augmented by the god of death.

ANCESTOR'S GRACE

Point Cost: 20
DN: 4
Activation: Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: AELDARI, PSYCHIC

Prerequisite: Psyker must have the YNNARI keyword.

Effect: Drawing upon the greatness that is the genetic and spiritual legacy of all Aeldari, you bolster your fellows. Select a number of allies with the AELDARI keyword equal to your Willpower within range. Until the start of your next turn, the affected Aeldari may re-roll all 1s on any skill tests they attempt.

Potency:

- 💀 *[2] Affect a number of allies up to twice the psyker's Willpower.
- 💀 [2] Affected allies gain +1d on all skill tests.

GAZE OF YNNEAD

Point Cost: 15
DN: 5
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: Yes
Keywords: AELDARI, PSYCHIC

Prerequisite: Psyker must have the YNNARI keyword.

Effect: Your eyes blaze with fire as they channel the power of Ynnead. You target one enemy with a psychic ranged attack. If hit, the target suffers 1d3+2 Mortal Wounds.

Potency:

- 💀 [3] +1 Mortal Wound.

SHIELD OF YNNEAD

Point Cost: 15
DN: 6
Activation: Action
Duration: 1 Round
Range: 6m
Multi-Target: No
Keywords: AELDARI, PSYCHIC

Prerequisite: Psyker must have the YNNARI keyword.

Effect: You manifest a shield of spiritual energy around your allies. You and all allies within range gain +2 Defence and +2 Resilience until the start of your next turn.

Potency:

- 💀 [1] Affected allies gain +1 Resilience.
- 💀 [2] Affected allies gain +1 Defence.

STORM OF WHISPERS

Point Cost: 15
DN: 5
Activation: Action
Duration: 1 Round
Range: 6m
Multi-Target: No
Keywords: AELDARI, TELEPATHY, PSYCHIC

Prerequisite: Psyker must have the YNNARI keyword.

Effect: Your voice joins with those of the dead to drive the foe insane. All enemies within range must make a *Fear* test (DN 5); enemies who fail this test suffer 1d3+1 Shock, and 1 Mortal Wound if they suffer a complication on their Fear Test.

Potency:

- 💀 [2] Fear test DN increased by +1
- 💀 [1] Shock inflicted increased by +1

CHAPTER III: TALENTS AND POWERS

UNBIND SOULS

Point Cost: 20
DN: 5
Activation: Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the YNNARI keyword.

Effect: You reach out with your powers to weaken the bond between soul and body. The power affects all enemies in a Blast (6) within range. Until the start of your next turn, all attacks made against the affected enemies gain +1ED and may re-roll any failures.

Potency:

- 💀 *[1] The area affected is a Blast (10).
- 💀 [1] +1ED to all attacks against the affected enemies.

WORD OF THE PHOENIX

Point Cost: 15
DN: 5
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: No
Keywords: AELDARI, PSYCHIC
Prerequisite: Psyker must have the YNNARI keyword.

Effect: You call upon the rebirthing energies of the mythical phoenix. The power affects one ally within range; that ally regains 1d3 wounds, or 1d3+2 if they have the YNNARI keyword. If you target an ally who has died since the end of your last turn, they are immediately restored to life. A character resurrected in this way has wounds and shock equal to their maximums.

Potency:

- 💀 [1] +1 Wound healed.

WAAAGH! DISCIPLINE

Weirdboyz channel the power of the Waaagh! into glowing green blasts of psychic destruction, or else yoke those roiling energies to create crude but spectacular results—if, that is, the attempt doesn’t cause their heads to explode like they swallowed a stikkbomb.

'EADBANGER

Point Cost: 20
DN: 7
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: No
Keywords: ORK, PSYCHIC
Prerequisite: Psyker must have the ORK keyword.
Effect: A bolt of raw power erupts from your head and rockets across the battlefield, causing the head of the first unfortunate victim caught in its path to explode in a shower of brains and gore. This power targets the closest enemy, who must pass a Toughness test (DN 3) immediately suffer enough wounds to exceed their Max Wounds by 1.

Potency:

- 💀 [1] +1 DN to the target's Toughness test.

DA JUMP

Point Cost: 15
DN: 6
Activation: Full Action
Duration: Instant
Range: 12m
Multi-Target: No
Keywords: ORK, PSYCHIC
Prerequisite: Psyker must have the ORK keyword.
Effect: You close your eyes tight and, in a storm of flashing green light, you teleport a mass of confused greenskins to another part of the battlefield. Select a number of allies with the ORK keyword equal to your Willpower within range. Those allies vanish, and then reappear moments later anywhere within 100m. They must reappear more than 9m from an enemy, and they forfeit their move in their following turn.

Potency:

- 💀 [2] Affect an additional number of allies equal to your Willpower.
- 💀 *[2] Activation reduced to an Action

DA KRUNCH

Point Cost: 15
DN: 7
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: No
Keywords: ORK, PSYCHIC
Prerequisite: Psyker must have the ORK keyword.
Effect: Green energies erupt from your eyes, ears, nose, and mouth, and coalesce into a roiling cloud above the enemy. That cloud then solidifies into the vast green foot of Gork (or Mork) himself, which commences to stamp down upon the foe. This power affects all enemies in a Blast (6) within range. Affected enemies take 1d3 Mortal Wounds and are knocked *prone*. Foes who were already *prone* become *staggered* as well. Then, roll a d6: on an Exalted Icon, repeat the power's effects (repositioning the blast as desired) as the foot stamps down again.

Potency:

- 💀 [2] +1 Mortal Wound.
- 💀 [2] +1 on the roll to repeat the effect.
- 💀 [3] Roll to repeat the power's effects an additional time.

FISTS OF GORK

Point Cost: 8
DN: 5
Activation: Action
Duration: 1 Round
Range: 12m
Multi-Target: No
Keywords: ORK, PSYCHIC
Prerequisite: Psyker must have the ORK keyword.
Effect: You channel Waaagh energy into your own fists or those of another Ork, providing strength enough to punch through the armour of tanks. This power affects you or one ally with the ORK keyword within range. Until the end of your next turn, the affected character's Strength is increased by +4 and they receive +2 bonus dice on all melee attacks.

Potency:

- 💀 [1] +1 Strength
- 💀 [1] +1ED damage on melee attacks.
- 💀 *[2] Activation reduced to a Simple Action

CHAPTER III: TALENTS AND POWERS

ROAR OF MORK

Point Cost: 15
DN: 7
Activation: Full Action
Duration: Sustained
Range: 18m
Multi-Target: No
Keywords: ORK, TELEPATHY, PSYCHIC
Prerequisite: Psyker must have the ORK keyword.
Effect: You open your gob impossibly wide and give vent to a bellowing roar that reverberates through your enemies' minds. Coherent thought becomes nigh-impossible, and as the roar thunders on, panic begins to spread. While this power remains in effect, all enemies within range add +2 DN to all Resolve tests.

Potency:

- 💀 [1] +1 DN
- 💀 *[2] Enemies within range must make a Resolve test (DN 3) or become *pinned*.

WARPATH

Point Cost: 15
DN: 6
Activation: Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: ORK, PSYCHIC
Prerequisite: Psyker must have the ORK keyword.
Effect: You disperse the Waaagh energy coursing through your frame into the Ork warriors around you, stoking their already bellicose nature into a roaring fever pitch. Select a number of allies with the ORK keyword equal to your Willpower within range. The affected allies add +2 bonus dice to all melee attacks they attempt until the start of your next turn, and they may ignore up to 2 points of DN increase for taking the Multi-Attack or Multi-Action options.

Potency:

- [1] Increase DN reduction by 1.
- [1] +1 bonus dice to melee attacks.
- [2] Affect an number of additional allies equal to your Willpower.

CHAPTER III: TALENTS AND POWERS

SKEINWROUGHT DISCIPLINE

With access to barrier-tech, all Grimnyr are capable of accessing and manipulating the psychic energies of the Warp despite their species' general resistance to or inability to touch the Immaterium. Grimnyr can smite their foes with blasts of psychic energy, but also are capable of unleashing other psychic abilities as well, making use of what is known as the Skeinwrought Discipline, which takes its name from the special psychoactive cloneskeins that all Grimnyr possess when they emerge from their crucibles.

INTERFACE ECHO

Point Cost: 15
DN: 4
Activation: Action
Duration: Instant
Range: Self
Multi-Target: No
Keywords: LEAGUES OF VOTANN, PSYCHIC
Prerequisite: Psyker must have the LEAGUES OF VOTANN keyword.

Effect: You draw empyrically archived Votannic wisdom from within ward-tech augmetic neural buffers and use it to inform your comrades' battle plan. If the power is successful, you immediately gain 1 Glory.

Potency:
[1] [2] Gain +1 Glory
[2] *[3] Gain 1 Wrath

FORTIFY

Point Cost: 10
DN: 5
Activation: Action
Duration: 1 Round
Range: 12m
Multi-Target: No
Keywords: LEAGUES OF VOTANN, PSYCHIC
Prerequisite: Psyker must have the LEAGUES OF VOTANN keyword.

Effect: The Kin have a natural belief in their own indomitable fortitude. Employing controlled empyric energies, you cause these beliefs to manifest as temporary physical enhancement. Select a number of LEAGUES OF VOTANN allies within range. Until the start of your next turn, the affected allies add +2 to their Resilience, and gain +2 dice on Determination rolls.

Potency:
[1] [1] +1 dice on Determination rolls
[2] [1] +1 Resilience

ANCESTRAL WRATH

Point Cost: 20
DN: 5
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: No
Keywords: LEAGUES OF VOTANN, PSYCHIC, FIRE
Prerequisite: Psyker must have the LEAGUES OF VOTANN keyword.

Effect: Channelling the grim hatred that all Kin believe their Ancestors hold for their foes, you transmute it into furious destructive energies. White fire leaps from your eyes, your fingertips, and your open mouth, blasting the foe to scattered ashes. This targets all enemies in a Blast (6) within range and line of sight. Enemies affected suffer 12+ 3ED damage with the Force trait. If any of the enemies affected have killed a LEAGUE OF VOTANN character in the current scene, the damage gains the Brutal trait.

Potency:
[1] [1] +1ED
[2] [2] Increase Blast size by +2.

GRUDGEPYRE

Point Cost: 25
DN: Target's Willpower (opposed test)
Activation: Action
Duration: Instant
Range: 18m
Multi-Target: No
Keywords: LEAGUES OF VOTANN, PSYCHIC, FIRE
Prerequisite: Psyker must have the LEAGUES OF VOTANN keyword.

Effect: Harnessing the Kin's gestalt hatred for a begrimed foe, you engulfs your victim in a pillar of flame that scours them from existence. Select a single enemy within range and line of sight and make an Opposed Willpower test against them. If you succeed, the target suffers 1d3+3 Mortal Wounds.

Potency:
[1] [1] +1 Mortal Wound

CHAPTER III: TALENTS AND POWERS

NULL VORTEX

Point Cost: 25
DN: 7
Activation: Full Action
Duration: Sustained
Range: 12m
Multi-Target: No
Keywords: LEAGUES OF VOTANN, PSYCHIC
Prerequisite: Psyker must have the LEAGUES OF VOTANN keyword.

Effect: Unleashing the full contra-empyric power of your barrier tech, you project a null-probability field that causes enemy force shields to flicker and die, and even the most agile foes to fumble weakly in their efforts to evade harm. While this power remains in effect, enemies within range do not benefit from any Invulnerable Armour they possess.

Potency:

💀 * [3] Enemies within the power's range cannot roll Determination.

CRUSHING CONTEMPT

Point Cost: 20
DN: 5
Activation: Full Action
Duration: 1 Round
Range: 18m
Multi-Target: No
Keywords: LEAGUES OF VOTANN, PSYCHIC
Prerequisite: Psyker must have the LEAGUES OF VOTANN keyword.

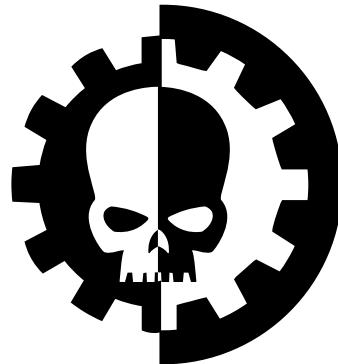
Effect: Your glowering stare bores into the enemy, your manifest disdain and anger intensifying by the moment until they feel its weight as a physical force. It causes them to stagger and strain simply to keep from collapsing altogether. This targets all enemies in a Blast (6) within range and line of sight. Enemies affected suffer 1d3 Shock and must attempt a Resolve test with a DN of 5; if they fail, they are *Prone* and *Staggered* until the start of your next turn.

Potency:

💀 * [2] Enemies are *Restrained* instead of *Staggered*.
 💀 [1] +1 Shock

CHAPTER III: TALENTS AND POWERS

AN ABUNDANCE OF APOCRYPHA



CHAPTER IV: EQUIPMENT

BEING A STUDY OF THE MANY WEAPONS, ARMOURS, AND TOOLS EMPLOYED BY THE
IMPERIUM AND ITS FOES



THOUGHT FOR THE DAY:

A warrior's faith in his commander is his best armour and his strongest weapon.

CHAPTER IV: EQUIPMENT

CONTENTS

New Wargear	326
New Weapon Traits	326
Optional Rules: Adjusted Core Weapon Traits	328
Melee Weapons	329
Ordinary Melee Weapons.....	329
Force Weapons	330
Chain & Power Weapons	331
Exotic Melee Weapons	333
Chaos Melee Weapons	336
Aeldari Melee Weapons.....	338
Drukhari Melee Weapons	341
Ork Melee Weapons	343
Leagues of Votann Melee Weapons	344
Ranged Weapons	346
Bolt Weapons.....	346
Grav Weapons.....	348
Las Weapons	349
Plasma Weapons.....	351
Flame Weapons	353
Projectile Weapons	354
Exotic Ranged Weapons.....	356
Grenades & Grenade Launchers	361
Chaos Ranged Weapons	366
Aeldari Ranged Weapons.....	369
Drukhari Ranged Weapons	374
Ork Ranged Weapons	377
T'au Ranged Weapons	378
Leagues of Votann Ranged Weapons	382
Weapon Upgrades	386
Upgrades	387
Reloads and Ammunition.....	389
Drukhari Poisons	393
Armour	396
Imperial Armour.....	398
Paragon Warsuit Weapons	400
Astartes Armour.....	401
Centurion Warsuit Weapons.....	405

CHAPTER IV: EQUIPMENT

Force Shields	406
Chaos Armour	409
Aeldari Armour.....	410
Drukhari Armour.....	411
Ork Armour	412
Leagues of Votann Armour	412
T'au Empire Armour.....	414
Tools & Equipment.....	419
Combat Drugs and Consumables	425
Chaos Equipment and Dark Gifts	430
Eldar Equipment.....	434
Drukhari Equipment.....	439
Leagues of Votann Equipment.....	441
T'au Empire Equipment	445
Augmetics.....	448
Ork Bioniks	453
Drukhari Fleshcraft.....	454
Companions and Familiars.....	456
Imperial Followers.....	457
Arco-Flagellant	457
Black Templars Neophyte	458
CAT Unit	459
Chapter Serf	460
Cherubim.....	461
Cyber-Mastiff	462
Fenrisian Wolf	463
Grapplehawk	464
Psyber Eagle	465
Servitors	466
Servo Skulls	470
Chaos Followers	471
Daemonhost.....	471
Dark Disciple.....	472
Thrall Wizard	472
Rubric Marine.....	473
Aeldari Followers	474
Faolchú.....	474
Gyrinx	474

CHAPTER IV: EQUIPMENT

Drukhari Followers.....	475
Khymera	475
Razorwing.....	475
Ork Followers	476
Attack Squig	476
Grot	477
Leagues of Votann Followers	478
CORV	478
E-COG	478
T'au Empire Drones.....	479
Drone Variants	480
Vehicles	483
Imperial Vehicles.....	483
Cargo-8.....	483
Groundcar	483
Land Crawler	484
Adeptus Astartes Vehicles	484
Hunter	484
Stalker	485
Storm Speeder	485
Stormhawk Interceptor.....	486
Stormraven Gunship	486
Stormtalon Gunship	487
Thunderhawk Gunship	487
Adeptus Astartes Vehicle Weapons.....	488
Aeronautica Imperialis Vehicles.....	490
Avenger Strike Fighter.....	490
Lightning Air Superiority Fighter	490
Marauder	491
Marauder Destroyer	491
Thunderbolt Heavy Fighter	492
Vendetta Gunship	492
Aeronautica Imperialis Vehicle Weapons	493
Astra Militarum Vehicles.....	494
Rogal Dorn Battle Tank	494
Salamander Command Tank	494
Salamander Scout Tank.....	495
Astra Militarum Vehicle Weapons	495

CHAPTER IV: EQUIPMENT

Adeptus Arbites Vehicles	496
Admonisher.....	496
Repressor	496
Adeptus Arbites Rhino	496
Aeldari Vehicles.....	497
Hornet	497
Nightwing Interceptor.....	497
Phoenix Bomber.....	498
Aeldari Vehicle Weapons	498
Aeldari Vehicle Upgrades.....	499
Chaos Vehicles	500
Hell Blade	500
Hell Talon	500
Chaos Vehicle Weapons.....	500
Drukhari Vehicles	501
Razorwing Jetfighter	501
Voidraven Bomber	501
Drukhari Vehicle Weapons.....	502
Leagues of Votann Vehicles	503
Hekaton Land Fortress	503
Magna-Coil Bike	503
Sagittaur ATV.....	503
Leagues of Votann Vehicle Weapons.....	504
T'au Empire Vehicles.....	505
TY-7 Devilfish.....	505
TX-4 Piranha	505
TX-7 Hammerhead Gunship	506
TX-78 Skyray Gunship.....	506
AX-3 Razorshark Strike Fighter.....	507
AX-39 Sun Shark Bomber	507
AX-5-2 Barracuda Superiority Fighter	508
T'au Empire Vehicle Weapons	508
T'au Empire Vehicle Equipment.....	509

NEW WARGEAR

NEW WEAPON TRAITS

This section introduces an assortment of new Weapon Traits which are used throughout this chapter and through the Apocryphal Adversaries manuscripts. These are in addition to the Weapon Traits found from page 208 of the *Wrath & Glory Core Rulebook*.

BANE (X)

This weapon is especially effective against a specific type of target.

A Bane weapon replaces X with a single Keyword or Species. For these purposes, **VEHICLE** is counted as a Keyword. When used to make an attack against targets of that species or with that Keyword, the weapon inflicts +2 ED.

BEAM

The weapon fires a focused beam of energy that bores through everything in your path.

Each time an attack is made with this weapon, draw a line back from the target of the attack back to the weapon. The Multi-Attack DN penalty for attacks with this weapon is reduced by twice the weapon's Salvo, in addition to effects from a Salvo attack. Against a Mob, an attack with the weapon scores a number of additional icons equal to the weapon's Salvo.

BARRAGE

The weapon fires salvos of explosive ammunition that scatter over a wide area.

When this weapon makes a Salvo attack, increase the weapon's Blast rating by the weapon's Salvo value.

BOMB

This weapon is designed to be dropped from above.

After moving, as an attack, a flying character or the gunner of a **FLYER** vehicle, equipped with a bomb can drop it at any point they passed above during their movement. All attacks are made as though at short range.

CACOPHONY

Cacophony weapons use destructive wavelengths of sound to tear targets apart, and it is nigh-impossible to hide from them.

Attacks with a Cacophony weapon ignore cover bonuses to defence.

CAREFUL

A Careful Weapon requires precision and care to wield and cannot easily be used to make multiple rapid attacks.

A Careful Weapon cannot be used to make a Multi-Attack.

CORRUPTING

This weapon directs the corrupting power of the Warp.

For each Exalted Icon rolled on the weapon's damage roll, the target gains 1 Corruption.

FLESHBANE

The weapon is deadly to flesh and blood with even the slightest scratch.

The weapon's base damage is increased by the target's Toughness. This has no effect against Vehicles.

GAS

A Gas weapon deploys clouds of aerosolised or gaseous chemical agents.

To use a Gas weapon, make a Ballistic Skill test to target a specific location; if it hits, that is where the gas emerges, filling the blast area and affecting creatures within. The gas dissipates over time, reducing the Blast Rating by 2 at the end of each round. Strong winds may make the gas dissipate more quickly, at GM's discretion.

Characters wearing a rebreather or a void suit, or armour which includes such features, automatically succeed at any tests required to resist Gas weapon's effects, as are creatures which do not need to breathe, such as unliving automata, **NECRONS**, or **DAEMONS**, or creatures impervious to chemical weapons like **TYRANIDS**.

GRAV

Grav weaponry turn their targets' own mass against them.

The weapon gains additional ED equal to half the target's Resilience, and the target is *Staggered* until the end of its next turn if they suffer any wounds or shock from the attack.

CHAPTER IV: EQUIPMENT

HAYWIRE (X)

Haywire weapons generate destructive electromagnetic pulses.

When attacking a vehicle or mechanical foe, roll a number of d6 equal to the trait's rating. Each Icon inflicts a Mortal Wound.

HUNTR

HunTR weapons contain auto-calibration and grav-stabilisation systems which make them precise at any range.

HunTR weapons do not suffer any penalty for being fired at Long Range.

INDIRECT

The weapon can be fired at enemies which are not visible to the bearer, adding +2 to the DN. Enemies attacked indirectly do not receive any bonus to Defence for being in cover.

LUMINAGEN

Phosphor weapons illuminate their targets with a searing light.

A character hit by a Luminagen weapon cannot benefit from being in cover until the start of their next turn.

MORTAL (X)

The weapon deals horrific, deadly wounds that are nigh-impossible to withstand.

For each Exalted Icon you roll on the weapon's ED, you inflict X Mortal Wounds, in addition to any damage the attack inflicts.

NEMESIS

Nemesis weapons are created to be bane to daemons.

DAEMONS may not roll Determination to negate wounds or mortal wounds inflicted by Nemesis weapons.

OVERWHELMING

The weapon can batter past even the most proficient defence.

When you make an attack with an Overwhelming weapon, the target does not benefit from the Parry trait of any of their weapons or the Defence bonus from Shields.

PAIRED

The weapon is designed to be used in a pair—two weapons of that type, one in each hand.

When a character makes an attack while wielding both weapons in a pair, either count it as a Simultaneous Strike (as per the talent) or reduce the DN of a multi-attack by 2. If you have the Signature Weapon talent, you may apply it to both weapons in a pair.

REAPING

The weapon is intended to scythe through groups of foes.

When you make a Multi-Attack with this weapon, the DN increases by +1 per additional target, rather than +2.

RECHARGE

The weapon's rate of fire is slowed by a need to recharge or cool down after use.

When a Recharge weapon has been used to attack, it may not be used to attack again during the next round of combat.

SUSTAINED

The weapon is well-suited for delivering attack after attack.

For each Exalted Icon rolled when you make an attack with this weapon, you may roll one additional attack die. These additional dice cannot themselves generate additional dice.

TEARING

The weapon rips and tears at their enemies, inflicting horrific wounds.

When you roll for damage with this weapon, you may re-roll any number of ED.

TESLA

The weapon fires arcs of crackling lightning, leaping from foe to foe.

When you shift Exalted Icons from a successful attack, you may shift Exalted Icons to hit enemies within 3m of an existing target as well as the main target, using the weapon's normal damage and AP. Each Exalted Icon shifted may only be used to hit additional enemies or to gain +ED, not both.

CHAPTER IV: EQUIPMENT

UNRELIABLE (X)

The weapon is prone to misfires, malfunctions, and mishaps.

An Unreliable X weapon suffers a Complication if its Wrath Die rolls equal to or less than X: that is, a weapon with Unreliable (2) will suffer a Complication if the Wrath die rolls 1 or 2.

VOLATILE (X)

The weapon's power is barely-contained, and it can be harmful to an unwary wielder.

If you suffer a Complication when wielding this weapon, you immediately suffer X Mortal Wounds. X may either be a static value, or it may be a die roll, such as d3 or d6. If a Volatile weapon has the Blast trait, then a Complication inflicts X Mortal Wounds to all creatures within the weapon's Blast rating, centred on the wielder.

OPTIONAL RULES: ADJUSTED CORE WEAPON TRAITS

This section presents alternative versions of number of the Weapon Traits from the Wrath & Glory Core Rulebook. Differences from the original version are indicated in **bold**. These are only to be used in a game with the Gamemaster's express permission.

FLAMER

Flamers spew a stream of burning chemical liquid. The flowing torrent of flame can be guided by the wielder of a Flamer to set multiple foes ablaze.

Attacks made with a Flamer ignore cover. If you hit a target with a Flamer, blazing liquid fills the space between you and your target in a straight line. Anything in that line is also hit by the attack.

You can Shift when you make a ranged attack Test with a Flamer to arc the stream of burning chemicals a number of metres equal to your Ballistic Skill Rating. Anything in this arc is hit by the attack. **Against a Mob, a Flamer automatically hits a number of individuals hit equal to your Ballistic Skill rating.**

Whenever you hit multiple targets, roll damage once and apply that damage to all targets. Any target may attempt to reduce the damage using the rules for Dodging Area Effect Attacks on p.186 of the Core Rulebook.

A weapon with the Flamer Trait is considered to have the *Inflict (On Fire)* Trait **unless noted otherwise**.

HEAVY (X)

Large and cumbersome weapons are difficult to wield accurately and effectively.

Making an attack with a Heavy weapon requires a Full Action rather than a normal Combat Action. Further, all attacks with a Heavy weapon are made with a +2 DN penalty if your Strength is not equal to or higher than the weapon's Heavy rating, and rolling a Complication as part of an attack knocks you *Prone* in addition to any other effects.

Taking the Brace Action (Core Rulebook p. 189), or securing a Heavy Weapon to a bipod, tripod, gun carriage, or similar platform **reduces a weapon's Heavy rating to 1 until the weapon is moved and allows the weapon to fire as a Combat Action rather than a Full Action.** Heavy weapons mounted on vehicles or emplaced positions always count as Braced.

SUPERCHARGE

These weapons can be overcharged to deliver much deadlier shots, at a risk to the wielder.

You can choose to fire a weapon with this Trait in Supercharge mode. When in Supercharge mode, the weapon's damage is increased by +3 ED, **but the weapon gains the Volatile (d6) trait, which replaces any existing instance of Volatile. If the weapon has the Blast (X) trait, then firing on Supercharge mode also increases the weapon's Blast rating by 4.**

MELEE WEAPONS

Weapons marked with * have additional rules in their description. These weapons names in the tables are also links.

ORDINARY MELEE WEAPONS

ORDINARY MELEE WEAPONS								
NAME	DAMAGE	ED	AP	RANGE	TRAITS	VALUE	RARITY	KEYWORDS
Axe	(S) +3	4	—	—	Rending (1)	3	Common	BLADE, [ANY]
Flail	(S) +3	3	—	—	Brutal, Overwhelming	3	Common	[ANY]
Greataxe	(S) +4	4	—	2	Rending (1), Unwieldy (1)	3	Common	BLADE, 2-HANDED, [ANY]
Greatsword	(S) +4	3	-1	2	Parry	3	Common	BLADE, 2-HANDED, [ANY]
Navis Hatchet	(S) +4	4	-1	—	Brutal, Rending (1)	3	Common	BLADE, IMPERIUM, NAVIS IMPERIALS
Repression Baton	(S) +3	2	—	—	Brutal	3	Common	IMPERIUM, ADEPTUS ARBITES
Spear	(S) +3	3	—	2	—	2	Common	[ANY]

AXE

A hafted melee weapon with a wedge- or crescent-shaped blade, intended to apply maximum cutting power to a small cross-section. They're used as tools for woodcutting and similar activities across the galaxy, but they are as effective at felling foes as they are at felling trees.

FLAIL

A hafted melee weapon, with one or more chains attached to weighted or spiked heads, able to batter through a foe's defences and inflict considerable damage.

GREATAXE

Large, two-handed axes used both as heavy-duty cutting tools in primitive cultures, and as deadly weapons by mighty warriors. Few have the skill to wield them in battle effectively, but they are deadly in the right hands.

GREATSWORD

Coming in a variety of forms and styles, these long blades require two hands to wield effectively, but the two-handed grip allows the wielder greater leverage, which translates into swift strikes and deadly force.

NAVIS HATCHET

These heavy, mono-edged hatchets are a convenient tool for clearing light obstacles and enemies alike at close quarters. They're a favoured hand weapon of the Imperial Navy's elite breacher teams, giving them considerable impact when the foe is too close even for shotguns.

REPRESION BATON

These simple, sturdy plasteel batons are the customary melee weapon of Arbitrators, used to bludgeon malcontents and 'persuade' dissidents to comply with the law.

SPEAR

The most common form of weapon ever devised. A pointed head on a long haft makes for a simple weapon, but one which is nevertheless effective, able to hold opponents at a distance and extend the killing reach of their wielder.

CHAPTER IV: EQUIPMENT

FORCE WEAPONS

FORCE WEAPONS								
Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Force Rod*	(S) +3	1	-1	—	Force	4	Rare	FORCE, ADEPTUS ASTRA TELEPATHICS, INQUISITION, AELDARI
Nemesis Falchion	(S) +5	4	-2	—	Force, Nemesis, Paired, Parry	6	Very Rare	FORCE, GREY KNIGHTS
Nemesis Force Halberd	(S) +5	5	-2	2	Force, Nemesis	6	Very Rare	FORCE, GREY KNIGHTS
Nemesis Force Sword	(S) +5	4	-3	—	Force, Nemesis, Parry	6	Very Rare	FORCE, GREY KNIGHTS
Nemesis Warding Stave*	(S) +4	2	-1	2	Brutal, Force, Nemesis	6	Very Rare	FORCE, GREY KNIGHTS

FORCE ROD

These stout crystalline rods are usable as weapons to a limited degree, but they are more useful as a way to store psychic energy for later use.

Special: When the wielder of a Force Rod succeeds at using a psychic power, they may store Exalted Icons rolled on that Psychic Mastery test. These icons may be spent to gain additional dice on subsequent Psychic Mastery tests, or to purchase Potency options on psychic powers used later. The weapon may store a maximum of 6 Exalted Icons.

NEMESIS FALCHION

Wielded in a pair, Nemesis Falchions are smaller variants of the Nemesis Force Sword. By triggering the circuitry within each Falchion, a Grey Knight can swing the Force Weapon with incredible speed, striking several blows with pinpoint accuracy.

NEMESIS FORCE HALBERD

A Nemesis Halberd is a two-handed weapon that consists of a long adamantium haft with an iron and silver blade set upon the top. This extra reach often allows a Grey Knight to land a fatal blow, killing the enemy before coming within reach of its weapons.

NEMESIS FORCE SWORD

The most common type of weapon wielded by the Grey Knights is the Nemesis Force Sword. It exemplifies the mixture of magick and science utilized by the Grey Knights. The blade is tempered iron, flecked with shards of silver and inset with ancient runes of daemon slaying. Advanced power field generators are also contained within.

NEMESIS WARDING STAVE

Unlike most of the Nemesis Force Weapons used by the Grey Knights, the Nemesis Warding Stave has abilities used in defensive situations. The wielder of the stave can channel his psychic might into the haft to activate the refractor fields within. The refractor fields, once activated, then project a force field around the wielder, softening any blows and thus increasing the chance for retaliation.

Special: Against melee attacks, a Nemesis Warding Stave also counts as a shield, providing an Armour Rating of *2, with the Power Field and Shield traits.

CHAPTER IV: EQUIPMENT

CHAIN & POWER WEAPONS

CHAIN & POWER WEAPONS								
Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Anointed Halberd	(S) +6	4	-3	2	Blessed (2)	7	Very Rare	POWER FIELD, ADEPTA SORORITAS
Astartes Chainsword	(S) +5	4	-1	—	Brutal, Parry	5	Uncommon	CHAIN, IMPERIUM, ADEPTUS ASTARTES
Chain Knife	(S) +4	3	—	—	Brutal	4	Uncommon	CHAIN, SCUM, IMPERIUM, CHAOS
Crozius Arcanum	(S) +5	5	-1	—	Blessed (1), Brutal	6	Very Rare	POWER FIELD, ADEPTUS ASTARTES
Executioner Greatblade	(S) +6	5	-3	2	Parry, Rending (2)	7	Very Rare	POWER FIELD, 2-HANDED, ANATHEMA PSYKANA
Frost Axe	(S) +5	5	-3	—	Brutal, Rending (2)	8	Unique	CHAIN, SPACE WOLVES
Frost Blade	(S) +5	4	-3	—	Brutal, Parry	8	Unique	CHAIN, SPACE WOLVES
Guardian Spear*	(S) +5	5	-3	2	—	9	Unique	POWER FIELD, 2-HANDED, ADEPTUS CUSTODES
Hallowed Mace	(S) +5	5	-1	—	Blessed (2), Brutal	7	Very Rare	POWER FIELD, ADEPTA SORORITAS
Lightning Claw	(S) +5	4	-2	—	Paired, Tearing	7	Very Rare	POWER FIELD, ADEPTUS ASTARTES
Misericordia	(S) +5	4	-2	—	Brutal	8	Very Rare	POWER FIELD, ADEPTUS CUSTODES
Power Lance*	(S) +5	4	-1	2	—	6	Very Rare	POWER FIELD, IMPERIUM, ADEPTUS ASTARTES
Relic Blade	(S) +6	5	-3	2	—	8	Very Rare	POWER FIELD, 2-HANDED, ADEPTUS ASTARTES
Sentinel Blade*	(S) +5	4	-3	—	Parry	9	Unique	POWER FIELD, ADEPTUS CUSTODES
Spear of the Faithful	{S} +6	5	-3	2	Blessed (3)	8	Very Rare	POWER FIELD, ADEPTA SORORITAS

ANOINTED HALBERD

These blessed weapons of the Adepta Sororitas are entrusted to the hands of elite Celestians, who use them to hold back the legions of the unholy.

ASTARTES CHAINSWORD

A larger, heavier form of chainsword, constructed to withstand the force of Astartes strength and the ferocity of a Space Marine's strikes. Made using higher-quality components, it is more effective at tearing through light armour as well.

CHAIN KNIFE

More commonly found in underhive gangs and carried on some jungle death worlds, chain knives are shorter forms of chainsword, commonly taking the forms of cleavers or machetes.

CROZIUS ARCANUM

A Crozius Arcanum is a mace or staff surrounded by a power field that is used as both a melee weapon and the primary badge of office of Space Marine Chaplains. This duality of purpose presents no philosophical conundrum for the Chaplains, as for them battle itself represents the most valuable form of worship of the Emperor of Mankind.

EXECUTIONER GREATBLADE

Large, expertly crafted two-handed power swords, used by the Silent Sisterhood. Each Greatblade was perfectly weighted for the martial style of its wielder and once the Sisters were schooled in their use, they could strike with the speed of a duellist combined with the killing might of a veteran executioner.

CHAPTER IV: EQUIPMENT

FROST AXES AND FROST BLADES

Unique to the frozen death world of Fenris, home of the Space Wolves Space Marines Chapter, Frost Blades are exceptional forms of chain weapon, incorporating the diamond-hard fangs of ice kraken, or hyperdense ice from the heart of a Fenrisian glacier. In the hands of a skilled wielder, they are deadlier than any conventional power weapon. They take the form of ornate chainswords and chain axes.

GUARDIAN SPEAR

The Guardian Spear has been the signature weapon of the Adeptus Custodes since the time of the Unification Wars in the 30th Millennium. Elegant and deadly, it is a potent and unique design incorporating a Power Blade and a highly advanced integrated Bolter weapon.

Ranged: A Guardian Spear can be used as a Ranged weapon, using the following profile:

Damage	ED	Range	Salvo	Traits
10	2	12-24-36	2	Brutal, Rapid Fire (2)

HALLOWED MACE

These sacred weapons are entrusted to only the most devout and skilled of Celestian Sisters, who use them to crush the bodies and spirits of the faithless.

LIGHTNING CLAWS

Lightning claws consist of a power gauntlet and three or four blades that crackle with matter-disruptive energy.

MISERICORDIA

The Misericordia is a long dagger or short sword carried by the Custodians of the Adeptus Custodes, symbolic of their place as the Emperor's executioners. The Misericordia was designed to deliver a single, mortal blow, and are used to deliver mercy or vengeance.

POWER LANCE

A Power Lance, also known as a Power Spear or Power Glaive, is a special type of power weapon, a power blade mounted on the end of a long shaft. Like most power weapons, it can tear through all manners of material with ease thanks to its disruptive energy field generated around the blade. They're commonly used as ceremonial weapons by honour guards, or by lancers mounted on bikes or war-beasts.

Special: When used from a moving open-topped vehicle or other mount, add the *Brutal* trait.

RELIC BLADE

A Relic Blade is an ancient and incredibly powerful two-handed melee weapon used by the superhuman warriors of the Adeptus Astartes that often takes the form of a master-crafted sword or axe. Only a precious handful have survived the passage of time and these are reserved for Astartes of long and faultless service who have earned the right to wield a Relic Blade.

SENTINEL BLADE

The Sentinel Blade is a Power Weapon shaped as a broadsword of daunting size, so large its hilt is flanked with the double barrels of a Bolt Caster that can lay down a hail of short-range fire. It is a common melee weapon used by the Custodians of the Adeptus Custodes, the praetorians of the Emperor of Mankind. It is a testament to the strength of the Custodians that they can wield these powered blades one-handed.

Ranged: A Sentinel Blade can be used as a Ranged weapon, using the following profile:

Damage	ED	Range	Salvo	Traits
10	2	6-12-18	2	Brutal, Pistol

SPEAR OF THE FAITHFUL

These weapons are entrusted only to Celestian Sisters Superior. The blood or ichor of the unholy cannot mar the shining blade of these spears.

CHAPTER IV: EQUIPMENT

EXOTIC MELEE WEAPONS

EXOTIC MELEE WEAPONS								
Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Chordclaw	(S) +4	3	–	–	Careful, Mortal (2)	6	Rare	TRANSONIC, ADEPTUS MECHANICUS, SKITARII
Electroleech Staff*	(S) +6	5	-2	2	Agonizing, Mortal (1)	6	Rare	LUMINEN, 2-HANDED, ADEPTUS MECHANICUS
Electrostatic Gauntlets*	(S) +6	3	–	–	Tesla	6	Rare	LUMINEN, 2-HANDED, ADEPTUS MECHANICUS
Excruciator Maul	(S) +6	4	-2	–	Agonising, Brutal	6	Uncommon	EXOTIC, ADEPTUS ARBITES
Honour Staff	(S) +5	4	-1	2	–	7	Very Rare	T'AU EMPIRE, ETHEREAL CASTE
Hookfang	(S) +4	3	-1	–	Fleshbane, Inflict (Poisoned 6)	9	Unique	BLADE, OFFICIO ASSASSINORUM, TEMPLUM VENENUM
Nemesii Blade	(S) +6	5	-3	–	Rending (3), Parry	9	Unique	BLADE, OFFICIO ASSASSINORUM, TEMPLUM ADAMUS
Neuro-Gauntlet*	(S) +6	4	-1	–	Inflict (Poisoned 5)	9	Unique	OFFICIO ASSASSINORUM, TEMPLUM EVERSOR
Null Rod*	(S) +4	2	-1	–	Blessed (3), Brutal	8	Very Rare	POWER FIELD, INQUISITION, ADEPTA SORORITAS, ADEPTUS ASTRA TELEPATHICA
Phase Sword	(S) +5	4	-3	–	Warp Weapon	10	Unique	PHASE BLADE, OFFICIO ASSASSINORUM, TEMPLUM CALLIDUS
Poisoned Blades*	(S) +3	2	-1	–	Inflict (Poisoned 5), Mortal (d3), Rending (3)	7	Very Rare	BLADE, OFFICIO ASSASSINORUM, TEMPLUM CALLIDUS
Sympatic Dataspikes*	(S) +4	4	-2	–	Arc (2), Rending (3), Haywire (6), Paired	10	Unique	ARC, TEMPLUM VANUS
Taser Goad	(S) +7	3	–	–	Agonizing, Tesla	5	Rare	TASER, ADEPTUS MECHANICUS, SKITARII
Transonic Blade	(S) +5	3	–	–	Paired, Mortal (1)	6	Rare	TRANSONIC, ADEPTUS MECHANICUS, SKITARII
Transonic Razor	(S) +4	3	–	–	Mortal (1)	6	Rare	TRANSONIC, ADEPTUS MECHANICUS, SKITARII

CHAPTER IV: EQUIPMENT

CHORDCLAW

A deadly, needle-fingered gauntlet, where each blade can be set to vibrate at the resonant frequency of anything they strike, quickly tuning themselves upon impact, tearing through flesh, bone, and armour as they destructively vibrate. A single strike can obliterate large parts of an enemy.

ELECTROLEECH STAFF

Electroleech Staves are used by some Electro-Priests. The powerful capacitors built into the length of each electroleech staff allow them to drink every iota of electric force from those they strike. This bioelectric energy is siphoned into the user's Lumenin capacitor, where it can charge their implants further.

Special: Only a character with a Lumenin Capacitor may wield an Electroleech Staff: it counts as a normal staff otherwise. Each point of Shock inflicted by an Electroleech Staff adds 1 point of charge to the user's Lumenin Capacitor.

ELECTROSTATIC GAUNTLETS

Some Electro-Priests wield a set of metal apparatus around their wrists that channel tremendous electrostatic potential from their capacitors. This can be discharged in a cascade of deadly lightning.

Ranged: Electrostatic Gauntlets can be used as a Ranged weapon, using the following profile:

Damage	ED	Range	Salvo	Traits
12	1	6-12-18	3	Assault, Tesla

Special: Only a character with a Lumenin Capacitor may wield Electrostatic Gauntlets. Electrostatic Gauntlets do not use normal reloads – instead, the wielder may expend charges from their Lumenin Capacitor to gain the benefits of spending a reload, with each charge spent counting as one reload.

EXCRUCIATOR MAUL

These heavy-duty weapons are potent, high-powered versions of shock mauls, employed by the Adeptus Arbites. Their powerful shock fields and heavy impacts can deliver debilitating strikes even to resilient or armoured foes.

HONOUR STAFF

The Honour Staff borne by T'au Ethereals is used as a symbol of office, as ceremonial weapons, and in self-defence. While each weapon is custom-made, they all feature a broad blade fitted to a long, lightweight metallic staff.

Ethereals use the staves primarily to settle disputes, engaging in lengthy, highly stylised duels that are more coordinated co-meditation than combat. The dance is always bloodless, as if the Ethereals are in total union with one another. In truth, the combatants are engaged in a deeply spiritual duel, conducted at a level which none outside of their caste can discern.

HOOKFANG

The Hookfang is a type of poisoned blade used by Venenum Assassins of the Officio Assassinorum. These daggers were designed after a now-extinct apex predator of the Age of Strife and contained a neural-degenerative toxin engineered by the Grandmaster of the Clade. Even the smallest scratch is deadly, and it is said that only three individuals were able to survive the toxin during the reign of the Grandmaster during the Horus Heresy, including herself.

NEMESII BLADE

Forged by the indentured tech-wrights of the Adamus Temple, each Nemesii blade is alleged to be patterned after an Ancient Terran artefact, held in stasis within the core vaults of Temple Adamus itself. Despite having no obvious force-projectors or augmentations, these weapons are possessed with an unnaturally sharp edge, able to cut through flesh and armour with impunity.

NEURO-GAUNTLET

The Neuro Gauntlet is a specialised weapon only used by the Eversor Assassins of the Imperium of Man's Officio Assassinorum. The weapon is a glove or gauntlet comprised of a hyper-alloy glove whose fingers end in sharp hypodermic needles that inject a potent neurotoxin into the Assassin's victim. When the glove strikes an opponent, the needles immediately inject their toxin into the person's bloodstream. The lethal effect is almost instantaneous and causes a horrifically painful death as the victim is completely paralyzed while his organ systems shut down one by one.

Special: While *Poisoned* by a Neuro-Gauntlet, a character is *Restrained* and suffers 1d3 Mortal Wounds at the beginning of each of their turns.

CHAPTER IV: EQUIPMENT

NULL ROD

This obsidian rod perpetually crackles with psi-null energy, negating the Warp-spawned powers of psykers. Even a glancing blow from such a weapon can provoke a cataclysmic neuron failure in a sorcerer or mystic. At the end of each battle, the null rod must be drained of the energy it has absorbed, lest its captured power open a Warp rift.

Special: The wielder of this item cannot be targeted by psychic powers of any kind. In addition, **PSYKERS** within 12m of the wielder add +2 DN to all Psychic Mastery tests.

PHASE SWORD

A Phase Sword—often referred to as a C'Tan Phase Sword—is a metal blade of unknown composition that, using seemingly impossible physics, is capable of phasing through any object irrespective of its physical properties. Energy shields, armour and even daemonic bodies are of no defence against a Phase Sword.

POISONED BLADES

In sealed pockets across their synskin bodygloves, many Callidus Operatives keep an array of envenomed needles, each several inches long and wickedly sharp. A Callidus is an expert at slamming them point-first through eye-slits, armour joints and other weak spots to ensure their victim's swift demise.

Special: A character *Poisoned* by Poisoned Blades suffers 1d3 Mortal Wounds at the start of each of their turns.

SYMPATIC DATASPIKES

Taking the form of a pair of wrist-mounted retractable spikes, these tools are primarily intended to facilitate universal access to the data coils of cogitator banks, allowing the Infocyte to surreptitiously syphon information or to interject damaging scrap-code into enemy systems. Secondarily, their shape allows them to be driven between armour plates and through the eye-slots of even heavily-armoured foes.

Special: While wielding Sympatic Dataspike, the user gains +4 bonus dice on all Tech tests to gain access to cogitators or similar devices.

TASER GOAD

Taser Goads are a type of esoteric close combat weapon utilised by the warriors of the Skitarii Legions of the Adeptus Mechanicus. Powered by hyperdynamo capacitors, a Taser Goad stores an incredible amount of potential energy. A solid impact will cause this energy to be discharged in a scorching blast.

TRANSONIC BLADE

Used by Sicarian Ruststalkers, these long, slender blades tune themselves to destructively resonate through anything they strike. Wielded in pairs, these weapons allow a Ruststalker to scythe through foe after foe.

TRANSONIC RAZOR

Slender, elegant dagger-like blades, which are often used by some Sicarian Ruststalkers as a secondary weapon. Like larger transonic weapons, they can rip through flesh, bone, and armour with terrifying ease.

CHAPTER IV: EQUIPMENT

CHAOS MELEE WEAPONS

CHAOS MELEE WEAPONS								
Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Accursed Crozius	(S) +5	5	-1	—	Brutal, Corrupting	6	Very Rare	POWER FIELD, DAEMON, HERETIC ASTARTES
Axe of Khorne	(S) +5	5	-2	—	Brutal, Rending (2), Sustained	8	Unique	BLADE, CHAOS, DAEMON, KHORNE
Bedlam Staff	(S) +4	2	-1	2	Agonising, Brutal, Force, Inflict (Hindered 4)	9	Unique	FORCE, 2-HANDED, CHAOS, TZEENTCH
Bubotic Axe	(S) +5	5	-2	—	Inflict (Poisoned 4), Rending (1)	7	Rare	BLADE, CHAOS, NURGLE
Daemon Blade	(S) +4	5	-2	—	Parry, Mortal (1)	8	Very Rare	BLADE, CHAOS, DAEMON
Flail of Corruption	(S) +6	4	-2	2	Brutal, Inflict (Poisoned 4), Overwhelming	7	Rare	CHAOS, NURGLE
Great Plague Cleaver	(S) +8	6	-3	2	Brutal, Inflict (Poisoned 4), Unwieldy (2)	7	Very Rare	BLADE, 2-HANDED, CHAOS, NURGLE
Heavy Chainaxe	(S) +8	6	-4	2	Brutal, Rending (2), Unwieldy (2)	6	Very Rare	CHAIN, CHAOS, 2-HANDED
Lash of Torment	(S) +4	2	—	4	Agonising, Inflict (Terror)	6	Very Rare	CHAOS, DAEMON, SLAANESH
Mace of Contagion	(S) +5	5	-1	—	Inflict (Poisoned 4), Unwieldy (2)	6	Rare	2-HANDED, CHAOS, NURGLE
Manreaper	(S) +7	4	-3	2	Inflict (Poisoned 4), Reaping	7	Unique	BLADE, 2-HANDED, CHAOS, DAEMON, NURGLE, HERETIC ASTARTES
Pandemic Staff*	(S) +4	2	-1	2	Brutal, Force, Inflict (Poisoned 4)	7	Unique	FORCE, 2-HANDED, CHAOS, NURGLE
Plague Knife	(S) +3	2	—	—	Inflict (Poisoned 3)	5	Uncommon	BLADE, CHAOS, NURGLE
Plague Sword	(S) +5	4	—	—	Inflict (Poisoned 4), Parry	7	Rare	BLADE, CHAOS, DAEMON, NURGLE
Prosperine Khopesh	(S) +6	5	-3	—	Parry	8	Very Rare	POWER FIELD, CHAOS, TZEENTCH, HERETIC ASTARTES

NURGLE'S ROT: Any Weapon with the **NURGLE** keyword and the *Inflict (Poisoned X)* Trait is coated in a mixture of virulent diseases and deadly warp-toxins. A character *Poisoned* by a **NURGLE** weapon suffers 1d3 Mortal Wounds at the start of each of their turns.

ACCURSED CROZIUS

An Accursed Crozius is a special form of Daemon Weapon and serves as the mark of office and primary melee weapon of a Dark Apostle. Twisted and warped from the pure Crozius Arcanum of Loyalist Astartes Chaplains into something hideously blasphemous, the Accursed Crozius mocks the Imperium of Man with its mere existence.

AXE OF KHORNE

The ancient, bloodstained axes are saturated with Khorne's insatiable, endless bloodlust. They are heavy blades of dark iron, bound by brass to a haft of living bone, and they continually urge their wielder to greater and greater feats of bloodshed.

BEDLAM STAFF

Twisted relics of the Horus Heresy, these staves were once the proud armaments of the Sorcerers of the Thousand Sons. Millennia later, these weapons have become steeped in the writhing madness of the Warp, and a single strike can drive all conscious thought from a victim's mind.

CHAPTER IV: EQUIPMENT

BUBOTIC AXE

A favoured weapon of some melee specialists amongst the servants of Nurgle, the Bubotic Axe is a cruel, vile weapon that inflicts horrendous wounds.

DAEMON BLADE

A cruel sword containing the bound spirit of a minor Daemon of Chaos. These weapons are often gifts to Champions of the Dark Gods and contain daemons who have displeased their masters in some way. While many daemon weapons are weapons of terrifying power with reputations as dread as their owners, this represents the least examples of such weapons.

FLAIL OF CORRUPTION

This massive flail is heavy with rusted chains and filth-encrusted spikes, weights, and barbs. Impact from the flail is dangerous enough, but the virulent diseases living upon the weapon's surfaces kill any who aren't slain by the weapon itself.

GREAT PLAGUE CLEAVER

A massive, heavy axe that can cleave a man in two, coated in the deadliest plagues and vilest toxins imaginable.

HEAVY CHAINAXE

A massive version of the Chainaxe common to many Traitor Legion and Renegade Astartes forces, these weapons are utterly brutal and entirely unsubtle, and favoured by those who seek the purity of slaughter.

LASH OF TORMENT

Long tendrils of fleshy daemonflesh, this living whip is wrought from the sinuous tongues of Steeds of Slaanesh and gifted to the Dark Prince's most beloved Champions. With every strike, the lash drinks deep of the courage and certainty of its victims, leaving only dread and despair.

MACE OF CONTAGION

These cumbersome censer-maces emit a sickly miasma of disease. A Mace of Contagion combines heavy blows with a sickly fog that turns blood rancid and flesh necrotic.

MANREAPER

An iconic weapon of the Death Guard Legion, even during the days of the Great Crusade. Where once these grand power scythes were deadly weapons wielded in the Emperor's Name, now they are filth-encrusted reapers of souls, slaying in the name of the Lord of Plagues.

PANDEMIC STAFF

Lovingly crafted from the wood of one of the Gnarlmaw trees in Nurgle's garden, this staff has soaked in pestilential waters and the blood of the infected for aeons uncounted in the Warp. At a moment's notice, it can unleash a great cloud of contagion.

Ranged: A Pandemic Staff can be used as a Ranged weapon, using the following profile:

Damage	ED	Range	Salvo	Traits
7	7	7-14-21	0	Blast (7), Gas, Inflict (Poisoned 4)

PLAQUE KNIFE

A Plague Knife is a long-bladed, dagger-like weapon wielded by Plague Marines and other devotees of the Chaos God Nurgle. It possesses the capability of "blessing" anyone it touches with the daemonic infection known as Nurgle's Rot. These long, pitted knives are encrusted and dripping with the most virulent of toxins, viruses, and other pathogens. Their wielders believe that they have been directly blessed by the Plague God himself, for the rot the weapons spread is so powerful that it can lay low even the most monstrous or powerful of enemies in seconds.

PLAQUE SWORD

Plague Swords are a type of Daemonic weapon used by followers of Nurgle such as Plague Bearers and Plague Marines. These weapons are infused with foul infections and toxins that can make the merest scratch fatal.

PROSPERINE KHOPESH

Ancient power weapons, once favoured by the elite honour guard of the Thousand Sons' Primarch, Magnus the Red. These weapons are still borne by the Scarab Occult Terminators and high-ranking sorcerers amongst the Thousand Sons.

CHAPTER IV: EQUIPMENT

AELDARI MELEE WEAPONS

AELDARI MELEE WEAPONS								
Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Banshee Blade	(S) +5	4	-4	—	Parry	5	Rare	POWER, ASURYANI
Biting Blade	(S) +6	4	-1	2	Brutal, Parry, Silent, Reaping	8	Unique	CHAIN, 2-HANDED, ANCIENT, AELDARI, ASURYANI
Chainsabres*	(S) +5	3	-1	—	Brutal, Parry, Paired, Silent, Sustained	8	Unique	CHAIN, ANCIENT, AELDARI, ASURYANI
Diresword	(S) +5	3	-3	—	Force, Mortal (1), Parry	9	Unique	POWER FIELD, FORCE, ANCIENT, AELDARI, ASURYANI
Executioner*	(S) +7	4	-3	2	Parry	9	Unique	POWER FIELD, 2-HANDED, ANCIENT, AELDARI, ASURYANI
Ghostaxe	(S) +6	5	-3	2	Brutal, Force	7	Very Rare	POWER FIELD, GHOST, ASURYANI
Ghostsword	(S) +5	4	-3	2	Parry, Force, Paired, Reaping	7	Very Rare	POWER FIELD, GHOST, ASURYANI
Harlequin's Blade	(S) +4	3	—	—	Parry, Rending (2)	4	Uncommon	BLADE, HARLEQUIN
Harlequin's Caress	(S) +6	5	-2	—	Brutal	6	Very Rare	POWER FIELD, HARLEQUIN
Harlequin's Embrace	(S) +6	4	-3	—	Inflict (Restrained)	6	Very Rare	MONOFILAMENT, HARLEQUIN
Harlequin's Kiss	(S) +6	4	-1	—	Careful, Mortal (d3)	6	Very Rare	MONOFILAMENT, HARLEQUIN
Mirrorswords	(S) +5	4	-3	—	Paired, Parry, Reaping	9	Unique	POWER FIELD, AELDARI, ANCIENT, ASURYANI
Miststave	(S) +5	3	-1	—	Agonizing, Force	7	Very Rare	FORCE, HARLEQUIN
Paragon Sabre	(S) +5	4	-4	—	Parry, Tearing	8	Unique	POWER FIELD, ANCIENT, AELDARI, ASURYANI
Power Blades	(S) +5	4	-3	—	Paired	6	Rare	POWER FIELD, AELDARI, ASURYANI
Psytronome Shaper	(S) +3	2	—	—	Force	5	Rare	FORCE, AELDARI, ASURYANI
Scorpion Chainsword	(S) +6	4	-1	—	Brutal, Parry, Silent	5	Rare	CHAIN, ASURYANI
Scorpion's Claw	(S) +7	5	-3	—	Brutal	9	Unique	POWER FIELD, ANCIENT, AELDARI, ASURYANI
Witch Staff	(S) +4	4	—	2	Force, Warp Weapon	9	Very Rare	FORCE, AELDARI, ASURYANI, ANHRATHE

ANCIENT WEAPONS: Any Aeldari Weapon with the **ANCIENT** keyword predates the Fall of the Eldar and is normally only borne by the champions of the Asuryani and Anhrathe today. They will invariably draw attention to the wielder, especially if the wielder is not Aeldari.

GHOST WEAPONS: These mighty weapons draw power from the Soulstone of a Ghost Warrior wielder. Weapons with the **GHOST** keyword may only be wielded by Ghost Warrior characters.

BANSHEE BLADE

These refined, artfully crafted power swords are the traditional armament of Howling Banshee Aspect Warriors. Each blade is perfectly balanced to strike while the wielder is in motion, using the acrobatic style of their users to add momentum and cutting power to each swing.

BITING BLADE

Biting Blades are two-handed, long-bladed Chainswords wielded by Exarchs of the Striking Scorpions shrine. Biting Blades are slender and quiet, able to slice through the primitive hordes of the enemy.

CHAPTER IV: EQUIPMENT

CHAINSABRES

These carefully-balanced pairs of chainswords are matched with gauntlets mounting paired Shuriken Pistols. The ritual martial forms associated with these weapons allow the wielder to deliver a punishing and unceasing storm of attacks.

Ranged: A Chainsabres can be used as a Ranged weapon, using the following profile:

Damage	ED	Range	Salvo	Traits
10	2	6-12-18	2	Pistol, Rending (2), Paired, Sustained

DIRE SWORD

A Diresword is an Aeldari Power Weapon only wielded by Exarchs of the Dire Avengers Aspect. These one-handed, single-edged Power Swords are crafted in the graceful Aeldari style, into which a potent Aeldari spirit has been placed through the incorporation of a Spirit Stone into the blade. When a blow is struck, the spirit within the sword will attempt to destroy the enemy's mind.

EXECUTIONER

The Executioner is a large two-handed glaive, axe, or halberd, commonly used by Howling Banshee Exarchs, which can slice an opponent in half with a single blow. Despite their size, they are lightweight and extremely swift in the hands of their wielders, and their blades are often a blur as they move from impenetrable defence to unstoppable attack.

Special: The Parry trait of an Executioner adds +2 to the wielder's Defence in melee, rather than +1.

GHOST AXE

These large and mighty weapons are favoured by Wraithblades seeking to defeat the most resilient foes. Their embedded soulstones guide the strikes of the wielder.

GHOST SWORD

These large swords are wielded in pairs by Wraithblades seeking to face off against innumerable hordes. The embedded soulstones guide the strikes of the wielder.

HARLEQUIN'S BLADE

These perfectly balanced swords are so light as to be almost weightless, and so sharp that those who are cut may not realise it for several seconds. They seem to sing as they pass through the air, their tune an accompaniment to the Harlequins' deadly dance.

HARLEQUIN'S CARESS

These unassuming vambraces worn by some Harlequins can sheathe the wearer's hand in a phase disruption field, like that used on power weapons. With the aid of this field, a Harlequin can reach into someone's chest and rip their heart out, with no more effort than picking a flower.

HARLEQUIN'S EMBRACE

A Harlequin's Embrace is a wrist-mounted close combat weapon utilised exclusively by the mysterious Eldar Harlequins. This weapon boasts similar technology to that found in the other Aeldari monofilament weapons. They are triggered a second before the wearer charges into close combat and project a cloud of monofilament wire that quickly contracts around the foe, slicing them to bloody chunks in mere seconds.

HARLEQUIN'S KISS

A Harlequin's Kiss is one of the more horrifying close combat weapons employed by the Aeldari and is used only by Harlequins. The most iconic weapon that the masques carry to war, the Harlequin's Kiss is horrifically lethal. This weapon consists of a sharpened tube containing a tightly coiled retractable monofilament wire. When activated, usually by a forward punching motion, the wire is violently released. If the wire penetrates its victim, it instantly uncoils and lashes around violently, liquefying bones and internal organs, and causing immediate death in a spectacular and bloody fashion. The wire then retracts back into the Kiss for another use.

MIRRORSWORDS

A Mirrorsword is a type of Aeldari Power Sword commonly employed by a Howling Banshee Exarch. Two Mirrorswords are commonly employed by those Howling Banshee Exarchs who have mastered a deadly ambidextrous style of combat that uses the paired blades to unleash a dazzling flurry of swift strikes and parries.

CHAPTER IV: EQUIPMENT

MISTSTAVE

A Miststave is an exotic melee weapon that is utilised exclusively by the enigmatic Aeldari Harlequins, particularly the powerful psychic players known as Shadowseers.

The Miststave is the Shadowseer's staff of office, and its tip is a totem of the Laughing God, the front a laughing face, the back a grinning skull. Against living victims, even a glancing blow from such a stave scrambles their perceptions, clouding the mind with contradictory illusions and reducing sight to a slow-motion blur.

PARAGON SABRE

These ancient masterwork blades are perfectly balanced for striking from the saddle of a jetbike. At such speeds, a single precise cut can be devastating.

POWER BLADE

A powered blade, often in the form of scythes, or forearm-mounted long-daggers, worn or mounted in such a way as to leave the wielder's hands free for other activities.

PSYTRONOME SHAPER

A bizarrely shaped device, more musical instrument than weapon, the psytronomer shaper is a tool of Aeldari Bonesingers, used to focus and direct their powers.

SCORPION CHAINSAW

The Scorpion Chainsword is a deadly one-handed melee weapon whose vicious blade is comprised of diamond-toothed edges that mangle and tear flesh. First amongst the ritual weapons used by the Striking Scorpions Shrine, these distinctive chainswords bolster the killing power of their users. It bears a resemblance to the Chainswords utilised by the military forces of the Imperium of Man, but for one crucial detail—the mechanism of the weapon is extremely quiet and only activates when the blade touches the foe, allowing for almost silent kills.

SCORPION'S CLAW

Resembling the claw of a scorpion, this weapon is, an Aeldari version of a Power Fist, giving the bearer vastly increased strength and armour penetration with no sacrifice to speed, unlike the weapons of the younger races.

Ranged: A Scorpion's Claw can be used as a Ranged weapon, using the following profile:

Damage	ED	Range	Salvo	Traits
10	2	6-12-18	3	Assault, Rending (3)

WITCH STAFF

These slender, balanced staves are to the crude force staves used by the Imperium as the Seers of the Aeldari are to human Psykers.

CHAPTER IV: EQUIPMENT

DRUKHARI MELEE WEAPONS

DRUKHARI MELEE WEAPONS								
Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Agoniser	(S) +3	3	-2	2	Agonizing, Fleshbane	7	Very Rare	EXOTIC, DRUKHARI
Archite Glaive	(S) +7	3	-3	2	Parry	7	Very Rare	BLADE, DRUKHARI
Demiklaives* (two blades)	(S) +5	4	-2	-	Parry, Reaping, Paired	8	Unique	POWER FIELD, 2-HANDED, DRUKHARI
Djin Blade	(S) +5	4	-3		Parry, Sustained, Volatile (1)	10	Unique	BLADE, DAEMON, DRUKHARI
Electrocrosive Whip	(S) +1	3	-2	4	Agonising, Fleshbane	7	Very Rare	EXOTIC, DRUKHARI
Flesh Gauntlet	(S) +5	4			Mortal (1)	7	Very Rare	EXOTIC, DRUKHARI
Hekatarii Blade	(S) +3	4	-1	-	Parry	5	Rare	BLADE, DRUKHARI
Hellglaive	(S) +6	5	-1	2	Brutal	5	Rare	BLADE, DRUKHARI
Huskblade	(S) +4	4	-2	-	Mortal (d3)	8	Very Rare	BLADE, DRUKHARI
Hydra Gauntlet	(S) +6	5	-2	-	Paired, Tearing, Sustained	6	Very Rare	EXOTIC, DRUKHARI
Impaler	(S) +4	4	-1	2	Brutal	6	Very Rare	BLADE, DRUKHARI
Klaive	(S) +5	5	-3	-	Parry	7	Very Rare	POWER FIELD, 2-HANDED, DRUKHARI
Mindphase Gauntlet	(S) +4	5	-1		Agonising	8	Very Rare	EXOTIC, DRUKHARI
Razorflail	(S) +4	3	-1	2	Overwhelming, Reaping	5	Rare	BLADE, DRUKHARI
Scissorhand	(S) +3	4			Fleshbane, Reaping	8	Very Rare	BLADE, DRUKHARI
Shardnet	(S) +3	3	-	3	Agonizing, Careful, Inflict (Restrained)	6	Rare	EXOTIC, DRUKHARI
Venom Blade	(S) +3	6	-1	-	Fleshbane, Inflict (Poisoned 7)	7	Very Rare	BLADE, DRUKHARI
Wrack Blades	(S) +3	3	-1		Fleshbane	6	Rare	BLADE, DRUKHARI

Poisoned Weapons: A selection of alternative Drukhari poisons is presented in the Reloads and Ammunition section, which can be applied to **DRUKHARI** weapons with the Fleshbane and/or Inflict (Poisoned X) traits. Many Drukhari also add the Envenomed Blade upgrade to their **BLADE** weapons.

AGONISER

An Agoniser is an extremely sophisticated Drukhari weapon which takes the form of a barbed whip or flail. They inflict massive amounts of pain, often overloading a victim's senses through a mixture of nerve toxin and bioelectric shock.

ARCHITE GLAIVE

These exquisite polearms are amongst the finest weapons found within the Wych Cults, commonly wielded by Succubi. Razor-sharp and flawlessly-balanced, a skilled wielder can bisect an armoured foe in one strike.

DEMIKLAIVES

Some Incubi sects—and often the Klaivex champions—favour the Demiklaive over the traditional Klaive. Each Demiklaive is a pair of powered blades which can be wielded separately or fitted together to strike as a single weapon. Masters of the form can switch between the two methods in moments.

Special: A pair of Demiklaives use the profile listed above, but can be fitted into a single weapon, using the normal Klaive profile, with a Simple Action.

ELECTROCORROSIVE WHIP

Electrocrosive Whips are similar to agonisers, though not as deadly. Instead, these venom-soaked whips steal the fighting will of enemies by causing pain of extreme kind.

CHAPTER IV: EQUIPMENT

FLESH GAUNTLET

A Flesh Gauntlet is a truly nightmarish weapon, used by Haemonculi and their servants. It is a claw-like glove studded with syringe-like protrusions and vials. Even the slightest scratch will inject the victim with the most violent electro-steroids, which will eventually cause the victim to grow out of his or her skin, leaving only an undefined pile of heaving matter.

HEKATARII BLADE

Each Wych owns an elegant dagger made individually for her only by artisans of Commorragh. These knives are kept in a sheath with an inbuilt sharpening field to ensure it stays eternally keen.

HUSKBLADE

Perhaps the most lethal weapon in the arsenals of Drukhari Archons, Husk Blades evaporate the moisture from everything they touch, leaving desiccated flesh and dry bone in their wake. Even the toughest foes have been struck down by these blades, reduced to the dried-out husks for which the blade is named.

HYDRA GAUNTLETS

Hydra Gauntlets are bizarre weapons used by Dark Eldar Wyches called *Hydrae*. These gauntlets are extremely strange weapons made from a flexible weave of semi-sentient, extraplanar crystals. They are smooth and glassy when inert, but it can be made to grow and shed impossible profusions of lethal crystalline blades while in combat.

IMPALER

The Impaler is a Dark Eldar weapon used by both Kabals and Wych Cults. It is a large monomolecular melee weapon resembling a short spear with twin blades. They are frequently used by Wyches called *Yraqnae* in combination with a Shardnet.

KLAIVE

The Klaive is a Dark Eldar power weapon favoured by elite Incubi. Every Klaive is a masterpiece of a weapon, perfectly balanced, and extremely deadly. In the right hands, they can cleave though even Space Marine power armour, or take a foe's head off with a single strike.

MINDPHASE GAUNTLET

These high-tech gauntlets are used by Haemonculi and their minions. Those touched by these gauntlets find their strength and will are sapped. Even monstrous Carnifexes can be stopped by these gauntlets, though

against the most powerful foes it is not as reliable as against some humanoid beings.

RAZORFLAIL

Wyches known as *Lacerai* wield a pair of razorflails, a retracting sword which can be wielded either as a solid blade or as a flexible whip-like series of segmented blades. Razorflails are a difficult weapon to counter, as they are almost impossible to block or parry.

SCISSORHAND

A Scissorhand is an incredibly dangerous close combat weapon used by Haemonculi and their servants.

Each is a glove with long monomolecular blades attached to the fingertips like claws. The glove has a series of vein-like tubes that run along each finger, slowly reapplying an incredibly potent neurotoxin to the blades. Victims who receive even the slightest of scratches by these blades become wracked with pain so incredible that it frequently causes the target to pass out or even die.

SHARDNET

Shardnets are Hekatarii weapons which entrap foes, making them vulnerable to other attacks – they're normally used in conjunction with an Impaler, which are used to eviscerate an ensnared victim. The Shardnet is electrified, barbed, and designed to tighten and constrict once they have caught their prey, causing intense pain and cruel lacerations.

VENOM BLADE

The Venom Blade is a favoured melee weapon of the ancient Drukhari nobility and was considered their hallmark. These weapons each are host to thousands of micropores that constantly exude a distilled elixir of hypertoxins—a lethal mixture of the most toxic substances in the galaxy—that make the blade extremely lethal to any foe with just the slightest scratch.

Special: While suffering the *Poisoned* condition from a Venom Blade, a creature also suffers 1d3 Mortal Wounds at the start of each of their turns.

WRACK BLADES

The servants of the Haemonculi are frequently equipped with razor-sharp cleavers, flensing-blades, and macro-scalpels, all liberally coated with a cocktail of deadly toxins.

CHAPTER IV: EQUIPMENT

ORK MELEE WEAPONS

ORK MELEE WEAPONS								
NAME	DAMAGE	ED	AP	RANGE	TRAITS	VALUE	RARITY	KEYWORDS
'Uge Choppa	(S) +8	4	-3	2	Brutal, Waaagh!	6	Rare	CHAIN, TWO-HANDED, ORK
'Urt Syringe	(S) +4	4	-	-	Careful, Inflict (Poisoned 4), Waaagh!	4	Uncommon	EXOTIC, ORK
Grabba Stikk	(S) +5	3	-	2	Inflict (Restrained), Waaagh!	4	Uncommon	EXOTIC, ORK
Grot Prod	(S) +5	5	-1	-	Agonizing, Waaagh!	5	Rare	EXOTIC, ORK
Killsaw	(S) +7	6	-4	-	Brutal, Unwieldy (3), Waaagh!	10	Very Rare	POWER FIELD, ORK
Power Snappa	(S) +5	5	-2	-	Brutal, Waaagh!	7	Very Rare	POWER FIELD, ORK
Power Stabba	(S) +5	4	-2	-	Waaagh!	6	Rare	POWER FIELD, ORK
Tankhammer	(S) +10	5	-2	-	Careful, Blast (2), Waaagh!	8	Uncommon	EXPLOSIVE, ORK

'UGE CHOPPA

These massive weapons can only be wielded by the largest of Orks, and are only seen in the hands of Warbosses and Warlords

'URTY SYRINGE

This massive metal syringe superficially resembles a tool of the chirurgeon's craft and tend to be filled with whatever toxic sludge the Painboy can find or create.

GRABBA STIKK

Grabba Stikk are the traditional tool of Runtherdz, used for throttling anything in arm's reach. Consisting of a sturdy metal pole, a deceptively simple pulley system, and an articulated barbed claw, grabba stikk are used to capture and restrain potential slaves. In battle, Runtherdz often use them to throttle enemies within the weapon's reach.

GROT PROD

The more progressive Runtherdz use a simple Mek invention known as Grot-Prod to deliver a short, sharp shock to an errant Grot's vulnerable parts. It is like a cattle-prod and works by delivering jolts of electricity into a Grots body. These electric prods can also be made into a formidable close combat weapons by increasing the voltage to lethal levels.

KILLSAW

Killsaws are powerful Ork melee weapons, normally employed by larger Mekboyz seeking to tear something apart for salvage or mounted onto the arm of a suit of Mega-Armour, allowing the wearer to cut through bulkheads, enemy armour, and everything else.

POWER SNAPPA

Resembling a smaller, light-weight version of a Power Klaw, a Power Snappa is a pair of scissoring blades wreathed in a disruptive field, used to rip enemies apart without the bulk and awkwardness of a full-sized Klaw.

POWER STABBA

A Power Stabba is an Ork Choppa, equipped with additional "sparky bitz" that generate a disruptive energy field.

TANKHAMMER

The least subtle of Ork melee weapons is the Tankhammer. A rokit on a pole, the Tankhammer is swung directly into a target with devastating effects. The main drawback, of course, is that the wielder will always be in the weapon's blast when the rokit detonates.

CHAPTER IV: EQUIPMENT

LEAGUES OF VOTANN MELEE WEAPONS

LEAGUES OF VOTANN MELEE WEAPONS								
Name	Damage	ED	AP	Range	Traits	Value	Rarity	Keywords
Ancestral Ward Stave	(S) +6	3	-2	2	Brutal, Force	6	Rare	FORCE, 2-HANDED, LEAGUES OF VOTANN
Concussion Gauntlet	(S) +6	5	-2	—	Brutal, Inflict (Staggered)	8	Very Rare	MASS DRIVER, LEAGUES OF VOTANN
Concussion Hammer	(S) +7	6	-2	—	Brutal, Inflict (Staggered), Unwieldy (2)	9	Very Rare	MASS DRIVER, LEAGUES OF VOTANN
Concussion Knuckles	(S) +5	3	-2	—	Brutal, Inflict (Staggered), Paired	6	Rare	MASS DRIVER, LEAGUES OF VOTANN
Concussion Maul	(S) +8	6	-3	2	Brutal, Inflict (Staggered), Unwieldy (2)	9	Very Rare	MASS DRIVER, 2-HANDED, LEAGUES OF VOTANN
Darkstar Axe*	(S) +5	4	-3	—	Reaping, Mortal (1)	10	Unique	DARKSTAR, LEAGUES OF VOTANN
Graviton Hammer	(S) +5	3	-2	—	Grav	10	Unique	GRAV, LEAGUES OF VOTANN
Heavy Plasma Axe*	(S) +5	5	-3	—	Brutal or Reaping, Rending (2)	7	Very Rare	PLASMA, LEAGUES OF VOTANN
Plasma Axe	(S) +5	4	-3	—	Rending (2)	6	Rare	PLASMA, LEAGUES OF VOTANN
Plasma Blade Gauntlet	(S) +5	3	-3	—	Rending (2)	6	Rare	PLASMA, LEAGUES OF VOTANN
Plasma Knife	(S) +4	3	-2	—	Rending (1)	4	Common	PLASMA, LEAGUES OF VOTANN
Plasma Sword	(S) +5	3	-3	—	Parry, Rending (1)	5	Rare	PLASMA, LEAGUES OF VOTANN

ANCESTRAL WARD STAVE

An extension of their Barrier-Tech, Ancestral Ward Staves help a Grimnyr commune with the Votann through their Hold's fane. They also serve as symbols of office, and can function as potent weapons, directing the energies of the Warp both to fuel the Grimnyr's powers and to deliver punishing strikes in melee.

CONCUSSION GAUNTLET

Superficially similar to an Imperial power fist, Concussion gauntlets—also sometimes called Mass Gauntlets—use “mass driver” technology to magnify the impact force of strikes by several orders of magnitude. Whether used as a mining tool by the Cthonian Mining Guilds, or as a weapon by a Kahl and his Einhyr Hearthguard (or by Cthonian Berserks), they allow a lone operator to punch with devastating force.

CONCUSSION HAMMER

Commonly wielded by elite Einhyr warriors, concussion hammers—sometimes also called mass hammers—are a reinforced haft topped with a head containing powerful “mass driver” technology that significantly increases the impact forces of the weapon’s strikes. The construction of the weapon allows it to deliver much heavier strikes than concussion gauntlets, but it takes a skilled combatant to control the weapon’s power and direct it properly: in the hands of the unskilled, a concussion hammer would be dangerously cumbersome.

CONCUSSION KNUCKLES

The lightest and most compact form of concussion weapon, a pair of concussion knuckles—sometimes referred to as “knux”—can turn a warrior’s punches into battering rams, allowing them to break down hatches and shatter smaller obstacles in the cramped confines of a derelict ship, space hulk, or mineshaft. They’re just as useful at pulverising enemies who get in the way. These compact devices are often worn in pairs.

CHAPTER IV: EQUIPMENT

CONCUSSION MAUL

A larger form of concussion hammer, the concussion maul is a two-handed mining tool and weapon used most often by Cthonian Berserks. The great size and heft of the weapon allows it to deliver the heaviest and most punishing strikes, producing intense shockwaves of pulverizing force far beyond what the weapon's own mass could create.

DARKSTAR AXE

Amongst the most feared melee weapons produced by the Kin are those wrought from Darkstar ore. This strange material, found only in the fringes of the dead zones of the galactic core, generates a damping field which renders anything it touches inert, whether the electro-mechanical functions of a machine or the organic processes of living tissue. The mineral must be handled and shaped with great care and reverence, for the slightest mishap could be disastrous. Those few armed with Darkstar blades bear them with similar care, for a single cut can sap the life from a victim.

Special: Damage inflicted by a **DARKSTAR** weapon cannot be negated by rolling Determination.

GRAVITON HAMMER

Commonly found in the hands of Brôkhyr Iron-Masters, graviton hammers are sophisticated melee weapons which can alter the effect of local gravity. A single strike from this weapon will see the foe crushed beneath the mass of their own body and armour.

HEAVY PLASMA AXE

These two-handed greataxes are used by Cthonian Berserks to cut through rock and enemies alike. Their effectiveness comes from the use of high-temperature plasma contained within blade-shaped magnetic fields: only the object or opponent struck feels the intense heat of the “blade”, which will quickly burn through even the most resilient objects.

Special: When you make an attack with this weapon, choose whether the weapon will have the Brutal trait or the Reaping trait.

PLASMA AXE

A single-handed battle axe with a blade of coherent plasma, as commonly wielded by Kin squad leaders and commanders as the power sword is amongst the Imperium and the Aeldari. In the hands of a skilled warrior, a plasma axe can reduce an enemy to a heap of scorched meat and charred bone.

PLASMA BLADE GAUNTLET

Exo-armour gauntlets can be fitted with a wrist-mounted plasma field generator, which projects a short-sword sized blade of coherent plasma.

PLASMA KNIFE

A great many Kin carry plasma knives, whether as tools of utility, ceremonial objects, symbols of office, or some mixture of the three.

PLASMA SWORD

Some Kin favour a sword over an axe in battle, projecting the plasma field around a central physical “blade”. This allows the weapon to be balanced more like a physical sword and ensures that the weapon is more able to deflect and parry incoming attacks, at the cost of a slightly less powerful blade.

CHAPTER IV: EQUIPMENT

RANGED WEAPONS

Weapons marked with * have additional rules in their description. These weapons names in the tables are also links.

BOLT WEAPONS

NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS
				SHT	MED	LNG					
Absolvor Bolt Pistol	12	2	-1	8	16	24	1	Brutal, Pistol	8	Very Rare	BOLT, ADEPTUS ASTARTES, PRIMARIS
Auto Bolt Rifle	10	1	-	12	24	36	3	Assault, Brutal, Rapid Fire (3)	7	Very Rare	BOLT, ADEPTUS ASTARTES, PRIMARIS
Auto-Boltstorm Gauntlet*	10	1	-	9	18	27	3	Assault, Brutal, Paired, Rapid Fire (3)	8	Very Rare	BOLT, POWER FIELD, ADEPTUS ASTARTES, PRIMARIS
Bolt Carbine	10	1	-	12	14	36	2	Assault, Brutal, Reliable, Rapid Fire (1)	6	Rare	BOLT, ADEPTUS ASTARTES, PRIMARIS
Bolt Sniper Rifle*	12	1	-	18	36	54	1	Brutal, Heavy (6), Sniper (2)	8	Very Rare	BOLT, ADEPTUS ASTARTES, PRIMARIS
Boltstorm Gauntlet*	10	1	-	6	12	18	3	Brutal, Pistol	8	Very Rare	BOLT, POWER FIELD, ADEPTUS ASTARTES, PRIMARIS
Executor Bolt Rifle	12	2	-2	21	42	63	1	Brutal, Heavy (4), Sniper (1)	7	Very Rare	BOLT, ADEPTUS ASTARTES, PRIMARIS
Executor Heavy Bolter	12	3	-2	21	42	63	2	Brutal, Heavy (4), Rapid Fire (2)	7	Very Rare	BOLT, ADEPTUS ASTARTES, PRIMARIS
Hellstorm Bolt Rifle	12	1	-	15	30	45	3	Assault, Brutal, Heavy (4), Rapid Fire (3)	7	Very Rare	BOLT, ADEPTUS ASTARTES, PRIMARIS
Hellstorm Heavy Bolter	12	2	-	15	30	45	4	Brutal, Heavy (4), Rapid Fire (4)	7	Very Rare	BOLT, ADEPTUS ASTARTES, PRIMARIS
Heavy Bolt Rifle	12	1	-1	18	36	54	2	Brutal, Heavy (4), Rapid Fire (2)	7	Very Rare	BOLT, ADEPTUS ASTARTES, PRIMARIS
Instigator Bolt Carbine	10	2	-1	12	24	36	1	Assault, Brutal, Silent, Sniper (1)	7	Rare	BOLT, ADEPTUS ASTARTES, PRIMARIS
Marksman Bolt Carbine	10	1	0	12	24	36	1	Brutal, Rapid Fire (1), Sniper (1)	6	Rare	BOLT, ADEPTUS ASTARTES, PRIMARIS
Occulus Bolt Carbine*	10	1	-	12	24	36	1	Brutal, Rapid Fire (1)	6	Rare	BOLT, ADEPTUS ASTARTES, PRIMARIS
Stalker Bolt Rifle	10	2	-2	18	36	54	1	Brutal, Heavy (4), Rapid Fire (1), Sniper (1)	7	Very Rare	BOLT, ADEPTUS ASTARTES, PRIMARIS
Stalker-pattern Boltgun	10	1	-1	15	30	45	2	Brutal, Heavy (4), Rapid Fire (1), Sniper (1)	7	Very Rare	BOLT, ADEPTUS ASTARTES, DEATHWATCH

CHAPTER IV: EQUIPMENT

ABSOLVOR BOLT PISTOL

A heavier form of bolt pistol, with far more range and stopping power, the Absolvor-pattern bolt pistol is normally used as a sidearm by officers and specialists amongst Primaris Astartes.

AUTO BOLT RIFLE

A variant of the Primaris' Bolt Rifles, the Auto Bolt Rifle emphasises rate of fire and mobility over penetration or range.

An Auto Bolt Rifle is fitted with an Ammunition Drum as standard.

AUTO-BOLTSTORM GAUNTLET

Larger, and more stable than the conventional Boltstorm Gauntlet, the bolter component of these weapons allows them to sustain a higher rate of fire while on the move, compared to the close quarters burst fire of the smaller version. Auto Boltstorm Gauntlets are normally wielded in pairs by Primaris Aggressors.

Melee: An Auto-Boltstorm Gauntlet can be used as a melee weapon, using the following profile:

Damage	ED	AP	Traits
(S) +5	5	-3	Brutal, Unwieldy (2), Paired

BOLT CARBINE

A more compact version of the Bolter used by Primaris Reiver Space Marines. Bolt Carbines are easier to wield than full-size Boltguns, due to their lighter, simpler construction and recoil suppressors.

BOLT SNIPER RIFLE

A sophisticated and potent variant of bolt weapon, the Mark III Shrike-pattern Bolt Sniper Rifle is versatile and deadly. It uses advanced targeting augurs to lock in on a target before the wielder fires and can support a range of specialised ammunition suited to a variety of target profiles.

A Bolt Sniper Rifle includes a Monoscope, Preysense Sight, and Silencer as standard.

Special: When firing a Bolt Sniper Rifle, choose a single ammo type: **Executioner** (AP -1, +2d to the attack roll and ignore cover), **Hyperfrag** (add the Blast [2] trait), or **Mortis** (+1ED, AP -2, add Inflict [Poisoned 5] trait)

BOLTSTORM GAUNTLET

A rapid-firing bolt pistol mounted on the underside of a power fist.

Melee: A Boltstorm Gauntlet can be used as a melee weapon, using the following profile:

Damage	ED	AP	Traits
(S) +5	5	-3	Brutal, Unwieldy (2)

EXECUTOR BOLT RIFLE

A high-calibre, heavy form of the Stalker Bolt Rifle, used by Heavy Intercessors.

An Executor Bolt Rifle comes with a Monoscope as standard.

EXECUTOR HEAVY BOLTER

Sacrificing some rate of fire for greater range and a heavier punch, these are often used alongside Executor Bolt Rifles.

HELLSTORM BOLT RIFLE

A high-calibre form of the Auto Bolt Rifle used to lay down heavy fire while advancing.

A Hellstorm Bolt Rifle is fitted with an Ammunition Drum as standard.

HELLSTORM HEAVY BOLTER

A form of Heavy Bolter which sacrifices range and penetrative power for fire rate, used in support of Hellstorm Bolt Rifles.

HEAVY BOLT RIFLE

A bulkier, more powerful version of the Bolt Rifle, chambered to use Heavy Bolter shells and wielded by Heavy Intercessors.

INSTIGATOR BOLT CARBINE

An artificer-crafted form of Bolt Carbine, the Instigator is quiet and precise, without sacrificing mobility

MARKSMAN BOLT CARBINE

Employed by Primaris Infiltrators, the Marksman Bolt Carbine is designed to lay down short, precise bursts of fire.

Marksman Bolt Carbines are fitted with a Monoscope as standard.

CHAPTER IV: EQUIPMENT

OCCULUS BOLT CARBINE

Like the Marksman Bolt Carbine, the Oculus differs with the addition of a potent array of sights that connect to an auspex for swift target acquisition.

Oculus Bolt Carbines are fitted with a Preysense Sight as standard.

Special: If used by a character equipped with a *Divinator*-class Auspex, attacks with an Oculus Bolt Carbine ignore all modifiers for the target being in cover.

STALKER BOLT RIFLE

A variant of the Primaris' Bolt Rifles, the Stalker Bolt Rifle emphasises range and precision over rate of fire.

A Stalker Bolt Rifle comes with a Monoscope as standard.

STALKER-PATTERN BOLTGUN

A modified boltgun, used by specialised snipers within the Adeptus Astartes, particularly the Deathwatch. Not a dedicated sniping weapon, it serves as a mid-point between boltgun and sniper rifle.

A Stalker-pattern Boltgun comes with a Monoscope as standard.

GRAV WEAPONS

GRAV WEAPONS												
NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS	
				SHT	MED	LNG						
Grav-pistol	8	1	-3	6	12	18	1	Grav, Pistol	6	Very Rare	GRAV, ADEPTUS ASTARTES, ADEPTUS MECHANICUS	
Grav-gun	8	1	-3	9	18	27	1	Grav, Rapid Fire (1)	6	Very Rare	GRAV, ADEPTUS ASTARTES, ADEPTUS MECHANICUS	
Grav-cannon	8	2	-3	12	24	36	4	Grav, Heavy (8)	7	Very Rare	GRAV, ADEPTUS ASTARTES, ADEPTUS MECHANICUS	
Heavy Graviton Cannon	8	3	-3	15	30	45	5	Grav, Heavy (8)	8	Very Rare	GRAV, ADEPTUS MECHANICUS	

Grav-weapons, also called Graviton weapons, are devastating graviton-based weapons employed by the Adeptus Astartes based on ancient and forgotten technology dating back to the time of the Dark Age of Technology. Manipulating the very nature of gravity itself, Grav-weapons turns a target's mass against it, crushing it to pulp under its own weight. This is especially shocking when used against heavily armoured infantry like Terminators, as the hapless warrior is brutally crushed by the bulk of their ceramite plates until only a crimson trickle remains. Space Marine Chapters are among the few warriors of the Imperium to be gifted with the use of Grav-weapons, and it is considered a sacred honour to wield such a potent weapon.

GRAV-PISTOL

The most compact form of Graviton weapon, the Grav-pistol is a potent sidearm able to incapacitate the heaviest of adversaries.

GRAV-GUN

A rifle-sized Graviton weapon, this device is doom to heavy infantry and armoured vehicles that stray too close to the wielder. Each gun is a rare relic left over from the Dark Age of Technology and are now sacredly guarded by the Adeptus Mechanicus, and very rarely will they allow one to leave their armouries, but some Space Marine Chapters still field a handful of such weapons.

GRAV-CANNON

The power of the Graviton Cannon is sufficient to rupture organs and crack bones even inside armor, but its primary use is to counter enemy machinery without the risk of secondary explosions.

HEAVY GRAVITON CANNON

This larger, more potent version of the Grav-cannon is normally encountered upon Adeptus Mechanicus Kataphron battle servitors.

CHAPTER IV: EQUIPMENT

LAS WEAPONS

LAS WEAPONS												
Name	Damage	ED	AP	Range			Salvo	Traits	Value	Rarity	Keywords	
				Sht	Med	Lng						
Holdout Laspistol*	7	1	-	3	6	9	0	Pistol	2	Common	LAS, IMPERIUM, SCUM	
Hot-shot Marksman Rifle	10	3	-2	18	36	54	0	Sniper (1), Reliable	7	Rare	LAS, IMPERIUM, ASTRA MILITARUM	
Las Fusil	16	3	-3	18	36	54	0	Heavy (4), Sniper (1)	8	Very Rare	LAS, IMPERIUM, ADEPTUS ASTARTES, PRIMARIS	
Lasgun (Accatran)	8	1	-	12	24	36	1	Rapid Fire (1), Reliable	4	Common	LAS, IMPERIUM	
Lasgun (Kanrael)	8	1	-	14	28	42	2	Rapid Fire (1), Reliable	4	Common	LAS, IMPERIUM	
Lasgun (Lucius)	8	2	-	12	24	36	1	Brutal, Reliable	4	Common	LAS, IMPERIUM	
Lasgun (Necromunda)	8	1	-	12	24	36	3	Rapid Fire (2), Reliable	4	Common	LAS, IMPERIUM	
Lasgun (Triplex Phall Pattern)*	7	1	-	12	24	36	2	Rapid Fire (1), Reliable	4	Common	LAS, IMPERIUM	
Laslock	10	2	-1	10	20	30	-	Brutal	2	Common	LAS, SCUM	
Laspistol (Kanrael)	8	1	-	7	14	21	1	Pistol, Reliable	4	Common	LAS, IMPERIUM	
Laspistol (Necromunda)	8	1	-	6	12	18	2	Pistol, Rapid Fire (1)	4	Common	LAS, IMPERIUM	
Laspistol (Triplex Phall Pattern)*	7	1	-	6	12	18	1	Pistol, Reliable	4	Common	LAS, IMPERIUM	
Navis Las-Volley	13	2	-1	12	24	36	4	Heavy (4), Rapid Fire (2), Reliable	5	Uncommon	LAS, IMPERIUM, NAVIS IMPERIALIS	

Laser weaponry commonly used by the Imperium comes in numerous small regional variations, typically referred to as Patterns. Different Forge Worlds and different industrial centres utilise different designs of weapon, and while all fundamentally based upon the same central technology. Within the Astra Militarum, and other forces that use lasweapons, different forces will come to favour different patterns for their rate of fire, power output, weight, effective range, and a variety of other factors.

In the above table, the different patterns are denoted in parentheses.

MARS PATTERN

The dominant pattern of lasgun and laspistol, the Mars pattern is accepted by Mechanicus doctrine as being the original form of the weapon. Mars pattern lasguns and laspistols can be found across the Imperium, as they are manufactured in thousands of manufactorums across the domains of Man.

The standard lasgun and laspistol found within the **Wrath & Glory** core rulebook represent this pattern.

CHAPTER IV: EQUIPMENT

TRIPLEX PHALL PATTERN

A variant design developed on the Forge World of Triplex Phall, these weapons demonstrates that Forge World's mastery of variable-charge capacitors and similar technologies, allowing these patterns to be set to higher settings for greater effect, at the cost of more power.

VARIABLE CHARGE: When the weapon is fired, the user may choose to remove the Reliable trait to gain the Brutal trait.

NECROMUNDA PATTERN

A common, if bulkier and less energy-efficient, variant of las-weapon, produced in vast quantities on the Hive World of Necromunda: a world well-known for its intense gang warfare and munitions factories. Lasweapons of Necromundan origin tend to have slightly faster recharge rates between shots, allowing for a greater rate of fire. The weapon has a higher-charge capacitor than is common for the Mars pattern, making the weapons less efficient but packing a heavier punch.

KANTRAEL PATTERN

A weapon made famous for its use by Cadian infantry regiments, and thus found on battlefields across the Imperium. Kanrael-pattern weapons are notorious for their accuracy and use a larger charge that gives it slightly greater stopping power.

ACCATRAN PATTERN

The Accatran pattern Mark IV Lasgun is a lightweight, compact weapon ideal for use by Drop Troop units, such as the Elysians, who are commonly equipped with these weapons. The length is reduced thanks to the 'bullpup' design, where the power pack is inserted into the shoulder stock, behind the handle. To conserve ammunition and reduce wastage, the weapon's refire rate is reduced, removing the capacity for automatic fire. It uses a high-charge capacitor, to improve stopping power during the initial stages of a firefight.

LUCIUS PATTERN

These weapons were made famous by the siege regiments of Krieg, who have vast stockpiles of this pattern of Lasgun. It draws a much larger charge from its powerpack than most lasguns, which results in a much more potent shot, but increases component wear due to heating, and means an individual will use up the charge from a power pack much faster. The extra stresses placed on the weapon force it to have a slower rate of fire, allowing the barrel and capacitors to cool before firing, to prevent undue damage to the weapon. This cooling is sped up by the addition of additional heatsink rings around the base of the barrel, but the weapon itself is still limited to semi-automatic fire. This is amply compensated for by the increased hitting power.

HOT-SHOT MARKSMAN RIFLE

A modified version of the Hot-shot Lasgun, this weapon is fitted with a precision extended barrel and a high-powered scope, allowing it to deliver shots with deadly accuracy. In exchange for that power and precision, the weapon depletes its power pack rapidly, and the components require extensive regular maintenance.

HOLDOUT LASPISTOL

Carried by diplomats, assassins and other people who want a tiny, concealable weapon, the Holdout Laspistol—often known as the Las-Derringer, after an Ancient Terran weapon of similar size—is small enough to fit into the palm of the hand, and both light and thin enough to go almost unnoticed under clothing. Its principal drawbacks are a lack of effective range, and limited power, but this is of little concern for those who choose to wield them. Its tiny power cell cannot be easily removed, though the weapon can be recharged after it has expended its ammunition.

CONCEALABLE: The weapon can easily be hidden and cannot be detected on a character without a thorough search or an auspex scan (Awareness Test, DN 4).

LAS FUSIL

The Las Fusil is a powerful, anti-personnel heavy Laser Weapon used by Astartes Vanguard Eliminator squads as an antimateriel weapon. They are extremely precise, and only slightly less potent than a full-size lascannon, making them ideal for destroying enemy armour from ambush.

CHAPTER IV: EQUIPMENT

LASLOCK

Normally produced only in resource-poor munitions factors, or on worlds too primitive to manufacture true lasguns, the Laslock—also known as the Las-musket—is a crude, bulky and unreliable single-shot lasweapons. While the weapon itself is potent, it is inaccurate compared to most standard Lasguns, which discharge their power cells with every shot.

NAVIS LAS-VOLLEY

A support weapon used by Imperial Navy Breacher units; the Las-Volley is a compact version of the Multi-laser found on many Astra Militarum vehicles. Reduced down to a man-portable scale, a Las-Volley can deliver a punishing salvo of searing lasbolts, ideal for clearing the passageways of a voidship.

The Navis Las-Volley includes a backpack ammo supply.

PLASMA WEAPONS

PLASMA WEAPONS												
NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS	
				SHT	MED	LNG						
Assault Plasma Incinerator	13	1	-4	12	24	36	3	Assault, Supercharge	7	Very Rare	PLASMA, ADEPTUS ASTARTES, PRIMARIS	
Heavy Plasma Gun Mk I	15	2	-3	18	36	54	4	Barrage, Blast (2), Supercharge, Volatile (1).	9	Unique	PLASMA, CHAOS, HERETIC ASTARTES	
Heavy Plasma Gun, Mk II	15	2	-3	18	36	54	1	Blast (4), Supercharge.	9	Unique	PLASMA, IMPERIUM	
Heavy Plasma Incinerator	16	2	-4	18	36	54	1	Heavy (4), Supercharge	7	Very Rare	PLASMA, ADEPTUS ASTARTES, PRIMARIS	
Plasma Blaster	15	1	-3	12	24	36	4	Heavy (3), Rapid Fire (2), Supercharge	10	Unique	PLASMA, ADEPTUS ASTARTES	
Plasma Caliver	15	1	-3	9	18	27	3	Assault, Supercharge	6	Very Rare	PLASMA, ADEPTUS MECHANICUS, SKITARI	
Plasma Cannon (Alternate)	15	2	-3	18	36	53	1	Blast (4), Heavy (8), Supercharge	7	Very Rare	PLASMA, IMPERIUM	
Plasma Cannon, Mk III	14	3	-3	18	36	54	1	Blast (6), Heavy (8), Volatile (d3)	7	Very Rare	PLASMA, IMPERIUM	
Plasma Exterminator	15	1	-3	9	18	27	1	Blast (2), Supercharge, Paired	8	Very Rare	PLASMA, ADEPTUS ASTARTES, PRIMARIS	
Plasma Gun, Mk I	15	4	-3	12	24	36	2	Rapid Fire (2), Volatile (d6)	9	Unique	PLASMA, CHAOS, HERETIC ASTARTES	
Plasma Gun, Mk II	15	4	-3	12	24	36	2	Rapid Fire (2), Recharge	9	Unique	PLASMA, IMPERIUM	
Plasma Gun, Mk III	14	2	-3	12	24	36	2	Rapid Fire (1), Volatile (d3)	6	Rare	PLASMA, IMPERIUM	
Plasma Incinerator	15	1	-4	15	30	45	2	Rapid Fire (1), Supercharge	7	Very Rare	PLASMA, ADEPTUS ASTARTES, PRIMARIS	
Plasma Pistol, Mk I	13	3	-2	6	12	18	2	Rapid Fire (1), Pistol, Volatile (d3)	8	Unique	PLASMA, CHAOS, HERETIC ASTARTES	
Plasma Pistol, Mk II	13	3	-2	6	12	18	2	Rapid Fire (1), Pistol, Recharge	8	Unique	PLASMA, IMPERIUM	
Plasma Pistol, Mk III	14	2	-3	6	12	18	1	Pistol, Volatile (d3)	6	Rare	PLASMA, IMPERIUM	

CHAPTER IV: EQUIPMENT

Archaic Plasma Weapons: Plasma weapon technology has varied considerably across the history of *Warhammer 40,000*. This section provides a number of different forms of plasma weapon, that reflect different ways that plasma weapons have functioned over the years.

- Mark I Plasma weapons are based on those introduced in *Codex: Chaos* in 1996, during *Warhammer 40,000*'s second edition. They have a higher rate of fire and are more deadly but are *much* more dangerous to use.
- Mark II Plasma weapons are based on those presented in 2nd edition *Warhammer 40,000*, which could only fire on every other game turn.
- Mark III Plasma weapons reflect the way these weapons functioned during 3rd edition *Warhammer 40,000* until the end of 7th edition.
- The versions in the *Wrath & Glory Core Rulebook* most closely resemble the plasma weapons seen in 8th edition *Warhammer 40,000* onwards.

MK I PLASMA WEAPONS

These archaic models of plasma weapon were in common use by the Legiones Astartes during the Great Crusade and the early Horus Heresy. One a number of experimental forms of plasma weapon, this design emphasised lethality and destructive power at the expense of the user's safety, with the weapon frequently overheating or losing magnetic containment during sustained use. As the Heresy wore on, these weapons fell out of use amongst the Loyalist forces, and the loyalist Mechanicum declared them *Fabrus Excommunicata*, and no longer blessed by the Machine God. However, the Traitor Legions continued to use these potent weapons, finding kinship with the savage and malevolent weapons' spirits. In the 41st Millennium, these weapons are no longer produced by the Imperium, but they can still be found in the hands of Traitor Legionaries.

MK II PLASMA WEAPONS

During the latter years of the Heresy, early plasma weapons issued to Loyalist forces often incorporated more cautious, patient machine spirits which would prevent the weapon firing if there was risk of overheating. This drastically reduced the weapon's effective fire rate, the weapons' firepower was still a valuable resource against Traitor forces, with users able to take cover or redeploy while the weapon was locked in a cooling cycle.

ASSAULT PLASMA INCINERATOR

This variant of the Plasma Incinerator incorporates fast-targeting systems and a stabilising mechanism that allows it to unleash bursts of accurate fire on the move, at the cost of some stopping power.

HEAVY PLASMA GUN

The Heavy Plasma Gun was the official designation for what is normally referred to as a Plasma Cannon. This was to distinguish the weapons from larger vehicle- or Titan-mounted versions. Troops using these weapons tended instead to know which weapon they were referring to by context.

HEAVY PLASMA INCINERATOR

This variant of the Plasma Incinerator requires a larger backpack power supply to operate but can deliver more potent blasts at longer ranges.

A Heavy Plasma Incinerator comes with a backpack ammunition supply.

PLASMA BLASTER

A rare and experimental form of plasma combination weapon developed during the Great Crusade and carried by warriors wearing Tactical Dreadnought Armour. Each is essentially two plasma guns combined into a single double-barrelled weapon, much as a storm bolter is a combination of two boltguns. Few examples of these potent weapons still exist in the 41st Millennium.

PLASMA CALIVER

The volatility of plasma weaponry is of little concern to the Adeptus Mechanicus, at least when arming their Skitarii forces. A plasma caliver fires at a considerable rate, and Skitarii squads armed with them are illuminated by the firepower they unleash, but this fury comes at the cost of lives... a cost that the Adeptus Mechanicus are only too willing to pay.

CHAPTER IV: EQUIPMENT

PLASMA INCINERATOR

A more advanced version of the standard plasma gun, the Mark III Belisarius-pattern plasma incinerator is the primary weapon of Primaris Hellblasters, used to deliver death and destruction to armoured targets from afar.

PLASMA EXTERMINATOR

A bulky plasma weapon built to be used one-handed by Primaris Inceptors, a Plasma Exterminator is short ranged but extremely powerful.

FLAME WEAPONS

FLAME WEAPONS											
NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS
				SHT	MED	LNG					
Flamestorm Gauntlet*	10	1	-	6	12	18	1	Assault, Flamer, Paired	8	Very Rare	FIRE, POWER FIELD, ADEPTUS ASTARTES, PRIMARIS
Incinerator	13	2	-1	6	12	18	2	Blessed (3), Flamer, Heavy (6)	8	Very Rare	FIRE, ADEPTUS ASTARTES, GREY KNIGHTS
Pyreblaster	12	1	-1	8	16	24	2	Assault, Flamer, Reliable	6	Rare	FIRE, IMPERIUM, ADEPTUS ASTARTES
Pyre Pistol	10	1	--	6	12	18	1	Flamer, Pistol, Reliable	6	Rare	FIRE, IMPERIUM, ADEPTUS ASTARTES
Vindictor*	12	1	-1	6	12	18	1	Assault, Blessed (2), Flamer	7	Very Rare	FIRE, ADEPTUS MINISTORUM
Witchseeker Flamer	10	1	-1	6	12	18	1	Assault, Flamer	7	Very Rare	FIRE, ANATHEMA PSYKANA

FLAMESTORM GAUNTLET

Like the Boltstorm Gauntlet, these weapons are a flamer mounted upon a power fist, used to gain supremacy at close quarters. Flamestorm Gauntlets are normally wielded in pairs by Primaris Aggressors.

Melee: A Flamestorm Gauntlet can be used as a melee weapon, using the following profile:

Damage	ED	AP	Traits
(S) +5	5	-3	Brutal, Unwieldy (2), Paired

INCINERATOR

Loaded with prometheum blended with blessed oils, an incinerator is a specialised weapon used by the Grey Knights. Incinerators unleash radiant blue-white flames that burn the substance of daemons as effectively as mortal flesh.

PYREBLASTER

A refined version of flamer employed mainly by Adeptus Astartes Infernus squads. Their design allows them to unleash a more focussed, more devastating gout of flame than conventional flamers.

PYRE PISTOL

A compact form of Pyreblaster, similar to an improved Hand Flamer. These weapons have similar range and potency to a conventional flamer in a much smaller, more portable form.

VINDICTOR

A long-barrelled flamer fitted with a heavy chainblade, the Vindictor is an unusual weapon, but one well-suited to preachers and their battlefield sermons.

Melee: A Vindictor's chainblade can be used as a melee weapon, using the following profile:

Damage	ED	AP	Traits
(S) +6	5	-2	Brutal, Inflict (On Fire)

WITCHSEEKER FLAMER

A sophisticated model of flamer used exclusively by the Sisters of Silence. The delivery method and the formulation of fuel it uses is especially good at working its way past intervening obstacles and protective gear.

CHAPTER IV: EQUIPMENT

PROJECTILE WEAPONS

EXOTIC RANGED WEAPONS												
Name	Damage	ED	AP	SHT	Range Med	LNG	Salvo	Traits	Value	Rarity	Keywords	
Arbites Combat Shotgun	10	1	-1	9	18	27	2	Assault, Rapid Fire (1), Spread	4	Uncommon	PROJECTILE, IMPERIUM, ADEPTUS ARBITES	
Arbites Shotpistol	9	1	-1	6	12	18	1	Pistol, Spread	4	Uncommon	PROJECTILE, IMPERIUM, ADEPTUS ARBITES	
Duelling Pistol	7	1	-	9	18	27	1	Pistol, Sniper (1)	4	Uncommon	PROJECTILE, IMPERIUM, SCUM	
Executioner Shotgun*	12	2	-2	12	24	36	0	Spread	6	Rare	PROJECTILE, IMPERIUM, ADEPTUS ARBITES	
Hunting Rifle	9	1	-	18	36	54	0	Brutal, Sniper (1)	4	Uncommon	PROJECTILE, IMPERIUM, SCUM	
Naval Pistol*	9	1	-	4	8	12	1	Brutal, Pistol, Reliable	4	Uncommon	PROJECTILE, IMPERIUM, NAVIS IMPERIALIS	
Navis Heavy Shotgun*	10	1	-	9	18	27	4	Assault, Rapid Fire (2), Spread	5	Uncommon	PROJECTILE, IMPERIUM, NAVIS IMPERIALIS	
Navis Shotgun*	9	1	-	9	18	27	2	Assault, Spread, Reliable	4	Uncommon	PROJECTILE, IMPERIUM, NAVIS IMPERIALIS	
Primitive Pistol	8	2	-	6	12	18	0	Pistol, Volatile (1)	4	Uncommon	PROJECTILE, SCUM	
Rotor Cannon	12	1	-1	12	24	36	4	Heavy (5), Sustained	6	Rare	PROJECTILE, IMPERIUM,	

ARBITES COMBAT SHOTGUN

There are numerous patterns of combat shotgun employed by Arbites precincts across the Imperium, but the fearsome roar of the *Vox Legi* pattern—High Gothic for “Voice of the Law”—is favoured by many. These potent and versatile weapons are a staple of Arbites combat formations.

ARBITES SHOTPISTOL

A common sidearm for Adeptus Arbites personnel, these compact shotguns can be used single-handed and are highly effective in close quarters, especially when outnumbered.

DUELLING PISTOL

Precision-manufactured handguns are commonly found in the hands of nobles and hired guns alike, and traditionally used by those comfortable settling their disputes with pistols at ten paces.

EXECUTIONER SHOTGUN

These heavy-duty weapons are designed to be used with the Arbites’ specialised Executioner shells and fitted with a targeting scope to function as a marksman’s weapon, allowing Arbitrator squads to operate with long-range fire support.

Special: An Executioner Shotgun gains the Sniper (1) trait when equipped with Executioner Shells (p. 389).

HUNTING RIFLE

Common on agri-worlds and the more technologically-advanced death worlds, hunting rifles are normally used for game hunting, but can as easily be used for combat.

CHAPTER IV: EQUIPMENT

NAVAL PISTOL

A common sidearm in use in the Imperial Navy. Bulky, heavy, and short-ranged, they're also an effective cudgel when out of ammunition.

Melee: A Naval Pistol can be used as a melee weapon, using the following profile:

Damage	ED	AP	Traits
(S) +3	2	-	-

NAVIS SHOTGUN

These sturdy, potent weapons are a mainstay of Imperial Navy boarding parties and Breacher teams. Their heavy construction makes them a solid improvised weapon in close-quarters fighting.

Melee: A Navis Shotgun can be used as a melee weapon, using the following profile:

Damage	ED	AP	Traits
(S) +3	2	-	Brutal

NAVIS HEAVY SHOTGUN

A heavier version of the Navis Shotgun, these heavy shotguns have two barrels, allowing them to unleash much greater firepower, and they share the same heavy construction as their smaller counterparts.

Melee: A Navis Heavy Shotgun can be used as a melee weapon, using the following profile:

Damage	ED	AP	Traits
(S) +3	2	-	Brutal

PRIMITIVE PISTOL

These simple black powder 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.

ROTOR CANNON

Multi-barrelled rotary weapons of this sort have been in use across the Imperium since the Great Crusade, by various different forces and groups. They're designed to lay down a near-constant torrent of fire, tearing through scores of foes or wearing down single targets with focussed fire. This version is relatively lightweight, and usable by mortals.

CHAPTER IV: EQUIPMENT

EXOTIC RANGED WEAPONS

EXOTIC RANGED WEAPONS												
Name	Damage	ED	AP	SHT	Range Med	LNG	Salvo	Traits	Value	Rarity	Keywords	
Animus Speculum*	12	1	-4	9	18	27	3	Agonizing, Assault	10	Unique	EXOTIC, OFFICIO ASSASSINORUM, TEMPLUM CULEXUS	
Archeo-Revolver	12	2	-2	6	12	18	1	Pistol, Reliable	7	Rare	PROJECTILE, ADEPTUS MECHANICUS	
Conversion Beamer	13	1	-1	21	42	63	1	Blast (4), Heavy (8)	9	Unique	EXOTIC, ADEPTUS MECHANICUS	
Deathwatch Frag Cannon (Shrapnel)*	14	2	-1	4	8	12	2	Assault, Barrage, Blast (10), Heavy (6), Spread	8	Very Rare	EXPLOSIVE, PROJECTILE, DEATHWATCH	
Deathwatch Frag Cannon (Shell)*	16	2	-2	12	24	36	2	Assault, Heavy (6)	"	"	"	
Executioner Pistol (Bolt)*	10	2	-	6	12	18	1	Brutal, Pistol, Silent	9	Unique	BOLT, NEEDLE, OFFICIO ASSASSINORUM, TEMPLUM EVERSOR	
Executioner Pistol (Needler)*	8	3	-	6	12	18	1	Agonizing, Inflict (Poisoned 4), Pistol, Silent	"	"	"	
Exitus Longrifle	12	2	-3	36	72	108	1	Sniper (3), Reliable	9	Unique	PROJECTILE, OFFICIO ASSASSINORUM, TEMPLUM VINDICARE	
Exitus Pistol	10	1	-3	6	12	18	1	Pistol, Reliable	9	Unique	PROJECTILE, OFFICIO ASSASSINORUM, TEMPLUM VINDICARE	
Flechette Blaster	7	2	-	6	12	18	5	Pistol, Spread	5	Rare	PROJECTILE, ADEPTUS MECHANICUS	
Flechette Carbine	7	3	-	12	24	36	5	Assault, Spread	5	Rare	PROJECTILE, ADEPTUS MECHANICUS	
Macrostubber	10	1	-	6	12	18	5	Pistol	5	Rare	PROJECTILE, ADEPTUS MECHANICUS	
Needlespine Blaster (Bolt)*	10	2	-	6	12	18	3	Brutal, Pistol, Rapid Fire (1), Silent	9	Unique	BOLT, NEEDLE, OFFICIO ASSASSINORUM, TEMPLUM ADAMUS	

CHAPTER IV: EQUIPMENT

NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS
				SHT	MED	LNG					
Needlespine Blaster (Needler)*	8	3	-	6	12	18	1	Agonizing, Fleshbane, Inflict (Poisoned 4), Pistol, Silent	"	"	"
Neural Shredder*	4	4	-	5	9	14	0	Assault, Blast (6)	9	Unique	EXOTIC, OFFICIO ASSASSINORUM, TEMPLUM CALLIDUS
Phosphor Blast Pistol	12	1	-1	6	12	18	1	Inflict (On Fire), Luminagen, Pistol	6	Rare	PHOSPHEX, ADEPTUS MECHANICUS
Phosphor Carbine	12	1	-1	12	24	36	4	Assault, Inflict (On Fire), Luminagen	6	Rare	PHOSPHEX, ADEPTUS MECHANICUS
Phosphor Pistol	10	1	-1	6	12	18	1	Pistol, Luminagen	5	Rare	PHOSPHEX, ADEPTUS MECHANICUS
Phosphor Serpenta	12	1	-1	9	18	27	1	Assault, Inflict (On Fire), Luminagen	7	Very Rare	PHOSPHEX, ADEPTUS MECHANICUS
Phosphor Torch	10	1	-1	6	12	18	1	Assault, Blast (6), Inflict (On Fire), Spread	6	Rare	FIRE, PHOSPHEX, ADEPTUS MECHANICUS
Psilencer*	10	2	-	12	24	36	6	Force, Heavy (6)	7	Very Rare	FORCE, GREY KNIGHTS
Psycannon	13	2	-1	18	36	54	4	Brutal, Force, Heavy (6)	7	Very Rare	BOLT, FORCE, GREY KNIGHTS, ORDO MALLEUS
Radium Serpenta	7	2	-	9	18	27	1	Assault, Rad (2)	7	Very Rare	PROJECTILE, ADEPTUS MECHANICUS
Stubcarbine	10	1	-	9	18	27	3	Pistol	5	Rare	PROJECTILE, ADEPTUS MECHANICUS
Toxin Ejector	12	3	-1	6	12	18	1	Pistol, Blast (4), Fleshbane, Inflict (Poisoned 7)	9	Unique	GAS, TEMPLUM VENENUM
Transuranic Arquebus*	16	2	-2	30	60	90	0	Heavy (6), Mortal (1), Sniper (3)	8	Very Rare	PROJECTILE, ADEPTUS MECHANICUS
Volkite Serpenta	13	1	-	5	10	15	1	Inflict (On Fire), Pistol	10	Unique	VOLKITE, ADEPTUS MECHANICUS
Volkite Charger	13	1	-	8	15	23	2	Assault, Inflict (On Fire)	10	Unique	VOLKITE, ADEPTUS MECHANICUS
Webber*	-	-	-	9	18	27	1	Assault, Blast (4), Inflict (Restrained 4)	5	Uncommon	WEB, IMPERIUM, ADEPTUS ARBITES

CHAPTER IV: EQUIPMENT

NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS
				SHT	MED	LNG					
Web Pistol*	-	-	-	6	12	18	1	Blast (2), Inflict (Restrained 3), Pistol	5	Uncommon	WEB, IMPERIUM, ADEPTUS ARBITES
Webber, Heavy*	-	-	-	12	24	36	1	Blast (8), Heavy (6), Inflict (Restrained 5)	6	Rare	WEB, IMPERIUM, ADEPTUS ARBITES

ANIMUS SPECULUM

A helmet-mounted psychic weapon, the animus speculum focusses the negative psychic presence of the wearer into bolts of energy that overwhelm the minds and souls of others. They draw additional power from nearby psykers, becoming deadlier with each psyker nearby.

Special: the animus speculum draws power from the assassin's Force Matrix, described later in this document. It does not use normal Reloads.

ARCHEO-REVOLVER

Ancient and prized sidearms of the Adeptus Mechanicus, these seemingly simple pistols pack a surprisingly heavy punch due to arcane secrets used in the manufacture of the ammunition. They are entrusted to skilled Skitarii Alphas who have proven that they will not waste these precious shots.

CONVERSION BEAMER

The Conversion Beamer, also called a Conversion Beam Projector, is an incredibly rare and deadly antimatter-based pre-Horus Heresy archaeotech weapon most likely developed during the Age of Technology. It fires a directed energy beam of antimatter particles which cause a matter-antimatter explosion in its target. It is a powerful, long-ranged weapon whose beam intensity actually becomes stronger the farther the range to its target, up to a terminal distance point where the beam finally begins to lose coherence.

Special: At medium range, the weapon gains +2 ED, +2 Blast rating, and improves the AP to -2. At long range, the weapon gains +4 ED, +4 Blast rating, and improves the AP to -3.

DEATHWATCH FRAG CANNON

A specialised firearm that projects adamantium shells, either solid or broken into a cloud of razor-sharp shrapnel. Though short-ranged, the weapon is extremely effective at slaying all manner of alien monstrosities.

Special: When firing a Deathwatch frag cannon, select either shrapnel or solid shell mode. When the solid shell mode is used, add +2ED to the damage, and increase the AP to -3 when the target is within short range.

EXECUTIONER PISTOL

The executioner pistol is the standard sidearm of all Evensor assassins, consisting of a master-crafted bolt pistol combined with a needle pistol.

This functions as a combi-weapon (*Wrath & Glory rulebook*, page 227), fitted with a gene-grip bio-veritor.

EXITUS LONGRIFLE

The Exitus Longrifle is a purpose-built high-calibre sniper rifle, hand-crafted for each individual Vindicare assassin. Their ammunition is as rare and carefully manufactured as the weapon, with each formed from a unique high-density alloy with armour-piercing tips. Specialised ammunition also exists in this form, and Vindicare assassins are equipped with several such specialised rounds.

EXITUS PISTOL

Exitus pistols are a counterpart for the Longrifle, hand-made sidearms that utilise the same high-powered ammunition as the rifles. Each Exitus Longrifle and Exitus Pistol is made as a pair for a specific Vindicare Assassin.

FLECHETTE BLASTER

An arcane weapon used by Skitarii assault troops, a flechette blaster hurls hundreds of tiny darts towards the enemy. When a dart strikes, it generates a pulse that draws other airborne darts to that same target, shredding flesh and armour in moments.

FLECHETTE CARBINE

A larger form of Flechette Blaster, the Flechette Carbine can lay down a huge volume of firepower in moments, to suppress or eviscerate enemies.

CHAPTER IV: EQUIPMENT

MACROSTUBBER

A common sidearm for Tech-Priests, a macrostubber fires rapid bursts of high-calibre ammunition, allowing it to scythe through nearby foes with ease.

NEEDLESPINE BLASTER

The Needlespine Blaster combines a rapid-fire bolter component with a deadly needler that makes use of an enhanced synthetic venom. The preserve of Clave Adamus operatives, the Needlespine Blaster fires an intensified pulse-beam of las energy, through which darts of an exotic metallic alloy are projected at incredible speeds. In the trained hands of an Adamus Assassin this weapon can make a mockery of even the thickest armour, but to the uninitiated, its bulk and complexity make it all but unusable.

This functions as a combi-weapon (*Wrath & Glory rulebook*, page 227), fitted with a gene-grip bio-veritor.

NEURAL SHREDDER

A Neural Shredder is a vicious and shockingly effective weapon against living targets. Though short ranged, the weapon projects a cone of psionic disruption that tears apart a victims' neural pathways. Armour is no protection against his hideous attack, even the mightiest foes dropping to their knees, spasming violently as liquidised brain-matter froths from their eyes, ears, and mouths. This strange weapon's origin is unknown, although some speculate that it is but one of a range of psychic weapons developed by the Adeptus Astra Telepathica.

Special: A Neural Shredder uses no ammo and never needs to reload. It just works. Nobody knows entirely how. The damage of a Neuro Disruptor is compared to the target's Resolve, rather than Resilience, and each point of damage inflicted is a Mortal Wound instead of a normal wound. It has no effect against mindless creatures or inanimate objects.

PHOSPHOR BLAST PISTOL

Though a pale reflection of the horrific phosphex weaponry used during the Great Crusade and the Horus Heresy, the illuminating blasts of these weapons are nonetheless potent, and if they do not kill the enemy, they light the target up such that they cannot hide from the Omnissiah's wrath. These pistols are often carried by high-ranking Skitarii, and few outside the Adeptus Mechanicus are given leave to touch such arcane weaponry.

PHOSPHOR CARBINE

A potent, rapid-fire phosphor weapon, these carbines are used to provide concentrated fire for Skitarii Serberys cavalry units.

PHOSPHOR PISTOL

A lesser version of the Phosphor Blast Pistol, these pistols are less revered, and thus can be used by rank-and-file Skitarii troopers rather than only their leaders.

PHOSPHOR SERPENTA

Firing the same kinds of burning blasts as the smaller pistol, the Serpenta resembles something between long-barrelled pistol and a carbine. They're favoured by Skitarii cavalry units—those mounted upon dragoon-walkers—and Tech-Priests seeking to defend themselves.

PHOSPHOR TORCH

Spraying searing white phosphor flames, these weapons are used to scour, cleanse, and sterilise Mechanicus territories of taint and corruption.

PSILENCER

A weapon of mysterious origin, which focusses the will of the user through a crystalline capacitor and generates bolts of pure psychic energy. Used exclusively by the Grey Knights, these weapons are a potent tool against daemonic hordes and other enemies of mankind.

Special: A Psilencer will not function in the hands of any character who does not have the **PSYKER** keyword.

PSYCANNON

The Psycannon is a specialised form of bolt weapon used by the Grey Knights and the Ordo Malleus, loaded with blessed and sanctified bolt shells. The Grey Knights are trained to channel their own psychic power into the shells, making them even more potent.

RADIUM SERPENTA

A compact form of the Radium carbine, these weapons are often employed as a sidearm for senior Skitarii officers.

STUBCARBINE

A Stubcarbine is a compact, solid projectile weapon commonly used Skitarii assault troops. The stubcarbine uses similar high-calibre ammunition to heavy stubbers, rather than the more common small-arms calibres used in other stub guns.

CHAPTER IV: EQUIPMENT

TOXIN EJECTOR

The Toxin Ejector is a type of weapon used by the Venenum Temple of the Officio Assassinorum which can kill even the toughest of foes without any metabolic trace. They emit a variety of toxins from caustic poisons able to corrode armoured hulls and flesh deadly gas.

TRANSURANIC ARQUEBUS

A Transuranic Arquebus is a long-barrelled infantry weapon which epitomises the precision and inhuman efficiency that typify the cyborg Skitarii legions of the Adeptus Mechanicus. Firing a bullet of ultra-dense transuranic metal, the high-velocity shot contains immense kinetic energy, allowing it to pierce most armour – and anything inside the armour – with ease.

VOLKITE SERPENTA

Volkite Weapons is an arcane term used by the Adeptus Mechanicus to refer to a class of powerful thermal ray weapons whose technology is pre-Imperial in origin and dates back to the Dark Age of Technology or the Age of Strife. These weapons possessed considerable killing power, surpassing most other armaments of their size.

The pistol variant of a Volkite Weapon wielded single-handed, the Volkite Serpenta was sometimes carried by high-ranking soldiers of the Imperial Army and the Tech-priests of the Mechanicum during the Great Crusade era.

VOLKITE CHARGER

The Volkite Charger was the assault weapon variant of a Volkite Weapon carried by Legiones Astartes infantry and the military forces of the Mechanicum. Whilst not benefiting from the range or power of its larger cousins, the Charger retained the Volkite thermal ray's deflagrating effects and allowed its wielder a greater degree of movement.

WEBBER

A Webber is an exotic, non-lethal weapon used to immobilise a target. It fires a fluid filled with a mass of filaments, which expands in the air to form a web of sticky, near-unbreakable material. Targets are quickly entangled in a painful embrace; if they attempt to struggle, the filaments constrict even more, further entrapping them. They are commonly employed by the Adeptus Arbites for riot suppression, crowd control, and capturing suspects alive. They would be more widespread, but the web chemical they use is often difficult to obtain.

Webber weapons are found in pistol and heavy weapon forms, the latter often mounted on Arbites combat vehicles such as Repressors.

Special: Webbers do not inflict damage. Rather, any creature caught in the blast must pass an Athletics test or suffer the *Restrained* condition. The DN of the test and the rating of the *Restrained* condition are noted in the weapon's entry.

CHAPTER IV: EQUIPMENT
GRENADES & GRENADE LAUNCHERS

GRENADES & MISSILE WEAPONS											
Name	Damage	ED	AP	Range			Salvo	Traits	Value	Rarity	Keywords
				Sht	Med	Lng					
Arc Grenade	13	5	-1	Strength x4m			-	Arc (3), Blast (6), Rad (2)	7	Very Rare	ARC, ADEPTUS MECHANICUS
Choke Grenade*	-	-	-	Strength x4m or as Launcher			-	Blast (10), Gas, Inflict (Poisoned 3)	4	Common	GAS, IMPERIUM, ADEPTUS ARBITES
Demolition Charge*	16	4	-3	Strength x2m			-	Blast (10)	5	Uncommon	EXPLOSIVE, IMPERIUM
Fragstorm Grenade Launcher	10	4	-	9	18	27	0	Assault, Blast (6)	6	Very Rare	EXPLOSIVE, ADEPTUS ASTARTES, PRIMARIS
Melta Bombs*	16	6	-4	Strength x2m			-	Blast (2), Melta, Unwieldy (2)	6	Rare	MELTA, IMPERIUM, AELDARI
Poison Globes	6	6	-1	Strength x4m			-	Blast (4), Fleshbane, Inflict (Poisoned 5)	9	Unique	EXOTIC, TEMPLUM VENENUM
Psyk-Out Grenades*	9	4	-	Strength x4m or as Launcher			-	Blast (6), Blessed (2)	8	Unique	EXOTIC, ANATHEMA PSYKANA, GREY KNIGHTS, TEMPLUM CULEXUS
Rad Grenades*	0	10	-2	Strength x4m or as Launcher			-	Agonising, Blast (3d3), Inflict (Poisoned 5), Rad (2), Mortal (1), Silent	8	Unique	EXOTIC, ADEPTUS MECHANICUS
Scare Grenade*	-	-	-	Strength x4m or as Launcher			-	Blast (10), Gas, Inflict (Fear)	5	Uncommon	GAS, IMPERIUM, ADEPTUS ARBITES
Shock Grenades*	-	-	-	Strength x4m or as Launcher			-	Blast (6)	7	Very Rare	EXPLOSIVE, ADEPTUS ASTARTES, PRIMARIS
Smoke Grenades*	-	-	-	Strength x4m or as Launcher			-	Blast (10), Gas	4	Common	EXPLOSIVE, [ANY]
Stasis Grenades*	-	-	-	Strength x4m			-	Blast (4/8)	10	Unique	EXOTIC, ADEPTUS MECHANICUS, INQUISITION
Stun Grenades*	-	-	-	Strength x4m or as Launcher			-	Blast (6)	4	Uncommon	EXPLOSIVE, IMPERIUM, ADEPTUS ARBITES, NAVIS IMPERIALIS
Stumm Grenades*	-	-	-	Strength x4m or as Launcher			-	Blast (10), Gas, Inflict (Hindered 2), Inflict (Staggered)	5	Uncommon	GAS, IMPERIUM, ADEPTUS ARBITES
Tanglefoot Grenades*	-	-	-	Strength x4m			-	Blast (10)	8	Unique	EXOTIC, ADEPTUS MECHANICUS, ADEPTUS CUSTODES, HARLEQUINS
Toxin Grenades*	-	-	-	Strength x4m			-	Blast (7), Gas, Inflict (Poisoned 7)	10	Unique	EXOTIC, GAS, ADEPTUS MECHANICUS, INQUISITION, DRUKHARI

CHAPTER IV: EQUIPMENT

NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS
				SHT	MED	LNG					
Virus Grenades*	-	-	-	Strength x4m			-	Blast (6), Gas	12	Unique	EXOTIC, GAS, ADEPTUS MECHANICUS, INQUISITION, NURGLE
Vortex Grenades*	20	6	-6	Strength x4m			-	Blast (6), Mortal (1), Warp Weapon	13	Unique	EXOTIC, ADEPTUS MECHANICUS, ASURYANI
Web Grenades*	-	-	-	Strength x4m or as Launcher			-	Blast (6), Inflict (Restrained 4)	4	Uncommon	WEB, IMPERIUM, ADEPTUS ARBITES

SPECIAL ISSUE GRENADES: A character seeking to acquire an **EXOTIC** grenade acquires only one such grenade, and must attempt a new test each time they wish to obtain more: you can't resupply Vortex Grenades easily.

ARC GRENADES

Commonly carried by Pteraxii airborne Skitarii, Arc grenades detonate in a burst of arcing electricity and intense radiation that is especially destructive to enemy vehicles.

CHOKE GRENADE

Used by the Adeptus Arbites and local enforcers alike for crowd control and riot suppression, choke grenades expel a gas which causes those who inhale it to begin gasping and choking.

Special: Choke Grenades do not inflict damage. Rather, anyone in the area must pass a DN 3 Toughness test or fall prone and suffer the *Poisoned 3* condition. Characters Poisoned by a Choke grenade begin to suffocate (p. 201 of the *Wrath & Glory* core rulebook).

DEMOLITION CHARGE

These heavy, often improvised, explosive charges are a common way to inflict a lot of damage very quickly. The deadly radius of these charges is large enough that they should ideally be placed and detonated by timer or remote charge, as few warriors can hurl them far enough to avoid the blast entirely.

Special: A demolition charge cannot be used in a grenade launcher. In addition, they may be placed onto a vehicle or structure within 1m rather than thrown, requiring a Tech test with a DN equal to the vehicle's Defence. Placed meltabombs do not detonate immediately and can be detonated as a simple action on any of the character's subsequent turns.

FRAGSTORM GRENADE LAUNCHER

Utilised by Primaris Aggressors and aboard certain Astartes vehicles, Fragstorm grenade launchers fire salvoes of charges like frag grenades, though somewhat denser and more compact, raining down fire and shrapnel upon the enemy.

MELTA BOMBS

A Melta Bomb is a type of explosive device that makes use of nuclear fusion based Melta Weapons technology and is employed by both Imperial and Aeldari military forces. Typical examples have dimensions analogous to that of a large Imperial or Aeldari grenade but can be manufactured larger with a resulting increase in explosive force. When activated, a Melta Bomb explodes with an intense blast of thermal energy, literally "melting" the target away.

Special: Any target within a Melta Bomb's blast counts as within close range for the purposes of the Melta trait. Melta Bombs cannot be used in a grenade launcher. In addition, they may be placed onto a vehicle or structure within 1m rather than thrown, requiring a Tech test with a DN equal to the vehicle's Defence. Placed meltabombs do not detonate immediately and can be detonated as a simple action on any of the character's subsequent turns.

POISON GLOBES

Poison Globes are weapons that have been wielded by the Venenum Assassins of the Officio Assassinorum since the Great Crusade. Each is a sphere of crystalline explosive, which hurls a shower of crystal shards imbued with a potent and debilitating neuro-toxin within a small area when thrown.

CHAPTER IV: EQUIPMENT

PSYK-OUT GRENADES

Psyk-out grenades are anti-psyker weapons. When they detonate, they release fine dust particles which are heavily impregnated with negative psychic energy. This dust is extremely rare; in all human space it can be obtained only as a by-product of the Emperor's metabolism, or from certain arcane processes rendering the corpses of Nulls. Using the material to create anti-psyker weapons is considered by many to be a great waste, and their issue is strictly controlled. Psyk-out weapons are nigh-useless against non-psychic targets. Against psychic creatures such as daemons and psykers, however, their effects are devastating.

Special: PSYKERS and DAEMONS suffer 1 Mortal

Wound for each Exalted Icon rolled on the grenades ED. Further, any psychic powers or effects in the blast radius are immediately ended, and any PSYKER within the blast will automatically fail any Psychic Mastery test attempted until the end of their next turn.

RAD GRENADES

An extremely dangerous form of grenade, which inflict harm silently and invisibly: aside from the grenade itself, there is no sign of the lethal radiation. Rad weapons are rare in the Imperium, for they are often as lethal to their users as to their enemies. The Adeptus Mechanicus, whose augmented bodies are more resistant to the deadly effects, are amongst the few regular users.

Special: Roll 3d3 to determine the size of the grenade's blast after the attack is made. A character *Poisoned* by radiation suffers 1d3 Mortal Wounds at the start of each of their turns, as the radiation lingers in their body.

SCARE GRENADE

Scare is a form of neuro-reactive gas which produces feelings of deep anxiety and apprehension in those exposed to it. It is often used as a nonlethal deterrent for riots, insurrections, and other disturbances where culling the population is undesirable.

Special: Scare Grenades do not inflict damage. Rather, anyone in the area must pass a DN 3 Fear test.

SHOCK GRENADES

Carried by Primaris Reivers, shock grenades detonate in bursts of sound and light carefully tuned to overwhelm the senses and send the target reeling. They are normally used just before a squad of Reivers begins their assault – one Reiver will hurl a grenade in to signal an assault, and the others will take aim or prepare to charge.

Special: Shock Grenades do not inflict damage. Rather, to use a Shock Grenade, make a Ballistic Skill test as an Interaction Attack against your targets' Resolve (make one test and compare it individually to the Resolve of each enemy in the blast). This inflicts the normal results from an Interaction Attack on each affected target, and all targets must either be *hindered* or *vulnerable*—you can't mix and match.

SMOKE GRENADES

Smoke grenades are not deadly; rather, they are canisters of chemicals which produce plumes of thick smoke which can be used to obscure line of sight or signal to distant allies. Most forms of smoke grenade contain nano-chaff particles which interfere with Preysense, thermoptics, and other forms of seeing through concealment, making them effective even against foes who might ignore ordinary smoke.

Special: Smoke Grenades do not inflict damage. Rather, attempts to see, or make ranged attacks, through the smoke suffer +4 DN.

CHAPTER IV: EQUIPMENT

STASIS GRENADES

The stasis grenade is an unusual and rare weapon developed by the Adeptus Mechanicus for use by special agents of the Imperium. At the heart of each grenade lies a small time-warp generator that creates a self-replicating temporal distortion centred upon itself. Everything near the grenade is frozen in time, trapped within a single instant of time. The effect of the field weakens the further from the centre, slowing rather than freezing time. The field lasts only a brief time.

Special: Stasis Grenades do not inflict damage. Creatures and objects caught within Blast (4) are frozen in time, and unable to take actions of any kind while the grenade effect remains but cannot be acted against in turn. Creatures and objects outside Blast (4), but within Blast (8) are *Hindered* (3) and *Staggered* as they are slowed in time, until the grenade effect remains or they manage to start their turn outside of the Blast. The GM should secretly roll 1d3+1 when the grenade is used: this is the number of rounds the grenade's effect remains active for.

STUN GRENADES

Stun grenades, sometimes also known as photon flash grenades, or flash-bang grenades, do not inflict harm directly, but instead produce a bright flash and a loud noise to disorient enemies.

Special: Photon Grenades do not inflict damage. Rather, each enemy caught in the blast immediately suffers the *Blinded* and *Vulnerable* (2) conditions until the end of their next turn.

STUMM GRENADES

Used widely by the Arbites and local enforcers, these grenades disperse a cloud of "stumm" gas which leaves victims dazed and confused.

Special: Stumm Grenades do not inflict damage. Rather, anyone in the area must pass a DN 3 Toughness test or become *Hindered* (2) and *Staggered* until the start of their next turn.

TANGLEFOOT GRENADES

Another form of grenade developed by the Adeptus Mechanicus for use by elite Imperial forces—the Adeptus Custodes are the only forces who use them regularly—though there are rumours that the Aeldari Harlequins make use of similar devices to hinder and humiliate their foes. Each grenade contains a potent gravitic generator, like that found in anti-grav vehicles such as jetbikes. The grenade generates a short-lived, fluctuating field at just above ground level which seriously impairs movement.

Special: Tanglefoot Grenades do not inflict damage.

Rather, any creature caught in the blast must pass a DN 5 Athletics test or fall *Prone* and suffer the *Staggered* condition. The pilot of a vehicle (other than one with the **HOVER** or **FLYER** keywords) affected must pass a DN 5 Pilot test or become *Restrained*. These conditions remain until the end of the affected target's next turn.

TOXIN GRENADES

A broad category of high-potency chemical weapons, toxin grenades are loaded with a frighteningly deadly cocktail of synthetic toxins and those harvested from Deathworld creatures such as the Catachan Devil and the Scarlet Lasher of Luther McIntyre IX. The resulting toxin is concentrated, aerosolised, and adapted to be absorbed into the body as quickly as possible. The result is a toxic cloud which kills extremely quickly and is lethal to almost everything. The Drukhari, who consider poisoning an art-form, are known to use similar devices called *Brathu-Shaimesh* (Kiss of the Poisoner), filled with the deadliest toxins their artisans can distill.

Special: Toxin Grenades do not inflict damage normally. Rather, anyone in the area must pass a DN 7 Toughness test or suffer the *Poisoned* 7 condition. A creature *Poisoned* by a Toxin Grenade suffers 2d3 Mortal Wounds at the start of each of their turns.

CHAPTER IV: EQUIPMENT

VIRUS GRENADES

Virus grenades contain a genetically tailored virus, like the virus bombs used to perform Exterminatus, but on a much smaller scale; the “tactical” virus weapon, compared to the “strategic” Life-Eater weapons used to kill worlds. Only the most hardened and merciless warriors can deploy such weapons without hesitation, for there is always an element of risk. The servants of the Chaos God Nurgle are known to employ such weapons as well, especially the Death Guard Heretic Astartes, who were experts in using chemical and biological weapons long before they fell to Chaos.

Special: Virus Grenades do not inflict damage normally.

Rather, anyone in the area must pass a DN 7 Toughness test or suffer the *Poisoned* 7 condition. A creature *Poisoned* by a Virus Grenade suffers 3d3 Mortal Wounds at the start of each of their turns. When a creature dies from a Virus Grenade, it may infect others. Roll 7d6. The number of Icons rolled is the infection score, which replaces 7 as the Blast rating, the DN for the Toughness test, the *Poisoned* X rating, and the number of dice rolled for the next infection. When the infection score reaches 0, the virus has mutated into an inert strain and there is no further effect.

VORTEX GRENADES

Vortex grenades are exceptionally rare weapons, for they are almost impossible to produce. Only the most skilled of Artisans in the Adeptus Mechanicus are entrusted with the secrets to produce them, and they are only deployed by the most senior Imperial agents in the direst of circumstances. Each grenade, a bulky, dense sphere, contains a miniaturised warp drive, too complex and temperamental to be anything but destructive. When activated, the grenade opens a rift between realspace and the Warp, which turns into a howling vortex that consumes all matter and energy it touches. These vortices are deadly because they are completely unpredictable once formed. Some collapse in a few moments, others remain for longer, and some may even grow or drift around the battlefield. The Aeldari are known to make use of similar technologies, though they favour more stable D-Cannon and Wraithcannon forms over unpredictable Vortex Grenades.

Special: A Vortex Grenade’s blast remains in effect after the attack is resolved, and any creature still in the area at the end of their turn suffers the listed damage. The vortex blocks all line of sight and cannot be attacked or fired through. At the start of each combat round, roll 1d6 and consult the following table:

1d6 Roll	Result
1-2	The grenade’s Blast is reduced in size by 1d6. If this reduces it to Blast (0), the vortex closes, and the effect ends.
3-4	The grenade’s effects remain in play.
5-6	The vortex moves 1d6 metres in a random direction, inflicting its damage on anything it moves into along that path.

WEB GRENADES

Web Grenades use the same ensnaring filament-filled gel as other webber weaponry, and a single grenade can entangle masses of targets in moments when they detonate. Over time, the web filaments will eventually become brittle and dissolve away.

Special: Web Grenades do not inflict damage. Rather, any creature caught in the blast must pass a DN 4 Athletics test or suffer the *Restrained* 4 condition.

CHAPTER IV: EQUIPMENT

CHAOS RANGED WEAPONS

CHAOS RANGED WEAPONS												
NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS	
				SHT	MED	LNG						
Blastmaster (Single Frequency)*	16	2	-2	24	48	72	1	Blast (6), Cacophony, Heavy (6)	7	Very Rare	SONIC, CHAOS, SLAANESH	
Blastmaster (Varied Frequency)*	10	1	-1	18	36	54	1	Blast (10), Cacophony, Heavy (6)	"	"	"	
Blight Grenade	10	4	-	Strength x4m or as Launcher			-	Blast (6), Inflict (Poisoned 4)	4	Uncommon	EXPLOSIVE, CHAOS, NURGLE	
Blight Launcher	13	4	-2	12	24	36	2	Assault, Barrage, Blast (6), Inflict (Poisoned 4)	7	Very Rare	EXPLOSIVE, CHAOS, NURGLE	
Daemonic Fire*	10	2	-	6	12	18	2	Assault, Inflict (On Fire)	7	Very Rare	FIRE, CHAOS, DAEMON	
Doom Siren	12	1	-2	4	8	12	1	Assault, Blast (6), Cacophony	6	Rare	SONIC, CHAOS, SLAANESH	
Havoc Autocannon	16	2	-2	24	48	72	3	Heavy (6)	7	Uncommon	PROJECTILE, CHAOS, HERETIC ASTARTES	
Heavy Warpflamer	12	2	-2	4	8	12	2	Corrupting, Flamer, Heavy (6)	6	Rare	FIRE, CHAOS, TZEENTCH	
Hellfyre Missile Rack	16	3	-2	18	36	54	2	Inflict (Blind)	8	Very Rare	EXPLOSIVE, CHAOS, HERETIC ASTARTES, TZEENTCH	
Plague Belcher	10	1	0	4	8	12	1	Assault, Flamer, Inflict (Poisoned 4), Spread	6	Rare	PESTILENT, CHAOS, NURGLE	
Plague Spewer	12	2	-1	4	8	12	2	Flamer, Heavy (6), Inflict (Poisoned 4)	6	Rare	PESTILENT, CHAOS, NURGLE	
Reaper Autocannon	14	1	-2	18	36	54	4	Heavy (8), Rapid Fire (2)	8	Rare	PROJECTILE, CHAOS, HERETIC ASTARTES	
Reaper Chaincannon	12	1	-1	12	24	36	8	Heavy (6), Rapid Fire (3), Sustained	7	Rare	PROJECTILE, CHAOS, HERETIC ASTARTES	
Sonic Blaster	10	1	-	12	24	36	3	Assault, Cacophony	6	Rare	SONIC, CHAOS, SLAANESH	
Soulreaper Cannon	13	1	-3	12	24	36	5	Heavy (7), Sustained	9	Very Rare	PROJECTILE, FIRE, CHAOS, TZEENTCH, HERETIC ASTARTES	
Warpflame Pistol	7	1	-2	3	6	9	1	Corrupting, Flamer, Pistol	6	Rare	FIRE, CHAOS, TZEENTCH	
Warpflamer	10	1	-2	4	8	12	1	Assault, Corrupting, Flamer	6	Rare	FIRE, CHAOS, TZEENTCH	

CHAPTER IV: EQUIPMENT

NURGLE'S ROT: Any Weapon with the **NURGLE** keyword and the *Inflict (Poisoned X)* Trait is coated in a mixture of virulent diseases and deadly warp-toxins. A character *Poisoned* by a **NURGLE** weapon suffers 1d3 Mortal Wounds at the start of each of their turns.

PESTILENT weapons with the Flamer trait do not inflict the *On Fire* condition. Rather, they inflict the *Poisoned* 4 condition.

BLASTMASTER

The Blastmaster is a heavy Sonic Weapon that when fired focuses a throbbing bass note into an explosive sonic crescendo that can burst eyeballs and rupture internal organs. By varying the frequency of the blast, the effect of the weapon can be altered to produce different effects. The Blastmaster is used alongside the smaller Sonic Blaster weapon.

Special: When firing a Blastmaster, choose which profile you wish to use before resolving the attack.

BLIGHT GRENADES

Also known as a Death's-Head of Nurgle, Blight Grenades are explosive devices bloated and swollen with pathogens used by Plague Marines. When they explode the resulting shrapnel carries deadly toxins and contagions that can penetrate cracks in armour, cause flesh to boil and slough away, and fill the air with blinding spores, all the while keeping the victim alive until the very end. Some versions of Blight Grenades resemble maggot-filled shrunken heads, while others are made from the actual heads of slain enemies.

BLIGHT LAUNCHER

Blight Launchers are heavy grenade launchers, bombarding the enemy with toxin-filled grenades. Little can withstand the virulence of the diseases that infest these grenades.

DAEMONIC FIRE

A gift granted to some servants of the Dark Gods is the ability to conjure warp-flame from thin air and hurl it at their enemies. Daemonic fire has the added advantage that it does not take the form of a weapon, and the bearer cannot be disarmed.

Special: When you make a Salvo attack with Daemonic Fire, suffer 1d3 Shock instead of spending Ammo. When you first obtain Daemonic Fire, it becomes a permanent part of you, and you gain 1d3+1 Corruption points.

DOOM SIREN

A doom siren is a close-quarters sonic weapon that is used by noise marines, along with vehicles and daemon engines that are dedicated to the service of Slaanesh, the chaos god of pleasure and excess. The doom siren is fitted to the chaos space marine's power armour with a complex arrangement of pipes and tubes around their helmets which can project short-ranged sonic attacks. These assaults are launched against opponents as they close with the noise marine during melee combat and are usually powerful enough to kill or at least temporarily stun their target, allowing the attacker to quickly finish the foe off while they are stunned.

HAVOC AUTOCANNON

A modified version of the common autocannon, developed for Astartes use during the Great Crusade and remaining in use by Heretic Astartes heavy weapons specialists. Their high-velocity, armour-piercing shells are effective against a variety of targets.

HEAVY WARPFLAMER

Used by the servants of Tzeentch, warpflamers unleash the corrosive power of the warp, burning not only the body, but the soul as well. The Heavy Warpflamer is a more potent and powerful version of the Warpflamer, like a standard Imperial Heavy Flamer but with the ability to project the mutagenic Warpflame provided by the blessings of the Lord of Change.

HELLFYRE MISSILE RACK

The Hellfyre Missile Rack is a missile launcher system used by the elite Scarab Occult Terminators of the Thousand Sons Traitor Legion. Hellfyre Missiles have compact but deadly warheads that explode with the power of the Warp, unleashing detonations of aetheric light.

PLAQUE BELCHER

Plague Belchers spray a vile stream of pestilential fluids, and a cloud of disease-riddled fog. Any who touch this miasma will fall victim to some the foulest plagues Nurgle's servants can concoct.

PLAQUE SPEWER

Plague Spewers are larger counterparts to Plague Belchers, which hurl forth great streams of vileness and clouds of filth. Few can survive contact with this weapon's unholy emissions.

CHAPTER IV: EQUIPMENT

REAPER AUTOCANNON

The Reaper Autocannon is a double-barrelled variant of the common Autocannon. Originally designed during the Great Crusade for use as a heavy support weapon for Legiones Astartes Terminators, the weapon features two barrels and is capable of a high rate of fire, but it requires the incredible strength to be carried as an infantry-portable weapon. The recoil of this weapon is too great for any but a warrior in Terminator armour to unleash it effectively. The weapon fell out of favour amongst Loyalist forces, who replaced it with the Assault Cannon, but Traitor Legionaries still employ Reaper Autocannons for fire support.

A Reaper Autocannon incorporates a bayonet.

REAPER CHAINCANNON

These brutal antipersonnel weapons are a Chaos-tainted evolution of the rotor cannons employed by Legiones Astartes forces during the Great Crusade and the Horus Heresy. With a few seconds of fire, scores of foes can be massacred.

SONIC BLASTER

The Sonic Blaster is sonic weapon used by Noise Marines. It produces waves of devastating sound which can rip targets apart. It can be used to produce either a continuous sound or many shorter pulses. A Sonic Blaster can flay the flesh off of bone and pulverize organs on its own, but when multiple Blasters overlap their attack, they can shatter the remaining skeletons into thousands of pieces.

SOULREAPER CANNON

The Soulreaper Cannon is a ballistic heavy weapon utilised by the Heretic Astartes of the Thousand Sons Traitor Legion and other Chaos Space Marine forces dedicated to the Chaos God Tzeentch. It is a heavy rotor cannon similar to the Chaincannon used by other Traitor Marines, or the Assault Cannons used by loyal Astartes. However, the Soulreaper Cannon's ammunition has been enhanced by sorcerous power to be able to melt through flesh and ceramite both.

WARPFLAME PISTOL

Used by the servants of Tzeentch, warpflamers unleash the corrosive power of the warp, burning not only the body, but the soul as well. The Warpflame Pistol is the most compact weapon, like a standard Imperial Hand Flamer but with the added mutagenic power of Tzeentch.

WARPFLAMER

Used by the servants of Tzeentch, warpflamers unleash the corrosive power of the warp, burning not only the body, but the soul as well. The Warpflamer is the standard Warpflame weapon, like a standard Imperial Flamer but with the added mutagenic power of Tzeentch.

CHAPTER IV: EQUIPMENT

AELDARI RANGED WEAPONS

AELDARI RANGED WEAPONS												
NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS	
				SHT	MED	LNG						
Aeldari Missile Launcher	Uses the profile of the Missile fired			24	48	72	-	Heavy (6)	7	Very Rare	EXPLOSIVE, AELDARI	
- Sunburst Missile	10	5	-1	As Launcher			-	Blast (10)	7	Very Rare	EXPLOSIVE, AELDARI	
- Starshot Missile	16	6	-2	As Launcher			-	Blast (2)	7	Very Rare	EXPLOSIVE, AELDARI	
Avenger Shuriken Catapult	10	1	-2	9	18	27	4	Assault, Rapid Fire (2), Rending (2)	7	Rare	SHURIKEN, AELDARI, ASURYANI	
Bright Lance	16	4	-4	18	36	54	1	Heavy (4), Lance	7	Rare	LAS, AELDARI, ASURYANI	
Deathspinner	14	1	-2	6	12	18	1	Assault, Blast (6), Brutal, Inflict (Restrained)	7	Very Rare	MONOFILAMENT, AELDARI, ASURYANI	
Dragon's Breath Flamer	13	3	-1	10	20	30	3	Assault, Flamer	7	Unique	FIRE, ANCIENT, AELDARI, ASURYANI	
Dragon Fusion Gun	18	2	-4	6	12	18	1	Assault, Brutal, Melta	6	Rare	MELTA, AELDARI, ASURYANI	
D-Scythe	20	1	-4	6	12	18	1	Assault, Blast (4), Heavy (8), Mortal (1), Warp Weapon	9	Unique	DISTORT, AELDARI, ASURYANI, GHOST	
Firepike	18	4	-4	9	18	27	1	Assault, Brutal, Inflict (On Fire), Melta	7	Unique	MELTA, ANCIENT, AELDARI, ASURYANI	
Fusion Pistol	16	1	-4	3	6	9	1	Melta, Pistol	7	Rare	MELTA, AELDARI	
Hallucinogen Grenades*	-	-	-	Strength x4m or as Launcher			-	Blast (10), Gas	6	Very Rare	GAS, AELDARI, HARLEQUINS	
Hawk's Talon	12	2	-	12	24	36	4	Assault, Reliable	7	Unique	LAS, ANCIENT, AELDARI, ASURYANI	
Haywire Grenade	-	-	-	Strength x4m or as Launcher			-	Blast (2), Haywire (4)	6	Rare	EXPLOSIVE, AELDARI	
Laser Lance*	14	2	-4	3	6	9	0	Assault, Lance	7	Rare	LAS, AELDARI, ASURYANI, EXODITE	
Neuro Disruptor*	4	4	-	6	12	18	0	Pistol	8	Very Rare	EXOTIC, HARLEQUIN	
Pack Grenade Launcher*	Use the profile of the Grenade fired			9	18	27	-	Assault	7	Very Rare	EXPLOSIVE, HARLEQUIN	
Reaper Launcher	Uses the profile of the Missile fired			24	48	72	4	Heavy (5)	7	Very Rare	EXPLOSIVE, AELDARI, ASURYANI	
- Starswarm Missile	12	4	-2	As Launcher			"		6	Rare	EXPLOSIVE, AELDARI, ASURYANI	
- Starshot Missile	16	6	-2	As Launcher			"	Barrage, Blast (2)	7	Very Rare	EXPLOSIVE, AELDARI, ASURYANI	

CHAPTER IV: EQUIPMENT

NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS
				SHT	MED	LNG					
Scatter Laser	14	2	-	18	36	54	6	Heavy (8)	7	Rare	LAS, AELDARI
Shuriken Cannon	14	2	-1	12	24	36	4	Assault, Heavy (3), Rending (2)	6	Rare	SHURIKEN, AELDARI
Shuriken Rifle	10	1	-1	12	24	36	2	Rapid Fire (2), Rending (2)	6	Rare	SHURIKEN, AELDARI, ANHRATHE
Spinneret Rifle	14	3	-4	9	18	27	1	Rapid Fire (1), Mortal (d3)	8	Unique	MONOFILAMENT, ANCIENT, AELDARI, ASURYANI
Star Lance*	16	3	-4	3	6	9	0	Assault, Lance	9	Unique	LAS, ANCIENT, AELDARI, ASURYANI
Starcannon	14	2	-3	18	36	54	4	Heavy (8)	7	Rare	PLASMA, AELDARI
Sunrifle	8	4	-2	12	24	36	6	Assault, Inflict (Blinded), Sustained	9	Unique	LAS, ANCIENT, AELDARI, ASURYANI
Swooping Hawk Grenade Pack*	Use the profile of the Grenade fired			Bomb			-	Assault, Bomb	6	Rare	EXPLOSIVE, AELDARI, ASURYANI
Tempest Launcher	10	4	-2	18	36	54	6	Barrage, Blast (6), Indirect	9	Unique	EXPLOSIVE, ANCIENT, AELDARI, ASURYANI
Triskele*	10	2	-2	6	12	18	-	Assault, Reaping	8	Unique	POWER, ANCIENT, AELDARI, ASURYANI
Web of Skulls*	12	3	-1	6	12	18	-	Assault	8	Unique	POWER, ANCIENT, AELDARI, ASURYANI
Wraithcannon	20	2	-4	9	18	27	0	Assault, Heavy (6), Mortal (d3), Warp Weapon	9	Unique	DISTORT, AELDARI, ASURYANI

ANCIENT WEAPONS: Any Aeldari Weapon with the **ANCIENT** keyword predates the Fall of the Eldar and is normally only borne by the champions of the Asuryani and Anhrathe today. They will invariably draw attention to the wielder, especially if the wielder is not Aeldari.

GHOST WEAPONS: These mighty weapons draw power from the Soulstone of a Ghost Warrior wielder. Weapons with the **GHOST** keyword may only be wielded by Ghost Warrior characters.

AELDARI MISSILE LAUNCHER

The Aeldari Missile Launcher is commonly used by Asuryani and Anhrathe forces. Instead of the primitive launching-tubes favoured by the Imperium, they use complex chambered pods designed to contain several types of ammo, decreasing the need to reload. The ammunition held in its internal magazines is in fact so compact that they can fit scores of projectiles inside a single launcher. While portable, they are often mounted on Grav Platforms and Eldar vehicles. Sunburst missiles generate a high-energy pulse that blasts and sears infantry, while Starshot missiles produce a concentrated blast which can overcome armoured targets.

CHAPTER IV: EQUIPMENT

AVENGER SHURIKEN CATAPULT

The Avenger Shuriken Catapult is a weapon unique to the Dire Avengers Aspect Warriors shrine. This upgraded version of the Shuriken Catapult features an extended barrel, additional power feeds, in-built rangefinders, a greater firing range and more sophisticated targeting systems, as befits high status troops. Most commonly Dire Avengers use these weapons in carefully controlled bursts, but in the heat of an assault or a close-range firefight, the weapon's fully automatic function can empty its magazine in seconds.

BRIGHT LANCE

A refined laser weapon, like an Imperial lascannon, the Bright Lance is extraordinarily precise. It operates like its Imperial counterpart, firing a concentrated laser-blast for destroying enemy vehicles, however the weapon is far more efficient thanks in part to the use of psychically grown crystals. It is also more accurate than a lascannon, making armor below a certain thickness redundant.

DEATHSPINNER

The Death Spinner is an Eldar Monofilament gun and the ritual weapon of the Warp Spider Aspect Warriors. Often just referred to as a 'Spinner', it uses the same basic technology as weapons such as the Harlequin's Kiss and the Shadow Weaver, projecting a long thread of single-molecule chain, or monofilament wire. The weapon uses a magnetic containment field to spool the wire together and discharge it as rapidly expanding mist-like mass called a "spinner cloud". Targets within the cloud are sliced apart as the wires' own tension causes it to writhe and lash, slicing through not only exposed flesh but also seeking out gaps in their armour, where it uncoils within and liquefies their innards.

DRAGON'S BREATH FLAMER

A relic found in some temples of the Fire Dragon Aspect Warriors, Dragon's Breath flamers are lightweight but powerful weapons, turning their foes to ash.

DRAGON FUSION GUN

The traditional weapon of Fire Dragon Aspect Warriors, these fusion guns are especially potent even by the deadly standards of fusion weapons.

D-SCYTHE

D-Scythes or Distortion Scythes are advanced Eldar Vortex Weapons. Considered a sinister and taboo weapon, D-Scythes can rip the soul of an enemy from their body and banish it to the Warp. When fired, a D-Scythe emits no visible blast and leaves behind no damage, save the motionless corpse of those targeted.

FIREPIKE

A sophisticated form of Eldar fusion weapon, these long-barrelled devices are commonly used by Fire Dragon Exarchs to deliver burning ruin over a considerable distance.

FUSION PISTOL

A compact form of fusion gun, these weapons are commonly used by Harlequins and corsairs for their tank-busting power, granting the ability to blast through even the toughest armour in a compact package.

HALLUCINOGEN GRENADES

The Harlequins are known to use carefully cultivated hallucinogenic gases alongside holographic lightshows and psychic manipulation in their performances. This extends to warfare as well as the stage, where these grenades release hissing clouds of mind-altering gases and glittering bursts of kaleidoscopic light, spreading dread and confusion.

Special: Any creature caught in the blast of a Hallucinogen Grenade must pass a *Terror* test (TN 5). Further, if a creature suffers a complication on this test, then they also suffer 1d3 mortal wounds.

HAWK'S TALON

The Hawk's Talon is an ancient and highly potent form of Lasblaster. Few examples of this type of weapon remain, and they are reserved for use by only the most exceptional warriors.

HAYWIRE GRENADES

Unleashing a burst of electromagnetic energy, these grenades damage and destroy machines while doing little to living creatures. They are commonly used by Aeldari assault troops to disable enemy vehicles.

CHAPTER IV: EQUIPMENT

LASER LANCE

The Laser Lance is an Eldar laser weapon, the signature weapon of the Shining Spears Aspect Warriors as well as the Exodite Dragon Knights. The laser lance fires a highly focused laser beam to deliver an intense blast of energy, discharged either at short range or upon physical contact with the enemy. This makes the weapon ideal for the devastating charges employed by Shining Spears and Dragon Knights, but the weapon is far less potent after the charge has concluded.

Melee: A Laser Lance can be used as a melee weapon, using the following profile:

Damage	ED	AP	Range	Traits
(S) +3	3	-4	2	Lance

Special: When a character wielding a laser lance attacks while mounted (upon a moving vehicle or charging creature), the weapon's damage rating becomes 14, though it is not modified by the user's Strength.

NEURO DISRUPTOR

A Neuro Disruptor is an elegant psychocrystalline weapon that fires beams of energy capable of burning away nervous tissue in an agonising instant. Armour offers no protection from these weapons, for it is simply bypassed altogether. Indeed, foes hit by a Neuro Disruptor show no outward sign of injury, except their sudden, violent convulsions as they tumble to the floor.

Special: A Neuro Disruptor uses no ammunition and cannot run out of ammunition. It just works. Nobody knows entirely how. The damage of a Neuro Disruptor is compared to the target's Resolve, rather than Resilience, and each point of damage inflicted is a Mortal Wound instead of a normal wound. It has no effect against mindless creatures or inanimate objects.

PACK GRENADE LAUNCHER

Harlequin Shadowseers carry back-mounted grenade launchers known as *creidann* to hurl hallucinogen grenades into battle. These bombardments are always perfectly timed to accompany the ebb and flow of battle.

Special: A Pack Grenade Launcher can carry up to 6 grenades, and additional grenades cannot be loaded during battle.

REAPER LAUNCHER

A Reaper Launcher is a unique heavy weapon utilised exclusively by the Eldar Dark Reapers Aspect Warriors. With this deadly weapon the Dark Reapers are the undisputed masters of delivering death from afar. This long-barrelled Missile Launcher can create a blistering firestorm with a single salvo. The armour-piercing missiles its fires are powerful enough to take down all but the most heavily protected foe.

SCATTER LASER

The Scatter Laser, called a *sierbahn* in the Eldar language, is a heavy laser weapon commonly used by the Eldar. Originally created for use on War Walkers and Wraithlords, they are also used as a support weapon for Guardian squads, where it is mounted on a Grav Platform. The weapon is comprised of six separate laser chambers which can be fired simultaneously or in bursts, at either the same or different targets, and uses crystalline power cells to store energy. It is similar in some respects to the Imperium's Multi-laser, but far more refined and energy efficient.

SHURIKEN CANNON

The large Shuriken Cannon works in a similar way to the Shuriken Catapult but has an ammunition coil to load the weapon more quickly and uses a triple accelerator field for improved rate of fire and power. While the Shuriken weapons above are all hand-held weapons, the Shuriken cannon is large and needs stabilising gyroscopes to allow any accuracy. They are commonly found mounted on Guardian heavy weapon platforms and Aeldari vehicles.

SHURIKEN RIFLE

These long, slender shuriken weapons are favoured by some bands of Anhrathe corsairs, trading greater reach for some of a normal shuriken catapult's rate of fire.

SPINNERET RIFLE

The Spinneret Rifle is a monofilament weapon used by Exarchs of the Warp Spider Aspect Shrines. Compared to the normal Death Spinner which releases a mist-like cloud of monofilament to slice through enemies, the Spinneret Rifle fires a single, rigid strand of monomolecular wire which punches straight through armour and then recoils in a tight spiral.

CHAPTER IV: EQUIPMENT

STAR LANCE

A high-powered form of laser lance, star lances are named for the legendary weapon of the Phoenix King, Asuryan, when he rode into battle during the War in Heaven. Like their namesake, they deliver punishing strikes that even the mightiest foes cannot resist.

Melee: A Star Lance can be used as a melee weapon, using the following profile:

Damage	ED	AP	Range	Traits
(S) +5	4	-4	2	Lance

Special: When a character wielding a star lance attacks while mounted (upon a moving vehicle or charging creature), the weapon's damage rating becomes 16, though it is not modified by the user's Strength.

STARCANNON

The Starcannon is a plasma weapon designed by the Eldar, using sophisticated electromagnetic pulses to guide bolts of destructive plasma to a target. Though its plasma core produces the incandescent heat of a star, the Starcannon uses containment fields to not only prevent the weapon overheating but keep it cool to the touch.

SUNRIFLE

A Sunrifle is a form of las-weapon most often wielded by Aeldari Swooping Hawk Exarchs, potent enough to assault whole squads of enemy troops with a burst of dazzling laser beams. While less potent than the bolts from a Hawk's Talon, the Sunrifle has an exceptionally high rate of fire, and often leaves survivors blinded by the fusillade.

SWOOPING HAWK GRENADE PACK

The Swooping Hawk Grenade Pack is an Eldar grenade launcher used by Swooping Hawks Aspect Warriors. Each of these basic launchers is strapped to a warrior's leg and allows grenades to be released downwards as the warrior fly's overhead. Grenade packs can carry a variety of grenade types for attacking different targets. For anti-personnel work, plasma grenades are used.

Special: A Swooping Hawk Grenade Pack allows grenades to be dropped on enemies as if they had the Bomb trait.

TEMPEST LAUNCHER

The Tempest Launcher is a rare weapon sometimes carried by the Dark Reaper Exarchs. This weapon differs from the standard Reaper Launcher in that it is used to saturate an area with smaller, armour-piercing missiles via indirect fire in swarming, foe-seeking volleys.

TRISKELE

A Triskele is a deadly Aeldari ranged weapon composed of three powered blades that can be thrown in a great arc that slices through anything in its path before returning to its owner. The weapon can also be used as a Power Weapon in close combat.

Melee: A Triskele can be used as a melee weapon, using the following profile:

Damage	ED	AP
(S) +5	3	-2

WEB OF SKULLS

The Web of Skulls is an ancient Aeldari weapon, consisting of three heavy crystalline skulls linked together by lengths of chain. The weapon is grasped at the point where the chains meet and spun quickly before being hurled at a target. Cunningly concealed antigrav technology accelerates and propels the weapon to its targets, often to strike several targets in a row before returning. It can also be used in melee in a manner like a flail.

Melee: A Web of Skulls can be used as a melee weapon, using the following profile:

Damage	ED	AP	Traits
(S) +6	5	-1	Brutal, Overwhelming

Special: A Web of Skulls ignores up to 4 points of DN increase for making a Multi-Attack as part of a ranged attack, but it can Multi-Attack against a maximum of three targets, each of whom must be within 12m of at least one other target.

WRAITHCANNON

Wielded by a Wraithguard and powered by the psychic energy of its spirit stone, the Wraithcannon opens a small temporary rift between real and warp space, tearing apart its target as it is torn between different dimensions. However, unlike the D-Cannon the Wraithcannon is more tightly controlled and more accurate.

CHAPTER IV: EQUIPMENT

DRUKHARI RANGED WEAPONS

DRUKHARI RANGED WEAPONS												
NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS	
				SHT	MED	LNG						
Blast Pistol	16	1	-4	3	6	9	1	Brutal, Pistol	7	Rare	DARKLIGHT, DRUKHARI	
Blaster	16	2	-4	6	12	18	1	Assault, Brutal	7	Rare	DARKLIGHT, DRUKHARI, ANHRATHE	
Casket of Flensing*	7	6	-2	6	12	18	-	Blast (10), Inflict (Bleeding)	8	Unique	EXOTIC, DRUKHARI	
Dark Gate*	10	6	-	Strength x4m or as Launcher			-	Blast (10), Mortal (1), Warp Weapon	9	Unique	EXOTIC, DRUKHARI	
Dark Lance	16	4	-4	18	36	54	1	Heavy (4), Lance	7	Rare	DARKLIGHT, DRUKHARI	
Disintegrator Cannon	12	2	-3	18	36	54	3	-	6	Rare	PLASMA, DRUKHARI	
Haywire Blaster	7	3	-3	12	24	36	0	Assault, Blast (2), Haywire (6)	7	Very Rare	EXOTIC, DRUKHARI, HARLEQUIN	
Heat Lance	16	4	-4	9	18	27	1	Assault, Melta, Lance	7	Very Rare	MELTA, LAS, DRUKHARI	
Hexrifle	13	3	-2	18	36	54	1	Heavy (4), Sniper (2), Mortal (1)	8	Unique	EXOTIC, DRUKHARI	
Liquifier Gun*	10	1	-2	6	12	18	1	Agonising, Assault, Flamer	7	Very Rare	EXOTIC, DRUKHARI	
Orb of Despair*	-	-	-	Strength x4m or as Launcher			-	Blast (10)	9	Unique	EXOTIC, DRUKHARI	
Ossefactor*	5	5	-3	12	24	36	1	Assault, Fleshbane, Inflict (Bleeding)	9	Unique	EXOTIC, DRUKHARI	
Phantasm Launcher*	-	-	-	9	18	27	-	Assault, Blast (4), Gas	7	Very Rare	EXPLOSIVE, DRUKHARI	
Shredder	13	2	-1	6	12	18	0	Assault, Blast (6), Brutal, Inflict (Restrained)	6	Rare	MONOFILAMENT, DRUKHARI, ANHRATHE	
Shardcarbine	5	2	-	9	18	27	3	Assault, Fleshbane	5	Rare	SPLINTER, DRUKHARI	
Splinter Cannon	5	3	-1	18	36	54	6	Heavy (4), Fleshbane	6	Rare	SPLINTER, DRUKHARI	
Splinter Pistol	5	2	-	6	12	18	2	Fleshbane, Pistol	5	Uncommon	SPLINTER, DRUKHARI	
Splinter Rifle	5	2	-	12	24	36	2	Fleshbane, Rapid Fire (2)	5	Uncommon	SPLINTER, DRUKHARI	
Stinger Pistol	5	4	-	6	12	18	1	Pistol, Fleshbane, Inflict (Poisoned 5), Tearing	8	Very Rare	EXOTIC, DRUKHARI	

CHAPTER IV: EQUIPMENT

Splinter Weapons: A selection of alternative Drukhari poisons is presented on page 393, which can be applied to **SPLINTER** weapons and weapons with the *Inflict (Poisoned X)* trait.

BLAST PISTOL

The Drukhari utilise potent streams of darklight in some of their weaponry. A blast pistol is the most compact form of this, able to project flickering dark beams of energy that sear through flesh, bone, and armour alike.

BLASTER

A Blaster is a smaller, lightweight version of a Dark Lance, which includes a semi-liquid stabilizer to allow easy and accurate fire on the move.

CASKET OF FLENSING

When this casket is opened and the activation words spoken, invisible spirits fly outwards towards the bearer's prey. Before long, the Haemonculus' foes find themselves covered in dozens of circular bites that manifest in flesh and armour alike. If enough of the bearer's ethereal imps find their mark, they will strip their prey's head clean of flesh, pull the skull free from the spine, and carry their grisly trophy back to their Haemonculus master whilst the brain inside writhes in abject horror.

Special: Once a Casket of Flensing has been used, it cannot be used again until after your next Respite.

DARK GATE

A dark gate is a rune-etched tetrahedron that opens a portal to one of the forbidden zones of the Webway. Many impossible entities make their lairs in these sealed-off fragments, and an open portal is an irresistible lure. Moments after the dark gate is cast into the fray, a grasping tentacle, flickering pseudopod, or tendril of purest shadow flicks out to grab anyone it can catch within its grasp.

Special: Once a Dark Gate has been used, it cannot be used again until after your next Respite.

DARK LANCE

The most common example of Darklight Weaponry is the Dark Lance. Similar in construction to the Bright Lance of their Eldar cousin's forces, a Dark Lance is redesigned to allow for the use of Darklight ammunition. It's commonly found mounted on Raiders and Ravagers, although Kabalite Warriors are seen carrying them across the battlefield as well. The device uses magnetic containment and stabilization fields to prevent the Darklight from damaging the weapon or its user. The Darklight is accelerated very rapidly down the barrel by these same containment fields. Upon striking its target, it reacts violently, tearing through armor regardless of thickness or composition, and in the event of the Dark Lances use on infantry, it's incredibly rare that any sign of the unfortunate target is left whatsoever.

DISINTEGRATOR CANNON

The Disintegrator Cannon is a Drukhari weapon, able to fire burst of particles of unstable matter from a stolen sun. It is similar to Imperial plasma weapons but more sophisticated and does not suffer from the same overheating problems. It remains cool even in the fiercest battles despite the ravenous energies housed within.

HAYWIRE BLASTER

Haywire Blasters are Aeldari and Drukhari weapons which harness destructive electromagnetism to devastate machinery. These are long-barrelled weapons so lightweight that can be fired even when moving. A well-aimed haywire blast can destroy an enemy tank's control system in a single shot.

HEAT LANCE

Heat Lances are Drukhari weapons which combine the power of melta- and high-yield las-technology in one weapon, using a powerful laser as a conduit for an intense melta blast. As with every melta weapon, the heat lance has short range but is extremely devastating.

HEXRIFLE

The long-barrelled Hexrifle fires crystal cylinders that each contain a tiny amount of the glass plague that assailed the Dark City in the 36th Millennium. On contact with bare flesh, the hexrifle's arcane payload spreads quickly, turning its victim into a transparent statue with an expression of shock etched upon its visage forevermore.

CHAPTER IV: EQUIPMENT

LIQUIFIER GUN

The liquifier gun fires a spray of incredibly potent acid that eats through anything it touches. Wracks, grotesques, and other minions of the Haemonculi covens often have liquifier guns built into their bodies so that they can fire out great gouts of their own acidic blood.

Special: Unlike other weapons with the Flamer trait, the liquifier gun has Inflict (Poisoned 4) instead of Inflict (On Fire).

ORB OF DESPAIR

This heavy black sphere has sat within theoubliettes of the Haemonculi for millennia, absorbing the pain and horror of the damned souls trapped within. When hurled at the ground it sends out shockwaves of negative emotional energy that plunge those nearby into the deepest, darkest anguish.

Special: Any creature caught in the blast of an Orb of Despair must pass a *Terror* test (TN 6). Any creature who fails additionally suffers 1d3+2 Shock.

OSSEFACTOR

An Ossefactor is a Drukhari biomedical technology used by the Haemonculi to accelerate and alter their fleshcrafting clients' bone growth. The devices have also been pressed into military service and are wielded by Haemonculi and their Wracks with deadly results.

Bones twist and lengthen violently, shooting out dozens of spurs like the branches of some hideous tree. The luckless victim is rent apart by their own warped skeleton.

PHANTASM LAUNCHER

The Phantasm Grenade Launcher is a deadly weapon utilized by wealthier Dark Eldar. Consisting of a specially modified backpack that can hurl disc-shaped grenades from twin tubes, the ammunition of Phantasm Grenade Launchers are canisters which contain a powerful nerve gas, capable of plunging the victim into a fit of horrific nightmares and delusions.

Special: Any creature caught in the blast of a Phantasm Grenade must pass a *Terror* test (TN 5). Further, if a creature suffers a complication on this test, then they also suffer 1d3 mortal wounds.

SHREDDER

The Shredder is a weapon used primarily by the Drukhari, like the monofilament weapons used by the Asuryani. When the gun is fired at its target, it unleashes an expanding mesh of monofilaments with minuscule barbs along their length. The mesh entangles the victim in an invisible net that slices apart the target as it struggles.

SHARDCARBINE

The Shardcarbine is a splinter weapon with an enlarged barrel able to launch even greater volleys of toxic crystal-ammunition than the normal Splinter Rifle without interrupting the shooter at all. This weapon's range is reduced, but this is of little concern to the warriors who choose to use it, who prefer to face their enemies at close quarters.

SPLINTER CANNON

The Splinter Cannon is the largest and most lethal of splinter weapons, and much more expensive to produce, as it incorporates sophisticated grav-suspensors and gyrostabilisers to allow the user to fire this large, bulky weapon even while in the move.

SPLINTER PISTOL

The Splinter Pistol is the sidearm of choice for most Dark Eldar, finding frequent use across the Dark City. Usually paired with a blade or used as a pair for added effectiveness in assaults. The Splinter Pistol uses the same ammunition and firing mechanisms as the rifle, although compacted and therefore have shorter range, and with a smaller ammunition crystal to reduce the weight even further.

SPLINTER RIFLE

The most common weapon in the Dark Eldar Armoury, the Splinter Rifle is used by most citizens of Commorragh at some point in their lives. It is the standard weapon of choice for Kabalite Warriors. The weapon fires a hail of toxin-imbued crystalline shards that are deadly with the slightest scratch.

STINGER PISTOL

A stinger pistol is a lightweight sidearm characterised by a long syringe-like barrel and a venom reservoir that holds the most potent and bizarre toxins that Drukhari tox-wrights can devise. When fired, it ejects a long sliver of hollow glass that can pierce a foe's skin and introduce the toxins directly into their bloodstream, invariably with horrific results.

CHAPTER IV: EQUIPMENT

ORK RANGED WEAPONS

NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS
				SHT	MED	LNG					
Deffgun	14	2	-1	24	48	72	1d3	Heavy (6), Waaagh!	6	Rare	ORK, plus one of: LAS, PLASMA, PROJECTILE, EXPLOSIVE
Kustom Mega-Blasta*	16	5	-3	12	24	36	1	Assault, Blast (4) Supercharge, Waaagh!	7	Rare	MEK, PLASMA, ORK
Kustom Mega-Slugga*	16	4	-3	6	12	18	1	Pistol, Supercharge, Waaagh!	7	Rare	MEK, PLASMA, ORK
Rokkit Pistol	14	1d3	-2	6	12	18	—	Blast (2), Pistol, Waaagh!	6	Rare	EXPLOSIVE, ORK
Tankbusta Bomb*	16	3	-3	—	—	—	—	Brutal, Blast (2), Waaagh!	5	Rare	EXPLOSIVE, ORK
Thump Gun	13	2	-1	9	18	27	1	Blast (4), Waaagh!	6	Rare	EXPLOSIVE, ORK

Kustom Weapons: MEK weapons with the Supercharge trait are always considered to be in Supercharge mode: the firer cannot choose not to use it. The additional ED from the trait is included in the weapon's profile.

DEFFGUN

Deffguns are heavy Ork weapons, fine examples of the Mek's craft that are made from all kinds of materials, scavenged heavy weaponry of other races. Deffguns are so large they must be mounted on a special firing rig strapped to an Ork's broad shoulders. This cumbersome rig is needed to absorb bone-breaking recoil each time the Deffgun is fired.

KUSTOM MEGA-BLASTA

Ork Mekboys sometimes build a weapon that is far greater than the sum of its parts, a marvel of Ork technology that fires a focused blast of pure energy at its targets. Known as Kustom Mega-Blasta, it instantly vaporises targets even if they wear terminator armour. It is also highly effective against vehicles. However, like many Ork weapons, a Kustom Mega-Blasta is very unreliable and prone to overheating. It can even kill the greenskin after a particularly unlucky shot.

KUSTOM MEGA-SLUGGA

Kustom Mega Slugga is an experimental energy weapon, a pistol-sized version of Kustom Mega-Blasta, sometimes used by Ork Mekboys.

ROKKIT PISTOL

A smaller, hand-held version of an Ork Rokkit Launcha, Rokkit Pistols are an ideal anti-tank weapon for any individual unaware of the idea of "minimum safe distance".

TANKBUSTA BOMB

Tankbusta Bombs are heavy magnetic discs size and shape of manhole covers. They are directional and are used when Stikkombs simply aren't sufficient to destroy something. They are attached to the vehicles by magnetic clamps and detonated with deadly efficiency.

Special: A Tankbusta Bomb cannot be thrown or fired from a launcher. It must be planted with a Tech test against a vehicle within 1m, with a DN equal to the vehicle's Defence. The bomb will detonate at the end of the current turn. After placing a Tankbusta Bomb, the character may move 1d3+1 metres away from the bomb and fall *Prone* as they leap away before the bomb detonates.

THUMP GUN

A simple Ork firearm, comprising little more than a large-gauge barrel, a grip, and a trigger, built to launch fist-sized high-explosive shells. They're favoured by Beast Snagga Orks hunting monsters and vehicles.

CHAPTER IV: EQUIPMENT

T'AU RANGED WEAPONS

NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS
				SHT	MED	LNG					
Airbursting Fragmentation Projector	10	4	-	9	18	27	0	Blast (6), Indirect, Heavy (6)	6	Very Rare	EXPLOSIVE, T'AU EMPIRE
Burst Cannon	12	1	-	9	18	27	6	Assault, Rapid Fire (3), Heavy (4)	5	Uncommon	PULSE, T'AU EMPIRE
Cyclic Ion Blaster	15	1	-2	9	18	27	4	Assault, Heavy (6), Supercharge	6	Very Rare	ION, T'AU EMPIRE
Fireblade Pulse Rifle	12	2	-2	18	36	54	2	Rapid Fire (2), Reliable	6	Very Rare	PULSE, T'AU EMPIRE
Fusion Blaster	16	2	-4	9	18	27	1	Assault, Melta	5	Rare	FUSION, T'AU EMPIRE
Ion Rifle	15	1	-2	15	30	45	3	Heavy (4) Supercharge	6	Rare	ION, T'AU EMPIRE
Longshot Pulse Rifle	12	1	-2	24	48	72	1	Rapid Fire (1), Sniper (2)	5	Uncommon	PULSE, T'AU EMPIRE
Markerlight*	-	-	-	18	36	54	0	Special	6	Uncommon	EXOTIC, T'AU EMPIRE
Missile Pod	14	2	-1	18	36	54	2	Barrage, Blast (2), Heavy (6)	6	Uncommon	EXPLOSIVE, T'AU EMPIRE
Photon Grenade*	-	-	-	Strength x4m or as launcher			-	Blast (6), Special	3	Uncommon	PHOTON, T'AU EMPIRE
Fusion Grenade	13	4	-1	Strength x4m or as launcher			-	Blast (2)	6	Rare	FUSION, T'AU EMPIRE
EMP Grenade*	7	2	-	Strength x4m or as launcher			-	Blast (2), Special	6	Rare	EMP, T'AU EMPIRE
Plasma Rifle	16	3	-3	12	24	36	1	Assault, Heavy (4)	6	Rare	PLASMA, T'AU EMPIRE
Pulse Blaster (Short)	13	1	-2	8			2	Assault, Spread	4	Uncommon	PULSE, T'AU EMPIRE
Pulse Blaster (Med)	12	1	-1		16		2	As above			
Pulse Blaster(Long)	10	1	-			24	2	As above			
Pulse Carbine	12	1	-	12	24	36	2	Assault	4	Uncommon	PULSE, T'AU EMPIRE
Pulse Pistol	12	1	-	6	12	18	1	Pistol	3	Uncommon	PULSE, T'AU EMPIRE
Pulse Rifle	12	1	-1	18	36	54	2	Rapid Fire (1)	4	Uncommon	PULSE, T'AU EMPIRE
Rail Rifle	16	3	-4	15	30	45	0	Heavy (4), Mortal (1), Sniper (1)	6	Rare	PROJECTILE, T'AU EMPIRE
Smart Missile System	12	2	-	15	30	45	4	Barrage, Blast (2), Heavy (6), Indirect	5	Rare	EXPLOSIVE, T'AU EMPIRE
T'au Flamer	10	1	-	6	12	18	3	Assault, Flamer	4	Uncommon	FIRE, T'AU EMPIRE

CHAPTER IV: EQUIPMENT

AIRBURSTING FRAGMENTATION PROJECTOR

The Airbursting Fragmentation Projector was developed by the T'au Empire during the Third Sphere Expansion. The weapon operates by firing a proximity-fused explosive projectile on a trajectory computed by a simple on-board drone intelligence within the warhead itself.

This AI calculates the precise height and distance of each submunition it fires to provide optimum explosive damage across a wide area.

BURST CANNON

A Burst Cannon is a form of multi-barrelled T'au Pulse Weapon, and utilises the same plasma induction technologies found in a Pulse Rifle to fire micro-pulses of plasma accelerated to near-light speeds.

With four rotating barrels to mitigate thermal stress, Burst Cannons can sustain ferocious rates of fire, albeit at the expense of the long ranges that many other Pulse Weapons possess.

CYCLIC ION BLASTER

A Cyclic Ion Blaster is an experimental T'au XV8 Crisis Battlesuit Ion Weapon system developed during the T'au Empire's Third Sphere Expansion. The Cyclic Ion Blaster was developed using Ion Weapon technology acquired as part of a fruitful alliance between the Syrr'Tok Brotherhood of the Demiurg and the Water Caste of the Dal'yth Sept.

Current T'au Ion Weapon designs also allow for the weapons to be overcharged by exposing the reactive *Mor'tonium* power source to the environment, though this also exposes the user to the dangerous ionising radiation emitted by the *Mor'tonium*. Overcharging a Cyclic Ion Blaster allows it to generate an explosive blast with increased damage compared to its normal fire mode.

FIREBLADE PULSE RIFLE

A rare master-crafted version of a Pulse Rifle, manufactured to the highest standards for veteran Cadre Fireblades. Each weapon is calibrated for the highest performance, maximum stopping power and maximum penetration, and fine-tuned for their specific wielder as necessary.

FUSION BLASTER

A Fusion Blaster is a short-ranged T'au equivalent of a Melta Weapon that agitates the sub-atomic particles of the target, causing a massive build-up of heat.

Living targets are often completely vaporised and non-living targets, even the most heavily armoured vehicles and fortifications, can be reduced to slag in the blink of an eye with its nuclear fusion-powered blast.

The Fusion Blaster is common as a weapon system on battlesuits. The Fusion Blaster is similar both technologically and tactically to an Imperial Meltagun, albeit it possesses a longer range and is commonly employed by highly mobile units.

ION RIFLE

An Ion Rifle is an experimental T'au Ion Weapon designed for infantry use developed during the T'au Empire's Third Sphere Expansion. An Ion Rifle is similar in size to a T'au Rail Rifle, and it is a powerful weapon capable of engaging enemies at long ranges with high energy ion streams, vaporising flesh and metal with equal ease.

These high-energy particles are accelerated by an electromagnetic field and react explosively with the target because of direct transfer of energy at an atomic level.

Ion Rifles are normally issued to Pathfinders as special weapons, where their firepower boosts the team's combat capabilities by allowing them to vaporise heavy infantry and light vehicles alike. T'au Interceptor Drones are also armed with a set of twin-linked Ion Rifles as standard weapons, which they use in conjunction with their advanced targeting systems to blow incoming aircraft out of the sky.

LONGSHOT PULSE RIFLE

A Longshot Pulse Rifle is a variant of the T'au Pulse Rifle, modified specifically for a sniping role. As such, it has a far further range and fires more focused plasma pulses, whilst maintaining a similar rate of fire to its standard counterpart.

These rifles are commonly used by Sniper Drones as their primary weapon, directed by a specially equipped marksman guiding the Drones remotely.

CHAPTER IV: EQUIPMENT

MARKERLIGHT

A Marker Light is an advanced T'au hand-held laser range finder that is used to "paint" targets for other T'au units to fire upon. When activated, a Marker Light projects a simple beam at the target which measures the exact distance between the Marker Light and the user.

This and a torrent of other targeting information then is fed into the Cadre tactical network and becomes available on the wider T'au electronic battle network, relaying ranges to the marked target, triangulating optimum firing trajectories and superimposing aiming vectors.

Special: A successful attack with a Markerlight inflicts one instance of the **Marked** condition on the target. A character with a markerlight may fire the markerlight as part of a multi-action which includes another ranged attack with a different weapon.

Marked: A ranged attack against a **Marked** character gains an additional +2 bonus dice. An instance of the Marked condition is removed when a ranged attack is made against the character. A character removes all instances of the Marked condition on them at the end of their turn.

MISSILE POD

A Missile Pod is a simple T'au multiple missile delivery system able to engage targets at long range. T'au missiles are guided by simple AI, and the pod is capable of rapid fire to shred infantry, transports, skimmers, and other light vehicles with ease.

PHOTON GRENADE

A Photon Grenade is a type of T'au defensive grenade that all Fire Warriors and Pathfinders are equipped with as standard wargear. Photon Grenades are designed to be used in a situation where enemy forces advance too close to a T'au firing line.

A Photon Grenade can repel the attackers with an awesome pulse of multi-spectrum light and a deafening sonic burst to blind and disorient attackers, confusing them and slowing their charge so that the Tau infantry are able to respond with further volleys of lethal firepower.

Special: Photon Grenades do not inflict damage. Rather, each enemy caught in the blast immediately suffers the *Blinded* and *Staggered* conditions until the end of their next turn.

FUSION GRENADE

These compact fusion charges are effective antimaterial weapons, for destroying enemy equipment, breaching obstacles, and damaging light vehicles. They're most often used by Pathfinder teams equipped with grenade launchers.

EMP GRENADE

These devices generate a disruptive energy pulse which hinders the technological workings of a wide range of technologies.

Special: When a vehicle is hit by the blast from an EMP grenade, it immediately suffers the Hinderred (2) and Restrained conditions, which last until the end of the vehicle's next turn.

PLASMA RIFLE

A Plasma Rifle is a T'au Plasma Weapon that delivers pulses of searing energy and superheated matter that has been transmuted into a gaseous plasma state that carries an electrical charge.

The plasma "bolts" fired by these weapons generate the destructive heat of a small sun; impacting with the fury of a supernova and scything through steel, flesh, and bone as if they were nothing.

T'au plasma weapons technology, at least on this scale, is far safer and less prone to overheat than that used by the Imperium.

PULSE BLASTER

The Pulse Blaster, also known as a Pulse Shotgun, is a type of T'au Pulse Weapon. Commonly used by Fire Warrior Breacher Teams. Like the Human Shotgun in function, the Pulse Blaster is designed to deliver powerful close-range firepower. Though the T'au are historically disdainful of close-range warfare, the Pulse Blaster had to be developed due to T'au difficulties in urban combat on labyrinthine confined Imperial Hive Worlds.

Special: Pulse Blasters have different Damage, ED, and AP values depending on whether the target is within Close range, Medium range, or Long range.

CHAPTER IV: EQUIPMENT

PULSE CARBINE

A Pulse Carbine is a T'au Pulse Weapon that utilises pulsed induction fields to propel lethal micro-bursts of plasma over long ranges. A Pulse Carbine is a shorter and more lightweight version of the Tau Pulse Rifle and has a damage output greater than the standard weapons of every other intelligent race the Tau have yet encountered.

Special: Many forms of Pulse Carbine are fitted with an underslung grenade launcher, normally used to fire photon grenades. A Pulse Carbine so equipped increases the rarity to Rare, and the Value by +2.

Launcher: A Pulse Carbine with grenade launcher can be used as a Ranged weapon, using the following profile:

Damage	ED	Range	Salvo	Traits
As Grenade		10-20-30	–	Assault, As Grenade

PULSE PISTOL

A Pulse Pistol is a far smaller version of the T'au Pulse Rifle, lacking in range but retaining the potent stopping power of their larger counterparts.

As a pistol-sized Pulse Weapon, it is only used by certain T'au personnel as a basic defence and hold-out weapon for use in desperate situations.

PULSE RIFLE

Pulse Rifles are the most common form of Pulse Weapon, and these elongated rifles are utilised as standard weapons for T'au Fire Warriors. Pulse Rifles can be wielded effectively whether the user is stationary or moving to unleash devastating volleys at considerable range; indeed, it is reckoned that the Pulse Rifle inflicts more harm at longer ranges than even the boltguns of the Adeptus Astartes.

RAIL RIFLE

A potent weapon, the Rail Rifle makes use of the same technologies as the larger Railgun and Heavy Rail Rifle, albeit on a smaller scale so that it is infantry portable. Possessed of an impressively long range and ability to deal great damage, the Rail Rifle's true strength lies in its armour penetration capabilities. The Rail Rifle's hypersonic projectile can punch through the heaviest personal armour with ease. As a dedicated elite infantry killer, enemy units that manage to survive a Rail Rifle fusillade often find themselves pinned down, unable to do anything in the face of such deadly fire. The Rail Rifle also proves effective when used against light vehicles. Rail Rifles have only recently been authorised for issue to frontline Tau units, having completed an extensive field-testing phase.

SMART MISSILE SYSTEM

A Smart Missile System is an advanced T'au weapon system that fires clusters of small missiles, each guided by a drone processor unit built into its warhead, intended for use against masses of enemy infantry, particularly those hiding in cover.

Upon their launch, the "Smart Missiles" will search for targets within sensor range before selecting and engaging one based on criteria previously detailed by the weapon's operator.

These targets do not have to be within line of sight of the operator, as once the target has been acquired, the missiles are able to effectively home in on it, manoeuvring their thrusters to propel them around any intervening terrain as they hunt the enemy down to an explosive conclusion.

T'AU FLAMER

Like the flamers used by the Imperium, Aeldari, and Orks, T'au Empire developed flamers for use as a weapon system for Tau XV8 Crisis Battlesuits. Most often equipped when Battlesuit teams are expected to be fighting massed, lightly-armoured opponents, they are lethal weapons when used against foes in dense terrain.

CHAPTER IV: EQUIPMENT

LEAGUES OF VOTANN RANGED WEAPONS

LEAGUES OF VOTANN RANGED WEAPONS											
Name	Damage	ED	AP	SHT	Range Med	LNG	Salvo	Traits	Value	Rarity	Keywords
Autoch-pattern Bolt Pistol	10	1	-1	6	12	18	1	Brutal, Pistol	4	Rare	BOLT, LEAGUES OF VOTANN
Autoch-pattern Bolter	10	1	-1	12	24	36	2	Brutal, HunTR	5	Rare	BOLT, LEAGUES OF VOTANN
Autoch-pattern Combi-Bolter	10	1	-1	12	24	36	4	Brutal, HunTR, Rapid Fire (2)	6	Rare	BOLT, LEAGUES OF VOTANN
Bolt Cannon	13	2	-2	18	36	54	3	Brutal, Heavy (5) HunTR	5	Rare	BOLT, LEAGUES OF VOTANN
Bolt Revolver	12	1	-1	5	10	15	1	Brutal, Pistol	5	Rare	BOLT, LEAGUES OF VOTANN
Bolt Shotgun	12	1	-1	6	12	18	2	Assault, Brutal, Spread	6	Rare	BOLT, LEAGUES OF VOTANN
Eta-Carn Plasma Beamer	16	2	-3	9	18	27	1	Beam, HunTR	7	Rare	PLASMA, LEAGUES OF VOTANN
EtaCarn Plasma Gun	16	2	-4	12	24	36	1	HunTR	7	Rare	PLASMA, LEAGUES OF VOTANN
EtaCarn Plasma Pistol	16	2	-3	3	6	9	1	Pistol	6	Rare	PLASMA, LEAGUES OF VOTANN
Exo-Armour Grenade Launcher*	10	4	-1	9	18	27	1	Blast (4), HunTR, Inflict (Staggered)	5	Uncommon	EXPLOSIVE, LEAGUES OF VOTANN
Gravitic Concussion Grenades	12	4	-1	Strength x4m or as launcher			-	Blast (4), Inflict (Staggered)	4	Uncommon	EXPLOSIVE, LEAGUES OF VOTANN
Graviton Blast Cannon	8	2	-3	9	18	27	1	Blast (6), Grav, Heavy (6)	7	Very Rare	GRAV, LEAGUES OF VOTANN
Graviton Rifle	8	2	-3	9	18	27	3	Grav, HunTR	6	Very Rare	GRAV, LEAGUES OF VOTANN
HYLas Auto Rifle	13	1	-2	12	24	36	3	HunTR	5	Rare	LAS, LEAGUES OF VOTANN
HYLas Beam Cannon	18	3	-3	12	24	36	2	Beam, Heavy (8) HunTR	6	Rare	LAS, LEAGUES OF VOTANN
HYLas Rotary Cannon	13	1	-2	12	24	36	9	Heavy (6), HunTR, Rapid Fire (3), Sustained	6	Rare	LAS, LEAGUES OF VOTANN
Ion Beamer	14	2	-2	9	18	27	2	Beam, Heavy (6), HunTR	5	Rare	ION, LEAGUES OF VOTANN

CHAPTER IV: EQUIPMENT

NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS
				SHT	MED	LNG					
Ion Blaster	12	2	-2	9	18	27	1	HunTR	4	Uncommon	ION, LEAGUES OF VOTANN
Ion Pistol	12	2	-2	6	12	18	1	Pistol	4	Uncommon	ION, LEAGUES OF VOTANN
L7 Missile Launcher	Uses the profile of the Mode used			15	30	45		Heavy (6), HunTR	5	Uncommon	EXPLOSIVE, LEAGUES OF VOTANN
- Focused	18	6	-2	As Launcher			-		7	Very Rare	EXPLOSIVE, LEAGUES OF VOTANN
- Blast	12	4	-1	As Launcher			-	Blast (6)	7	Very Rare	EXPLOSIVE, LEAGUES OF VOTANN
Magna-coil Autocannon	14	2	-1	12	24	36	3	Heavy (6), HunTR	5	Uncommon	PROJECTILE, LEAGUES OF VOTANN
Magna-rail Rifle	18	3	-4	12	24	36	1	Heavy (4), HunTR, Mortal (1)	7	Rare	MAGNA-RAIL, LEAGUES OF VOTANN
MATR Autocannon	14	2	-2	12	24	36	6	Heavy (6), HunTR, Sustained	7	Uncommon	PROJECTILE, LEAGUES OF VOTANN
Mole Grenade Launcher	12	4	-2	12	24	36	-	Blast (6), Heavy (6), HunTR, Indirect	6	Rare	EXPLOSIVE, LEAGUES OF VOTANN
SP Conversion Beamer*	14	3	-2	15	30	45	1	Beam, Heavy (6)	8	Very Rare	CONVERSION, LEAGUES OF VOTANN
Volkanite Disintegrator	12	1	-	9	18	27	3	HunTR, Inflict (On Fire)	7	Rare	VOLKANITE, LEAGUES OF VOTANN

AUTOCH-PATTERN BOLTER

Derived from the same principles, and even the same STC designs as Imperial bolt weaponry, the Leagues of Votann have a distinct pattern of boltguns, bolt pistols, and combi-bolters. Autoch-pattern weapons are comparable to Imperial bolt weapons in most regards, but better made, constructed of superior materials, and have been refined over countless millennia of careful innovation. The greatest improvement is the fitting of a HunTR module, an advanced targeting system applied to most Leagues of Votann weaponry, providing haptic feedback and grav-pulse adjustments on every shot, ensuring that the weapon is stable and steady for every shot.

AUTOCH-PATTERN BOLT PISTOL

Autoch-pattern bolt pistols are a common sidearm for Kin warriors, providing similar stopping power to a full-sized Autoch-pattern bolter, but with lesser rate of fire and range.

AUTOCH-PATTERN COMBI-BOLTER

The Autoch Pattern Combi-bolter is used by Kin military forces, composed of two standard Autoch-pattern Bolters combined into a single weapon, similar to the way an Imperial storm bolter is essentially two boltguns fused together.

BOLT CANNON

These heavy weapons have significantly increased fire rate and stopping power compared to a standard bolter but are too cumbersome for an ordinary Kin to effectively wield without mechanical assistance. They're normally mounted on the exo-rigs worn by Brôkhyr Thunderkyn.

BOLT REVOLVER

These weapons are similar to ordinary bolt pistols but chamber a larger shell with a heavier warhead. This increases their stopping power but reduces their effective range. They're favoured as a rugged, high-impact sidearm by Hernkyn pioneers.

CHAPTER IV: EQUIPMENT

BOLT SHOTGUN

An unusual variant of bolt weapon which fire clusters of micro-scaled bolt shells, making for a potent close-quarters weapon. Hernkyn pioneers often carry bolt shotguns to fend off foes who draw too near.

ETACARN PLASMA BEAMER

The plasma weapons of the Leagues of Votann are far superior to those used by the Imperium, lacking the volatile instability while maintaining a high plasma temperature. Plasma beamers are a potent mid-range weapon which projects a coherent beam of plasma which scythes through enemy formations.

ETACARN PLASMA GUN

EtaCarn plasma guns possess a slightly longer range and increased penetrative power over the plasma beamer, but fire in discrete blasts rather than a constant beam, making them less effective against massed foes.

ETACARN PLASMA PISTOL

These compact plasma pistols have an extremely short range, but extremely high stopping power, making them a common sidearm and weapon of last resort for close quarters fighting.

EXO-ARMOUR GRENADE LAUNCHER

Exo-Armour suits are often fitted with a shoulder-mounted grenade launcher to supplement the firepower of the wearer as they advance.

Special: A character equipped with an Exo-Armour Grenade Launcher may fire the launcher as part of a multi-action, even if the character attacks with a different weapon as a *different* action in the multi-action. The DN penalty for the multi-action is reduced by 2.

GRAVITIC CONCUSSION GRENADES

A Gravitic Concussion Grenade—often just referred to as a Concussion Grenade—is the typical grenade used by Kin soldiers. When detonated, it unleashes a powerful concussive shockwave produced by manipulating gravity in the affected area.

GRAVITON BLAST CANNON

Similar in function to Imperial grav-weaponry, the graviton blast cannon projects an area within which the force of gravity is greatly increased, crushing foes under their own mass. These weapons and their power supplies cannot easily be carried even by redoubtable Kin infantry, so they are normally mounted on the bulky exo-frames of Brôkhyr Thunderkyn.

GRAVITON RIFLE

A favoured armament of Brôkhyr Iron-masters, graviton rifles are a potent, rapid-firing form of grav-gun, directing particle beams which dramatically increase the local gravity around the targets, crushing them under their own mass.

HYLAS AUTO RIFLE

Compared to the cheap, mass-produced laser weaponry of the Imperium, the Leagues of Votann manufacture what they call HYLas weapons, short for High Yield Laser. The HYLas Auto Rifle is the smallest of these, only slightly bigger than a conventional rifle, yet with a high rate of fire and considerable stopping power, used in support of Hearthkyn squads.

HYLAS BEAM CANNON

Notionally similar to an Imperial lascannon, a HYLas Beam Cannon is a formidable anti-tank weapon, which fires needle-thin coherent beams so powerful they can carve through the armour of battle tanks.

HYLAS ROTARY CANNON

The HYLas rotary cannon is a powerful antipersonnel weapon, similar in power to the HYLas auto rifle but with a much greater rate of fire, owing to the revolving trio of barrels.

ION BEAMER

An Ion Beamer is a large and powerful, long-range, vehicle-mounted directed energy Ion Weapon used by the military forces of the Leagues of Votann. Ion Weapons typically are capable of engaging enemies at long range with high-energy streams of ionised subatomic particles, vaporising flesh and metal with equal ease. These high-energy ions containing an electric charge are accelerated by an electromagnetic field and react explosively with the target as a result of the direct transfer of energy at an atomic level. These mid-range weapons fire a coherent beam of ionised particles, scything through enemy ranks with brutal efficiency.

ION BLASTER

Ion blasters are a compact, mid-range, high-powered infantry weapon used by Hearthkyn squads. They fire brief, intense bursts of ionised particles that explosively react with flesh and metal alike. The ubiquity of these weapons demonstrates the mastery the Kin have over Ion weapons, compared to the more limited and specialised ways the T'au Empire utilise the technology.

CHAPTER IV: EQUIPMENT

ION PISTOL

A compact, close-quarters energy weapon, Ion pistols are a common sidearm used by Theyns and other Kin officers.

L7 MISSILE LAUNCHER

The L7 Missile Launcher is the primary missile launcher used by the military forces of the Leagues of Votann. It exists in both a man-portable form and as a main turret weapon for Kin vehicles. The man-portable version is carried as a specialist weapon in a squad of Hearthkyn Warriors. The L7 fires programmable clusters of missiles, either focussed on a single hard target, or dispersed over a wide area to spread the effect.

MAGNA-COIL AUTOCANNON

Superficially similar to Imperial autocannons, the magna-coil autocannon uses a magnetic coil rather than explosive propellant to fire a hail of high-velocity solid shells. These weapons are commonly mounted on the light vehicles used by Leagues of Votann Kinhhosts, such as on the grav bikes ridden by Hernkyn pioneers.

MAGNA-RAIL RIFLE

Similar to the railguns used by the T'au Empire, the magna-rail weapons used by the Leagues of Votann are powerful, highly precise, hypervelocity projectile weapons which propel a tiny dart along magnetic accelerator rails. The speed of the projectiles is such that even a tiny object can deliver colossal impact forces, penetrating even the hardest armour and obliterating any other material it passes through.

MATR AUTOCANNON

A MATR Autocannon is an automatic, self-loading, ballistic, three-barrelled, gatling autocannon deployed on Leagues of Votann vehicles like the Sagittaur to provide heavy fire support. The MATR Autocannon fires a high velocity hail of solid shells that is intensified by its triple, rotating barrels.

MOLE GRENADE LAUNCHER

The Mole Launcher is a specialized grenade launcher utilized by the Cthonian mining guilds. The weapon fires burrowing warhead which tunnels beneath the ground towards its target, striking indirectly from below rather than arcing down from above.

SP CONVERSION BEAMER

A Conversion Beamer is an esoteric weapon that is both difficult to construct and highly complex to use, needing skilled calibration to operate as well as a dedicated and plentiful power source. The Imperium has used conversion beam weapons in a limited fashion since the Great Crusades, often mounted on dreadnoughts or titans, with infantry-portable versions being extremely rare and difficult to manufacture.

Special: This weapon increases its damage by +2 ED at Medium range, and by +4 ED at Long range.

VOLKANITE DISINTEGRATOR

The Volkomite Disintegrator is an advanced form of a man-portable Volkite weapon, a class of powerful thermal ray weapons whose technology is pre-Imperial in origin and dates back to the Age of Technology. These weapons possessed considerable killing power, surpassing most other man-portable armaments of their size.

Blasts from Volkite Weapons were known to be able to burn through armour and turn flesh to ash. However, where the Imperium has almost lost the secrets of Volkite technology, the Leagues of Votann have maintained and refined the design over millennia.

CHAPTER IV: EQUIPMENT

WEAPON UPGRADES

Name	Value	Keywords
Upgrades		
Aethyric Capacitor	5 Rare	IMPERIAL, ADEPTUS ASTRA TELEPATHICA, AELDARI
Digital Weapon	7 Very Rare	IMPERIAL, AELDARI, JOKAERO
Envenomed Blade	4 Uncommon	[ANY]
Exterminator Cartridge	5 Uncommon	FIRE, IMPERIUM, SCUM, ADEPTUS MINISTORUM
Folding Stock	5 Uncommon	IMPERIUM, SCUM
Foregrip	5 Uncommon	IMPERIUM, SCUM
Independent Weapon Mount	6 Rare	[ANY]
Matched Pair	4 Uncommon	[ANY]
Mass Accelerator	6 Rare	LEAGUES OF VOTANN
Overcharge Capacitor	5 Uncommon	IMPERIUM, ASTRA MILITARUM, SCUM
Powered Blade	6 Rare	AELDARI
Sanctified	7 Rare	IMPERIUM, ADEPTUS MINISTORUM
Suspensor Rig	8 Very Rare	[ANY]
Reloads and Ammunition		
Amputator Rounds	6 Rare	IMPERIUM, ASTRA MILITARUM
Blessed Promethium	5 Uncommon	IMPERIUM, ADEPTUS MINISTORUM
Bolt Shells	4 Uncommon	SCUM
Dragonfire Bolt Rounds	7 Rare	DEATHWATCH
Enhanced Web-Chem	7 Rare	ADEPTUS ARBITES
Enriched Ammunition	6 Very Rare	ADEPTUS MECHANICUS
Executioner Shells	7 Rare	ADEPTUS ARBITES
Exitus Hellfire Rounds	10 Unique	TEMPLUM VINDICARE
Exitus Shield-breaker Rounds	10 Unique	TEMPLUM VINDICARE
Exitus Turbo-Penetrator Rounds	10 Unique	TEMPLUM VINDICARE
Flechette Rounds	5 Uncommon	IMPERIUM, SCUM
Hot-shot Charge Pack	5 Uncommon	IMPERIUM, ASTRA MILITARUM, SCUM
Incendiary Shells	5 Uncommon	IMPERIUM, ADEPTUS ARBITES
Inferno Bolt Rounds	7 Rare	CHAOS, HERETIC ASTARTES, TZEENTCH
Micro-blast Needles	7 Very Rare	IMPERIUM
Psybolt Bolt Rounds	7 Rare	ORDO MALLEUS, GREY KNIGHTS
Shrieker Bio-Explosive Discs	9 Unique	HARLEQUIN
Soulseeker Splinters	7 Very Rare	DRUKHARI
Stalker Silenced Bolt Rounds	7 Rare	ADEPTUS ASTARTES
Drukhari Poisons		
Agonite	6 Uncommon	DRUKHARI, TOXIN
Deathbloom	7 Rare	DRUKHARI, TOXIN
Essence of Perfect Vitriol	7 Rare	DRUKHARI, TOXIN
Feralex	6 Uncommon	DRUKHARI, TOXIN
Final Breath	5 Uncommon	DRUKHARI, TOXIN
Heartfire	6 Uncommon	DRUKHARI, TOXIN
Icevein	6 Uncommon	DRUKHARI, TOXIN
Liquid Agony	7 Rare	DRUKHARI, TOXIN
Nerveshard	5 Common	DRUKHARI, TOXIN
Nightmare Philtre	7 Rare	DRUKHARI, TOXIN
Sanguine Exodus	5 Common	DRUKHARI, TOXIN
Shattergift	7 Uncommon	DRUKHARI, TOXIN
Vitae Rebellion	8 Very Rare	DRUKHARI, TOXIN

UPGRADES**AETHYRIC CAPACITOR**

The weapon's psycho-crystalline conduits have been enhanced to allow it to store psychic energy for later use. Not all weapons can be adapted as easily to this, as the modifications are fragile.

Any melee weapon with the **FORCE** keyword may take this upgrade.

Effect: When the wielder of this weapon succeeds at using a psychic power, they may store Exalted Icons rolled on that Psychic Mastery test. These icons may be spent to gain additional dice on subsequent Psychic Mastery tests, or to purchase Potency options on psychic powers used later. The weapon may store a maximum of 3 Exalted Icons.

Value: 5 (Rare)

Keywords: IMPERIAL, ADEPTUS ASTRA TELEPATHICA, AELDARI

DARKSTAR WEAPON

This weapon has been crafted with a blade of the rare and deadly Darkstar ore. This mineral has the strange property of being able to shut down the electrical and biological processes in anything it strikes.

Any melee weapon with the **BLADE** keyword may take this upgrade.

Effect: The weapon's damage is increased by +2, and it gains +1ED and the Mortal (1) trait. Further, damage inflicted by a Darkstar weapon cannot be negated by rolling Determination.

Value: 10 (Unique)

Keywords: DARKSTAR, LEAGUES OF VOTANN

DIGITAL WEAPON

Sophisticated, miniaturised weapons concealed within ornate rings or other jewellery, digital weapons are prized by the rich and powerful, and those seeking the most concealable armament.

Any **LAS**, **MELTA**, **FIRE**, or **NEEDLE** weapon with the Pistol trait may be upgraded to a Digital Weapon.

Effect: The weapon's ranges are halved, the weapon has only 1 reload, and it can only be reloaded during a Regroup. A character wearing multiple Digital Weapons may fire up to three as part of a Multi-Action.

Value: 7 (Very Rare)

Keywords: IMPERIUM, AELDARI, JOKAERO

ENVENOMED BLADE

In the darker, crueler parts of the galaxy, a venom-coated blade can be just the edge needed to survive.

Any melee weapon with the **BLADE** keyword may take this upgrade.

Effect: The wielder of the weapon may spend a Simple Action during combat applying venom to the blade from a hidden reservoir. The weapon gains the Inflict (Poisoned 3) trait until the end of the current scene.

Value: 4 (Uncommon)

Keywords: [ANY]

EXTERMINATOR CARTRIDGE

Common amongst some of the most destructive zealots and redemptionist sects in the Imperium, an Exterminator cartridge is a compact, improvised flame-projector affixed to a larger weapon.

An Exterminator may be mounted onto any other weapon, and it counts as a hand flamer which may only be fired once.

Value: 5 (Uncommon)

Keywords: FIRE, IMPERIUM, SCUM, ADEPTUS MINISTORUM

FOLDING STOCK

Mounted onto the back of a pistol, this attachment adds stability and effective range to the weapon, at the cost of mobility.

A Folding Stock can be fitted onto any Pistol weapon.

Effect: The weapon loses the Pistol trait, but its Short range is increased by +3, its medium range is increased by +6, and its long range is increased by 9.

Value: 5 (Uncommon)

Keywords: IMPERIUM, SCUM

CHAPTER IV: EQUIPMENT

FOREGRIP

A forward grip helps control a weapon when firing on the move.

A Folding Stock can be fitted onto any Assault or Rapid Fire weapon which does not have the Heavy trait.

Effect: The weapon gains the Assault trait, if it did not already have it. If the weapon already had the Assault trait, it *instead* ignores the DN increase for firing as part of a Sprint action.

Value: 5 (Uncommon)

Keywords: IMPERIUM, SCUM

INDEPENDENT WEAPON MOUNT

This heavy bracing allows a single ranged weapon to be mounted along the arm, on a shoulder, or somewhere else on the character's body or armour. It allows the user to keep both hands free to use other weapons or tools.

The value and rarity of this mod varies by weapon size

Value: 4 (Rare) for Pistols, 6 (Rare) for non-Heavy weapons, 8 (Very Rare) for Heavy weapons.

Keywords: [ANY]

MASS ACCELERATOR

This weapon incorporates a more advanced mass driver engine than most of its kind, amplifying the impact forces even further. Such weapons are often referred to as Mass weapons rather than Concussion weapons.

Any MASS DRIVER weapon may take this upgrade.

Effect: The weapon gains +3 ED.

Value: 6 (Rare)

Keywords: LEAGUES OF VOTANN

MATCHED PAIR

This weapon is part of a set, designed with an identical counterpart to be wielded in the other hand.

This modification may be applied to a pair of identical melee weapons or to a pair of identical pistols. If either weapon has any other upgrades, both must have that upgrade.

Effect: The weapons gain the Paired trait.

Value: 4 (Uncommon)

Keywords: ANY

OVERCHARGE CAPACITOR

This modification to a las weapon increases the energy of each shot, though at the cost of reduced reliability and a lowered refire rate. While sanctioned patterns of high output lasgun exist, most instances of overcharged las weapon are illegal modifications, which the Adeptus Mechanicus does not look kindly upon.

This modification may be applied to any las weapon which lacks the Heavy trait.

Effect: +2 ED, weapon loses the Reliable trait and reduces Salvo by 1.

Value: 5 (Uncommon)

Keywords: IMPERIUM, ASTRA MILITARUM, SCUM

POWERED BLADE

The Aeldari do not commonly mount crude bayonets onto their weapons, but a few exotic Aeldari weapons do mount a slender powered blade, such as the scythe-like blades found on some Shuriken Cannons used by Dark Reapers in emulation of their forebear's *Maugetar*.

Effect: You may use this weapon as a Power Blade.

Value: 6 (Rare)

Keywords: AELDARI, ASURYANI

SANCTIFIED

Having weapons blessed by a priest or other blessed servant of the Throne is a common enough practice in the Imperium, particularly amongst those going into battle against the unholy. Some weapons, however, are etched and engraved with devotional sigils, inlaid with blessed and purified materials, and anointed with holy oils, the blood of the martyred, or the tears of the sainted, remaking them as instruments of holy wrath.

This quality may only be applied to melee weapons, and cannot be applied to unique weapons, or weapons of Xenos or Chaos manufacture.

Effect: The weapon gains the Blessed (2) trait.

Value: 7 (Rare)

Keywords: IMPERIUM, ADEPTUS MINISTORUM

CHAPTER IV: EQUIPMENT

SUSPENSOR RIG

A set of anti-grav motors and support gyroscopes stabilise the motion of a heavy weapon, allowing it to be operated effectively even on the move. This advanced technology was once commonplace, but it is difficult to produce today. The Aeldari produce similar devices, though far more efficiently.

This quality may be applied to any Heavy weapon.

Effect: The weapon is always considered to be braced, even when the user is moving.

Value: 8 (Very Rare)

Keywords: [ANY]

WARP FOCUS

The weapon is etched with blasphemous runes and sigils of arcane power that allow the wielder to direct their powers through it.

This may be added to any melee weapon.

Effect: Add +2d3 metres to the range of any psychic power the wielder uses while wielding this weapon.

Value: 6 (Rare)

Keywords: CHAOS

RELOADS AND AMMUNITION

AMPUTATOR ROUNDS

Filled with explosive micro-shrapnel, these bullets and shotgun shells are designed to shred flesh and shatter bone, causing limbs to be blown away.

These rounds may be used by weapons with the **PROJECTILE** keyword. Weapons with the Heavy trait may not use this ammunition.

Effect: +1 ED and the Brutal trait.

Value: 6 (Rare)

Keywords: IMPERIUM, ASTRA MILITARUM

BLESSED PROMETHIUM

This flame weapon has been carefully sanctified, and its fuel supply has been purified and thrice blessed. No foe of humanity can withstand these holy flames.

This modification may be applied to any **FIRE** weapon with the **IMPERIUM** keyword.

Effect: The weapon's damage is increased by +2 and it gains the Blessed (2) trait.

Value: 5 (Uncommon)

Keywords: IMPERIUM, ADEPTUS MINISTORUM

BOLT SHELLS

Many hive gangers and others cannot afford a proper bolter, but they often jury-rig scavenged bolt rounds to be fired from a shotgun. These are a little unreliable, but nevertheless effective.

These shells may be used with a shotgun or combat shotgun.

Effect: Damage is changed to 10 +1ED, add the Brutal trait, lose the Spread trait.

Value: 4 (Uncommon)

Keywords: SCUM

DRAGONFIRE BOLT ROUNDS

These bolt rounds detonate in a wash of flame near their targets, allowing the firer to flush enemies out of cover.

Effect: Weapon gains the Spread trait and the **FIRE** keyword.

Value: 7 (Rare)

Keywords: DEATHWATCH

ENHANCED WEB-CHEM

A higher grade of webber chemicals can make their web harder to avoid or escape.

This upgrade can only be applied to **WEB** weapons.

Effect: Web weapons firing Enhanced Web-Chem add +2 to the rating of their *Inflict (Restrained X)* trait.

Value: 7 (Rare)

Keywords: ADEPTUS ARBITES

ENRICHED AMMUNITION

The Adeptus Mechanicus employ a number of radioactive alloys in the production of their weapons, and radioactive munitions are often deployed to deadly effect.

These rounds may be used by weapons with the **PROJECTILE** keyword. Weapons with the Heavy trait may not use this ammunition.

Effect: +1 ED and the Rad (1) trait. If the weapon already has the Rad trait, add 1 to the rating.

Value: 6 (Very Rare)

Keywords: ADEPTUS MECHANICUS

CHAPTER IV: EQUIPMENT

EXECUTIONER SHELLS

Executioner shells are used by the Adeptus Arbites. They contain a tiny machine spirit that allows them to home in on their target. However, it takes a moment for them to acquire their target and so are more accurate at longer ranges.

These shells may be used with a shotgun or combat shotgun.

Effect: Weapon loses Spread, but gains +1ED. A shotgun using Executioner shells reverses the normal modifiers for firing at Short or Long range.

Value: 7 (Rare)

Keywords: ADEPTUS ARBITES

EXITUS HELLFIRE ROUNDS

Vindicare Assassins are often entrusted with Hellfire rounds for dealing with especially resilient targets. These rounds contain a concentrated payload of volatile corrosive toxins which can burn a target's body to ash.

Effect: +2ED, +3ED against organic targets. In addition, the weapon gains the Careful and Inflict (Poisoned 5) trait, but its Salvo rating is reduced to – for this shot.

Poisoned: A creature *Poisoned* by an Exitus round suffers 1d3 Mortal Wounds at the start of each of their turns.

Single Shot: A reload of Exitus special ammunition consists of a single round. Using this ammunition expends that round, and grants none of the normal benefits a Salvo action.

Value: 10 (Unique)

Keywords: TEMPLUM VINDICARE

EXITUS SHIELD-BREAKER ROUNDS

Vindicare Assassins are often entrusted with Shield-breaker rounds for dealing with targets which are known to be protected by force fields. These rounds contain a concentrated energy field generator which overloads force field projectors and similar defences.

Effect: The weapon gains the Careful and Warp Weapon traits, but its Salvo rating is reduced to – for this shot. Enemies may not roll Determination against this attack.

Single Shot: A reload of Exitus special ammunition consists of a single round. Using this ammunition expends that round, and grants none of the normal benefits a Salvo action.

Value: 10 (Unique)

Keywords: TEMPLUM VINDICARE

EXITUS TURBO-PENETRATOR ROUNDS

Vindicare Assassins are often entrusted with Turbo-Penetrator rounds for dealing with heavily armoured targets, enemies in fortified bunkers, and enemies in armoured vehicles. These rounds contain a powerful explosive charge that propels a secondary sabot dart through even the toughest armour.

Effect: The weapon gains the Careful, Brutal, and Rending [4] traits, but its Salvo rating is reduced to – for this shot.

Single Shot: A reload of Exitus special ammunition consists of a single round. Using this ammunition expends that round, and grants none of the normal benefits a Salvo action.

Value: 10 (Unique)

Keywords: TEMPLUM VINDICARE

FLECHETTE ROUNDS

These bullets are finely engineered to fragment into a bundle of razor-sharp flechettes in flight, inflicting numerous nasty lacerations instead of single gunshot wounds. They're often favoured by gunslingers and bounty hunters who can afford them, to even the odds against numerous foes.

These rounds may be used by weapons with the **PROJECTILE** keyword. Weapons with the Heavy keyword may not use this ammunition.

Effect: The weapon gains Spread and may re-roll up to 2 dice when making an attack while spending one or more Reloads.

Value: 5 (Uncommon)

Keywords: IMPERIUM, SCUM

CHAPTER IV: EQUIPMENT

HOT-SHOT CHARGE PACK

Modified, high-output charge packs for lasguns and lascannons, favoured by snipers and elite shock troops in the Imperial Guard. These are like the charge packs used for Hot-shot las-weapons, hence the name, but they're used instead in conventional lasguns. However, this increased intensity without the sturdier construction of hot-shot lasguns means that they burn out more quickly as well.

This ammo may only be used in a Lasgun, Lascannon, Duelling Lascannon, or Long Las.

Effect: The weapon gains +2ED, and the Careful, Brutal and Rending (2) traits, but it loses the Reliable trait and its Salvo rating is reduced to – for this shot.

Single Shot: A Hot-shot Charge Pack is expended after a single shot. Using this ammunition expends that pack, and grants none of the normal benefits of a Salvo action.

Value: 5 (Uncommon)

Keywords: IMPERIUM, ASTRA MILITARUM, SCUM

INCENDIARY SHELLS

Filled with a promethium gel, a phosphorine compound, or some similar incendiary, these shells ignite whatever they strike. They're sometimes utilised by the Arbites and the Inquisition for dealing with targets which require incineration.

These shells may be used with a shotgun or combat shotgun.

Effect: The weapon gains the Inflict (On Fire) trait, and the FIRE keyword.

Value: 5 (Uncommon)

Keywords: IMPERIUM, ADEPTUS ARBITES

INFERNO BOLT ROUNDS

Imbued with the sorcerous power of Tzeentch, Inferno bolts are a weapon favoured by warriors of the Thousand Sons Legion, but the secrets of their manufacture have spread to other servants of the Changer of Ways as well. A bolter loaded with Inferno bolts can blast through all but the toughest armour with a burst of iridescent blue flame.

Effect: AP -2, and the FIRE keyword.

Value: 7 (Rare)

Keywords: CHAOS, HERETIC ASTARTES, TZEENTCH

MICRO-BLAST NEEDLES

An exceedingly rare creation, these tiny metallic needles contain miniature explosive charges, which detonate a split-second after embedding themselves in the target's flesh. Some assassins prefer the explosive impact of these needles to the toxic payload of a conventional needler.

Any NEEDLE weapon may use this ammo.

Effect: +1ED and Brutal, lose Inflict (Poisoned X) trait.

Value: 7 (Very Rare)

Keywords: IMPERIUM

PSYBOLT BOLT ROUNDS

Psybolts are silver-tipped, psychically charged shells, used in storm bolters and similar weapons. When fired, each bolt becomes imbued with a portion of the firer's innate psychic power.

Effect: Bolt weapons loaded with Psybolt ammo gain the Force trait.

Value: 7 (Very Rare)

Keywords: ORDO MALLEUS, GREY KNIGHTS

SHRIEKER BIO-EXPLOSIVE DISCS

Named *Margrech* by the Eldar, these discs are laden with a potent bioweapon. The centripetal force of the shell's spinning is sufficient to inject the serum into the victim through the barbs of the disc, after which it wreaks havoc upon the victim's biology, causing their organs to react violently with one another. Those who succumb fully to the serum are slain in an explosion of viscera. It is commonly loaded into Shuriken Cannons by Harlequin Death Jesters.

This ammo may only be used in SHURIKEN weapons.

Effect: The weapon gains the Careful and Inflict (Poisoned 7) trait, but its Salvo rating is reduced to – for this shot.

Bio-Explosive: A character who is *Poisoned* by Shrieker ammo is also *Staggered* and suffers 1d3 Mortal Wounds at the start of each of their turns. If they are slain by this damage, they explode with a Blast (6), inflicting 10 +6ED damage to anyone within the explosion. Any of the victim's allies within 15 metres must attempt a Terror test (DN 7).

Single Shot: A reload of Shrieker ammo consists of a single round. Using this ammunition expends that round, and grants none of the normal benefits of a Salvo action.

Value: 9 (Unique)

Keywords: HARLEQUIN

CHAPTER IV: EQUIPMENT

SOULSEEKER SPLINTERS

With the proper treatment of Wraithbone, Drukhari can create these alternatives to the standard-issue Splinter Crystal rounds for their basic weapons. These soulseeker splinters are shaved from crystals impregnated with tortured Wraithbone. When broken down by the gun to form projectiles, the souls trapped in the crystal, driven mad during the treatment process, seek to enact revenge on the first living thing they can find, and imparts so much force in this endeavour that it can change the trajectory of the round, even so much as to be able to curve around trees and bushes.

This ammo may only be used in **SPLINTER** weapons.

Effect: Targets do not receive the benefits of cover when attacked by a splinter weapon loaded with soulseeker splinters.

Value: 7 (Very Rare)

Keywords: DRUKHARI

STALKER SILENCED BOLT ROUNDS

Utilising a compressed gas propellant instead of the conventional rocket engine and replacing the warhead with a high-density liquid metal core to increase impact force, Stalker bolt rounds are designed to make minimum noise when fired.

Effect: Bolt weapons firing Stalker bolt rounds gain the Silent trait. If the weapon already has the Silent trait, then firing the weapon no longer affects the character's Stealth score.

Value: 7 (Rare)

Keywords: ADEPTUS ASTARTES

CHAPTER IV: EQUIPMENT

DRUKHARI POISONS

These upgrades may be used on any **DRUKHARI** weapon with the *Fleshbane* trait or with the *Inflict (Poisoned X)*, applying an additional effect upon any target who suffers one or more wounds from the weapon. This adds the *Inflict (Poisoned 3)* trait to the weapon, if it does not already have that trait or a better version, and applies a specific effect determined by the poison.

AGONITE

This venom spreads waves of agony so intense that even the most robust physiologies are overwhelmed with pain.

Effect: While *Poisoned*, the target may not roll Determination.

Value: 6 Uncommon

Keywords: DRUKHARI, TOXIN

DEATHBLOOM

A savagely applied dose of this toxin overloads the victim's organs with concentrated adrenal infusions that cause them to function so quickly that they rupture and burst in seconds.

Effect: While the target is *Poisoned*, they suffer a Mortal Wound at the start of each Turn.

Value: 7 Rare

Keywords: DRUKHARI, TOXIN

ESSENCE OF PERFECT VITRIOL

Perfect Vitriol is the universal solvent, a corrosive agent capable of dissolving absolutely everything. No substance is proof against this liquid's fury, and it must be stored in magnetic suspension because no material container exists that can hold it. Not to be stymied in their quest to weaponise everything in their grasp, the Drukhari cleverly use fields and other exotic distribution systems to imbue their blades and projectiles with the vapours produced by this substance without degrading their own equipment too quickly for it to be of use.

Effect: The target is left enfeebled and vulnerable. While poisoned, the target halves their Resilience, rounding up.

Value: 7 Rare

Keywords: DRUKHARI, TOXIN

FERALEX

Those infected with this venom find themselves lashing out uncontrollably at all around them. Allies look on in terror as they are struck on by frenzied death throes.

Effect: The target suffers the *Frenzied* condition while the *Poisoned* effect lasts, and they are incapable of distinguishing friend from foe while Frenzied. Any attempts to remove the *Frenzied* condition fail while the *Poisoned* effect remains.

Value: 6 Uncommon

Keywords: DRUKHARI, TOXIN

FINAL BREATH

A targeted paralytic agent that is derived from a plant native to a distant Death World, Final Breath causes rapid respiratory shutdown. The Drukhari first discovered the effect of the plant when a group of slaves tasked with cleaning the pen of a Clawed Fiend was discovered dying after inhaling its deadly pollen. They were most impressed by the agonising death that this humble plant had inflicted upon their slaves, and so they immediately set about finding a way to turn the plant's toxic pollen into a weapon.

Effect: The target gasps for air while *Poisoned*, and begins to suffocate, as described on page 201 of the *Wrath & Glory* rulebook.

Value: 5 Uncommon

Keywords: DRUKHARI, TOXIN

HEARTFIRE

Heartfire is a substance produced by the razor-spined fungi that inhabit certain parts of the Dark City. This poison self-replicates within a victim's body, polluting his blood with a kinetically unstable chemical that may ignite at any moment. Vigorous motion is often sufficient to set the poisoned blood off, consuming the victim with a fire within his own veins and arteries, burning up the oxygen in his blood.

Effect: The target's blood becomes volatile while *Poisoned*; whenever the character suffers damage, is knocked *prone*, runs, or sprints, they suffer 1d3 Mortal Wounds.

Value: 6 Uncommon

Keywords: DRUKHARI, TOXIN

CHAPTER IV: EQUIPMENT

ICEVEIN

Once in the victim's bloodstream, the poison causes necrotic flesh to radiate an intense chill that numbs their allies, preventing their swift escape.

Effect: While the target is *Poisoned*, any of the target's allies within 5m are *Staggered*.

Value: 6 Uncommon

Keywords: DRUKHARI, TOXIN

LIQUID AGONY

Popular amongst nobles of the Kabal of the Splintered Talon involved in realspace raids against particularly valuable targets and those fighting rivals at home alike, Liquid Agony is a potent neurotoxin that amplifies nerve conductivity to extreme levels, turning even the weight of clothing and the caress of the air into torturous sensations. Some Drukhari in the depths of Commoragh imbibe tiny quantities of Liquid Agony to heighten the sensations they experience, but overdoses are all too common and leave the wretched beings in a state of perpetual agony just long enough for a hungry soul to find the source of the screams and drink deep of the self-inflicted pain.

Effect: The target's senses are overwhelmed with pain while *Poisoned*; the character suffers 1d3 Shock at the start of each of their turns, and doubles the amount of Shock they suffer from other sources.

Value: 7 Rare

Keywords: DRUKHARI, TOXIN

NERVESHARD

The toxin overloads the victim's synapses, their drawn-out agonised screams sending their allies fleeing in terror.

Effect: While the target is *Poisoned*, any of the target's allies within 5m adds +2DN to Resolve Tests.

Value: 5 Common

Keywords: DRUKHARI, TOXIN

NIGHTMARE PHILTRE

This toxin creates terror in its victims, no more, no less. Though the exact composition of this poison is a jealously guarded secret of those Haemonculi Covens and Shaimeshi Toxin-Cults who have mastered it. By chemically influencing the "fight or flight" reaction, and then triggering it, an overwhelming sense of panic and dread afflicts the victim, without obvious cause or reason—something that is arguably more terrifying than being afraid of anything specific. In many cases, the horrified psyche tries to invent some fearful apparition to justify the terror, a feat of self-delusion that only serves to act as a beautiful accompaniment to the Dark Eldar feeding upon this unreasoning panic. Hard-won experience has taught the Dark Eldar that this poison does not have an effect on all of their foes—even the most concentrated dose does not influence a Space Marine in any way, and it seems to merely enrage Orks.

Effect: The target is filled with dread while *Poisoned*; the character is under the effects of *Terror* while *Poisoned* and they cannot recover from *Terror* until after the *Poisoned* effect is ended. Ork characters become *Frenzied* instead, while Adeptus Astartes and Primaris Astartes characters are completely unaffected by this poison.

Value: 7 Rare

Keywords: DRUKHARI, TOXIN

SANGUINE EXODUS

This toxin causes the victim to begin exsanguinating rapidly, their blood pouring from every wound and orifice as if seeking to escape the body. Sanguine Exodus in part on the saliva of rare Xenos Haemovores common to a number of Death Worlds the Drukhari raid, and it has become popular amongst many Wyches as it allows them to kill with even greater elegance and conservation of motion.

Effect: The target bleeds profusely while *Poisoned* and suffers the *Bleeding* condition while the *Poisoned* effect lasts. Any attempts to remove the *Bleeding* condition fail while the *Poisoned* effect remains.

Value: 5 Common

Keywords: DRUKHARI, TOXIN

CHAPTER IV: EQUIPMENT

SHATTERGIFT

This venom causes any psychic activity to send shards of agony through the victim's mind, disrupting aetheric abilities.

Effect: The target's psychic abilities are impaired while *Poisoned*, suffering +4DN on all Psychic Mastery Tests, and inflicting 1d3 Shock each time a Psychic Mastery Test is attempted.

Value: 7 Uncommon

Keywords: DRUKHARI, TOXIN

VITAE REBELLION

A cruel and savage toxin, Vitae Rebellion is a genetic serum of incredible potency created in only a handful of Haemonculi laboratories and Shaimeshi venom-distilleries. It is sold to Dark Eldar nobles who desire a certain explosive flair to their kills. Vitae Rebellion aggressively transforms the biochemistry of its victims, transmogrifying critical fluids into chemicals and compounds that react violently with one another. The result is gruesome and spectacular, as the victim detonates in a shower of mutated gore. Alas, the effect is not as potent as the serums used by Death Jesters in their Shrieker Cannons, but it is still spectacular.

Effect: At the start of the victim's first turn after suffering the *Poisoned* condition, if they fail the Toughness test to shake off the effects then they suffer enough Mortal Wounds to exceed their Max Wounds by 1, then they immediately suffer a Traumatic Injury and begin Dying.

Value: 8 Very Rare

Keywords: DRUKHARI, TOXIN

CHAPTER IV: EQUIPMENT

ARMOUR

NAME	ARMOUR RATING	TRAITS	VALUE	KEYWORDS
ARMOUR				
Aeronautica Flight Suit	1	Void	4 Uncommon	LIGHT, IMPERIUM, AERONAUTICA IMPERIALIS
Arbites Carapace	4		6 Rare	HEAVY, IMPERIUM, ADEPTUS ARBITES
Assassinorum Bodyglove*	2	Agile	9 Very Rare	LIGHT, IMPERIUM, OFFICIO ASSASSINORUM
Auramite Custodian Power Armour*	6	Powered (4)	11 Unique	POWERED, ADEPTUS CUSTODES
Endurant Shield	2	Cumbersome, Shield	5 Rare	HEAVY, IMPERIUM, NAVIS IMPERIALIS
Navis Armoured Voidsuit	4	Void	6 Uncommon	HEAVY, IMPERIUM, NAVIS IMPERIALIS
Paragon Warsuit*	7	Powered (6)	10 Unique	POWERED, WARSUIT, ADEPTA SORORITAS
Riot Shield	1	Shield	4 Uncommon	LIGHT, IMPERIUM
Sicarian Battle Armour	4/ *1		6 Rare	HEAVY, IMPERIUM, ADEPTUS MECHANICUS, SKITARI
Suppression Shield	2	Bulk (1), Shield	6 Rare	HEAVY, SHOCK, IMPERIUM, ADEPTUS ARBITES
Vindicare Stealth Suit*	2	Agile	10 Unique	LIGHT, IMPERIUM, OFFICIO ASSASSINORUM, TEMPLUM VINDICARE
Vratine Armour	5	Agile, Powered (2)	7 Very Rare	POWERED, ANATHEMA PSYKANA
ASTARTES ARMOUR				
Thunder Mark I	5	Bulky (1), Powered (4)	12 Unique	HEAVY, POWERED, RELIC, IMPERIUM, ADEPTUS ASTARTES
Crusade Mark II	5	Powered (4)	10 Unique	POWERED, RELIC, IMPERIUM, ADEPTUS ASTARTES
Iron Mark III	6	Bulky (1), Powered (4), Void	10 Unique	HEAVY, POWERED, RELIC, IMPERIUM, ADEPTUS ASTARTES
Maximus Mark IV	5	Powered (3)	9 Unique	POWERED, IMPERIUM, ADEPTUS ASTARTES
Heresy Mark V	5	Powered (3)	9 Very Rare	POWERED, IMPERIUM, ADEPTUS ASTARTES
Corvus Mark VI	5	Powered (3)	9 Very Rare	POWERED, IMPERIUM, ADEPTUS ASTARTES
Errant Mark VIII	6	Powered (3)	9 Unique	POWERED, IMPERIUM, ADEPTUS ASTARTES
Gravis Mark X*	5	Bulk (1), Powered (4), Void	9 Very Rare	POWERED, IMPERIUM, ADEPTUS ASTARTES, PRIMARIS
Phobos Mark X*	5	Powered (3)	9 Very Rare	POWERED, IMPERIUM, ADEPTUS ASTARTES, PRIMARIS
Adamantine Mantle	*1	Power Field, Shield	9 Unique	LIGHT, IMPERIUM, ADEPTUS ASTARTES
Aegis Armour*	5	Powered (3)	9 Very Rare	POWERED, IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS
Artificer Armour	6	Powered (4)	11 Unique*	POWERED, IMPERIUM, ADEPTUS ASTARTES
Cataphractii Terminator Armour*	8	Bulk (2), Cumbersome, Powered (5)	11 Unique	HEAVY, POWERED, RELIC, IMPERIUM, ADEPTUS ASTARTES
Tartaros Terminator Armour*	7	Bulk (1), Powered (5)	11 Unique	POWERED, RELIC, IMPERIUM, ADEPTUS ASTARTES
Aegis Terminator Armour*	7	Cumbersome, Powered (5)	11 Unique	POWERED, IMPERIUM, ADEPTUS ASTARTES, GREY KNIGHTS
Centurion Warsuit	7	Bulk (2), Cumbersome, Powered (6)	10 Very Rare	POWERED, WARSUIT, IMPERIUM, ADEPTUS ASTARTES

CHAPTER IV: EQUIPMENT

Name	Armour Rating	Traits	Value	Keywords
FORCE SHIELDS				
Boarding Shield	*2	Cumbersome, Power Field, Shield	8 Very Rare	HEAVY, FORCE FIELD, IMPERIUM, ADEPTUS ASTARTES
Combat Shield	*1	Power Field, Shield	6 Rare	FORCE FIELD, IMPERIUM, ADEPTUS ASTARTES
Displacer Field*	*0	Power Field	10 Unique	FORCE FIELD, IMPERIUM
Hexagrammic Wards	*3	Power Field	6 Very Rare	WARD, IMPERIUM, INQUISITION, ADEPTUS ASTRA TELEPATHICA
Iron Halo	*4	Power Field	7 Very Rare	FORCE FIELD, IMPERIUM, ADEPTUS ASTARTES
Pentagrammic Wards	*5	Power Field	8 Unique	WARD, IMPERIUM, INQUISITION, ORDO MALLEUS
Voidsheen Cloak*	*1	Power Field, Shield	8 Unique	FORCE FIELD, ANATHEMA PSYKANA
Voltagheist Field Generator*	*3	Power Field	6 Rare	FORCE FIELD, ADEPTUS MECHANICUS, CULT MECHANICUS
CHAOS ARMOUR				
Daemonic Rune	*1	Power Field, Shield	9 Unique	DAEMONIC, CHAOS
Fleshmetal	6	Powered (4)	8 Unique	MUTATED, CHAOS, HERETIC ASTARTES
Sigil of Corruption	*4	Power Field	8 Unique	DAEMONIC, CHAOS
Aura of Dark Glory	*3	Power Field	5 Rare	DAEMONIC, CHAOS
AELDARI ARMOUR				
Aspect Armour	4	Agile, Power Field	5 Very Rare	ASURYANI, ASPECT WARRIOR
Heavy Aspect Armour	5	Agile, Bulk (1), Power Field	5 Very Rare	HEAVY, ASURYANI, ASPECT WARRIOR
Force Shield	*3	Power Field, Shield	8 Unique	FORCE FIELD, AELDARI
Holo-Suit	*1	Agile, Power Field	7 Very Rare	HOLOGRAM, LIGHT, HARLEQUIN
DRUKHARI ARMOUR				
Clone Field	0		8 Unique	HOLOGRAM, DRUKHARI
Ghostplate	4/*2	Agile, Power Field	6 Very Rare	LIGHT, DRUKHARI
Incubus Warsuit	5		6 Very Rare	HEAVY, DRUKHARI
Kabalite Armour	4		4 Rare	LIGHT, DRUKHARI
Shadowfield	*8	Power Field	8 Unique	FORCE FIELD, DRUKHARI
Wychsuit	1	Agile	3 Common	LIGHT, DRUKHARI
ORK ARMOUR				
Kustom Force Field	0		7 Very Rare	FORCE FIELD, KUSTOM, ORK
Projekta				
Sparky Wotzitz	*3	Power Field	7 Very Rare	FORCE FIELD, KUSTOM, ORK
LEAGUES OF VOTANN ARMOUR				
Ancestral Ward Crest*	Special	Power Field	9 Unique	FORCE FIELD, LEAGUES OF VOTANN
Bastium Void Armour	5/*4	Power Field, Void	8 Unique	HEAVY, LEAGUES OF VOTANN
Exo-Armour	7	Cumbersome, Powered (5), Void	9 Very Rare	HEAVY, POWERED, LEAGUES OF VOTANN
Exo-Frame*	5	Bulk (1), Cumbersome, Powered (6), Void	7 Very Rare	HEAVY, POWERED, LEAGUES OF VOTANN, BRÖKHYR
RAM Shield*	2	Shield	7 Very Rare	HEAVY, LEAGUES OF VOTANN
Rampart Crest*	*3	Power Field	8 Unique	FORCE FIELD, LEAGUES OF VOTANN
Weavefield Crest	*4	Power Field	7 Very Rare	FORCE FIELD, LEAGUES OF VOTANN
Void Armour	4	Void	5 Common	HEAVY, LEAGUES OF VOTANN
Void Suit*	2	Void	4 Common	LIGHT, LEAGUES OF VOTANN

CHAPTER IV: EQUIPMENT

Name	Armour Rating	Traits	Value	Keywords
T'AU EMPIRE ARMOUR				
Field Relay Amplifier	0	Special Power Field	5 Rare	FORCE FIELD, T'AU EMPIRE, FIRE CASTE
Shield Generator	*4			FORCE FIELD, SUPPORT SYSTEM, T'AU EMPIRE
T'au Combat Armour	4		5 Uncommon	LIGHT, T'AU EMPIRE, FIRE CASTE
T'au Flight Suit	2	Special, Void	5 Uncommon	LIGHT, T'AU EMPIRE, AIR CASTE
T'au Recon Armour	3	Special	5 Uncommon	LIGHT, T'AU EMPIRE, PATHFINDER
XV15 Stealth Battlesuit	5	Powered (2)	6 Rare	BATTLESUIT, JUMP JETS, T'AU EMPIRE, FIRE CASTE
XV25 Stealth Battlesuit	5	Powered (3)	6 Very Rare	BATTLESUIT, JUMP JETS, T'AU EMPIRE, FIRE CASTE
XV8 Crisis Battlesuit	5	Powered (4)	7 Rare	BATTLESUIT, HEAVY, JUMP JETS, T'AU EMPIRE, FIRE CASTE
XV85 Enforcer Battlesuit	6	Powered (5)	8 Very Rare	BATTLESUIT, HEAVY, JUMP JETS, T'AU EMPIRE, FIRE CASTE
XV86 Coldstar Battlesuit	5	Powered (4)	8 Very Rare	BATTLESUIT, HEAVY, JUMP JETS, T'AU EMPIRE, FIRE CASTE
XV88 Broadside Battlesuit	7	Bulk (1), Powered (6)	9 Very Rare	BATTLESUIT, HEAVY, T'AU EMPIRE, FIRE CASTE

IMPERIAL ARMOUR

AERONAUTICA FLIGHT SUIT

These pressurised flight suits are lightly reinforced to limit punctures from shrapnel and similar combat hazards. They're the standard issue garb of the pilots of the Aeronautica Imperialis and can function as voidsuits for a limited duration when flying between orbiting carriers and a planetary atmosphere.

Armour Rating: 1, Void

Value: 4 (Uncommon)

Keywords: LIGHT, IMPERIUM, AERONAUTICA IMPERIALIS

AGILE ARMOUR

A few types of armour listed in this section have the **Agile** trait. A character wearing **Agile** armour may use their Agility to calculate their Determination instead of their Toughness.

VOID ARMOUR

A number of types of armour listed in this section have the **Void** trait. A character with **Void** armour reduces the AP of incoming attacks by one step (i.e., from AP -1 to 0, or from AP -3 to -2).

Void armour also benefits from the Built-in Tech rule (page 235 of the *Wrath & Glory Core Rulebook*).

ARBITES CARAPACE

The appearance of the Adeptus Arbites strikes fear into the hearts of criminals and the lawless. Their armour is constructed from dense plasteel plates overlaying a synthetic polyplastic fibre weave produced by the Adeptus Mechanicus using methods they do not disclose to outsiders. The carapace armour is designed to be clipped together and worn over a light, breathable bodyglove, the armour carefully constructed and tailor-made to the proportions of the Arbitrator concerned. Given that the armour must be worn for hours at a time, often during periods of extreme physical exertion, it must be comfortable, and it succeeds surprisingly well on these fronts.

The helm is equipped with a micro-bead (or "vox-torc") and is open at the mouth to allow easier verbal communication. The helm is capable of being sealed in seconds with a rebreather, which is magnetised to the belt when not in use.

Armour Rating: 4

Value: 6 (Rare)

Keywords: HEAVY, IMPERIUM, ADEPTUS ARBITES

CHAPTER IV: EQUIPMENT

ASSASSINORUM BODYGLOVE

The Officio Assassinorum make extensive use of synskin bodygloves. Once sprayed onto the body, synskin forms a black outer skin which protects the wearer from the environment and augments the metabolism. It is bio-reactive and moulds itself to the wearer's form. It is also non-reflective and reduces the wearer's infrared profile, facilitating infiltration.

Armour Rating: 2, Agile

Sealed: The suit is completely environmentally sealed and contains sufficient oxygen for 12 hours. **GAS** weapons, even ones absorbed through the skin, cannot penetrate synskin.

Value: 8 (Very Rare)

Keywords: LIGHT, IMPERIUM, OFFICIO ASSASSINORUM

AURAMITE CUSTODES POWER ARMOUR

Custodian Armour is an advanced form of highly sophisticated, Artificer-wrought Power Armour utilised exclusively by the Adeptus Custodes, the elite guardians of the Emperor of Mankind. Finely wrought, Custodian Armour is customised exactly to task, and was produced without any regard to the consumption of resources or rarity of components or lore required; to arm and outfit the Custodians to the optimum, nothing was spared.

Armour Rating: 7, Powered (4)

Proximity Sensors: The wearer's Passive Perception is increased by +2.

Value: 11 (Unique)

Keywords: POWERED, IMPERIUM, ADEPTUS CUSTODES

ENDURANT SHIELD

These heavy boarding shields are carried by the largest, strongest Navy Armsmen, used to provide cover for their team while advancing through narrow passageways. The shield has a special mount for a shotgun or heavy shotgun, allowing the user to lay down suppressing fire as they advance.

Armour Rating: 2, Cumbersome Shield

Value: 5 (Rare)

Keywords: HEAVY, IMPERIUM, NAVIS IMPERIALIS

NAVIS ARMOURED VOIDSUIT

These bulky voidsuits contain multiple puncture-resistant layers and heavy armour plates that protect the wearer both from hazards and incoming fire. They're worn by Imperial Navy boarding parties and breacher teams.

Armour Rating: 4, Void

Value: 6 (Very Rare)

Keywords: HEAVY, IMPERIUM, NAVIS IMPERIALIS

PARAGON WARSUIT

These armoured suits straddle the line between armour and vehicle, encasing an armoured Sister of Battle in an additional shell which mimics her motions in battle. Only the most skilled and trusted Celestians are entrusted with these suits, for their machine spirits are not easily tamed, but they can weather the heaviest firepower and do battle with the most fearsome of enemies.

A Paragon Warsuit may only be worn by a character wearing Sororitas Power Armour.

Armour Rating: 7, Powered (5)

Warsuit: The wearer's Toughness is increased by +4 while they wear this suit. This increases the wearer's Wounds and Determination accordingly.

Armament: The suit is equipped with either a twin Storm Bolter, or a Paragon Grenade Launcher. One arm mounts a Heavy Bolter, Multi-Melta, or Heavy Flamer, while the other mounts a Paragon War Blade or Paragon Mace.

Value: 10 (Unique)

Keywords: POWERED, WARSUIT, ADEPTA SORORITAS

RIOT SHIELD

These lightweight shields are favoured by planetary law enforcement during riot suppression and similar conflict. Normally a simple piece of tempered armourplas fitted with a handle or wristlock, these shields are found in a variety of forms across the Imperium.

Armour Rating: 1, Shield

Value: 4 (Uncommon)

Keywords: LIGHT, IMPERIUM

CHAPTER IV: EQUIPMENT

SICARIAN BATTLE-ARMOUR

Given to advanced Skitarii such as Sicarian Ruststalkers and Sicarian Infiltrators, this multi-layered alloy provides admirable protection despite being thin and flexible. This alloy is informally known as *aegium* and acts as a capacitor that harnesses the energy of incoming attacks and disperses it across the wearer's frame.

Armour Rating: 4/ *1

Value: 6 (Rare)

Keywords: **HEAVY, IMPERIUM, ADEPTUS MECHANICUS, SKITARI**

SUPPRESSION SHIELD

The suppression shield is a type of shock weapon. It is like a storm shield but replaces the power field generator with an electro-shock unit. It acts as both a weapon and protection. Its electricity is discharged into the first unfortunate individual the shield contacts squarely. It is used along with the shock maul by Adeptus Arbites shock troops for crowd and riot control.

Armour Rating: 2, Bulk (1), Shield

Discharge: An enemy who fails a melee attack against someone wielding a suppression shield immediately suffers 1 Shock. Anyone suffering a complication on a melee attack against someone wielding a suppression shield suffers 1d3 Shock.

Value: 6 (Rare)

Keywords: **HEAVY, SHOCK, IMPERIUM, ADEPTUS ARBITES**

VINDICARE STEALTH SUIT

The Stealth Suit worn by Vindicare assassins combines cameleoline layers with the normal synskin bodyglove worn by other Imperial Assassins. Combined with their training, these suits mean that a Vindicare is almost impossible to detect.

Armour Rating: 2, Agile

Cameleoline: The photoreactive mimic-fibres in the suit blur's the wearer's outline, granting a +2d bonus to Stealth tests and a +2 bonus to Defence when in shadow or in cover.

Sealed: The suit is completely environmentally sealed and contains sufficient oxygen for 12 hours. **GAS** weapons, even ones absorbed through the skin, cannot penetrate synskin.

Value: 10 (Unique)

Keywords: **LIGHT, IMPERIUM, OFFICIO ASSASSINORUM, TEMPLUM VINDICARE**

PARAGON WARSUIT WEAPONS

PARAGON GRENADE LAUNCHER

These launchers propel a hail of implosive Krak grenades onto the enemy.

Damage	ED	AP	Range	Salvo	Traits
14	5	-2	12-24-36	2	Barrage, Blast (4)

TWIN STORM BOLTER

A linked pair of Storm Bolters, well-suited to unleashing a torrent of antipersonnel fire.

Damage	ED	AP	Range	Salvo	Traits
10	1	-	12-24-36	8	Brutal, Rapid Fire (3)

PARAGON WAR BLADE

Huge power swords, the size of a person, able to tear through foes with ease.

Damage	ED	AP	Range	Traits
(S) +5	5	-3	2	Blessed (1), Reaping

PARAGON MACE

Huge, powered maces, able to crush almost any resistance the wielder faces.

Damage	ED	AP	Range	Traits
(S) +8	6	-2	2	Blessed (1), Brutal, Unwieldy (2)

VRATINE ARMOUR

When a Sister-aspirant takes her final oaths of duty and says the last words she will ever utter aloud in her lifetime, she is given the Vratine armour, the armour of the oath. It is a pattern of advanced battle gear which shares design elements with both the power armour of the Space Marines and the silicate-mesh of Selenite void-mail, though it is not fully environmentally sealed.

Armour Rating: 5, Agile, Powered (2)

Value: 7 (Very Rare)

Keywords: **POWERED, IMPERIUM, SILENT SISTERHOOD**

ASTARTES ARMOUR

During character creation, any Adeptus Astartes character who has Aquila Mark VII armour may exchange that for Mark IV, Mark V, or Mark VI armour. Earlier marks may be obtained as rewards during play, and the later pattern, Mark VIII, can be obtained as an upgrade during Ascension. Heretic Astartes characters can choose Mark III, Mark IV, or Mark VI armour to replace their Mark VII, as these are the armours most common amongst the Traitor Legions.

Mark X armour is issued according to battlefield role, but some Primaris officers (Lieutenants, Captains, Librarians, etc) can choose freely between Tacticus, Gravis, or Phobos armour depending on their mission.

Some of the armour below has the **RELIC** keyword. Armour with the **RELIC** keyword is ancient and harkens back to the earliest days of the Imperium of Man, granting +1 to the Resolve of characters with the **IMPERIUM** keyword within 10m if worn by a loyal Space Marine. If worn by Traitor Astartes, it instead calls back to the start of the Long War, and it adds +1 Resolve to characters with the **HERETIC** or **HERETIC ASTARTES** keywords within 10m.

THUNDER MARK I

Thunder armour was first worn by the Emperor's Thunder Warriors during the reunification wars on Terra. Neither fully enclosed nor airtight, it cannot be considered true power armour, but paved the way for future designs. It featured a powered and heavily armoured torso that gave the wearer immense upper-body strength for grappling and subduing their foes. The power required to keep the suit working came from a backpack, a technological innovation that has been incorporated into every mark of power armour since. Its name was derived from the thunder and lightning symbol on the armour's plastron, a common symbol of the Emperor's reunification in that era. A handful of suits remain in Astartes armouries, as relics of the earliest days of the Imperium than as practical forms of armour.

Armour Rating: 5; **Bulky** (1), **Powered** (4)

The Emperor's Presence: The few remaining suits of Thunder Armour are sacred relics of the Emperor's reunification of Terra and the earliest days of the Great Crusades, and to falter while wearing it is to dishonour the heroes who came before you. Anyone wearing Mark I Thunder armour can withstand one additional Traumatic Injury before they die.

Value: 12 (Unique)

Keywords: **HEAVY**, **POWERED**, **RELIC**, **ADEPTUS ASTARTES**

CRUSADE MARK II

Following the conquest of the Sol System, the Emperor re-equipped his Space Marine Legions with Crusade armour, the first iteration of true power armour. Environmentally sealed, it could protect the wearer from the very worst battlefield conditions, even in the depths of space. It featured articulated sections of hoop-shaped armour, both on the torso and legs, giving the Space Marine unparalleled mobility, and a more efficient power system to prevent overheating. Regarded by many as the most effective suit of power armour, it was notoriously difficult to maintain and dropped out of common use by the 41st Millennium.

Armour Rating: 5; **Powered** (4)

Revered: The wearer of this armour gains +2d on all interaction tests made with other characters with the **ADEPTUS ASTARTES** keyword.

Troublesome Machine Spirit: If Crusade armour is damaged in some way, the DN for any Tech tests to repair it increase by +2.

Value: 10 (Unique)

Keywords: **POWERED**, **RELIC**, **ADEPTUS ASTARTES**

CHAPTER IV: EQUIPMENT

IRON MARK III

Iron armour was developed during the Great Crusade, not to replace Crusade armour, but to be used alongside it in close quarters boarding actions and tunnel fighting. A suit of modified Crusade armour, it featured additional armour panels on the greaves, forearms, thighs, chest and groin, plus larger shoulder pads and a more angular helm to deflect bullets away from the face. To compensate for the heavy front plates, Iron armour was not reinforced at the back, making it ideal for frontal assaults and battles in claustrophobic environments, but unsuitable for regular combat duties. It is now mainly worn as ceremonial armour.

Armour Rating: 6; **Bulky** (1), **Powered** (4), **Void**

Revered: The wearer of this armour gains +2d on all interaction tests made with other characters with the **ADEPTUS ASTARTES** keyword.

Vulnerable Rear: Attacks from the rear reduce the Armour Rating by 2.

Value: 10 (Unique)

Keywords: **HEAVY**, **POWERED**, **RELIC**, **ADEPTUS ASTARTES**

MAXIMUS MARK IV

As the Great Crusade expanded across the galaxy, and the size of the Imperium reached what was to be its zenith, a new variant of armour was produced by the Mechanicus of Mars. The main development of the "Maximus" suit was to abandon the use of abutting plates in favour of larger, inflexible armoured casings. These were easier to produce and maintain, with only a slight reduction in mobility, and thanks to technology uncovered as the Crusade progressed, were lighter as well as being more efficient protection. The helmet was a new design that allowed easier movement, while retaining an environmental seal.

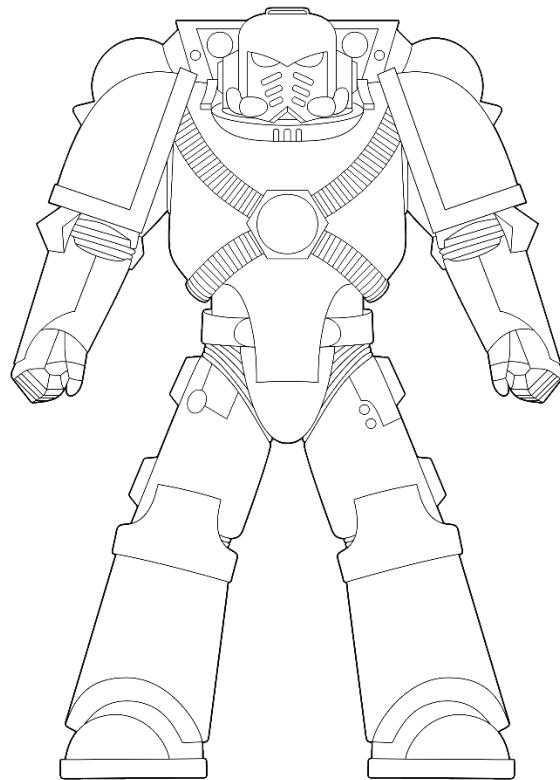
Many legions maintained their own distinctive variants of this armour, such as the Ultramarines' *Praetor*-pattern armour, but these distinctions are superficial at best.

Armour Rating: 5; **Powered** (3)

Revered: The wearer of this armour gains +2d on all interaction tests made with other characters with the **ADEPTUS ASTARTES** keyword.

Value: 9 (Unique)

Keywords: **POWERED**, **ADEPTUS ASTARTES**



HERESY MARK V

With the outbreak of rebellion, supply lines fell into turmoil and it became difficult to repair and maintain the advanced Mk4 suits. Mk5 was created as a stopgap, a style with the flexibility to use new or old materials depending on availability. In many cases older, heavy power cabling was used, which created a weak point on the chest. The armour was reinforced with an extra skin plate fitted over the top using molecular bonding studs, thus giving "Heresy Armour" its distinctive appearance. After the Heresy, most examples of the armour were dismantled and used for spares—the Chapters preferring not to be reminded of those dark days. However, it is still commonplace among the hated Traitor Legions.

Armour Rating: 5; **Powered** (3)

Rugged: The tough, studded outer shell of Heresy armour was ideal for the brutal combat of the Heresy itself. The wearer of this armour may add +1 to their Determination.

Suspicious: This armour remains common amongst the Traitor Legions and draws the incisive gaze of the Inquisition. The wearer adds +1DN to all non-hostile interaction tests with members of the Inquisition.

Value: 9 (Very Rare)

Keywords: **POWERED**, **ADEPTUS ASTARTES**

CHAPTER IV: EQUIPMENT

CORVUS MARK VI

The Mk6 “Corvus Suit” also saw much action during the Horus Heresy. It featured dual technology circuits that allowed the replacement of rare or sophisticated parts with common or basic alternatives. It also included fail-safes such as duplicate power cabling. The left shoulder pad, which always took the brunt of enemy fire, retained the studded Mk5 construction to be easily replaced.

Armour Rating: 5; Powered (3)

Nimble: Corvus armour is favoured by assault specialists, who find the light weight and smooth movement well-suited to their work. The wearer gains +1 Speed.

Light Construction: The lighter materials used in making Corvus armour are not as durable as those used in later marks. Any called shot against Corvus armour counts the attack's AP as 1 better.

Value: 9 (Very Rare)

Keywords: POWERED, ADEPTUS ASTARTES, RAVEN GUARD

ERRANT MARK VIII

In the millennia between the Horus Heresy and the Indomitus Crusade, only one new mark of armour was developed, a clear demonstration of how much progress and innovation have stagnated. “Errant” armour is a development on the Mk7 design, addressing some of the flaws and weak points of that type. It adds extra plating on the torso to further protect the energy cabling, and a high gorget, or collar, covering the weak point at the neck join (the only drawback is that older helmets are not easily compatible). It has had limited deployment thus far, so tends to be reserved for veteran Space Marines as a sign of rank.

Armour Rating: 6; Powered (3)

Sign of Authority: The wearer adds +Rank to Leadership tests to command or rally other characters with the ADEPTUS ASTARTES keyword.

The Benefits of Advancement: A Space Marine character may replace their power armour with armour of this mark when they take an ascension package, as their advancement demonstrates their worthiness for this scarce and potent armour.

Value: 9 (Unique)

Keywords: POWERED, ADEPTUS ASTARTES

GRAVIS MARK X

Mark X power armour comes in a number of varieties, as the underlying armour system is designed to be modular and customisable according to battlefield role. The heavier variant is known as Gravis armour, which incorporates additional cowling, and ablative armour layers to increase the wearer’s durability in battle, at the cost of reduced mobility.

Armour Rating: 5; Bulk (1), Powered (4), Void

Reinforced: The wearer adds +1 to their Toughness while wearing this armour. This increases their Wounds and Determination.

Value: 9 (Very Rare)

Keywords: POWERED, ADEPTUS ASTARTES, PRIMARIS

PHOBOS MARK X

Phobos armour is a lightweight variant of Mark X power armour, with lighter plating and tuned servos that operate silently and virtually no loss of protection, though the reduced bulk of the armour does mean it provides less of a boost to the wearer’s strength. It’s favoured by Reivers and other Vanguard Primaris, who operate deep behind enemy lines and rely on stealth and evasion to wage war.

Armour Rating: 5; Powered (3)

Silenced: Moving Stealthily only requires a Simple Action and your Movement, rather than a Combat Action and your Movement.

Value: 9 (Very Rare)

Keywords: POWERED, ADEPTUS ASTARTES, PRIMARIS

ADAMANTINE MANTLE

An Adamantine Mantle is a cloak worn by Space Marines. They are cloaks made from threads of Adamantine, a tough and resistant material that can provide excellent protection for its wearer. The cloak supplements the protection of the wearer’s armour, allowing the wearer to survive very heavy firepower which would normally fell any other warrior.

Armour Rating: *1; Power Field, Shield

Heroes’ Mantle: The wearer’s Determination is increased by +3.

Value: 9 (Unique)

Keywords: LIGHT, ADEPTUS ASTARTES

CHAPTER IV: EQUIPMENT

AEGIS ARMOUR

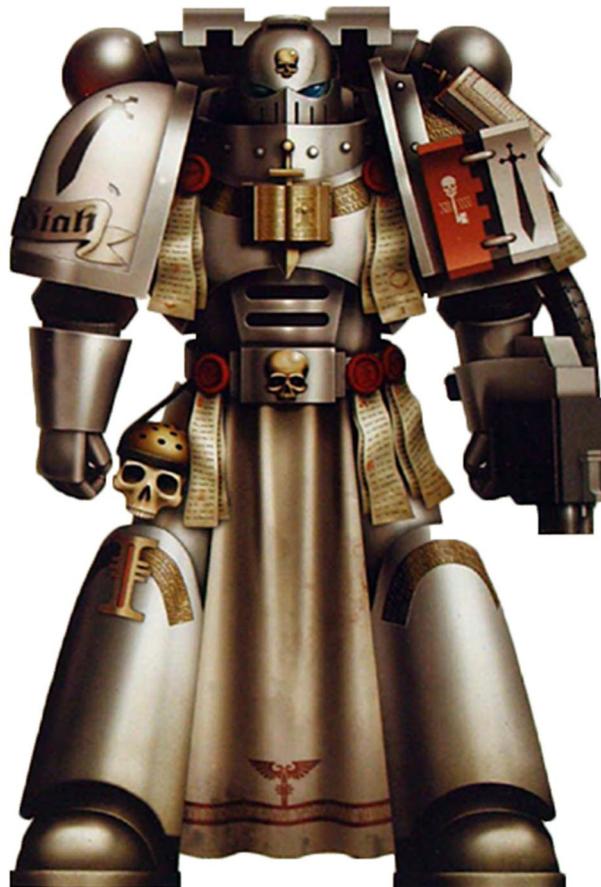
Aegis Armour is a specialized form of Astartes Power Armour worn by members of the Grey Knights chapter. Worked into their Armour, each Aegis Suit contains a lattice of psycho-conductive filaments and protective amulets, layered hexagrammic wards, and is inscribed with anti-daemonic prayers. Aegis Armour allows Grey Knights to better combat Warp Entities and Rogue Psykers by protecting them from psychic attack. The technology incorporated into The Aegis represents the most potent anti-psychic defences in the Imperium of Man.

Armour Rating: 5; Powered (3)

The Aegis: Enemy psychic powers which target the wearer suffer +2DN. In addition, the wearer adds +Rank bonus dice when rolling Determination against attacks from a **DAEMON**.

Value: 9 (Very Rare)

Keywords: POWERED, GREY KNIGHTS



AEGIS TERMINATOR ARMOUR

Crafted exclusively by the Artisans of the Forge World of Deimos for the Grey Knights, these customised suits of Terminator Armour contain similar psychic protections as Aegis-pattern Power Armour. Grey Knights frequently take to battle in Terminator armour, as they require the protection when facing the mightiest and deadliest of daemonic foes.

Armour Rating: 7; Cumbersome, Powered (5)

Aegis Terminatus: The wearer may roll Determination against Mortal Wounds. Further, enemy psychic powers which target the wearer suffer +2DN. Finally, the wearer adds +Rank bonus dice when rolling Determination against any attack from a **DAEMON**.

Value: 11 (Unique).

Keywords: POWERED, GREY KNIGHTS

ARTIFICER ARMOUR

Artificer armour is not a pattern of armour, but a catch-all term for individually crafted or carefully modified suits of power armour, often worn by the chapter's heroes. The oldest of these suits were created for the Primarchs themselves, and many legendary Chapter Masters and Captains of the Adeptus Astartes wear artificer armour custom-engineered for them, with ornate representations of personal or Chapter heraldry and construction that is as much artwork as functional protection. The drawback to such unique craftsmanship is that each suit requires extensive attention to maintain, meaning that only senior officers (or Techmarines, who often wear less-ornate artificer armour of their own construction).

Armour Rating: 6; Powered (4)

Value: 11 (Unique). Techmarines reduce this to 9 (Very Rare) instead.

Keywords: POWERED, ADEPTUS ASTARTES

CHAPTER IV: EQUIPMENT

CENTURION WARSUIT

A Centurion Warsuit allows a Space Marine to stride into battle with the firepower of a battle tank and the protection of thick ablative plates of ceramite, making him immune to all but the most powerful of weapons. Named for the Space Marine leaders of old, the Centurion STC design was unearthed in the aftermath of the Age of Apostasy and after sanction by the Adeptus Mechanicus, they found their way into the armouries of most Space Marine Chapters.

Centurions are brutal specialist weapons tactically deployed as line breakers and besiegers - where haste is less important than durability. The suits themselves do not interfere with the Black Carapace of a Space Marine, and they do not need to be surgically implanted within the warsuit as is the case with a Dreadnought. Battle-Brothers learn to pilot Centurions as part of their vehicle training, and pilots are not chosen from the 1st Company. Instead, they are chosen from the Chapter's Assault and Devastator units. The most frequent explanation of this is that a Centurion's role requires a Space Marine to be fully immersed in a particular style of war, while the bulky warsuits lack the degree of tactical flexibility that the Chapter's Veterans require.

A Centurion Warsuit may only be worn by a character wearing Space Marine Power Armour.

Armour Rating: 7, Powered (6)

Warsuit: The wearer's Toughness is increased by +2 while they wear this suit. This increases the wearer's Wounds and Determination accordingly.

Assault Centurion: An Assault Centurion Warsuit is fitted with a Centurion Assault Launcher or a Hurricane Bolter, a pair of Siege Drills, and either a pair of Flamers or a pair of Meltaguns.

Devastator Centurion: A Devastator Centurion is fitted with a Hurricane Bolter or Centurion Missile Launcher, and either a Grav-Cannon, two Heavy Bolters, or two Lascannons.

Value: 10 (Very Rare)

Keywords: POWERED, WARSUIT, IMPERIUM, ADEPTUS ASTARTES

CENTURION WARSUIT WEAPONS

CENTURION ASSAULT LAUNCHER

These launchers unleash a punishing spray of shrapnel and concussive force at close range, forcing enemies to take the fire or cower as the Centurions charge.

When the wearer of this warsuit Charges, they may fire the assault launchers during the charge. The enemy charged, and any other enemies within 3m, must either choose to take a hit (Damage 10 +4ED) or suffer the *Hindered* and *Vulnerable* conditions.

HURRICANE BOLTER

A rack of six linked boltguns, designed to unleash a torrent of mass-reactive shells at any horde of foes in the way.

Damage	ED	AP	Range	Salvo	Traits
10	1	-	12-24-36	6	Brutal, Rapid Fire (6)

CENTURION MISSILE LAUNCHER

These launchers, like the Cyclone Launchers used by Terminators, contain a rack of Krak missiles fired in devastating salvos.

Damage	ED	AP	Range	Salvo	Traits
16	6	-2	18-36-54	6	Barrage, Blast (4)

SIEGE DRILL

These heavy armoured gauntlets are fitted with bulky rock-crushing drills wreathed in disruption fields, allowing the wielder to tear through the toughest fortifications—or foes—they encounter.

Damage	ED	AP	Range	Traits
(S) +8	6	-4	-	Brutal, Paired

CHAPTER IV: EQUIPMENT

CATAPHRACTII TERMINATOR ARMOUR

An ancient and revered form of Tactical Dreadnought Armour, Cataphractii armour was the first form to be issued to Astartes Terminator squads, this armour is nigh-indestructible due to heavy adamantium plating and high-powered force field generators, but this came at the expense of mobility. Few of these suits remained in active service after the Horus Heresy—most Terminator squads used one of the other patterns of Tactical Dreadnought Armour—but a small number of them remain in Chapter armouries.

Armour Rating: 8; **Bulk** (2), **Cumbersome**, **Powered** (5)

Cataphractii Field Generator: The wearer may roll Determination against Mortal Wounds. In addition, the wearer adds +2 bonus dice when they roll Determination.

Value: 11 (Unique).

Keywords: **HEAVY**, **POWERED**, **RELIC**, **ADEPTUS ASTARTES**

TARTAROS TERMINATOR ARMOUR

Developed during the Great Crusade alongside Mark IV Power Armour, Tartaros-pattern Tactical Dreadnought Armour trades some of the resilience of Cataphractii-pattern armour for greater mobility. Providing comparable protection to the more common Indomitus-pattern armour (the standard Terminator Armour on page 303 of the *Wrath & Glory* core rulebook), Tartaros is easier to move in. However, the technical and resource requirements to make each suit were prohibitive, and they were never produced in large numbers. After the Heresy, only a few of these suits remain in active service.

Armour Rating: 7; **Bulk** (1), **Powered** (5)

Tartaros Field Generator: The wearer may roll Determination against Mortal Wounds.

Value: 11 (Unique).

Keywords: **POWERED**, **RELIC**, **ADEPTUS ASTARTES**

FORCE SHIELDS

BOARDING SHIELD

Used extensively during the brutal tunnel fighting and boarding actions of the Great Crusade, boarding shields fell out of use after Storm Shields were developed to fight in those same conditions. Massive bulky shields fitted with a power field generator, these shields were designed to be used in close quarters firefights as much as in melee, with most designs having a cut-out where a bolter or other weapon can be placed without exposing the wielder. Some Chapters retain stores of these for unusual situations, but the dedicated Breacher Squads that used to wield them were phased out with the Codex Astartes.

Armour Rating: *2; **Cumbersome**, **Power Field**, **Shield**

Value: 8 (Very Rare).

Keywords: **HEAVY**, **FORCE FIELD**, **ADEPTUS ASTARTES**

COMBAT SHIELD

A smaller, more mobile form of shield, Astartes combat shields were another precursor to the Storm Shield, albeit one that still sees use. Their smaller design allows them to be mag-locked to the wielder's vambrace while leaving their hand free to use equipment or another weapon—many warriors favour a pistol in their shield hand—and they do not significantly hinder the wielder's movement. However, they also do not provide anywhere near as much protection as their larger counterparts.

Armour Rating: *1; **Power Field**, **Shield**

Wrist-mounted: The wearer may still wield weapons with the hand carrying this shield, as the shield is affixed to their arm.

Value: 6 (Rare).

Keywords: **FORCE FIELD**, **IMPERIUM**, **ADEPTUS ASTARTES**



CHAPTER IV: EQUIPMENT

DISPLACER FIELD

A Displacer Field is a teleportation device used as a form of personal defence by important Imperial agents such as Inquisitors and their chosen Acolytes. Unlike other forms of personal protection, a Displacer Field emitter is something of an unreliable technology since it relies on the manipulation of the Warp for its function. When an individual wearing a Displacer Field emitter is struck by a blow from a melee weapon or fire from a ranged weapon that carries sufficient force, the Displacer Field will activate and teleport the user through the Warp to another position in the local realspace that is out of harm's way.

However, the use of this device carries several risks. All teleportation technology is inherently dangerous since it moves an individual through the Warp. Even the brief exposure of a few solar milliseconds can be dangerous. Second, for the Displacer Field to function properly, it must be set to automatically teleport its user, and that user will not be able to control the moment of teleportation or exactly where the device will teleport them. Finally, the user returns to realspace moving the same speed and direction as when the field was activated. Depending upon where the user ends up, this can be extremely dangerous.

Armour Rating: 0; Power Field

Displacement: When hit by an attack while protected by a displacer field, roll a number of dice equal to the number of ED used on the damage roll. If any of them roll Icons, then the field activates, moving the character a number of metres equal to the number of Icons rolled in a random direction instantly. If the field activates, the attack misses, unless it was a blast or area effect (in which case, it still affects the area, which the character may still be within). If this effect would place you within a solid object, reduce the distance teleported until you are no longer in a solid object.

Value: 10 (Unique).

Keywords: FORCE FIELD, IMPERIUM

HEXAGRAMMIC WARDS

Protective glyphs and sigils inscribed upon amulets and other charms and inlaid with blessed substances can be used to protect against the attacks of psykers. They are extensively used by Ordo Hereticus Inquisitors and the League of Blackships to contain witches and sorcerers.

Armour Rating: *3, Power Field

Witch-proof: Any attempt to use a psychic power upon a target protected by Hexagrammic Wards increases the difficulty by +4 DN. Hexagrammic wards provide no protection—not even Armour Rating—against non-psychic attacks.

Value: 6 (Very Rare).

Keywords: WARD, INQUISITION, ADEPTUS ASTRA TELEPATHICA

IRON HALO

Normally mounted within a metal ring mounted on the wearer's backpack, appearing like the halo it is named for, the Iron Halo is a forcefield generator commonly issued to Astartes officers, typically those of Captain (or equivalent) rank or higher. The field is quite potent, as it can draw directly from the power supply of the wearer's armour.

Armour Rating: *4; Power Field

Symbol of Authority: A character wearing an Iron Halo gains +Double Rank bonus dice on all Leadership tests to command characters with the ADEPTUS ASTARTES keyword.

Value: 7 (Very Rare).

Keywords: FORCE FIELD, ADEPTUS ASTARTES

PENTAGRAMMIC WARDS

Sometimes known as a shield of faith, a Pentagrammic Ward is a collection of psycho-reactive symbols and patterns, inlaid and inscribed using sacred materials, which repels daemons. The Inquisition regards knowledge of Pentagrammic Wards as extremely sensitive, as heretics can use the same techniques to capture and bind daemons.

Armour Rating: *5; Power Field

Daemonbane: Any creature with the DAEMON keyword attempting to attack or interact with Pentagrammic Wards (or something warded with them) must take a Terror test (DN 5). Pentagrammic wards provide no protection—not even Armour Rating—against attacks from non-Daemons.

Value: 8 (Unique).

Keywords: WARD, ORDO MALLEUS

CHAPTER IV: EQUIPMENT

VOIDSHEEN CLOAK

The voidsheen cloaks worn by the Oblivion Knights are made from micro-vitrious mesh designed to diffract and absorb energy. These cloaks are especially effective at shielding the wielder from blasts.

Armour Rating: *1; Power Field, Shield

Blast Diffraction: A character wearing a Voidsheen Cloak adds +2 to their Resilience against attacks with the Blast quality.

Value: 8 (Unique).

Keywords: FORCE FIELD, ANATHEMA PSYKANA

VOLTAGHEIST FIELD GENERATOR

Connected into the implants and electoos of an Electro-Priest, these generators tune the voltaic Motive Force to generate a pulsing, crackling field of electromagnetic power that repels physical projectiles and energy alike. This energy is not purely defensive, as arcs of bioelectricity can leap away to strike any who stray too near.

Armour Rating: *3; Power Field

Discharge: When you charge while wearing a Voltagheist Field generator, roll a d6 for each enemy within 2m of you when you finish the charge. For each 6 rolled, that enemy suffers a Mortal Wound. Any enemy who rolls a 1 on their Wrath die when making a melee attack against you also suffers one Mortal Wound.

Lumenen Charge: A Voltagheist field generator will not function unless you have a Lumenen Capacitor implant with one or more charges. If the Capacitor has more charges than its normal amount, then add +1 to the Armour Rating of the field for every additional charge you have, to a maximum Armour Rating of 6.

Value: 6 (Rare).

Keywords: FORCE FIELD, CULT MECHANICUS

CHAPTER IV: EQUIPMENT

CHAOS ARMOUR

DAEMONIC RUNE

The Chaos Champion has been gifted with a Daemonic Rune, a mighty symbol of the power of the Dark Gods. Their power flows through the rune demonstrating the favour conferred on the Champion. Such an individual has been marked for greatness and cannot easily be killed.

Armour Rating: *1; Power Field, Shield

Heroes' Mantle: The wearer's Determination is increased by +3.

Value: 9 (Unique)

Keywords: LIGHT, ADEPTUS ASTARTES

FLESHMETAL

A warp-spawned fusion of muscle and powered steel, Fleshmetal forms a hideous exoskeleton to those followers of Chaos whose armour has long since fused with their body. In most cases, Fleshmetal was once power armour, but it has grown and mutated to the point where there is no clear distinction between the wearer's flesh and the armour plate they once wore. Fleshmetal is not so much obtained as equipment as it is bestowed by the powers of the Warp.

Armour Rating: 6; Powered (4)

Hideous Symbiosis: Fleshmetal armour cannot be removed. Whenever the wearer rolls Determination, each Exalted Icon causes them to recover 1 Wound.

Value: 8 (Unique).

Keywords: MUTATED, CHAOS, HERETIC ASTARTES

SIGIL OF CORRUPTION

A blasphemous icon or talisman, defiled with profane rites and horrific sacrifices, and then worn as an amulet or worked into flesh or armour, can be a potent source of protection for the servants of Chaos, turning attacks away as reality recoils from the champion's presence.

Armour Rating: *4, Power Field

Blasphemy: The first time a character dons a Sigil of Corruption, they gain +2 Corruption Points.

Value: 8 (Unique).

Keywords: DAEMONIC, CHAOS

AURA OF DARK GLORY

The mightiest servants of the Dark Gods are often wreathed in an aura of abhorrent power, their corruption obvious in its foul majesty. With this aura, the blades and shots of the champion's foes are resisted by a shimmering nimbus of warp energy.

Armour Rating: *3, Power Field

Chaos Gift: An Aura of Dark Glory cannot be removed. When the character gains an Aura of Dark Glory, they gain +1 Corruption point.

Value: 5 (Rare).

Keywords: DAEMONIC, CHAOS

AELDARI ARMOUR

ASPECT ARMOUR

Aspect Armour is manufactured by the Eldar for use by their specialist Aspect Warriors. They use psychic engineering to construct a psycho-sensitive material which reacts instantly to movement by the wearer and moulds and reshapes itself to provide a tight fit, making it ideal for combat. It stiffens on impact much like Mesh Armour although it also includes further rigid plating, and force field generators to reinforce it further.

Several Aspect Shrines use a heavier version, but even this is lightweight and flexible compared to similar armour worn by other species. Aspect Armour contains technology equivalent to a vox-bead and a rebreather.

Armour Rating: 4, Agile, Power Field

Variants: Heavy Aspect Armour has an Armour Rating of 5, the Bulk (1) trait, and the **HEAVY** keyword.

Value: 5 (Very Rare).

Keywords: ASURYANI, ASPECT WARRIOR

FORCE SHIELD

Worn by Asuryani Autarchs and other Eldar of importance—at least, the ones who don't have another form of protection—these tiny energy field generators are normally mounted on the vambrace of armour, where the field they project can be directed and positioned to deflect incoming attacks.

Armour Rating: *3, Power Field, Shield

Value: 8 (Unique)

Keywords: FORCE FIELD, AELDARI

HOLO-SUIT

Holo-suits (*dathedi* in Eldar, translated as "between colours") are used by the Harlequins. Each contains a programmable holo-field which breaks up the outline of the wearer as they move. When the wearer of a holosuit moves, their form appears to shatter into a storm of light and colour, coalescing again when the wearer stops. When the wearer remains still for a few moments, the holosuit instead makes the wearer blend in with their surroundings. Regardless, a skilled wearer is extraordinarily difficult to strike.

Armour Rating: *1, Agile, Power Field

Domino Field: A Holo-Suit increases the wearer's Defence based on how much they have moved. It grants +1 Defence if the wearer was stationary last turn. This increases to +2 if the wearer moved, +3 if the wearer Ran, or +4 if the wearer Sprinted.

Value: 7 (Very Rare)

Keywords: HOLOGRAM, LIGHT, HARLEQUIN

CHAPTER IV: EQUIPMENT

DRUKHARI ARMOUR

CLONE FIELD

A form of defensive field used by powerful Dark Eldar, Clone Fields provide no physical protection, but deceive enemies by generating realistic holographic simulacra of the wearer which deceive attackers. Until the moment a shot or blade makes contact, it is impossible to know if an attack is at the intended target or merely a duplicate.

A Clone Field cannot be worn with **FORCE FIELD** armour, as energy fields disrupt the holographic decoys.

Armour Rating: 0

Deceptive Defence: Whenever you are attacked while wearing a Clone Field, roll a d6. On an Icon, the attack is considered to have missed. This has no effect against Blasts or area effect attacks.

Value: 8 (Unique).

Keywords: HOLOGRAM, DRUKHARI

GHOSTPLATE

Ghostplate Armour is worn elite Dark Eldar who can afford the price to combine substantial protection with great mobility. The armour itself is fashioned from hardened resins containing pockets of lighter-than-air gas. It also incorporates mini-forcefield projectors for additional protection.

Armour Rating: 4/*2, Agile, Power Field

Value: 6 (Very Rare)

Keywords: LIGHT, DRUKHARI

INCUBUS WARSUIT

All Incubi are equipped with an extremely resilient suit of armor, called an Incubus Warsuit. The Incubi jealously keep the procedures to manufacture and repair such armour to themselves. The helmet of the suit incorporates the signature Tormentor weapon of the Incubi, which sends out pulses of agony and dread to debilitate foes before battle is joined.

Armour Rating: 5

Tormentor: The nearest enemy within 2 metres of this armour's wearer cannot take a turn until after everyone else has taken a turn this round.

Value: 6 (Very Rare)

Keywords: HEAVY, DRUKHARI

KABALITE ARMOUR

When going to war, each Warrior girds himself with a sophisticated bodysuit of segmented armour. These suits are donned during lengthy and unnecessarily painful pre-battle rituals, the better to ensure the wearer's psyche is honed to a single point of murderous intent. Much of the bodysuit is held in place with long metal barbs and hooks that penetrate deep into the wearer's nerve bundles, sharpening his senses with the constant sting of pain.

Kabalite Armour contains a vox and a rebreather, or Dark Eldar equivalents of these items.

Armour Rating: 4

Value: 4 (Rare)

Keywords: LIGHT, DRUKHARI

SHADOWFIELD

The most powerful Dark Eldar often wreath themselves in a miasma of protective gloom. This is not merely a form of concealment, however: advanced force field generation is intermingled with the deceptive darkness. Few attacks can effectively strike the wearer of a Shadowfield, and those few that do seldom strike true. However, they are not infallible, and once they have failed, they leave their wearer defenceless.

Armour Rating: *8, Power Field

Near-Perfect Defence: The wearer of a functioning Shadowfield may roll Determination without suffering Shock and rolls 9d6 when they roll Determination.

Overload: If the wearer of a Shadowfield takes any damage, the field overloads and will provide no benefit until after the next Regroup.

Value: 8 (Unique)

Keywords: FORCE FIELD, DRUKHARI

WYCHSUITS

Wyches wear a flexible bodyglove known as a Wychsuit. The suit has been designed with sections cut away, baring naked flesh to draw the enemy in. Wyches are disdainful of the use of armour and prefer to rely on their skill and agility to defend themselves.

Armour Rating: 1, Agile

Value: 3 (Uncommon)

Keywords: LIGHT, DRUKHARI

CHAPTER IV: EQUIPMENT

ORK ARMOUR

KUSTOM FORCE FIELD PROJEKTA

Big Meks often build and customise powerful force field projectors they use to protect themselves as well as their Boyz and vehicles in the vicinity. It will absorb enemy fire, crackling with energy and protecting everything under its bubble. These devices are carried on a Big Mek's back or are sometimes attached to Mekboy Junkas, walkers—from Killa Kans to Stompas—or even buildings.

Armour Rating: 0

Big Bubble: The generator produces a bubble which covers everything within 20m of the wearer. Any creature within the bubble receives +2 Defence and +2 Resilience against any attack which originated outside the bubble.

Value: 7 (Very Rare)

Keywords: FORCE FIELD, KUSTOM, ORK

SPARKY WOTZITZ

Some ingenious Meks—normally on orders from a Warboss—figure out how to create personal force field generators. These field generators are unpredictable and prone to failure, but when functioning properly they can withstand tremendous assaults.

Armour Rating: *3, Power Field

Unreliable: Whenever you roll Determination when wearing Sparky Wotzitz, include a Wrath die. If a 6 is rolled on this Wrath die, the attack is entirely ignored with a flash of light and a thunderous boom. If a 1 is rolled on this Wrath die, the force field fails entirely, and will not function until repaired. It takes a Tech test (DN5) to repair the field, which cannot be done in combat.

Value: 7 (Very Rare)

Keywords: FORCE FIELD, KUSTOM, ORK

LEAGUES OF VOTANN ARMOUR

ANCESTRAL WARD CREST

Weavefield protectors employ interwoven layers of protective energy fields, similar to the refractor and conversion fields used by the Imperium, along with magnetic repulsion fields and a wide spectrum of other barriers. The Leagues of Votann employ this technology in a variety of ways, but in battle, they are often mounted into decorative armoured crests worn on combat armour, projecting shimmering amber barriers that can intercept a variety of incoming attacks.

Armour Rating: Special, Power Field

Barrier-Tech: The Ancestral Ward Crest has an Invulnerable Armour Rating equal to the wearer's Psychic Mastery skill ranks.

Value: 8 (Unique)

BASTIUM VOID ARMOUR

Some advanced technology produced by the Brôkhyr incorporates Bastium, a superdense alloy of great durability. Some rare models of void armour incorporate layers of Bastium to reinforce it against damage and increase the wearer's durability.

Armour Rating: 5/*4, Void

Value: 8 (Unique)

EXO-ARMOUR

Exo-Armour is a suit of massive, servo-assisted powered heavy infantry armour, commonly worn by the elite Einhyr troops of the Leagues of Votann. Its inch-thick armour plate, wrought from exotic alloys only found in the galactic core, provides protection rivalled only by the Tactical Dreadnought Armour of the Adeptus Astartes.

Armour Rating: 7, Cumbersome, Powered (5), Void

Value: 9 (Very Rare)

EXO-FRAME

Adapted from void-rigs used to maintain Kin spacecraft, these armoured exoskeletons exchange repair tools for massive heavy weapons. While not quite as protective as Exo-Armour, the wearers can weather considerable fire, while allowing them to bear some of the heaviest infantry-portable weapons available.

Armour Rating: 5, Bulk (1), Cumbersome, Powered (6)
Void

Stable Firing Platform: A Heavy weapon carried by a character in an Exo-Frame always counts as Braced.

Value: 7 (Very Rare)

CHAPTER IV: EQUIPMENT

RAM SHIELD

These bulky protective devices are mounted over one of the gauntlets of a suit of Exo-Armour and used to provide additional defence in close quarters combat, or as a ram when charging into enemy formations. Each RAM Shield includes an Autoch-pattern Combi-Bolter.

Armour Rating: 2, Shield

Integrated Weapon: A RAM Shield contains a built-in Autoch-pattern Combi-bolter (page 383)

Value: 7 (Very Rare)

RAMPART CREST

These force field generators are commonly mounted into decorative crests worn on personal armour or mounted onto war engines. They function in much the same way as Weavefield projectors, but can be overcharged for short periods, projecting a wider field that protects nearby allies as well. They're commonly worn by league Kâhls, as a symbol of their status and responsibility.

Armour Rating: *3, Power Field

Extended Field: The protection of a rampart crest can be expanded, granting +2 Resilience to any allies within 6m.

Value: 8 (Unique)

WEAVEFIELD CREST

Weavefield protectors employ interwoven layers of protective energy fields, similar to the refractor and conversion fields used by the Imperium, along with magnetic repulsion fields and a wide spectrum of other barriers. The Leagues of Votann employ this technology in a variety of ways, but in battle, they are often mounted into decorative armoured crests worn on combat armour, projecting shimmering amber barriers that can intercept a variety of incoming attacks.

Armour Rating: *4, Power Field

Value: 8 (Unique)

VOID ARMOUR

Void armour is the standard-issue personal protection provided by the Leagues of Votann to its soldiers of the line. Void armour provides substantial personal protection to its wearer, a multilayer defence against atmospheric hazards and a full suite of built-in scanning and communications equipment.

Void armour is comprised of hardened, jointed segments that are hooked into the void suit always worn by its wearer beneath the armour. The armour is fashioned from magnaferrite weave, and often reinforced with adamantium and enhanced with microfield generators for greater protection from enemy ballistic and directed energy weapons.

Armour Rating: 4, Void

Value: 5 (Common)

VOID SUIT

The most commonplace article of clothing worn by the Kin throughout the Leagues of Votann is the void suit, a Kin spacesuit, and it is an excellent example of the Kin's no-nonsense approach to technology.

Threaded with Bastium alloy reinforcement and fitted with a thermoregulatory, radiation-hardened underlayer, the void suit doubles as both rugged utility wear and -- when combined with a helmet -- a fully functional spacesuit. It is studded with connector relays that allow the coupling up of everything from exo-frames and pressure rigs, to reinforced Kin void armour.

Armour Rating: 2, Void

Value: 4 (Common)

CHAPTER IV: EQUIPMENT

T'AU EMPIRE ARMOUR

T'au Empire armour uses a couple of unique Keywords to govern how their technology interacts.

Armour with the **BATTLESUIT** keyword are the armoured battlesuits used by elite T'au warriors. Due to advanced stabilisation systems, a warrior wearing **BATTLESUIT** armour may make ranged attacks while in engagement range, as if their weapons had the Pistol trait. Weapons with the Blast trait may not be fired in engagement range, however.

BATTLESUIT armour is designed to be fitted with an assortment of modular systems to improve effectiveness. These items have the **SUPPORT SYSTEM** keyword. A character cannot use a **SUPPORT SYSTEM** item unless it is mounted on a **BATTLESUIT**, and each **BATTLESUIT** can only mount a limited number of **SUPPORT SYSTEMS**.

Many T'au **BATTLESUITS** are equipped with **JUMP JETS**. In addition to providing the wearer with a flight speed, a character wearing armour with **JUMP JETS** may Fall Back from engagement range as a Simple Action, rather than as a Combat Action.

If you're using the Built-in Tech optional rule (sidebar, p. 234 of the *Wrath & Glory* core rulebook), T'au Empire armour is considered to contain the following items: Mag Boots, Preysense Goggles, Respirator, Vox-Bead, and Void Suit. The T'au have their own names for these items—a Blacksun Filter instead of Preysense Goggles, for example—but the function remains the same.

FIELD RELAY AMPLIFIER

Taking the form of a lightweight backpack unit, these relays pick up protective force fields from Guardian Drones, spreading it in an energized umbrella over its bearer and beaming the signal to other relays within range.

Armour Rating: 0

Special: This provides no benefits by itself, but it increases the benefit provided by a Guardian Drone's field generator by +1.

Value: 5 (Rare)

Keywords: **FORCE FIELD, T'AU EMPIRE, FIRE CASTE**

SHIELD GENERATOR

A Shield Generator is a Tau battlesuit support system used to generate a small forcefield which is useful for defending against attacks that would normally bypass normal armour and affect the wearer directly. The field generated encompasses the user completely. These shields are strong enough to absorb a small number of lascannon shots.

Compact versions exist to protect VIPs such as Ethereals or Water Caste dignitaries, but these are rarer.

Armour Rating: *4, Power Field

Special: A version of this item without the **SUPPORT SYSTEM** keyword has a rarity of Unique.

Value: 7 (Very Rare)

Keywords: **FORCE FIELD, SUPPORT SYSTEM, T'AU EMPIRE**

T'AU COMBAT ARMOUR

Combat Armour is the standard armour worn by Tau Fire Warriors on the battlefield. Constructed in two layers, the outer face is hard and ultra-dense nanocrystalline metal veneer bounded to an inner layer of high-performance, thermo-set, molecular polythene.

The distinctive domed T'au helmet of a Combat Armour set includes many systems, ranging from communication equipment, night vision sensors, targeting and ranger-finder information, visual relay systems, and access to the main command network.

Standard Fire Warrior Combat Armour usually also features an elongated and thickened left shoulder plate, which acts as an additional protective shield when the Fire Warrior is kneeling to fire a weapon more accurately and exposing his left shoulder to retaliatory fire.

Armour Rating: 4

Value: 5 (Uncommon)

Keywords: **LIGHT, T'AU EMPIRE, FIRE CASTE**

T'AU FLIGHT SUIT

These advanced void suits are designed to provide comfort and protection to Air Caste pilots and voidship crew while they carry out their duties.

Armour Rating: 2, Void

Value: 5 (Uncommon)

Keywords: **LIGHT, T'AU EMPIRE**

T'AU RECON ARMOUR

Recon Armour is a variant of the Combat Armour worn by Fire Warriors in battle. Recon Armour lacks several

CHAPTER IV: EQUIPMENT

of the reinforced layers and armoured plates of Combat Armour, trading a degree of protection for greater freedom of movement. Recon Armour is most utilised by T'au Pathfinders as it is more suited to their role as forward scouts.

Armour Rating: 3

Freedom of Movement: A character wearing Recon Armour adds +1 to their Speed.

Value: 5 (Uncommon)

Keywords: LIGHT, T'AU EMPIRE, PATHFINDER

XV15 STEALTH BATTLESUIT

The XV15 Stealthsuit is the smallest of all the various Tau Battlesuit variants and is designed for use in operations requiring a high degree of stealth. Fire Warriors serving in a Stealth Team specialise in covert operations such as infiltration, sabotage, reconnaissance, and ambush. Stealth Teams are the Fire Caste's special operations units. They are the "lone wolves" of the Tau military, typically operating independently of their Hunter Cadre. Suddenly appearing, as if stepping out from nowhere, a Stealth Team unleashes a hail of gunfire to cripple or eliminate their selected targets. Theirs is a secretive way of war, as they infiltrate enemy lines, seeking vulnerable targets to destroy. To pass unseen into enemy territory, Stealth Teams use light-bending disruption technology embedded in their sleek Battlesuits to camouflage themselves. Additional cloaking fields deaden sound and shield them from heat-detecting sensors, allowing them to penetrate deep into hostile regions before launching precisely timed ambushes.

Armour Rating: 5, Powered (2)

Stealth Field: When active, the Stealth Field increases the wearer's Defence by +2 and increases the DN to observe or detect the wearer by +2.

Jump Jets: The armour is fitted with jump jets allowing for considerable mobility. The suit has a Speed of 8 (Flying). As a Stealth Battlesuit, moving using this flight speed does not affect the wearer's Stealth Score.

Armament: This battlesuit is armed with a single Burst Cannon, modified to grant it the Silent trait. They cannot take a **SUPPORT SYSTEM**.

Value: 6 (Rare)

Keywords: BATTLESUIT, JUMP JETS, T'AU EMPIRE, FIRE CASTE

XV25 STEALTH BATTLESUIT

The Kappa Mortis Incident was an important event that contributed to the future use of XV25 Stealthsuits. An Ultramarines strike force sent to the planet of Kappa Mortis managed to recover a single XV15 Stealthsuit helmet from a crashed Aquila Lander bearing captured Tau technology. This forced the Tau Earth Caste to accelerate development of a new type of Stealthsuit, rushing the single-weapon XV25 Stealthsuit into service ahead of the much more difficult to produce XV22 Stealthsuit they had hoped to introduce en masse. This caused XV15 Stealthsuits to become less common in Tau Hunter Cadres due to their replacement as the standard Stealthsuit by the newer XV25.

Larger, more durable, and more versatile than their predecessors, the XV25 Stealth Battlesuit is a superior piece of equipment. The larger frame can support additional systems and the use of fusion guns alongside the typical burst cannons of a Stealth Battlesuit, without sacrificing mobility or compromising the stealth of the unit.

Armour Rating: 5, Powered (3)

Nanocrystalline Structure: The wearer's Toughness is increased by +2 while they wear this suit. This increases the wearer's Wounds and Determination accordingly.

Stealth Field: When active, the Stealth Field increases the wearer's Defence by +2 and increases the DN to observe or detect the wearer by +2.

Jump Jets: The armour is fitted with jump jets allowing for considerable mobility. The suit has a Speed of 8 (Flying). As a Stealth Battlesuit, moving using this flight speed does not affect the wearer's Stealth Score.

Armament: This battlesuit is armed with a single Burst Cannon, modified to grant it the Silent trait, or a Fusion Gun. It may take one **SUPPORT SYSTEM**: either a Target Lock or Drone Controller.

Value: 6 (Very Rare)

Keywords: BATTLESUIT, JUMP JETS, T'AU EMPIRE, FIRE CASTE

CHAPTER IV: EQUIPMENT

XV8 CRISIS BATTLESUIT

The XV8 Crisis Battlesuit is the mainstay general combat T'au Battlesuit utilised by the warriors of the Fire Caste of the T'au Empire. It mounts a vast array of fearsome ranged weaponry as well as a complement of technologically advanced support systems on a comparatively small and agile frame that offers the T'au pilot within exceptional protection. Of all the weapons systems employed by the T'au, the XV8 Crisis Battlesuit is easily the most distinctive and recognisable due to its reputation as an efficient and lethal weapon of war.

The XV8 Crisis Battlesuit strikes a perfect balance between offensive capability, armoured protection, speed, manoeuvrability and utility. It is a towering T'au Battlesuit, easily twice the size of the Fire Warrior who wears it. A wonder of Earth Caste engineering, only the T'au could master the secrets of producing the dense nanocrystalline alloy that forms the thick protective armour of the XV8. When it comes to deflecting and withstanding damage, the XV8's armour is comparable to the ceramite used by Imperial Space Marines, but far lighter.

Agile for its size, the XV8 is extremely manoeuvrable as it mounts a Jetpack with repulsor jet engines—another unique Earth Caste invention that combines the functionality of a jet with antigravitic technology. These powerful thrusters allow the XV8 to vault

battlefield obstacles and to make bounding leaps to gain advantageous firing positions, or to avoid incoming shots. By firing off the jets to slow descent, it is possible for a warrior in a XV8 Crisis Battlesuit to make a combat drop—arriving to the battlefield suddenly by leaping from an airborne Orca or Manta transport aircraft.

While its protective armour and mobility are highly valued by the T'au, it is the ability of the XV8 Battlesuit to carry multiple weapons and support systems that makes them so incredibly dangerous and versatile. Designed to compensate for the recoil of light weapons fire, the XV8's weapon loadout can be easily altered to reflect mission requirements or the pilot's own personal preference.

Additional upgrades, from Multi-Tracker fire-control systems to Homing Beacons or Shield Generators, further enhance the fighting abilities of this impressive Battlesuit. New technological improvements are made to the XV8 Crisis Battlesuit all the time, yet its core aspect remains iconic and unchanged. The XV8 is the armoured embodiment of the Tau'va, its inspirational image blazoned on T'au propaganda holovids from Fi'rios to Fal'shia, and even upon the distant worlds of the Farsight Enclaves.

To the T'au, the XV8 Crisis Battlesuit is more than just a powerful weapon of war; it is also the foremost symbol of great achievement, honour, and reputation—a symbol of everything the Fire Caste stands for, of ignorance and evil crushed by the potent combination of technological supremacy and martial skill.

Armour Rating: 5, Powered (4)

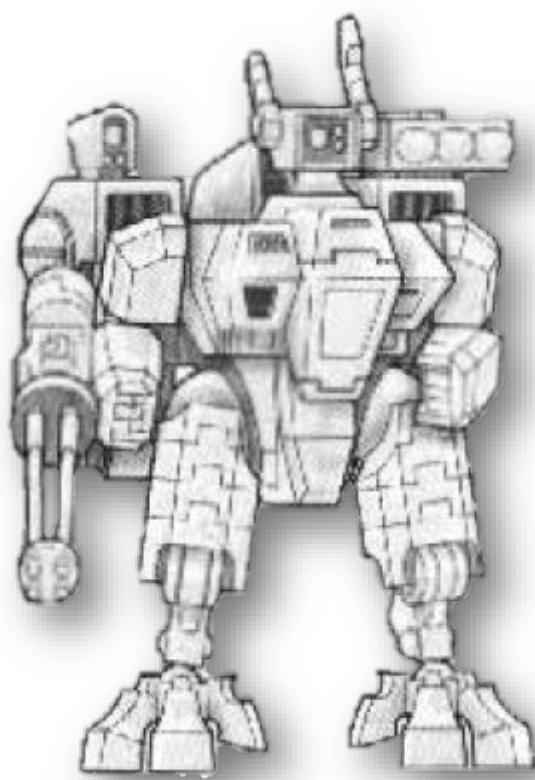
Nanocrystalline Structure: The wearer's Toughness is increased by +4 while they wear this suit. This increases the wearer's Wounds and Determination accordingly. While within the suit, the wearer's size is Large.

Jump Jets: The armour is fitted with jump jets allowing for considerable mobility. The suit has a Speed of 8 (Flying).

Armament: This battlesuit may be equipped with up to three weapons and a single **SUPPORT SYSTEM**, though any weapon slot may be replaced by an additional **SUPPORT SYSTEM**.

Value: 7 (Rare)

Keywords: **BATTLESUIT, HEAVY, JUMP JETS, T'AU EMPIRE, FIRE CASTE**



CHAPTER IV: EQUIPMENT

XV85 ENFORCER BATTLESUIT

The XV85 Enforcer Battlesuit is a larger and sleeker variant of the standard XV8 Crisis Battlesuit that provides better protection and joint movement for the pilot and can mount additional support systems or weapons due to its more powerful reactor.

Armour Rating: 6, Powered (5)

Hardened Nanocrystalline Structure: The wearer's Toughness is increased by +5 while they wear this suit. This increases the wearer's Wounds and Determination accordingly. While within the suit, the wearer's size is Large.

Jump Jets: The armour is fitted with jump jets allowing for considerable mobility. The suit has a Speed of 8 (Flying).

Armament: This battlesuit may be equipped with up to four weapons. Any weapon slot may be replaced by a **SUPPORT SYSTEM**.

Value: 8 (Very Rare)

Keywords: **BATTLESUIT, HEAVY, JUMP JETS, T'AU EMPIRE, FIRE CASTE**

CRISIS SUIT WEAPONRY AND SUPPORT SYSTEMS

XV8 Crisis Battlesuits and their variants (the XV85 Enforcer Battlesuit and the XV86 Coldstar Battlesuit) may be armed with any of the following weapons:

- Airbursting Fragmentation Projector
- Burst Cannon
- Cyclic Ion Blaster
- Fusion Blaster
- Missile Pod
- Plasma Rifle
- T'au Flamer

XV8 Battlesuits may be equipped with any of the following **SUPPORT SYSTEM** items.

- Advanced Targeting System
- Counterfire Defence System
- Drone Controller
- Early Warning Override
- Multi-Tracker
- Shield Generator
- Target Lock
- Velocity Tracker

XV86 COLDSTAR BATTLESUIT

The XV86 Coldstar Battlesuit, or simply the XV86, is a rare mark of XV8 Crisis Battlesuit that carries many unique support and weapon systems. Designed for operation in a void environment, each XV86 is fitted with integrated interface armour.

XV86 Coldstar Battlesuits feature enhanced Jetpack designs which allow them to achieve something akin to true extended flight, and their armour is layered with super-insulating carbodine mesh and integral heat-shielding so that they can handle the heat of atmospheric re-entry and the icy cold of the void.

Armour Rating: 5, Powered (4)

Nanocrystalline Structure: The wearer's Toughness is increased by +4 while they wear this suit. This increases the wearer's Wounds and Determination accordingly. While within the suit, the wearer's size is Large.

Flight Jets: The armour is fitted with jump jets allowing for considerable mobility. The suit has a Speed of 14 (Flying).

Armament: This battlesuit is fitted with a High output Burst Cannon (below) and may be equipped with up to three other weapons. The High output Burst Cannon may be replaced by another weapon, and any weapon slot may be replaced by a **SUPPORT SYSTEM**.

Value: 8 (Very Rare)

Keywords: **BATTLESUIT, HEAVY, JUMP JETS, T'AU EMPIRE, FIRE CASTE**

HIGH OUTPUT BURST CANNON

The more potent reactor and advanced recoil stabilisers of the Coldstar Battlesuit is often combined with an up-rated form of burst cannon, like those found on larger T'au vehicles.

Damage	ED	AP	Range	Salvo	Traits
12	1	-1	9-18-27	10	Assault, Rapid Fire (5), Heavy (6)

CHAPTER IV: EQUIPMENT

XV88 BROADSIDE BATTLESUIT

An XV88 Broadside Battlesuit is one of the most heavily armoured T'au Battlesuit units that can be fielded by the T'au Fire Caste, and as such are only worn by the most experienced of T'au veterans.

Whilst similar in design to the more common XV8 Crisis Battlesuit, the Broadside sacrifices mobility and manoeuvrability to be armed with some of the most devastating weapons in the T'au arsenal.

In this way, they can engage and destroy the heaviest of enemy targets. Each Broadside Battlesuit carries firepower comparable to that of a battle tank, and these incredibly resilient battlesuits are deployed to provide punishing long-ranged fire support to T'au infantry in battle.

Armour Rating: 7, Bulk (1), Powered (6)

Reinforced Nanocrystalline Structure: The wearer's Toughness is increased by +4 while they wear this suit. This increases the wearer's Wounds and Determination accordingly. While within the suit, the wearer's size is Large.

Stabilisers: The armour may carry weapons with the Mounted (Large) Trait, but if it attempts to fire them in a turn in which it moved, the DN of the attack increases by +2.

Armament: This battlesuit is fitted with a Heavy Rail Rifle, which may be replaced by twin High Yield Missile Pods. It may also be fitted with two items from the following list: Twin Plasma Rifles, Twin Smart Missile Systems, or a **SUPPORT SYSTEM**. A warrior using a Broadside Battlesuit may obtain and use items with the **XV88** keyword.

Value: 9 (Very Rare)

Keywords: BATTLESUIT, HEAVY, T'AU EMPIRE, FIRE CASTE

HEAVY RAIL RIFLE

A Heavy Rail Rifle is a potent weapon that makes use of the same technologies as the larger Railgun. However, the Heavy Rail Rifle is intended for use on a slightly smaller scale so that it can be mounted on Tau Battlesuits. Whilst the weapon's range and damage is not as great as its larger cousin, it is still an impressive anti-tank weapon, renowned for its deadliness to enemy armour at extreme ranges. XV88 Broadside Battlesuits are the only Tau unit that are armed with Heavy Rail Rifles.

Damage	ED	AP	Range	Salvo	Traits
18	6	-4	30-60-90	2	Mortal (1), Mounted (Large)

TWIN HIGH YIELD MISSILE PODS

A High-yield Missile Pod is a simple T'au multiple missile delivery system able to engage targets at long range that is used exclusively by XV88 Broadside Battlesuits.

These missiles are extremely effective against both heavy infantry and light vehicles. XV88 Broadside Battlesuits wield twin-linked High-yield Missile Pods as alternative primary weapon systems to Heavy Rail Rifles.

Damage	ED	AP	Range	Salvo	Traits
14	2	-2	15-30-45	8	Barrage, Blast (2), Mounted (Large)

TWIN PLASMA RIFLES

A paired set of plasma rifles with a linked targeting system, used to supplement the firepower of the XV88 at close range.

Damage	ED	AP	Range	Salvo	Traits
16	11	-3	12-24-36	1	Assault

TWIN SMART MISSILE SYSTEMS

A pair of Smart Missile Launchers, used to bombard enemies attempting to get close to the XV88.

Damage	ED	AP	Range	Salvo	Traits
12	2	-	15-30-45	8	Barrage, Blast (2), Indirect

CHAPTER IV: EQUIPMENT

TOOLS & EQUIPMENT

Name	Value	Keywords
Apertor	5 Rare	IMPERIUM, NAVIS IMPERIALIS, INQUISITION, ADEPTUS ARBITES
Auspectre	9 Unique	TEMPLUM VANUS
Auto-Chastiser	4 Uncommon	IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS
Book of Judgement (Abridged)	2 Uncommon	ADEPTUS ARBITES
Divinator-class Auspex	8 Very Rare	ADEPTUS ASTARTES, PRIMARIS
Etherium	11 Unique	TEMPLUM CULEXUS
Explosive Collar	3 Common	ASTRA MILITARUM
Force Matrix	11 Unique	TEMPLUM CULEXUS
Grapple Gun	2 Uncommon	[ANY]
Liber Daemonica	8 Very Rare	INQUISITION, ORDO MALLEUS, GREY KNIGHTS
Magnacles	3 Uncommon	IMPERIUM, ADEPTUS ARBITES, INQUISITION
Narthecium	5 Rare	ADEPTUS ASTARTES
Oath Parchment	3 Common	IMPERIUM, ADEPTUS ASTARTES, ADEPTUS CUSTODES, ANATHEMA PSYKANA
Psychic Hood	7 Very Rare	ADEPTUS ASTARTES, INQUISITION, ADEPTUS ASTRA TELEPATHICA
Psyoculum	6 Very Rare	IMPERIUM, ADEPTA SORORITAS, INQUISITION, ADEPTUS ASTRA TELEPATHICA, ANATHEMA PSYKANA
Reductor	5 Rare	ADEPTUS ASTARTES
Sainted Reliquiae	6 Rare	ADEPTUS MINISTORUM, ADEPTA SORORITAS
Sentinel Array	11 Unique	TEMPLUM EVERSOR
423Strobe-Lumen	4 Uncommon	IMPERIUM, ADEPTUS ARBITES
Vindicare Spy Mask	11 Unique	TEMPLUM VINDICARE
Vox-Disruptor Array	6 Rare	IMPERIUM, ADEPTUS MECHANICUS, TEMPLUM VANUS

APERTOR

These devices contain an assortment of dictum-spirits and command algorithms that can override most common locking mechanisms.

Effect: When you attempt a Tech test to override a door or other technological lock, you add +3 bonus dice to your dice pool.

Value: 5 (Rare)

Keywords: **IMPERIUM, NAVIS IMPERIALIS, INQUISITION, ADEPTUS ARBITES**

AUSPECTRE

The Auspectre is an advanced piece of Imperial equipment utilized by the Vanus Temple of the Officio Assassinorum. These devices are used by Vanus Infocytes to process a bewildering amount of battlefield data in real-time, detecting the arrival and location of enemy troops and even temporarily overriding their systems to take control of weapons targeting and control hardware.

Effect: You may activate an Auspectre as a Simple Action to detect energy emissions, motion, and other life signs within 150 metres.

Value: 9 (Unique)

Keywords: **TEMPLUM VANUS**

AUTO-CHASTISER

This compact device, worn beneath clothing and armour, connects to the nervous system and monitors their mental state. The device's machine spirit is tuned to respond to the wearer's own feelings of failure, punishing inadequacy with corrective spikes of pain.

Effect: While wearing an Auto-Chastiser, you may re-roll any dice on a skill test which roll 1s. However, any dice which you re-roll which still results in a 1 inflicts 1 Shock.

Value: 4 (Uncommon)

Keywords: **IMPERIUM, ADEPTUS MINISTORUM, ADEPTA SORORITAS**

CHAPTER IV: EQUIPMENT

BOOK OF JUDGEMENT (ABRIDGED)

The Book of Judgement is the legal code of the Imperium, enforced by the Adeptus Arbites. It has been painstakingly collected over centuries and has long ago spread beyond the confines of a single literal volume as it embodies every decree ever passed by the High Lords of Terra. Its most ancient decrees are written upon parchments of human skin, inscribed in unknown tongues by nameless functionaries of a forgotten age.

Individual Arbitrators routinely carry around concise, abridged volumes. These are not binding legal texts, but serve as a symbol of the Arbitrator's duty, and it is common to read passages from it during an arrest, interrogation, or when passing judgement.

Value: 2 (Uncommon)

Keywords: ADEPTUS ARBITES

DIVINATOR CLASS AUSPEX

These sophisticated forms of auspex provide a remarkable combination of visual and multi-spectral observation-and-analysis technologies, which gather every scrap of data from the wearer's surroundings.

With training, this flood of information allows the wearer to fight in an almost precognitive fashion, responding to situations far more swiftly than they would be able to unaided.

Effect: A *Divinator*-class Auspex functions like a normal Auspex in all regards. In addition, when an enemy within 15m moves, the wearer may spend one ammunition to make an immediate ranged attack as a Reflexive Action, at +4 DN, against that enemy. This is a Salvo action and requires that the wearer reloads afterwards.

Value: 7 (Very Rare)

Keywords: ADEPTUS ASTARTES, PRIMARIS

ETHERIUM

The Etherium is a highly advanced form of the same kinds of psychic-resistant technology found in Hexagrammic Wards, Null Rods, and the Aegis-pattern armour worn by the Grey Knights. This, in combination with the Culexus Assassin's innate abilities, is so psychically disruptive that most minds struggle to perceive the assassin, as physical senses and psychic instincts conflict.

Effect: You may activate the Etherium as a Simple Action. While active, your Stealth Score cannot ever fall below your Willpower: if ever it would drop below your Willpower, it increases to that level at the start of your next turn. Further, if your Stealth Score is higher than a creature's Willpower, they cannot perceive you at all—their minds refuse to acknowledge your presence.

Value: 11 (Unique)

Keywords: TEMPLUM CULEXUS

EXPLOSIVE COLLAR

Fitted around a Penal Legionnaire's neck, an explosive collar detonates when triggered remotely, or should it be tampered with. The small, directed charge is more than enough to remove the insubordinate's head, but inflicts only minor collateral damage.

The control for an explosive collar is held by another character, and has a range of 500m. It can be triggered as a Simple Action, killing the wearer instantly.

Value: 3 (Common)

Keywords: ASTRA MILITARUM



CHAPTER IV: EQUIPMENT

FORCE MATRIX

The Force Matrix consists of a series of psychic conduits which are made of a material like that used in the construction of Force Weapons. When connected to a Culexus Assassin, the Force Matrix gathers excess warp energy drawn upon by nearby psykers, storing it so that it can be used to fuel the assassin's Animus Speculum.

Effect: Whenever a **PSYKER** within 25m of the wearer attempts to use a psychic power (other than Psyniscience or Deny the Witch), the Force Matrix gains a single charge. If a **PSYKER** within that range suffers psychic phenomena, then the Force Matrix gains one additional charge. Charges may be used as Reloads for the Animus Speculum. Charges gained dissipate during a Regroup or Respite.

Value: 11 (Unique)

Keywords: **TEMPLUM CULEXUS**



GRAPPLING GUN

These devices, appearing like a normal firearm, use gas pressure or magnetic impulse to propel a sturdy metal hook attached to a cable. They're favoured by shock troops fighting in dense terrain, as it allows them to attack from unexpected directions and position themselves in hard-to-reach vantages.

Value: 2 (Uncommon)

Keywords: **[ANY]**

LIBER DAEMONICA

The Liber Daemonica is the Grey Knights Chapter's sacred book that contains prayers, battle rituals, litanies, funeral rites, and Chaos lore. Inquisitors of the Ordo Malleus are also known to possess copies of the book. While it may appear to be a normal book, opening it will reveal a series of wafer-screens that contain instructional hololiths and reactive pictographs which respond to the reader's needs. Page after page discusses tactics and how to fight the denizens of the Immaterium, as well as listing the True Names of a great many Daemonic entities, information collected from the Librarium Daemonica, and the repository of dangerous knowledge pieced together by the Ordo Malleus over the millennia. The book pulls no punches; it includes an extensive discourse of when to terminate compromised allies and a whole chapter discussing the moral implications and appropriate use of Exterminatus.

Each Grey Knight fights with a copy of the book displayed in a ceramite case fastened to his breastplate or hanging from a chain around his neck. The book is also represented in Grey Knight iconography, on the chestplate and pauldron of both power armour and Terminator Armour. It is a symbol of the greatest weapon against the forces of Chaos - an unshakable faith in the Emperor of Mankind.

Effect: A character reading from the Liber Daemonica may add +Rank bonus dice to any Scholar test regarding combating Daemons and their allies. A character who keeps the book on their person and reads from it routinely gains +2 Conviction.

Value: 8 (Very Rare)

Keywords: **INQUISITION, ORDO MALLEUS, GREY KNIGHTS**



CHAPTER IV: EQUIPMENT

MAGNACLES

Magnacles are pieces of equipment frequently used by the Adeptus Arbites. These are magnetised handclamps—a snap-open hoop constructed of hardened and tempered steel that seals around a suspect's wrist and locks. They are designed to lock together, but they can also be locked onto any other magnetic surface: suspects mag-locked onto a transport vehicle, or bound to the table in an interrogation cell, or even locked to the armour of the Arbitrator escorting them are all common ways these devices are used.

Effect: Breaking free of magnacles' magnetic lock requires a Strength test (DN 5).

Value: 3 (Uncommon)

Keywords: IMPERIUM, ADEPTUS ARBITES, INQUISITION

NARTHECIUM

A Narthecium is a tool of a Space Marine Apothecary's trade, containing implements specially designed for treating the Astartes' genetically engineered physiology and for performing first aid without having to remove the patient's Power Armour.

It also comprises various counterseptics, synthderm patches, transfusions and other compounds engineered for the Space Marines' physiology, and several stasis tubes for storing any recovered gene-seed taken from a dead Space Marine's Progenoid Glands.

In battle, an Apothecary carries a number of specialised items of equipment, integrating a variety of tools into a customised backpack, with delivery systems in a device mounted on the Apothecary's vambrace. The Apothecary may have crafted many of these tools himself according to his own needs.

Effect: A Narthecium provides all the means to treat battlefield injuries and perform medical procedures in the field. It also adds +2 bonus dice to Medicae tests to treat the injuries of characters of the Adeptus Astartes or Primaris Astartes species. On non-Astartes characters, use of a Narthecium can cause problems, as the equipment within is not meant for frail mortal physiology: a complication will inflict 1 Mortal Wound on a non-Astartes patient.

Value: 5 (Rare)

Keywords: ADEPTUS ASTARTES

OATH PARCHMENT

A tradition said to date back to the Great Crusades, many in the Imperium maintain the practice of swearing an oath to the objectives of their mission. Such oaths are recorded upon parchment scrolls and affixed to armour, and they serve to focus the mind of the wearer upon their duty. They are sometimes mistaken for purity seals, a similar tradition that dates back as far.

Effect: After a Respite, you may swear an Oath of Moment, pledging yourself to the completion of a specific objective. If you complete this objective, you gain 1 Wrath point. If you fail in your objective, the GM gains 1 Ruin. You may only have one Oath of Moment at a time.

Value: 3 (Common)

Keywords: IMPERIUM, ADEPTUS ASTARTES, ADEPTUS CUSTODES, ANATHEMA PSYKANA

PSYCHIC HOOD

The Psychic Hood is an arcane device utilised by Space Marine Librarians to amplify the wearer's psychic powers and protect against an assault by enemy psykers. Most importantly, a Psychic Hood renders the wearer more able to counter the effects that other psykers have on the Warp nearby. Distinguished by the trademark metal hood that rises from the backplate of a Librarian's Power Armour, a Psychic Hood uses a set of interwoven, intricately aligned crystals to nullify an opponent's psychic attacks.

Effect: A character wearing a psychic hood may attempt to Deny the Witch as a Reflexive Action in response to an enemy PSYKER using a power, though they may not use a psychic power during their following turn. Further, they may add +Double Rank bonus dice on their Psychic Mastery test to use Deny the Witch.

Value: 7 (Very Rare)

Keywords: ADEPTUS ASTARTES, INQUISITION, ADEPTUS ASTRA TELEPATHICA

CHAPTER IV: EQUIPMENT

PSYOCULUM

Resembling an ornate photo-visor, a Psyocculum is designed to detect the psychic emanations of a psyker and render them visible.

Effect: The wearer can attempt to use the *Psyniscience* ability as if they were a **PSYKER** but using their Awareness instead of Psychic Mastery.

Value: 6 (Very Rare)

Keywords: IMPERIUM, ADEPTA SORORITAS, INQUISITION, ADEPTUS ASTRA TELEPATHICA, ANATHEMA PSYKANA

REDUCTOR

A Reductor is a special tool used by Adeptus Astartes Apothecaries and Primaris Apothecaries to retrieve the crucial gene-seed of their fallen Battle-Brothers so that new Astartes might be raised from among their Chapter's Aspirants. Retrieval and storage of a fallen Battle-Brother's gene-seed is so critical that Apothecaries carry a special tool for this operation, often included as part of the Narthecium.

While a Reductor is not required for Progenoid removal, it significantly reduces the time. This surgical implement fastens under the wrist and is often integrated into the Apothecary's Narthecium. It includes a monomolecular saw for Rending Power Armour and Ossmodula-enhanced rib cages, and a diamantine-tipped extractor drill.

Effect: As an action, an Apothecary can use a Reductor to remove the gene-seed of a deceased Space Marine. This requires a Medicae test (DN 3). Though a grim task, it is a vital one, and an Apothecary who extracts a fallen brother's gene-seed gains 1 Wrath immediately, as their duty drives them to press on.

Value: 5 (Rare)

Keywords: ADEPTUS ASTARTES

SAINTED RELIQUEAE

The Imperium has a great many saints, and many of the devout take solace and inspiration from the tales of these saints, even carrying tiny reliquiae—saintly remains, fragments of their preserved bodies or items related to them—to serve as physical reminders and vessels of holy presence.

Effect: When you score a Wrath Critical, you may gain 1 Faith Point instead of one Glory point.

Value: 6 (Rare)

Keywords: ADEPTUS MINISTORUM, ADEPTA SORORITAS

SENTINEL ARRAY

Connected to an Eversor's mask is a sophisticated collection of augurs, auspices, and microcogitators which always gather and process readings from the wearer's surroundings. While short-ranged, this still provides the Eversor with a detailed 360° view of their immediate environment: they can see in all directions simultaneously, and thus foes cannot try to sneak away.

Effect: The Eversor may choose to make a ranged attack or a melee attack—at the assassin's discretion—as a Reflexive Action whenever an enemy tries to move away while engaged, even if those enemies use the Fall Back option to do so.

Value: 11 (Unique)

Keywords: TEMPLUM EVERSOR

STROBE-LUMEN

These intense lumen-globes, fitted to armour or weapons, can be set to flash and pulse rapidly, creating a disorienting effect. This can be extremely useful during riot control, as disoriented foes are much easier to pacify.

Effect: When you attempt an Intimidation Interaction Attack, you may activate your Strobe-Lumen. If you do so, increase the rating of the *Hindered* or *Vulnerable* condition you inflict by +2.

Value: 4 (Uncommon)

Keywords: IMPERIUM, ADEPTUS ARBITES

VINDICARE SPY MASK

A Vindicare's mask is a vital tool for their missions. It contains hyper-concentrated nutrient and hydration pellets which allow them to serve without support for long periods, and a multi-channel vox-thief for monitoring enemy communications. However, the main feature is the broad-spectrum visor, which allows the wearer to pick out targets at extreme distances.

Effect: The mask renders the wearer immune to penalties due to darkness and fog and allows the wearer to ignore any modifiers to the targets' Defence from being in cover.

Value: 11 (Unique)

Keywords: TEMPLUM VINDICARE

CHAPTER IV: EQUIPMENT

VOX-DISRUPTOR ARRAY

These powerful jamming devices can interfere with vox signals and similar forms of communication technology.

Effect: When active, vox-casters and similar technological forms of communication cease

to function within 50m. As a combat action, you may increase this distance with an DN 3 Tech test; success doubles the range, and each shifted Icon doubles the range again.

Value: 6 (Rare)

Keywords: IMPERIUM, ADEPTUS MECHANICUS, TEMPLUM VANUS

CHAPTER IV: EQUIPMENT

COMBAT DRUGS AND CONSUMABLES

Combat Drugs and Consumables		
Name	Value	Keywords
Adrenaline Shot	4 Uncommon	COMBAT DRUGS, IMPERIUM, SCUM, ASTRA MILITARUM
Alcohol	2 Common	[ANY]
Barrage	4 Rare	COMBAT DRUGS, IMPERIUM, SCUM
De-Tox	4 Rare	COMBAT DRUGS, IMPERIUM
Eversor Combat Drugs	11 Unique	TEMPLUM EVERSOR
Frenzon	6 Rare	COMBAT DRUGS, IMPERIUM, SCUM
Halo	3 Common	COMBAT DRUGS, IMPERIUM, ASTRA MILITARUM
Kick	4 Common	COMBAT DRUGS, IMPERIUM, ASTRA MILITARUM
Lho-Sticks	1 Common	IMPERIUM, SCUM
Obscura	3 Uncommon	CHAOS, SCUM
Panimune	5 Uncommon	COMBAT DRUGS, IMPERIUM, SCUM
Polymorphine	11 Unique	TEMPLUM CALLIDUS
Psychon	6 Rare	COMBAT DRUGS, IMPERIUM, SCUM
Recaff	1 Common	IMPERIUM, ASTRA MILITARUM
Reflex	3 Uncommon	COMBAT DRUGS, IMPERIUM, SCUM
Slaught	4 Rare	COMBAT DRUGS, IMPERIUM, SCUM
Spook	4 Rare	CHAOS, SCUM
Spur	4 Rare	COMBAT DRUGS, IMPERIUM, SCUM
Synth-Skin	3 Uncommon	IMPERIUM, ASTRA MILITARUM, OFFICIO MEDICAE
Torpor	6 Very Rare	INQUISITION, ADEPTUS ASTRA TELEPATHICA, ANATHAMA PSYKANA

Substances with the **COMBAT DRUGS** keyword are normally administered using an injector or an inhaler. They can be administered as a Combat Action to either oneself or to another adjacent character. All other substances in this section list how and when they are administered.

ADRENALINE SHOT

An additional dose of adrenaline—supplementing that which the body produces naturally—can help hardened soldiers push past their limits and keep fighting when hurt or tired.

Effect: When you take an Adrenaline Shot, you immediately regain 1d3+2 Shock, and ignore the penalties for being Wounded until the end of your next turn. Once you have taken an Adrenaline Shot, you cannot benefit from another until your next Regroup.

Value: 4 (Rare)

Keywords: **COMBAT DRUGS, IMPERIUM, SCUM, ASTRA MILITARUM**

ALCOHOL

Most intelligent species have developed some form or other of alcoholic drink, and most cultures have devised countless methods of creating beverages that include alcohol in some form, from crude rotgut distilled in engine machinery (itself an offence to the Machine Spirit), to carefully aged and precisely flavoured concoctions reserved for only the most powerful and most deserving. Consuming alcohol tends to loosen inhibitions and provide “liquid courage”, but overconsumption can lead to other problems. From human amasec, to Aeldari dreamwine, to Ork fungus brew, and the Bru of the Leagues of Votann, alcoholic beverages are found across the galaxy.

Effect: A single purchase contains 6 doses. A character gains +1 Resolve for the next hour after drinking. A character who takes a number of doses exceeding their Toughness within one day gains +2 Resolve instead, but also suffers +1DN on all other activities, and will suffer 1d3 Shock when they awaken after their next sleep. Excessive drinking may lead to other side-effects, such as nausea, poor decision-making, and/or unconsciousness.

Value: 2 (Common)

Keywords: [ANY]

CHAPTER IV: EQUIPMENT

BARRAGE

A particularly nasty stimm 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.

Effect: Taking a dose of Barrage adds +3 to Strength, Toughness, and Agility for 1d3+2 rounds (or minutes out of combat). After this effect ends, the character suffers 1d3 Wounds, and is *Exhausted* until their next Regroup. A single purchase contains 3 doses.

Value: 4 (Rare)

Keywords: COMBAT DRUGS, IMPERIUM, SCUM

DE-TOX

A common drug distributed by the Departmento Munitorum and other organisations to those likely to face chemical warfare, poisonous environments, or similar dangers, this drug can negate the effects of most dangerous toxins and poisons if administered quickly.

Effect: A dose of de-tox immediately ends the effects of any poison or drug currently in the user's system. However, the effects of this rapid cleansing are debilitating, and the recipient may not take any action during their next turn and are *Exhausted* until their next Regroup. A single purchase contains 3 doses.

Value: 4 (Rare)

Keywords: COMBAT DRUGS, IMPERIUM

EVERSOR COMBAT DRUGS

In addition to their extensive biomechanical augmentation, Eversor assassins employ an assortment of potent combat stimulants and augmentative serums which massively heighten their prowess.

Effect: At the start of an Eversor's turn, they may use a single dose of one of the following combat drugs as a Free Action. A single dose of any of these combat drugs taken by anyone other than an Eversor Assassin inflicts 1d6 mortal wounds instead of their normal effect.

- 💀 **Fury:** The Eversor's Speed is doubled for the duration of this turn.
- 💀 **Terminus:** If the Eversor starts Dying before the start of their next turn, they may continue to act normally for a number of rounds equal to their Toughness. If the Eversor is still Dying after this time, they die immediately, and explode.
- 💀 **Destroyer:** During this turn, if the Eversor scores a critical hit or kills an enemy, they may immediately move up to half their Speed and make one additional melee attack if they are within reach. If this or any subsequent attack this turn also scores a critical hit or reduces an enemy to 0 Wounds, roll a d6: on a 4 or more, the Eversor may make another half-Speed move and another attack.

One combat drug dispenser has three doses each of Fury and Destroyer, and a single dose of Terminus.

Value: 11 (Unique)

Keywords: TEMPLUM EVERSOR

FRENZON

A generic name for an array of combat drugs often administered to penal legionnaires, pit fighters, arco-flagellants, and similar combatants.

Effect: A character who takes a dose of frenzon immediately becomes *Frenzied*. This Frenzied state cannot be resisted for a number of rounds equal to 10 minus the recipient's Toughness score, but after that, the character may attempt to resist the frenzy to end the effect. A single purchase contains 3 doses.

Value: 6 (Rare)

Keywords: COMBAT DRUGS, IMPERIUM, SCUM

CHAPTER IV: EQUIPMENT

HALO

Commonly given to Penal Legionnaires, 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.

Effect: Taking a dose of Halo adds +2 to the user's Resolve but reduces the character's Passive Awareness by 1 and adds +2 DN to all Awareness tests. This lasts for 2d6 hours. A single purchase contains 3 doses.

Value: 3 (Common)

Keywords: COMBAT DRUGS, IMPERIUM, ASTRA MILITARUM

KICK

A potent blend of stimulants and neural accelerants, Kick makes the user feel supercharged with energy. It is ideal for short-term assaults, as the effects burn off rapidly, inducing a profound fatigue afterwards.

Effect: When a dose is taken, the character recovers all Shock, and recovers 1d3 Shock at the start of every round for 2d6 combat rounds. Once this ends, the character is *Exhausted* for 1d3+2 hours.

Value: 4 (Common)

Keywords: COMBAT DRUGS, IMPERIUM, ASTRA MILITARUM

LHO-STICKS

Lho-sticks are common with Imperial Guard troopers, menial workers, and others with tiring, stressful work. Each stick is a rolled paper tube filled with a scented, mildly-narcotic (and addictive) substance, which is ignited, and the resulting smoke is inhaled. These come in varying sizes, and the substance within is normally made from a variety of different plants depending on where in the galaxy they were made. Like most luxuries, they vary immensely in quality between those used by the wealthy and those used by everyone else.

Effect: A character who smokes lho-sticks during a Regroup recovers 1d3+1 Shock, as the narcotic substance and familiar habit eases their stress and calms them. A single pack of lho-sticks (or the materials to roll one's own), contains 10 doses.

Value: 1 (Common)

Keywords: IMPERIUM, SCUM

OBSCURA

Though prohibited across much of the Imperium, obscura is a widely abused narcotic at all levels of society, smuggled from world to world by criminals, hedonist cults, and others. It produces a pleasant dream-like state which lasts a few hours, but then turns into a deep depression once it wears off unless another dose is taken. It is highly addictive and has been known to be smoked and injected directly into the bloodstream.

Effect: A character who takes obscura is essentially unconscious for 1d3+3 hours, though they are still (just about) capable of walking slowly and talking incoherently in this narcotic stupor. Once the drug's effects end, the character becomes *Exhausted* for twice as many hours as the drug's effects lasted, which can be alleviated by taking another dose of obscura. A single purchase contains one dose.

Value: 3 (Uncommon)

Keywords: CHAOS, SCUM

PANIMUNE

This highly potent medicinal compound serves to greatly enhance resistance to most forms of toxins, contaminants, microorganisms, and infection for several hours, though repeated use can have dangerous side effects.

Effect: A dose of Panimune provides +3 bonus dice on all Toughness tests to resist poisons, diseases, and other environmental effects for 1d3+2 hours. After the dose expires, the user is *Exhausted* until their next Regroup. A new dose before the next Regroup will negate the *Exhausted* condition, but it will also inflict 1d3 Shock, +1 for each subsequent dose.

Value: 5 (Uncommon)

Keywords: IMPERIUM, SCUM

CHAPTER IV: EQUIPMENT

POLYMORPHINE

All the Assassins of the Callidus Temple are trained in the use of Polymorphine. With this specialised drug alone a Callidus Assassin may masquerade as any human being she may choose, from a beautiful young woman to a crippled old man. However, in addition, the Medicae Adepts of the Imperium have developed a range of surgical implants to allow Callidus Assassins to mimic members of alien races, like the Orks and Aeldari.

These implants consist of flex-cartilage and hardened synskin. When the Assassin is in their normal form these implants lie dormant under their flesh and within their bones. It is only when Polymorphine is injected that these implants react to the stimulants within the drug and transform into genetically encoded shapes that allow the Assassin to restructure their body into the grotesque and hunched form of an Ork, or the lithe and graceful form of an Aeldari.

Effect: A Callidus may take a single dose of Polymorphine at the start of a Regroup (page 196 of the *Wrath & Glory* core rulebook) and spend the following hour adjusting their form in the desired way. A Callidus can take on the appearance of any humanoid creature of Average size (though they require additional surgical assistance to take on forms with more than the human number of limbs, such as Genestealer Cultists). Creating the appropriate form requires a Deception test (DN 3, or DN 5 if the creature is Xenos), and once the form has been successfully assumed, it adds +4 to the DN of any Awareness or Insight test an attempt to determine that the assassin is not who they seem. The GM will assign a list of Keywords which the assumed form possesses. Resetting to the assassin's initial form can be done within one round. A single purchase contains two doses: one to transform, and a second to revert to normal.

Value: 11 (Unique)

Keywords: TEMPLUM CALLIDUS

PSYCHON

Stimulating the instinctual centres of the brain stem, Psychon works by boosting strength through sudden adrenal rushes. However, it drastically reduces one's ability to make rational decisions.

Effect: Taking a dose of Psychon adds +2 to the user's Strength and Toughness and makes them *Frenzied* for 3d6 rounds (or minutes, out of combat). A single purchase contains 3 doses.

Value: 6 (Rare)

Keywords: COMBAT DRUGS, IMPERIUM, SCUM

RECAFF

Recaff is a popular hot beverage in the Imperium made from crushed and brewed plant matter. Its composition, preparation—and common name—can vary depending on the planet it is found, but most blends contain some form of mild stimulant such as caffeine or detoxified pharamoxine compounds. The stimulant effect is often sufficient to help the drinker wake up in the morning, or to keep them alert during a long night.

Effect: A character who drinks a cup of recaff during a regroup recovers 1d3 Shock and adds +1 bonus dice to any test to remain awake or resist the effects of fatigue or sleeplessness for the next 1d3 hours. Each successive cup of recaff reduces the duration of the benefit by 1 hour, as sleep eventually catches up. A single purchase contains enough to make 10 cups.

Value: 1 (Common)

Keywords: IMPERIUM, ASTRA MILITARUM

REFLEX

This drug heightens reaction time and reflex action, allowing the user to react more quickly to changing circumstances, but it leaves them susceptible to suggestion and psychic attack.

Effect: Taking a dose of Reflex adds +2 to the user's Initiative and allows the character to Keep the Initiative without spending Glory but adds +2DN to the difficulty of all Willpower, Resolve, and Conviction Tests. This lasts for 2d6 rounds (or minutes, out of combat). A single purchase contains 3 doses.

Value: 3 (Uncommon)

Keywords: COMBAT DRUGS, IMPERIUM, SCUM

CHAPTER IV: EQUIPMENT

SLAUGHT

Short for “onslaught”, this drug amplifies awareness and reaction time, speeding up the user but taking a nasty toll in the process.

Effect: Taking a dose of slaughter adds +3 to the user’s Agility and Initiative for the next 3d6 rounds (or minutes, out of combat). Once the drug’s effects end, the user must pass a Toughness test (DN 3) or add +2 to the DN of all Agility- and Initiative-based tests for the next 1d3+2 hours. A single purchase contains 3 doses.

Value: 4 (Rare)

Keywords: COMBAT DRUGS, IMPERIUM, SCUM

SPOOK

Spook is an addictive and highly illegal psychic combat drug manufactured in several Hive Cities, normally from ingredients too unpleasant to mention. When drunk in small amounts, spook awakens the imbiber’s psychic abilities. It is for this reason that spook is an extremely dangerous substance, and its use viciously repressed by the Imperium.

Effect: When taken by a **PSYKER**, Spook adds a +2d bonus to all Psychic Mastery tests attempted in the next hour, but they also add +20 to all rolls on the Perils of the Warp table. At the end of the hour, the character must take a DN 5 Corruption test.

When taken by a non-**PSYKER** keyword, the character must immediately take a DN 5 Corruption test, with failure adding 1d3 Corruption instead of 1. If the character succeeds, they gain the **PSYKER** keyword, and a Minor Psychic Power (randomly determined using the table on page 258 of the **Wrath & Glory** rulebook) for the next 1d3+2 hours. A single purchase contains 1 dose.

Value: 4 (Rare)

Keywords: CHAOS, SCUM

SPUR

Spur is a name given to several similar stimulants, which boost the nervous system, muscle reaction, and reflexes for a short time. Taking a dose of Spur adds +2 to the user’s Speed and Initiative for the next 2d6 minutes. Once the drug’s effects end, the user must pass a Toughness test (DN 3) or become *Exhausted* for the next hour. A single purchase contains 3 doses.

Value: 4 (Rare)

Keywords: COMBAT DRUGS, IMPERIUM, SCUM

SYNTH-SKIN

A thin foam sprayed over damaged flesh to staunch bleeding and promote new skin regeneration, synth-skin is a valuable part of any combat medkit.

Effect: Synthskin can be applied as a Combat Action, and immediately removes all *Bleeding* conditions from you or another character within arm’s reach.

Value: 3 (Uncommon)

Keywords: IMPERIUM, ASTRA MILITARUM, OFFICIO MEDICAE

TORPOR

Long-used by the League of Blackships to control their ‘cargo’, Torpor is a chemical cocktail of neural inhibitors and narcotics designed to render the subject docile and dampen their psychic talents. The Holy Ordos maintain their own supplies of Torpor to control prisoners.

Effect: A single dose of Torpor lasts for a number of hours equal to 10 minus the subject’s Toughness, during which time the subject counts as *Exhausted* and *Staggered*. Further, **PSYKERS** under the effects of Torpor count their Psychic Mastery rank as 4 less than normal while under the drug’s effects.

Value: 6 (Very Rare)

Keywords: INQUISITION, ADEPTUS ASTRA TELEPATHICA, ANATHEMA PSYKANA

CHAPTER IV: EQUIPMENT

CHAOS EQUIPMENT AND DARK GIFTS

Chaos Equipment		
Name	Value	Keywords
Abominatus Combat Stimms	5 Uncommon	COMBAT DRUGS, CHAOS, SLAANESH
Aggressor Stimms	4 Uncommon	COMBAT DRUGS, CHAOS, KHORNE
Allure of Slaanesh	6 Rare	DARK GIFT, CHAOS, SLAANESH
Aura of Acquiescence	6 Rare	DARK GIFT, CHAOS, SLAANESH
Banner of Rage	5 Rare	CHAOS, KHORNE, ICON
Binding Chains	7 Very Rare	CHAOS, DAEMON
Blasted Standard	7 Very Rare	CHAOS, TZEENTCH, ICON
Chaos Icon	6 Rare	CHAOS, ICON
Collar of Khorne	8 Very Rare	DARK GIFT, CHAOS, KHORNE
Eye of Tzeentch	6 Rare	DARK GIFT, CHAOS, TZEENTCH
Grisly Trophies	4 Uncommon	CHAOS
Nurgl's Rot	7 Rare	DARK GIFT, CHAOS, NURGLE, PLAGUE
Nurgling Infestation	7 Rare	DARK GIFT, CHAOS, NURGLE, DAEMON
Plague Banner	7 Rare	CHAOS, NURGLE, ICON
Rage of Khorne	6 Rare	DARK GIFT, CHAOS, KHORNE
Rapturous Standard	6 Very Rare	CHAOS, SLAANESH, ICON
Talisman of Burning Blood	7 Very Rare	DARK GIFT, CHAOS, KHORNE
Talisman of Tzeentch	7 Rare	DARK GIFT, CHAOS, TZEENTCH, SORCERY
Warp Talisman	6 Rare	CHAOS, SORCERY

DARK GIFTS: Any item with the **DARK GIFT** keyword cannot be lost or removed—they are permanently bound to the character. When you obtain a **DARK GIFT** item, you must pass a Corruption Test with a DN equal to the Value.

ABOMINATUS COMBAT STIMMS

Champions of Slaanesh often partake of bizarre and horrific combat drugs, produced from renderings of sentient creatures and suffused with the power of the warp. These drugs are often dispensed from baroque injector rigs fused into the user's armour.

Effect: As a Simple Action, the user may administer a dose of these Combat Stimms, which have an effect which lasts until the start of their next turn. The user may select up to three effects from the following list, and then suffers Mortal Wounds equal to the number of effects chosen:

- 💀 +2 dice on Athletics tests
- 💀 +2 dice on Weapon Skill tests
- 💀 Melee attacks inflict +2ED
- 💀 +2 Determination
- 💀 Ignore up to 2 points of DN penalty on a Multi-Attack.

Value: 5 (Uncommon)

Keywords: COMBAT DRUGS, CHAOS, SLAANESH

AGGRESSOR STIMMS

A potent cocktail of aggression-enhancing combat drugs, commonly given to the mortal followers of the World Eaters Legion, these drugs contain a drop of warp-tainted blood from one of the World Eaters themselves, suffusing the entire cocktail with the fury of Angron's bloody-handed sons.

Effect: A character may take a dose of Aggressor Stimms as a Simple Action. They immediately suffer 1 Mortal Wound and become *Frenzied*. Further, they will inflict +2ED on all melee attacks until the end of their next turn. A single purchase contains 8 doses.

Value: 4 (Uncommon)

Keywords: COMBAT DRUGS, CHAOS, KHORNE

ALLURE OF SLAANESH

The Dark Prince has blessed you with a fragment of their inescapable allure, and you can now fascinate those around you with a look.

Effect: When you make a Persuasion Interaction Attack, enemies affected must also move up to half their Speed directly towards you, avoiding any hazards or obstacles along the way.

Value: 6 (Rare)

Keywords: DARK GIFT, CHAOS, SLAANESH

CHAPTER IV: EQUIPMENT

AURA OF ACQUIESCENCE

You are wreathed in the glamour of Slaanesh, and such is your magnetism that enemies often yield to your will even against their own survival instincts.

Effect: When an enemy becomes engaged with you, they must immediately pass a DN 3 Resolve test. If they fail, they become *Vulnerable* (2).

Value: 6 (Rare)

Keywords: DARK GIFT, CHAOS, SLAANESH

BANNER OF RAGE

The Banner of Rage contains the bound souls of the most bloodthirsty of Khorne's servants. It radiates palpable waves of anger and bloodlust which beat upon the minds of those nearby, driving them into a killing frenzy.

Effect: **KHORNE DAEMONS** within 8m of this banner may re-roll any 1s when rolling Determination. Further, you may unleash the banner's power as a Combat Action. When the banner is unleashed, all **CHAOS** allies within 8m immediately become *Frenzied*. Once you have unleashed the banner's power, it may not be unleashed again until after your next Regroup.

Value: 5 (Rare)

Keywords: CHAOS, KHORNE, ICON

BINDING CHAINS

These heavy iron chains are inscribed with powerful hexagrammic wards designed to assist with the summoning, containment, and binding of daemons.

Effect: When these chains are used to bind a living creature, any **DAEMON** summoned into or possessing that creature is *Restrained* and suffers +4DN on any Willpower tests to break free. If you wrap the chains around yourself, you gain +3 bonus dice on any Opposed Willpower test made against a **DAEMON** attempting to possess you and take control.

Value: 6 (Rare)

Keywords: CHAOS, DAEMON

BLASTED STANDARD

Riddled with the power of change, this standard's design shifts constantly. Energy and power growl through it and when an enemy approaches, the energy is released in a blinding roar.

Effect: **TZEENTCH DAEMONS** within 9m of this banner may re-roll any 1s when rolling Determination. Further, you may unleash the banner's power as a Combat Action. This counts as a ranged attack with the profile below. Once you have unleashed the banner's power, it may not be unleashed again until after your next Regroup.

Damage	ED	AP	Range	Traits
12	3	-1	9	Corrupting, Flamer, Inflict (Terror 5)

Value: 7 (Very Rare)

Keywords: CHAOS, TZEENTCH, ICON

CHAOS ICON

This symbol is a powerful focus for the energies of the Dark Gods and bolsters the zeal and spite of other servants of the Dark Gods nearby.

Effect: **DAEMONS** within 8m of this banner may re-roll any 1s when rolling Determination. Further, **CHAOS** allies within 8m gain +2 Resolve.

Value: 5 (Rare)

Keywords: CHAOS, KHORNE, ICON

COLLAR OF KHORNE

A talisman forged in the heat of Khorne's rage at the very foot of the Blood God's throne of brass. The collar can suck the energy of the Warp from the air around it, defeating psychic onslaughts before they can begin.

Effect: Psychic powers or attacks are immediately negated if they target you or include you in the area of effect. Further, weapons with the Force trait do not gain any bonus damage from the wielder's Willpower against you.

Value: 8 (Very Rare)

Keywords: CHAOS, KHORNE

CHAPTER IV: EQUIPMENT

EYE OF TZEENTCH

You bear a third (or subsequent) eye on your body or within your wargear. This eye sees glimpses of the future, allowing you to adjust your actions before your fate comes to pass.

Effect: Each turn during combat, you may re-roll a number of d6 equal to your Rank. You may use these all at once or spread them across multiple rolls. Outside of combat, you may re-roll Rank dice on any test. You also gain +2 bonus dice on all Psychic Mastery tests to use Divination psychic powers.

Value: 6 (Rare)

Keywords: DARK GIFT, CHAOS, TZEENTCH

GRISLY TROPHIES

Your armour is adorned with vile trophies of your past conquests. These may vary from pieces of shattered armour and dented helms to gore-caked skulls, to tabards of flayed skin. These trophies, wreathed in the ritual power of the Warp, can leave nearby foes hesitant as dread and revulsion wash over them.

Effect: You may attempt an Intimidation Interaction Attack as a Simple Action, as long as the target is within 3m of you.

Value: 4 (Uncommon)

Keywords: CHAOS

NURGLE'S ROT

The Plague Lord's most infamous accomplishment sets the benchmark for all his other creations. Despite millennia of effort, he has never bettered that disease which bears his name: Nurgle's Rot. You are a vector for this blessed malady, a carrier for this most virulent of pathogens.

Effect: Any living creature without the **NURGLE** keyword within 7m of you at the start of their turn must roll 1d6. If an Exalted Icon is rolled, they immediately suffer the *Poisoned* (7) condition. While *Poisoned* from Nurgle's Rot, a creature suffers 1d3 Mortal Wounds at the start of each of their turns.

Value: 7 (Rare)

Keywords: DARK GIFT, CHAOS, NURGLE

NURGLING INFESTATION

Champions of Nurgle are frequently accompanied by gaggles of chattering Nurglings eager to frolic within the death and decay the Champion spreads. Some of these Nurglings seem to appear from the dank corners of the world, while others squeeze themselves loose from the Champion's filth-ridden flesh, growing to full-size in moments after falling to the ground... but they just as easily get lost, or are crushed underfoot.

Effect: You are constantly accompanied by a mob of Nurglings. This mob consists of 2d6 Nurglings: the number is rolled at the start of your turn. These Nurglings will take an action on your turn, and will attempt to remain as close to you as possible, and they will attack anyone who attacks you, but they will not listen to your commands.

Value: 7 (Rare)

Keywords: DARK GIFT, CHAOS, NURGLE

PLAQUE BANNER

This frightening creation of rotting hide flaps in a pestilent breeze. Powerful magics hold a great spell of corruption in check until the time is ripe to send disease and decay scything through the enemy ranks.

Effect: **NURGLE DAEMONS** within 7m of this banner may re-roll any 1s when rolling Determination. Further, you may unleash the banner's power as a Combat Action. This counts as a ranged attack with the profile below. Once you have unleashed the banner's power, it may not be unleashed again until after your next Regroup.

Damage	ED	AP	Range	Traits
7	7	-2	14	Gas, Blast (7), Fleshbane, Mortal (1)

Value: 7 (Rare)

Keywords: CHAOS, NURGLE, ICON

CHAPTER IV: EQUIPMENT

RAGE OF KHORNE

The Champion is so consumed by the need for battle that their rage builds and builds until it can be released in the fury of combat.

Effect: You may become *Frenzied* as a Simple Action. While Frenzied, add +3ED to the damage of all melee attacks you make, and reduce the DN increase for melee Multi-Attacks by Double Rank.

Value: 6 (Rare)

Keywords: DARK GIFT, CHAOS, KHORNE

RAPTUROUS STANDARD

The Rapturous Standard contains the bound essence of innumerable servants of the Dark Prince, each of whom died in rapturous slaughter. The air around the standard is filled with their ecstatic howls and overpowering waves of heady, exotic musk.

Effect: **SLAANESH DAEMONS** within 6m of this banner may re-roll any 1s when rolling Determination. Further, you may unleash the banner's power as a Combat Action. Until the start of your next turn, all **SLAANESH** allies within 6m automatically pass Resolve tests, and reduce all Shock they suffer to 0. Once you have unleashed the banner's power, it may not be unleashed again until after your next Regroup.

Value: 6 (Very Rare)

Keywords: CHAOS, SLAANESH, ICON

TALISMAN OF BURNING BLOOD

This amulet constantly drips with thick, bubbling gore. The air around it is so heavy with the charnel stench of the slaughterhouse that it imbues the bearer's limbs with a supernatural swiftness to match their eagerness to butcher the foe.

Effect: Your Speed is increased by +1 when you Run or Charge. This increases to +2 when you are *Frenzied*.

Value: 7 (Very Rare)

Keywords: DARK GIFT, CHAOS, KHORNE

TALISMAN OF TZEENTCH

These strange psychic devices allow those dedicated to the Changer of Ways to enact their master's will and vanquish anyone who would dare claim themselves mightier than his own.

Effect: Enemy **PSYKERS** within a distance equal to your Intellect x9 metres suffer a Wrath complication on any Wrath die result of 1, 2, or 3.

Value: 7 (Rare)

Keywords: DARK GIFT, CHAOS, TZEENTCH, SORCERY

WARP TALISMAN

These bizarre trinkets demonstrate that the bearer is favoured by the Dark Gods.

Effect: You may re-roll all failures on a Psychic Mastery test. Once you have used this item, it may not be used until after your next Regroup.

Value: 6 (Rare)

Keywords: CHAOS, SORCERY

CHAPTER IV: EQUIPMENT

ELDAR EQUIPMENT

Aeldari Equipment		
Name	Value	Keywords
Agaith	7 Very Rare	HARLEQUIN
Anti-Grav Platform	4 Common	ASURYANI
Aspect Shrine Banner	3 Common	ASURYANI, ASPECT WARRIOR, EXARCH
Banshee Mask	7 Very Rare	ASURYANI
Celestial Shield	5 Uncommon	ASURYANI
Dark Reaper Rangefinder	7 Very Rare	ASURYANI
Dread Mask	9 Unique	HARLEQUIN
Flip-Belt	7 Very Rare	HARLEQUIN
Ghosthelm	9 Unique	AELDARI, ASURYANI
Mandiblaster Helm	7 Very Rare	AELDARI, ASURYANI
Phase Field	10 Very Rare	AELDARI
Rictus Mask	9 Unique	HARLEQUIN
Runes of Warding	9 Unique	AELDARI, ASURYANI
Runes of Witnessing	9 Unique	AELDARI, ASURYANI
Seer's Spirit Stone	9 Unique	AELDARI, ASURYANI
Serpent Shield Generator	5 Uncommon	ASURYANI
Swooping Hawk Wings	7 Very Rare	AELDARI, ASURYANI
Targeting Vane	7 Rare	AELDARI, ASURYANI
Warp Spider Jump Generator	7 Very Rare	AELDARI, ASURYANI
Wraithbone Talisman	4 Uncommon	AELDARI, ASURYANI, ANHRATHE, HARLEQUINS

AGAITH

All Harlequins wear a highly ornamented mask called an Agaith ("false face", in one Aeldari language), which present a gruesome visage. During a performance, these masks display patterns, colours, and features to support the Harlequin's role, but in battle, they take on a darker purpose. Each mask is highly psychoreactive, responding not only to the thoughts of the wearer, but showing a different visage to all who look upon it, and in battle, this always displays some aspect of the viewer's worst fears. Some players within a masque have stranger masks still, such as the skull visage of the Death Jester, the mirrored face of the Shadowseer, or the death-masks of Troupe Leaders, which depict the dying moments of the wearer's past victims.

Effect: The wearer of an Agaith causes *Fear* (DN 3 +Rank).

Value: 7 (Very Rare)

Keywords: HARLEQUIN



ANTI-GRAV PLATFORM

The advanced gravity-defying technology on the platforms allows the Eldar to move heavy weapons and other heavy equipment rapidly and effortlessly across the field of battle regardless of terrain.

Effect: An Anti-Grav Platform has a Speed of 8 and will automatically attempt to stay within 3m of the operator. It floats about a metre above the ground and will ignore any obstacles or hindrances of that height or smaller. A Heavy weapon mounted on the platform always counts as Braced, and the operator may fire the weapon from up to 3m away, determining line of sight and line of fire from the weapon instead. The platform can be used to carry other heavy equipment, such as Serpent Shield generators.

Value: 4 (Common)

Keywords: ASURYANI



CHAPTER IV: EQUIPMENT

ASPECT SHRINE BANNER

You bear a small back-banner emblazoned with the colours and sigil of your Aspect Shrine, as a rallying point for your kin.

Effect: Allied **ASPECT WARRIORS** of your Aspect Shrine increase their Resolve and Conviction by +Rank while within 12m of you.

Value: 3 (Common)

Keywords: ASURYANI, ASPECT WARRIOR, EXARCH

BANSHEE MASK

A Banshee Mask is a war helm worn by the Howling Banshees Eldar Aspect Warriors in battle. A standard Howling Banshees Aspect Warrior's Banshee Mask is tall in profile, with long flowing hair spilling from the top of it like a lion's mane.

Their distinctive design contains psychosonic amplifiers that magnify the keening battle screams of their wearers into mind-destroying shockwaves. This inflicts severe damage to the central nervous system of an Eldar warrior's foe, inspiring a feeling of mortal terror and causing momentary paralysis. By custom, it is this helmet that marks the Howling Banshee Aspect Warriors as the protectors and avengers of their Craftworld.

Effect: When a Howling Banshee charges, all enemies within 3m of the Banshee's target are paralysed by the war-cry; they cannot perform any Reflexive Actions and suffer the *Hindered* 2 and *Vulnerable* 2 conditions. All the effects wear off at the end of the affected characters' next turn.

Value: 7 (Very Rare)

Keywords: ASURYANI



CELESTIAL SHIELD

A Celestial Shield is a psychically-activated force field technology that is sometimes used by Asuryani Guardians as an emergency personal defence. Once activated, the psychic shield allows the user to withstand attacks for a short time that would otherwise have slain or badly injured them at a key moment during the battle.

Effect: You may activate this item as a Reflexive Action when you are the target of a ranged attack. Your Resilience and Determination increases by +2 against ranged attacks until the start of your next turn. Further, while the field is in effect, you may roll Determination against Mortal Wounds.

Value: 5 (Uncommon)

Keywords: ASURYANI

DARK REAPER RANGEFINDER

The Dark Reaper Range Finder is a specialized Eldar targeting system used by Dark Reapers. Composed of a complex array of sensory and range-finding equipment incorporated into the helms of their Aspect Armour and tied directly into their weapon, Dark Reapers can target their enemies swiftly and accurately thanks to this equipment.

Effect: The Reaper Rangefinder allows the wearer to see even in complete darkness or through fog with no penalty. In addition, when a Dark Reaper aims before making a ranged attack, they add +3d to their attack.

Value: 7 (Very Rare)

Keywords: ASURYANI



CHAPTER IV: EQUIPMENT

DREAD MASK

These leering masks, an advanced form of *Agaith*, contain a psychic sensor which detects the greatest fears of those nearby, and projects them back amplified tenfold.

Effect: The wearer of a Dread Mask causes *Terror* (DN 3 +Rank).

Value: 9 (Unique)

Keywords: HARLEQUIN

FLIP-BELT

A Flip Belt or Inertia Pivot (known as *geirgilath* or a "belt of speed" in the Eldar language) is an item worn exclusively by the mysterious Eldar Harlequins. This device is a wonder of Eldar technology, a portable anti-grav generator keyed to trigger upon the mental command of its wearer. So incredibly lightweight are Flip Belts that they do nothing to hamper their wearer's natural agility. Instead, they heighten it to the point that Harlequins can leap clean over all but the most towering obstacles, springing and bounding through rubble and wreckage with supernatural ease.

Effect: A character wearing a Flip-Belt ignores the effects of difficult terrain, can ignore any obstacles less than 2m tall or wide during their movement, and may stand up from prone as a free action at any time without penalty. In addition, a Harlequin wearing a flip-belt determines jump distance using their Agility instead of their Strength, and they do not suffer falling damage unless unconscious.

Value: 7 (Very Rare)

Keywords: HARLEQUIN



GHOSTHELM

A Ghosthelm is an Aeldari device worn by Asuryani Farseers. This helmet, fashioned in the typical Asuryani style, incorporates highly intricate, psychic circuitry crafted from crystal that can mask the presence of the wearer's soul in the Immaterium.

This is a crucial protection for potent psykers like the Aeldari, whose souls shine like blazing beacons in the Warp, drawing the attention of daemons and other hostile Warp entities.

Effect: Any DAEMON or other warp entity attempting to perceive, attack, or otherwise interact with a Farseer wearing a Ghosthelm suffers a +2DN penalty to any tests they attempt. In addition, the Farseer no longer rolls on the Perils of the Warp table; instead, they suffer 1d3 Shock, +1 for each Wrath Complication after the first, when they suffer Wrath Complications when using a Psychic Power.

Value: 9 (Unique)

Keywords: AELDARI, ASURYANI, FARSEER

MANDIBLASTER HELM

Mandiblasters are an Eldar weapon system in the form of pods built into either side of the helmets of Striking Scorpions. Known also as the *Scorpion's Sting* or the *Sting of the Scorpion*, Mandiblasters are activated by neural impulses to fire a hail of deadly metallic shards. These shards, while capable of cutting and lacerating flesh, are not particularly powerful alone; they act as a conductor to a follow-up intense laser burst. The laser flashes the slivers of metal into plasma, which can cause significant injury or death.

Effect: When the wearer of a Mandiblaster Helm charges into combat, and at the start of each turn they are engaged in combat, roll 1d6. On an Icon, one enemy within 2m suffers 1d3 Mortal Wounds.

Value: 7 (Very Rare)

Keywords: AELDARI, ASURYANI



CHAPTER IV: EQUIPMENT

PHASE FIELD

Using the most advanced warp technology available to the Aeldari, a phase field allows the wearer to shift into the veil between realspace and the Webway, ‘phasing’ in and out of reality.

Effect: You may activate the field when you move. When you do so, you have a Speed of 10, but your movement can take you to any point within your movement distance: you vanish and reappear at your destination, without regard for intervening terrain. The only obstacles you cannot pass are Void Shields and other warp-based barriers. You suffer 1 Shock at the end of any turn in which you used the Phase Field.

Value: 10 (Unique)

Keywords: AELDARI, ASURYANI

RICTUS MASK

A Rictus Mask, called *marathag*, or “face of death” in the Aeldari language, fills those who see it with an almost uncontrollable urge for morbid self-preservation.

Effect: The wearer of a Rictus Mask causes *Fear* (DN 3 +Rank). Further, when the wearer makes an Intimidation Interaction Attack, if the attack is successful, the target is also *Pinned* as if suppressed by a Salvo 5 weapon.

Value: 9 (Unique)

Keywords: HARLEQUIN



RUNES OF WARDING

Runes of Warding are special items used by Eldar Farseers. These tiny wraithbone runes allow the Farseer to divine when an enemy psyker is attempting to use his powers and then produce psychic interference strong enough to hinder them.

Effect: As a Reflexive Action, when an enemy psyker attempts to use a psychic power within 18m, you may increase the DN of their Psychic Mastery test by +Double Rank.

Value: 9 (Unique)

Keywords: AELDARI, ASURYANI, FARSEER

RUNES OF WITNESSING

Runes of Warding are special items used by Eldar Farseers. These runes allow the Farseer to better guide their psychic perceptions along the twisting strands of fate, which improve their psychic abilities, reveals new flows and currents of power, and exposes enemies hidden from their sight.

Effect: Once per round, when you attempt to use a psychic power, you may re-roll a number of dice on your Psychic Mastery test equal to Double Rank.

Value: 9 (Unique)

Keywords: AELDARI, ASURYANI, FARSEER

SEER'S SPIRIT STONE

Eldar Farseers often carry the spirit stone of a venerated predecessor or long-dead ancestor. These stones can be a source of wisdom and guidance during times of strife, and a source of power in times of desperation.

Effect: When you attempt to use a psychic power, you may draw upon the power of the soul within the stone. This grants one of two effects: either you gain +Double Rank bonus dice on a single Psychic Mastery test, or you may use the psychic power as a Simple Action. Once used, the stone's inhabiting soul goes dormant until the next Respite.

Value: 9 (Unique)

Keywords: AELDARI, ASURYANI, FARSEER

SERPENT SHIELD GENERATOR

These bulky generators are a scaled-down form of the force field generators installed in Wave Serpent grav-tanks. They are deployed on anti-grav platforms accompanying close assault Storm Guardian squads, to protect them from enemy fire while they advance. Like the field on the Wave Serpent, these generators can expel their energy in a disruptive burst directed towards the enemy, scattering them as the Guardians begin their assault.

Effect: While this field is active, all **ASURYANI** allies within 6m gain +3 to their Resilience against ranged attacks. Further, the field can be discharged as a Combat Action, affecting all enemies in a Blast (6) within 12m of the generator. Enemies hit are *Hindered* (2) and cannot use any Reflexive Actions until after their next turn.

Value: 5 (Uncommon)

Keywords: ASURYANI

CHAPTER IV: EQUIPMENT

SWOOPING HAWK WINGS

Swooping Hawk Wings are specialized Eldar jump packs used exclusively by the Swooping Hawk Aspect Warriors. Composed of vibrating feather plates, these wings combine an anti-gravity lifter with jet propulsion motors to give the Swooping Hawks their impressive flight speed and manoeuvrability. In addition, the large wings allow the user to glide for long distances, and provide added lift for an increased flight ceiling, while the vibrating feathers emit a distinctive shrieking sound.

Effect: A warrior wearing Swooping Hawk Wings gains the ability to fly, and a flying speed equal to twice their normal movement speed.

Value: 7 (Very Rare)

Keywords: AELDARI, ASURYANI



TARGETING VANE

Mounted over the shoulder of a Dire Avenger's armour is an advanced targeting system which connects both to the warrior's Avenger Shuriken Catapult and to the warrior's warhelm. This multispectral rangefinder operates autonomously, identifying targets and distinguishing friend from foe, and feeding this information to warrior's visor.

Effect: A warrior wearing a Targeting Vane reduces range DN penalties by 2. In addition, if the warrior aims, they add an additional +1d bonus to the following ranged attack.

Value: 7 (Rare)

Keywords: AELDARI, ASURYANI

WARP SPIDER JUMP GENERATOR

A Warp Spider Jump Generator is an Eldar teleportation device used by Warp Spider Aspect Warriors housed within the armoured backpack of their armour. This compact and complex device allows for instantaneous travel through the Warp, giving their prey no warning as they appear right beside them. The distances which can be travelled in this manner are relatively short, but it is an unpleasant experience for the wearer as visions of the Warp sweep across their vision and a great hungering maw tugs at their spirit. For the Eldar to spend even a short amount of time within the Warp is not only a danger to their body but their very soul, and the possibility of a fate worse than death means the Warp Spiders are counted among the bravest of all Aspect Warriors.

A warrior wearing a Warp Spider Jump Generator may activate it as a Simple Action. If they do so, then they vanish from the battlefield, and instantly reappear anywhere within 20m. When they reappear, make a Resolve test (DN 3) for the warrior: if they fail, they suffer 1d3 Shock from the harrowing experience, and 1 Mortal Wound if a Complication was rolled.

The distance jumped may be increased; for every 10m of increased range, add +2 to the DN of the Resolve test that follows and +1 to the number of Mortal Wounds inflicted on a Complication.

Value: 7 (Very Rare)

Keywords: AELDARI, ASURYANI

WRAITHBONE TALISMAN

Wraithbone is a substance used in many forms of Aeldari technology. It is psycho-reactive, and is found in many devices and objects which are intended to channel and direct the energies of the Warp. Many Eldar wear charms or talismen of wraithbone, often shaped into symbolic representations of their ancient gods or mythic figures, seeking clarity of thought, focus, or good fortune.

Effect: A character wearing a wraithbone talisman may draw upon the talisman as a Free Action to gain 1 Glory. Once a talisman has been used in this way, it cannot be used again until after the next Regroup.

Value: 4 (Uncommon)

Keywords: AELDARI, ASURYANI, ANHRATHE, HARLEQUINS

CHAPTER IV: EQUIPMENT

DRUKHARI EQUIPMENT

Drukhari Equipment		
Name	Value	Keywords
Crucible of Malediction	9 Unique	DRUKHARI, HAEMACOLYTE
Haemacolyte's Tools	5 Uncommon	DRUKHARI, HAEMACOLYTE
Haemonculus' Tools	8 Very Rare	BLADE, DRUKHARI, HAEMACOLYTE
Hekatarii Combat Drugs	6 Rare	COMBAT DRUGS, DRUKHARI, HEKATARII
Tormented Soul Stone	7 Rare	DRUKHARI
Pain Casket	7 Very Rare	DRUKHARI
Living Trophy	6 Rare	DRUKHARI
Soul-Scent Barb	6 Very Rare	DRUKHARI
Soul-Trap	9 Very Rare	DRUKHARI
Vexator Mask	7 Very Rare	DRUKHARI

CRUCIBLE OF MALEDICTION

Haemonculi are known to refer to this bizarre weapon as “the kin-gift”, for it is especially dangerous to their Asuryani cousins. Each crucible contains the essence of psykers captured and tortured until death. When unleashed, their tormented spirits hurtle across the battlefield, unleashing a psychic cacophony that is bane to psykers.

Effect: You may activate this as an Action. Each **PSYKER** within 18m must immediately pass a Conviction test or suffer 3d3 Mortal Wounds. Once used, you cannot use this item again until after your next Regroup.

Value: 9 (Unique)

Keywords: **DRUKHARI, HAEMACOLYTE**

HAEMACOLYTE'S TOOLS

This collection of bizarre blades, needles, probes, and syringes are a hallmark of those who serve the Haemonculi Covens. They are tools of fleshcraft, and while they are used to keep people alive, they are used as often to torment people and extract useful secretions from their flesh. Nobody is happy to have their life saved by a Haemacolyte.

Effect: Functions as a Medikit. In addition, against a *Restrained* target, it may be used to make a *Medicae Test* (*DN* = target’s Toughness) to inflict 1d3 Shock, +1 Shock per shifted Icon.

Value: 5 (Uncommon)

Keywords: **DRUKHARI, HAEMACOLYTE**

HAEMONCUS' TOOLS

The eclectic and unique tools of the Flesh-crafter’s trade often include a variety of cruel blades and the delivery systems for a variety of bizarre drugs, medicines, and poisons.

Effect: Functions as a Medikit. In addition, against a *Restrained* target, it may be used to make a *Medicae Test* (*DN* = target’s Toughness) to inflict 1d3 Shock, +1 Shock per shifted Icon.

Melee: Haemonculus Tools can be used as a melee weapon, using the following profile:

Damage	ED	AP	Traits
(S) +3	6	-	Fleshbane

Value: 5 (Uncommon)

Keywords: **DRUKHARI, HAEMACOLYTE**



CHAPTER IV: EQUIPMENT

HEKATARII COMBAT DRUGS

Though they dramatically reduce the lifespan of any Aeldari that uses them, performance-enhancing combat drugs are commonly used in the gladiatorial arenas of the Hekatarii, as well as by Wyches entering real battle.

Effect: The user may administer a single dose as a free action, which will last for about an hour or until the character takes a Regroup (after which, withdrawal symptoms set in, and the character becomes *Exhausted* until they take a Respite). Anyone using these combat drugs must also make a Corruption test. Taking a second dose of any combat drug before a Respite inflicts 1d3 Shock as well as the desired effect. The drug dispenser contains 6 doses, of whichever of the drugs below the user wishes.

Adrenalight: While under the drug's effect, whenever the character charges and makes a successful attack, they may spend a point of Glory to make a second attack.

Grave Lotus: While under the drug's effect, the character's Strength is increased by +3.

Hypex: While under the drug's effect, the character's Speed is increased by +2.

Painbringer: While under the drug's effect, the character's Resilience is increased by 2.

Serpentin: While under the drug's effect, the character adds +3d to all melee attacks.

Splintermind: While under the drug's effect, the character adds +2d to all ranged attacks and their Resolve is increased by +2.

Value: 6 (Rare)

Keywords: COMBAT DRUGS, DRUKHARI, HEKATARII

TORMENTED SOUL STONE

The stolen soul stone of a slain Aeldari is quite a prize within the Dark City, for it is a wellspring of concentrated suffering that can invigorate the withered souls of the Drukhari.

Effect: A Wounded Drukhari can draw upon the anguish contained in the stone to immediately recover either 1d3+3 Shock or 1d3+1 Wounds. Once used, the soul stone takes time to recover, and cannot be used until after your next Regroup.

Value: 7 (Rare)

Keywords: DRUKHARI

PAIN CASKET

These psychoreactive devices, made of tortured wraithbone, draw in the pain and dread felt by those nearby, and can be drawn out by any who need it.

Effect: Add one Pain point to the Casket whenever an enemy does one of the following within 12 metres: a character suffers three or more Wounds from a single attack, you affect an enemy with an Intimidation interaction attack, a character fails a Resolve test, a character becomes *Exhausted*. Drukhari within 6 metres of the Casket may, as a Simple Action, draw a Pain point from the Casket to either recover 1d3 Shock or to count towards the *Power Through Pain* talent.

Value: 7 (Rare)

Keywords: DRUKHARI

LIVING TROPHY

Wrought from the still-living flesh, a living trophy writhes with agony at every moment. This pain is a far cry from the torments that can be wrought upon the truly-living, but it can bolster the bearer as they hunt.

Effect: In combat, you recover 1 Shock at the start of each of your turns.

Value: 6 (Rare)

Keywords: DRUKHARI

SOUL-SCENT BARB

These bizarre thorny devices can dig into the soul of your prey through the warp, allowing the bearer to track them with uncanny precision.

Effect: After a Regroup, you may attune the barb to a single foe whose identity you know or who you have some physical artefact of (an item from their possession, or a piece of their body). You gain +3 bonus dice on all Awareness and Survival tests to detect or track them. Further, when you make a ranged attack against that target, you may re-roll any dice which roll a 1.

Value: 6 (Very Rare)

Keywords: DRUKHARI

CHAPTER IV: EQUIPMENT

SOUL-TRAP

Though soul-traps vary in size and appearance, from folding pyramidal prisms to jewelled skulls engraved with vampiric runes, they all have one function—to capture the soul of a powerful foe within its confines and empower the bearer with the stolen energies.

Effect: Whenever you slay an Adversary Threat or Monstrous Creature, you may attempt a Willpower test with a DN equal to the enemy's Willpower. If you succeed, the enemy's essence is drawn into the soul-trap, and the stolen power doubles your Strength attribute until your next Regroup.

Value: 9 (Very Rare)

Keywords: DRUKHARI

VEXATOR MASK

This mask often takes the form of a delicate skein of bone and skin adorned with runes of confusion and illusion. It projects the image of the viewer's most trusted friend, beloved ruler, or loved one, often buying the wearer scant moments of time in battle.

Effect: You may make a Deception Interaction Attack against an enemy you are engaged with as a Simple Action. If the attack succeeds, increase the rating of the *Hindered* or *Vulnerable* condition by 1.

Value: 7 (Very Rare)

Keywords: DRUKHARI

LEAGUES OF VOTANN EQUIPMENT

Leagues of Votann Equipment		
Name	Value	Keywords
Auto-Calibrator	5 Uncommon	LEAGUES OF VOTANN
Cyberstimms	4 Uncommon	LEAGUES OF VOTANN, CTHONIAN
Grav-Lift Device	5 Rare	LEAGUES OF VOTANN
Iron-master's Tools	6 Rare	LEAGUES OF VOTANN, BRÔKHYR
Kin Medipack	4 Uncommon	LEAGUES OF VOTANN
Kognitâar Module	6 Rare	LEAGUES OF VOTANN
Las-Beam Cutter	5 Uncommon	LEAGUES OF VOTANN, BRÔKHYR
Multispectral Visor	5 Uncommon	LEAGUES OF VOTANN, BRÔKHYR
Multiwave Comms Array	4 Common	LEAGUES OF VOTANN
Omni-Visor	5 Uncommon	LEAGUES OF VOTANN, BRÔKHYR
Pan-Spectral Scanner	5 Rare	LEAGUES OF VOTANN
Plasma Torch	4 Uncommon	LEAGUES OF VOTANN, BRÔKHYR
Teleport Crest	8 Very Rare	LEAGUES OF VOTANN

AUTO-CALIBRATOR

This device syncs with your weapons and your own integrated augmetics to refine targeting.

Effect: Select one weapon you are carrying which has the HunTR trait. You may re-roll any dice which roll 1s when you make a ranged attack with that weapon. You may sync the auto-calibrator to a different HunTR weapon after taking a Respite.

Value: 5 (Uncommon)

Keywords: LEAGUES OF VOTANN

CYBERSTIMMS

This device interfaces with the neural augmetics of the user, allowing them to generate specialised stimulants that banish fatigue, enhance muscle performance, and dull pain.

Effect: You may activate or deactivate the Cyberstimms as a simple action, though they will immediately deactivate when you take a Respite or Regroup. While active, you add +Rank to your Speed when you Run or Charge, you increase your Determination by +Rank, and you recover 1d3 Shock at the start of each turn. However, while they are active, you halve your Passive Awareness (round up) and add +2 DN to all Intellect and Fellowship based tests.

Value: 4 (Uncommon)

Keywords: LEAGUES OF VOTANN, CTHONIAN

CHAPTER IV: EQUIPMENT

GRAV-LIFT DEVICE

These flat devices are commonly used during salvage and mining expeditions to make it easier to traverse difficult environments. They are capable of generating a brief antigravity field, allowing the user to manoeuvre more easily.

Effect: You may deploy this device as an action. Any **LEAGUES OF VOTANN** character who begins their turn within 1m of the grav-lift device may choose to gain a Fly speed equal to their normal Speed until the end of their turn.

Value: 5 (Rare)

Keywords: **LEAGUES OF VOTANN**

IRON-MASTER'S TOOLS

Each Brôkhyr Ironmaster fashions their own tools, developing a distinct and individual assortment of devices throughout their careers. Some particularly traditional Ironmasters insist that the only real way to work is to travel light and make whatever tools you need on-site.

Effect: You ignore DN penalties to build, repair, maintain, and sabotage Leagues of Votann technology. This also works on Imperial technology, due to the common STC origins of both cultures' technologies. Furthermore, These tools may be used as a Medipack on any **ROBOT** character and heal an additional +Rank Wounds when used in this way.

Value: 5 (Rare)

Keywords: **LEAGUES OF VOTANN, BRÔKHYR**

KIN MEDIPACK

These are similar to the medikits used by the Imperium, but specially-tailored to interact with the engineered biology and augmetic implants of Kin. Given the durability of Kin physiology, their ability to withstand and recover from damage is already considerable, and these medipacks contain tools designed to stimulate a Kin's implants to promote natural recovery.

Effect: Functions as a Medikit (page 238 of the *Wrath & Glory core rulebook*). In addition, when the Medipack is used to Heal Wounds on a Kin character, this heals +Rank Wounds.

Value: 5 (Rare)

Keywords: **LEAGUES OF VOTANN**

KOGNITÅAR MODULE

Designed to interface with the cerebral unit of an Ironkin, this module processes tactical information at an astonishing rate, giving their comrades a tactical edge in battle.

Effect: As a simple action on your turn, you may spend 1 Glory to perform tactical analysis. Mark a single location on the battlefield that you can see, and then choose either **attack** or **defend**. This mark lasts until the start of your next turn. When a **LEAGUES OF VOTANN** character is within 3m of a location marked **attack**, they may re-roll Rank dice on any attack they make. When a **LEAGUES OF VOTANN** character is within 3m of a location marked **defend**, they add +Rank to their Defence and may re-roll Rank dice when rolling Determination.

Value: 6 (Rare)

Keywords: **LEAGUES OF VOTANN**

LAS-BEAM CUTTER

A common tool used by the servants and attendants of an Iron-master, these potent lasers are not really intended for battle, but for industrial work. However, in a pinch, they can be used as improvised weaponry.

Effect: This grants you a +4 bonus to any Tech test made to cut through obstacles or disassemble large objects. In addition, it may be used as a ranged weapon.

Ranged: A Las-Beam Cutter can be used as a Ranged weapon, using the following profile:

Damage	ED	AP	Range	Salvo	Traits
13	1	-3	5-10-15	1	Beam, Pistol, Unwieldy (1)

Value: 5 (Rare)

Keywords: **LEAGUES OF VOTANN, BRÔKHYR**

CHAPTER IV: EQUIPMENT

MULTISPECTRAL VISOR

A Multispectral Visor is a scanning technology employed by the Brôkhyr engineers and artificers of the Leagues of Votann. As the name implies, the technology allows an individual Iron-master to view any substance or environment in multiple spectral wavelengths. While originally designed to aid fabrication of new technologies at the Forge, some Brôkhyr Iron-masters also make use of their visors while carrying out their duty of maintaining and repairing damaged Kin war engines on the battlefield. Their work can give those vehicles added tactical potency following a battlefield refit.

Effect: This functions as Preysense Goggles, allowing you to ignore any penalties to Tests due to visual conditions. In addition, as a simple action, the wearer may scan an object, structure, vehicle, or enemy you can see. All **LEAGUES OF VOTANN** allies within 9m of you gain +Rank dice on any ranged attack made against that target and improve the AP of their ranged attacks by one (i.e., from -1 to -2).

Value: 5 (Rare)

Keywords: **LEAGUES OF VOTANN, BRÔKHYR**

MULTIWAVE COMMS ARRAY

A Multiwave Comms Array is a radio-wave communications device similar to the Imperial vox used by the Leagues of Votann. It is able to broadcast and receive on multiple frequency carrier waves, in order to overcome any hindrance or interference that would block communications. This naturally takes considerable skill to operate, so these communications arrays are often carried by a dedicated operators called a Kinlynk, who maintain contact with, and coordinates actions between their immediate group and the rest of their Oathband.

Effect: You can communicate with anyone within 100 kilometres that has a comm unit (a comms array, vox, or similar). In addition, when using this item, the maximum range of Tech interaction attacks is increased to your Intellect Attribute multiplied by Double Rank.

Value: 4 (Rare)

Keywords: **LEAGUES OF VOTANN, BRÔKHYR**

OMNI-VISOR

An Omni-visor is an advanced scanning tool used by the Brôkhyr engineers and artificers of the Leagues of Votann. While it was developed to provide aid with civil engineering tasks, it has been adapted by the Brôkhyr Thunderkyn as a weapon of war, allowing them to pick out the telltale signs of enemy units through dense terrain.

Effect: This functions as Preysense Goggles, allowing you to ignore any penalties to Tests due to visual conditions. In addition, when you make a ranged attack, the target does not receive the benefits of Cover against the attack.

Value: 5 (Uncommon)

Keywords: **LEAGUES OF VOTANN, BRÔKHYR**

PAN-SPECTRAL SCANNER

A pan spectral scanner, also called a pan spectral array, is a powerful information-gathering and diagnostic tool available to the Kin of the Leagues of Votann. Pan spectral scanners exist in several different sizes, including Kin-portable or vehicle or installation-mounted. The larger systems possess more range, power and diagnostic capability.

The Kin's pan spectral scanners are useful both in prospecting for strategic resources and combat. They can detect an incredible range of energy spectra not only through solid matter, but even across multidimensional wavelengths, such as Warp energy signatures, ensuring the Hernkyn are rarely surprised during their explorations by even the most cunning or esoterically empowered foes.

These scanners are equally unlikely to miss the presence of natural resources the Kin would prize. When such rich discoveries are made, Hernkyn mark the location using powerful claim-beacons, whose multispectral energy signatures are bounced back along networks of relay satellites all the way to League space. It is at such times that the Cthonian Mining Guilds rumble into action to begin exploiting the new resource deposits.

Effect: This functions as an Auspex (page 236 of the *Wrath & Glory core rulebook*). In addition, the user increases their Passive Awareness by Double Rank.

Value: 5 (Rare)

Keywords: **LEAGUES OF VOTANN**

CHAPTER IV: EQUIPMENT

PLASMA TORCH

A common tool used by the servants and attendants of an Iron-master, these potent plasma cutters are not really intended for battle, but for industrial work. However, in a pinch, they can be used as improvised weaponry.

Effect: This grants you a +4 bonus to any Tech test made to cut or weld objects or obstacles. In addition, it may be used as a melee weapon.

Melee: A Plasma Torch can be used as a melee weapon, using the following profile:

Damage	ED	AP	Traits
(S)+8	2	-4	Careful, Unwieldy (2)

Value: 4 (Uncommon)

Keywords: LEAGUES OF VOTANN, BRÖKHYR

TELEPORT CREST

A Teleport Crest is a technology that takes the form of a decorative personal void armour or exo-armour crest used by some senior military personnel of the Leagues of Votann that allows them to instantaneously teleport through the Immaterium for relatively short distances on the battlefield.

Effect: This item must be mounted on a suit of **LEAGUES OF VOTANN** armour but it cannot be mounted if the armour already has another crest (such as a Weavefield Crest). A teleport crest may be used as a Combat Action for a short-range teleport: the wearer vanishes from the battlefield and reappears anywhere within 100m that is more than 9m from an enemy. Once used this way, it cannot be used again until it has been recharged. It can also be used in conjunction with teleportation holds and other larger forms of teleport technology.

Value: 8 (Very Rare)

Keywords: LEAGUES OF VOTANN

CHAPTER IV: EQUIPMENT

T'AU EMPIRE EQUIPMENT

T'au Empire Equipment		
Name	Value	Keywords
Advanced Stabilisation System	7 Very Rare	T'AU EMPIRE, XV88, SUPPORT SYSTEM
Advanced Targeting System	7 Very Rare	T'AU EMPIRE, SUPPORT SYSTEM
Counterfire Defence System	5 Rare	T'AU EMPIRE, SUPPORT SYSTEM
Drone Controller (Battlesuit)	4 Uncommon	T'AU EMPIRE, SUPPORT SYSTEM
Drone Controller (Personnel)	5 Rare	T'AU EMPIRE
Early Warning Override	6 Rare	T'AU EMPIRE, SUPPORT SYSTEM
Ejection System	8 Unique	T'AU EMPIRE, SUPPORT SYSTEM
Holographic Projector	5 Rare	T'AU EMPIRE, WATER CASTE
Miniaturised Disruption Pod	5 Rare	T'AU EMPIRE, WATER CASTE, ETHEREAL CASTE
Multi-Tracker	4 Uncommon	T'AU EMPIRE, SUPPORT SYSTEM
Neuroweb System Jammer	6 Rare	T'AU EMPIRE, PATHFINDER
Polyglot Hedron	4 Uncommon	T'AU EMPIRE, WATER CASTE
Stimulant Injector	8 Unique	T'AU EMPIRE, SUPPORT SYSTEM
Target Analysis Optic	5 Uncommon	T'AU EMPIRE, PATHFINDER
Target Lock	4 Uncommon	T'AU EMPIRE, SUPPORT SYSTEM
Velocity Tracker	6 Rare	T'AU EMPIRE, SUPPORT SYSTEM

ADVANCED STABILISATION SYSTEM

With this system equipped, all the Battlesuit's weapons are upgraded with stabilising gyroscopes that enable them to be brought to bear at speed, even when on the move. As a result, the Advanced Stabilisation System allows its user a high degree of mobility whilst retaining the ability to fire even the heaviest of weapons accurately.

Effect: This system can only be fitted on an XV88 Broadside Battlesuit. When you move and make an attack with a Mounted weapon, you ignore the normal DN increase.

Value: 7 (Very Rare)

Keywords: T'AU EMPIRE, XV88, SUPPORT SYSTEM

ADVANCED TARGETING SYSTEM

An Advanced Targeting System is a T'au Battlesuit Support System available to most types of T'au Battlesuits, as well as a T'au vehicle support system. An Advanced Targeting System is a specialised target acquisition computer that identifies and picks out high-priority targets of value amid battle before plotting efficient fire plans to counter them. With this system, tactically important enemy figures such as squad leaders, special weapon wielders, and commanders can all be more effectively pinpointed as specific targets for elimination.

Effect: When you make a ranged attack, each Exalted Icon you shift for Extra Damage adds +2ED rather than 1.

Value: 7 (Very Rare)

Keywords: T'AU EMPIRE, SUPPORT SYSTEM

COUNTERFIRE DEFENCE SYSTEM

Point defence systems blunt incoming attacks with bursts of shrapnel and pulses of energy. A Counterfire Defence System is a Support System available to most forms of T'au Battlesuit.

Effect: When you are attacked, you may spend 1 Glory as a Reflexive Action to activate this system. The attack's number of ED is reduced to 1.

Value: 5 (Rare)

Keywords: T'AU EMPIRE, SUPPORT SYSTEM

DRONE CONTROLLER

A Drone Controller is an electronic device that is used by the T'au to control their robotic T'au Drones, as it acts as a hub of digital communications between the operator and any Drones that are nearby the user, allowing them to operate more efficiently. A Drone Controller is a T'au technology employed by a variety of T'au personnel.

Effect: Friendly DRONE characters within 12m of you at the start of your turn may add your Tech skill ranks to any of their own skill ranks. Drones within that distance are not affected by the Threat Identification Protocol rule.

A version of this item which does not have the SUPPORT SYSTEM keyword can be obtained, but the Value is increased by +1 and the Rarity is Rare.

Value: 4 (Uncommon)

Keywords: T'AU EMPIRE, SUPPORT SYSTEM

CHAPTER IV: EQUIPMENT

EARLY WARNING OVERRIDE

An Early Warning Override is an advanced sensor suite that has been calibrated to detect the electronic signatures of teleport beams and orbital-entry jump systems. If such a signal is detected, the system jolts a T'au Battlesuit's weapons to lock-on status and firing before the target has a chance to react. This Support System is available to most forms of T'au Battlesuit.

Effect: When you are Charged, you may use your Reflexive Action and spend 1 ammo to make a ranged attack against the enemy Charging you. This attack is resolved before the Charge begins. This is considered a Salvo option, so you must reload your weapon after this attack before you can fire it again.

Value: 6 (Rare)

Keywords: T'AU EMPIRE, SUPPORT SYSTEM

EJECTION SYSTEM

An Ejection System provides a T'au Battlesuit pilot a chance of escaping catastrophic damage to his Battlesuit by throwing him clear of its imminent destruction. Once ejected, the Battlesuit pilot is armed with nothing more than a Pulse Pistol and must make his own escape from the battlefield. Often used by those T'au Commanders who lead from the front but are considered too valuable to the T'au Empire to die, Ejection Systems are a special-issue system only available to lone XV8 Crisis Battlesuit pilots of the rank of Shas'vere or higher.

Effect: When you are reduced to 0 Wounds, the suit's systems eject you. You land 3d6 metres away, in the direction furthest from the enemy. Your battlesuit is destroyed, but you have Wounds remaining equal to 1d3 plus the game's Tier, and a Pulse Pistol.

Value: 8 (Unique)

Keywords: T'AU EMPIRE, SUPPORT SYSTEM

HOLOGRAPHIC PROJECTOR

This device, an offshoot of the holographic camouflage employed by Stealth Battlesuits, has been developed to serve the needs of the Water Caste, and can be used in a variety of ways.

Effect: You may project a holographic decoy to any location you can see; the hologram immediately vanishes if line of sight to the projector is broken. It can take any appearance the user knows. While active, it will carry out simple pre-chosen actions—walking forwards, playing pre-recorded speech. The hologram has a Defence of 1 and is disrupted if it takes any damage. The user may use a Combat Action to give the hologram different instructions or control it directly.

Value: 5 (Rare)

Keywords: T'AU EMPIRE, WATER CASTE

MINIATURISED DISRUPTION POD

Some T'au vehicles are equipped with disruption pods, sophisticated scrambler devices that blur and conceal the vehicle's appearance making it more difficult for enemies to target them. This device is a compact form of that technology, used to protect VIPs.

Effect: The wearer's Defence is increased by +1 against ranged attacks, and enemies attempting a ranged attack cannot gain a bonus from aiming or called shots.

Value: 5 (Rare)

Keywords: T'AU EMPIRE, WATER CASTE, ETHEREAL CASTE

MULTI-TRACKER

A Multi-Tracker is a sophisticated fire control system mounted in a sensor node. A Multi-Tracker aids the user by coordinating the firing against multiple targets, defeating large numbers of enemies at once.

Effect: Whenever you make a ranged attack at an enemy Mob, or when you make a Multi-Attack, each Exalted Icon shifted allows you to hit one additional enemy. No enemy may be hit more than once by such an attack.

Value: 4 (Uncommon)

Keywords: T'AU EMPIRE, SUPPORT SYSTEM

CHAPTER IV: EQUIPMENT

NEUROWEB SYSTEM JAMMER

Developed in the T'au's quest to seek mastery over not only their own technology, but also over that of the other starfaring races, a Neuroweb System Jammer is a device capable of broadcasting a jamming field that interferes with enemy weapon systems and senses alike.

Effect: This device allows the wielder to make a Tech interaction attack out to a range of five times your Intellect score in metres. In addition, when using the device, you may target multiple enemies with the Interaction Attack, adding +2DN for each enemy after the first, as per a Multi-Attack.

Value: 6 (Rare)

Keywords: T'AU EMPIRE, PATHFINDER

POLYGLOT HEDRON

This item is a typical translation device used by the Water Caste, which instantly translates and transmits whatever the bearer says in one of the programmed languages.

Effect: When you speak into this device, it instantly translates your speech into the desired language. It can be connected to communication systems such as vox casters to broadcast the translated speech. Each polyglot hedron contains hundreds of languages.

Value: 4 (Uncommon)

Keywords: T'AU EMPIRE, WATER CASTE

STIMULANT INJECTOR

A Stimulant Injector system consists of an advanced life support system fitted within a T'au Battlesuit and can flood the pilot's metabolic systems with life-sustaining stimulants and analgesic drugs should he become wounded so that he may continue to fight on at full effectiveness. A Stimulant Injector is a T'au Battlesuit Support System available to most forms of T'au Battlesuit.

Effect: When you roll Determination, you may activate your stimulant injector to re-roll all failed dice on the roll, and ignore all Shock gained from that roll. Once this has been used, you cannot use it again until after you have Regrouped, as your body needs time to recover.

Value: 8 (Unique)

Keywords: T'AU EMPIRE, SUPPORT SYSTEM

TARGET LOCK

A Target Lock is a sophisticated target acquisition system. Target Locks use AI to filter battlefield information, picking out targets even when they're hidden behind cover. A Target Lock is a form of T'au Battlesuit Support System, though certain Fire Caste infantry and Battlesuit pilots of the rank of Shas'vre or higher may also be found with hard-wired versions of the system.

Effect: When you make a ranged attack, the target does not increase their Defence due to being in cover.

Value: 4 (Uncommon)

Keywords: T'AU EMPIRE, SUPPORT SYSTEM

VELOCITY TRACKER

A Velocity Tracker is an advanced sensor suite that consists of sophisticated motion detecting and heat-seeking sensor systems designed to track the movements of airborne targets such as enemy aircraft. With a Velocity Tracker system, the bearer can accurately bring his weapons to bear on otherwise hard-to-hit, high-flying. A Velocity Tracker is a Support System available to most forms of T'au Battlesuit.

Effect: Whenever you make a ranged attack against an enemy which is hovering, moved using a fly speed in its last turn, or which is a vehicle with the Flyer or Hover trait which is currently airborne, add +2 bonus dice to your attack.

Value: 6 (Rare)

Keywords: T'AU EMPIRE, SUPPORT SYSTEM

CHAPTER IV: EQUIPMENT

AUGMETICS

NAME	VALUE	KEYWORDS
AUGMETIC IMPLANTS		
Aetheric Wave-Spars	7 Very Rare	CHAOS, DARK MECHANICUM, HERETIC
Autosanguine	6 Very Rare	CULT MECHANICUS
Baleful Eye	8 Unique	IMPERIUM, ADEPTUS MECHANICUS
Blade-Tines	5 Rare	CHAOS, DARK MECHANICUM, DRUKHARI
Calculus Logi Implant	6 Very Rare	IMPERIUM, ADEPTUS MECHANICUS
Chem Gland	7 Very Rare	IMPERIUM, ADEPTUS MECHANICUS
Chem Injector	5 Rare	IMPERIUM, ADEPTUS MECHANICUS, ADEPTUS MINISTORUM
Data-Tether	3 Uncommon	ADEPTUS MECHANICUS, SKITARII
Electoo	3 Common	IMPERIUM, ADEPTUS MECHANICUS
Electrograft	5 Uncommon	IMPERIUM, ADEPTUS MECHANICUS
Enhanced Data-Tether	5 Rare	ADEPTUS MECHANICUS, SKITARII
Hermetic Infusion	8 Very Rare	CULT MECHANICUS
Interface Port	7 Rare	ADEPTUS MECHANICUS
Lumenen Capacitor	5 Uncommon	CULT MECHANICUS
Maglev Coils	8 Very Rare	CULT MECHANICUS
Memorance Implant	6 Rare	ADEPTUS MECHANICUS
Neuro-aethyric Inhibitor	5 Uncommon	IMPERIUM, ADEPTUS ASTRA TELEPATHICA
Neurostatic Projector	6 Rare	ADEPTUS MECHANICUS, SKITARII
Omnispex	6 Rare	ADEPTUS MECHANICUS, SKITARII
Psy-Booster	7 Rare	IMPERIUM, INQUISITION, ADEPTUS ASTRA TELEPATHICA
Scribe-Tines	4 Uncommon	IMPERIUM, ADEPTUS MECHANICUS, ADEPTUS ADMINISTRATUM
Skinplant	2 Common	[ANY]
Subdermal Chrono	2 Common	[ANY]
Thief's Light	2 Uncommon	IMPERIUM, SCUM
Twitch-mask	6 Very Rare	IMPERIUM, SCUM
Voidskin	4 Uncommon	IMPERIUM, ADEPTUS MECHANICUS, IMPERIAL NAVY
ORK BIONIKS		
Gyro-Stabilised Monowheel	5 Rare	ORK
Spike Arm	5 Rare	ORK
Squig Attack Arm	5 Rare	ORK
Teleskopik Legz	5 Rare	ORK
DRUKHARI FLESHCRAFT		
Gnarlskin	5 Rare	DRUKHARI
Osseous Barbs	6 Rare	DRUKHARI
Vitriolic Humours	6 Rare	DRUKHARI
Wings	7 Very Rare	DRUKHARI

AETHERIC WAVE-SPARS

Grafted to the spine and affixed by thick cables to heavy metal vambraces, these metre-long poles are designed to gather and conduct psychic energy, allowing a psyker to channel more aggressively. Implants of this sort have been extensively tested by the Adeptus Astra Telepathica, but it has been found that the power they provide is dangerously unstable, and they are banned by order of the Inquisition.

Effect: When you roll a Wrath Critical on a Psychic Mastery test, you may roll one additional Wrath Die immediately (these extra dice cannot themselves generate extra dice).

Value: 6 (Very Rare)

Keywords: CHAOS, DARK MECHANICUM, HERETIC

AUTOSANGUINE

Ancient and blessed technology filters and augments your blood. Handed down from generations past, this technology allows you to recover from harm more quickly.

Effect: Whenever you regain one or more Wounds, you regain one additional Wound. You also ignore the penalty for being Wounded.

Value: 6 (Very Rare)

Keywords: CULT MECHANICUS

CHAPTER IV: EQUIPMENT

BALEFUL EYE

A baleful eye is a legendary archaeotech bionic eye that incorporates a tiny las weapon, which sacrifices some of the normal abilities of a cybernetic vision implant for this device to be included. Each baleful eye has been passed from recipient to recipient across centuries or millennia, reclaimed by the Machine Cult whenever its owner dies. As might be imagined, it is very intimidating when used as a part of negotiations with primitive societies.

Effect: A character with a Baleful Eye is considered to have a Hot-Shot Laspistol within the eye. The weapon runs from an internal power source, and never runs out of ammunition, but this also means that ammo may not be spent on the weapon's attacks.

Value: 8 (Unique)

Keywords: IMPERIUM, ADEPTUS MECHANICUS

BLADE-TINES

Long, thin blades are mounted within the recipient's hands, razor-sharp and useful as scalpels or other cutting implements. The hand must be completely rebuilt to accommodate this, and most versions feature long, spindly fingers that can extend past the blades to perform other dextrous tasks.

Effect: Blade-tines grant the recipient +1d on all Medicae tests, and they can be used as a Mono-Knife in melee.

Value: 5 (Rare)

Keywords: CHAOS, DARK MECHANICUM, DRUKHARI

CALCULUS LOGI IMPLANT

These bionics are 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.

Effect: The recipient has a +2d bonus on all Investigation and Scholar tests.

Value: 6 (Very Rare)

Keywords: IMPERIUM, ADEPTUS MECHANICUS

CHEM GLAND

This implant is a tiny artificial organ which can produce a single drug, flooding the body with that drug on a mental command.

Effect: Select a single drug—either Stimm, or a drug with the **COMBAT DRUG** keyword—for the gland to produce. The character may administer the drug as a free action at the start of their turn. The gland produces the drug, but it takes time and nutrients, producing 3 doses at the end of each Respite.

Value: 7 (Very Rare)

Keywords: IMPERIUM, ADEPTUS MECHANICUS

CHEM INJECTOR

This implant allows a dose of a drug or stimulant to be auto-injected into the recipient's body.

Effect: The injector is loaded with a single drug, either Stimm or a drug with the **COMBAT DRUG** keyword, and a character may have multiple chem injector implants to deliver multiple drugs. The character can administer that drug as a simple action. Some characters with this implant do not have control over them; their injectors are controlled by another character over a vox link.

Value: 4 (Rare)

Keywords: IMPERIUM, ADEPTUS MECHANICUS, ADEPTUS MINISTORUM

DATA-TETHER

This implant serves a similar function to a vox, allowing rapid communication over a distance. However, that is where the similarity ends: a data-tether transmits assorted data from the recipient's mind, implants, and other wargear in a highly compressed binaric form, understandable only by the Skitarii legions and the Tech-Priests who command them.

Effect: Characters with a data-tether may communicate silently to similarly-equipped characters within 1km, transmitting their thoughts, status, and sensory data through the implant to one another. A data-tether may be tuned to receive normal vox transmissions from non-Skitarii allies, though this is less efficient.

Value: 3 (Uncommon)

Keywords: ADEPTUS MECHANICUS, SKITARI

CHAPTER IV: EQUIPMENT

ELECTOO

An electoo is a sophisticated subcutaneous tattoo that utilises crystalline circuit technology to allow its user to store digital information within their own body. More advanced forms have other, powerful uses, such as conducting vast amounts of bioelectric energy, but these are reserved only for the chosen amongst the Cult Mechanicus.

On many worlds, an electoo is implanted in all citizens of working age—typically between ten and fourteen Terran years—to track personal information, security records, and economic data. Such electoos are scanned dozens of times a day without the owner even realising.

Effect: An Electoo can be used to store information electronically and can even adjust this information under pre-programmed conditions or when instructed by an outside source. The user has no direct control over the electoo or its contents and may not even be aware of it, unless they have the **ADEPTUS MECHANICUS** keyword.

Value: 2 (Common)

Keywords: IMPERIUM, 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.

Effect: A character implanted with an electrograft may gain one of the effects below. A character may receive multiple electrografts, but for every electrograft after the first, the character must change one extra die on Intellect, Willpower, or Fellowship tests to a Wrath die.

- 💀 Learn 1+ Rank additional languages.
- 💀 +Rank dice on tests using a single skill.
- 💀 Remove or alter a memory.

Value: 5 (Uncommon)

Keywords: IMPERIUM, ADEPTUS MECHANICUS

ENHANCED DATA-TETHER

An enhanced data-tether has a longer range and is more powerful than the common form.

Effect: The implant can send and receive data at distances of up to 100km. Further, as enhanced data-tethers are used by Tech-Priests to impart directives to their Skitarii troops, those who bear them are regarded with reverence for they speak for the Omnisiah's servants. As a result, the recipient and anyone in the group with a normal data-tether may re-roll failures on Resolve tests.

Value: 5 (Rare)

Keywords: ADEPTUS MECHANICUS, SKITARI

HERMETIC INFUSION

As another departure from the frailties of the flesh, this implant replaces human blood and blood processing organs with a more efficient biochemical serum and accompanying biomechanical organs. However, the greyish pallor of the recipient is often off-putting, and the lack of normal human anatomy makes the recipient somewhat more difficult to treat should they need a medicae.

Effect: You gain +2 bonus dice on all Toughness tests to resist poisons, diseases, and radioactivity. In addition, you automatically recover Wounds equal to your Toughness each time you take a Respite. However, anyone attempting a Medicae test on you who lacks the **CULT MECHANICUS** keyword adds +2 to the test's DN.

Value: 8 (Very Rare)

Keywords: CULT MECHANICUS

INTERFACE PORT

The recipient has a mechanical port implanted in their body, commonly in the rear of the neck, which can be connected to cogitators, data storage devices, and other advanced machines via a data cable or info-tether.

Effect: This allows the user faster and smoother access to the valuable information within, and grants a +1d bonus to Scholar, Investigation, and Tech tests while connected to a relevant mechanism or data-spool.

Value: 7 (Rare)

Keywords: ADEPTUS MECHANICUS

CHAPTER IV: EQUIPMENT

LUMINEN CAPACITOR

The recipient's internal energies are channelled into capacitors buried within their flesh and connected to their various implants. This energy can be tapped to recharge items or serve as a power source for weapons and potent attacks.

Effect: A luminen capacitor contains a number of charges equal to the recipient's Toughness. With a Toughness test, and a minute of meditative focus, the character may spend charges to power machinery. The DN of this test is 2 + charges used, and the number of charges required varies based on the system being charged.

- 💀 1 charge: simple power cell, illuminator
- 💀 2 charges: weapon charge pack, data-slate, starship bridge control shrine
- 💀 3 charges: shuttle electronics, servo skull
- 💀 4 charges: heavy weapon charge pack, servitor, hololithic projector
- 💀 5 charges: cogitator core, reactor machine spirit, xenos technology

If a character would suffer Shock from using an augmetic, then they may spend charges to reduce this, suffering one fewer Shock for each charge spent.

The luminen capacitor regains its full charges during a Regroup. The character may also siphon power from powered devices and power sources, requiring a Toughness test (DN 3) and an action. Success means the character regains 1d3 charges, plus 1 for each Exalted Icon shifted.

Value: 5 (Uncommon)

Keywords: CULT MECHANICUS

MAGLEV COILS

Archaeotech systems of powerful gravimetric and magnetodynamic coils are implanted within the recipient's lower body, allowing them to become unshackled from gravity's grasp for short periods.

Effect: When activated, the character gains a fly speed equal to their Willpower, but they may not Run or Sprint while flying. Each turn the character remains aloft, they suffer 1 Shock. The character may also use this implant to slow themselves when falling, suffering 1d3 Shock, +1 for every 10 meters fallen, instead of the normal falling damage.

Value: 8 (Very Rare)

Keywords: CULT MECHANICUS

MEMORANCE IMPLANT

A neurally-linked datavault and pict-capture array is built into the recipient's brain and eyes (which are normally replaced with augmetics), which records information on people or scenes viewed. These images can later be replayed, or the implant can apply data from previous recordings as an overlay onto the present view. It is a tool of remembrancers, chroniclers, and any who need detailed information close at hand.

Effect: The recipient always has a perfect visual record of everything they see, which may be transferred to other data storage if they have a way to connect to those devices (such as an interface port). Further, they gain a +1d bonus on any Investigation or Scholar tests based on information they have already witnessed and recorded.

Value: 6 (Rare)

Keywords: ADEPTUS MECHANICUS

NEURO-AETHYRIC INHIBITOR

Some psykers, while potent, are on the edge of being too unstable to be useful to the Imperium. While many of these are slain as a precaution, a few are implanted with inhibitors which serve to contain their power when it grows out of control. This does dampen some of the psyker's innate power, but this is for their own good.

Effect: Your Willpower is reduced by 1. When you suffer a Wrath Complication on a Psychic Mastery test, you may activate this implant: you immediately suffer 1 Mortal Wound. Then, when you roll on the Perils of the Warp table, roll 2d6, and whichever die rolls lowest is the 'tens' die.

Value: 5 (Uncommon)

Keywords: IMPERIUM, ADEPTUS ASTRA TELEPATHICA

NEUROSTATIC PROJECTOR

This device, built into a replacement for the recipient's skull, projects a broad-spectrum electromagnetic field which disrupts both technological and organic senses.

Effect: Creatures within 10 metres of the character add +Rank to the DN of all Intellect tests (including Awareness) and Resolve tests, and reduce their Passive Awareness by the same amount. Allies with the ADEPTUS MECHANICUS keyword receive null-codes which render them immune to this.

Value: 6 (Rare)

Keywords: ADEPTUS MECHANICUS, SKITARII

CHAPTER IV: EQUIPMENT

OMNISPEX

An omnispx is a form of auspex that carries a Raptor-class machine spirit that can read heat emissions, data signatures, and other biological electromagnetic waveform emissions even at extreme range. Should it be kept focussed for an extended period, an omnispx will determine the weak points of those it scrutinises and pass them on to its master.

Effect: An omnispx functions as an auspex (page 236 of the *Wrath & Glory* core rulebook). In addition, if the recipient aims at an enemy, then they ignore any Defence bonuses from cover on their next ranged attack. If the recipient is equipped with a data-tether, they may share this bonus with any allies equipped with data-tethers within 10m.

Value: 6 (Rare)

Keywords: ADEPTUS MECHANICUS, SKITARI

PSY-BOOSTER

These complex neural implants reinforce and stimulate the parts of the brain that, in psykers, allow them to exert mental influence over the Immaterium. This technology is rumoured to have been developed by the same ancient Arch-Magi who aided the Emperor in construction of the Golden Throne, but none know for certain if this myth has any truth to it.

Effect: When you make a Psychic Mastery test, you may re-roll any dice (other than Wrath dice) which roll 1s. However, if any of those dice roll a 1 when being re-rolled, you suffer 1 Shock.

Value: 7 (Rare)

Keywords: IMPERIUM, INQUISITION, ADEPTUS ASTRA TELEPATHICA

SCRIBE-TINES

The hand and lower forearm are replaced with specialised and sensitive tools for page-turning, autoscribing, data-slate manipulation, and other invaluable activities for a sage. While disquieting in appearance, they are a sign of significance amongst scholars, lexmechanics, and others who must sift through ancient tomes and archive slates for lore.

Effect: The user gains a +2d bonus on Investigation tests, as they can record and retrieve information quickly.

Value: 4 (Uncommon)

Keywords: IMPERIUM, ADEPTUS MECHANICUS, ADEPTUS ADMINISTRATUM

SKINPLANT

Skinplants are sophisticated tattoos—very sophisticated. Molecular-scale crystalline circuitry is embedded between layers of skin, drawing minuscule amounts of power from the recipient's body to create a tattoo that can light up, flash, or even display simple animations.

Effect: The character has an illuminated tattoo, with a design of their choosing. This may be permanently lit, or it may remain hidden until a specific trigger (pressure, contracting a muscle, or similar). These are often applied to demonstrate fervour or loyalty and add +1 dice to any Persuasion or Intimidation tests attempted (choose which skill is affected when you gain the Skinplant).

Value: 2 (Common)

Keywords: [ANY]

SUBDERMAL CHRONO

A common form of Skinplant, and less ostentatious, is the subdermal chrono. The circuit forms the display of a chrono on the wrist which appears and illuminates when light pressure is applied beside the skinplant.

Effect: This functions as a chrono, but it is permanently implanted into the character's skin.

Value: 2 (Common)

Keywords: [ANY]

THIEF'S LIGHT

A simple skinplant with many unsavoury uses, the thief's light is a simple luminescent patch on the palm of the hand, which is nearly imperceptible until activated. When triggered—usually by squeezing the hand shut for a few seconds—the patch glows with a soft yellow light, enough to illuminate objects within a few centimetres clearly enough to perform intricate tasks without producing large amounts of light that would give the user's presence away. Like all skinplants, it draws power from the user's own bioelectricity and body heat, and the design is simple, reliable, and common amongst ne'er-do-wells on countless worlds.

Effect: At will, the user can generate a small amount of light from the palm of one hand.

Value: 2 (Common)

Keywords: IMPERIUM, SCUM

CHAPTER IV: EQUIPMENT

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 favoured by confidence tricksters and any others for whom being recognised is a liability.

Effect: You add +2 dice on all Deception tests made to pass yourself off as another person. You may increase this bonus to +4 dice by suffering 1 Shock when you assume the disguise.

Value: 2 (Common)

Keywords: IMPERIUM, SCUM

VOIDSKIN

Subdermal skin tissue is treated with flakweave and chemical toughening agents, such that the recipient can tolerate exposure to the void for longer before ill-effects occur. Synthetic chem-glands also help minimise tissue and pressure damage to internal tissues and absorb radiation.

Effect: The character gains a +3d bonus on all tests to resist the effects of exposure to hard vacuum, extreme cold, and radiation.

Value: 4 (Uncommon)

Keywords: IMPERIUM, ADEPTUS MECHANICUS, IMPERIAL NAVY

ORK BIONIKS

CYBORG BODY

Sometimes Orks get critically injured in battle but survive to fight again later after an extensive rebuild that turns them in as much as a machine as an Ork - a Cybork. The Cybork Body is effectively a complete rebuild of the Orks body using crude cybernetics and bionic implants. Often made with built in armour plates and weaponry, this makes Orks extremely tough and able to shrug off hits that other fleshy Orks would be downed by. These bionics can range from crude and simple to extremely complex and overbuilt.

Effect: Your Resilience and Determination are both increased by +2.

Value: 5 (Rare)

Keywords: ORK



GYRO-STABILISED MONOWHEEL

The Ork's legs have been entirely replaced with a single wheel, normally salvaged from a Bike or a smaller Trukk. Complex 'spinny gubbinz' allow the Ork to maintain balance upon this seemingly-precarious wheel, and the Ork will find that he can move much faster than before... so long as he doesn't run into any obstacles.

Effect: Your Speed is doubled. However, you can no longer climb ladders or stairs, and you can no longer jump without the aid of a ramp. Whenever you attempt to Run, Charge, or Sprint through Difficult Terrain, you must pass an Athletics test (DN 5) or suffer 1d3 Mortal Wounds as you crash.

Value: 5 (Rare)

Keywords: ORK

SPIKE ARM

This appears to be a normal Augmetic Arm, granting you +1 Strength. In addition, your unarmed attacks now deal 3+3ED damage, adding your Strength as normal to the damage rating.

Value: 5 (Rare)

Keywords: ORK

CHAPTER IV: EQUIPMENT

SQUIG ATTACK ARM

This appears to be a normal bionik arm—by Ork standards, at least—but conceals a compartment containing a gnasher squig which is quite angry at being stuffed into a hidden compartment in a bionik arm. This can be opened quickly during a fight to surprise an opponent.

Effect: This is a normal Augmetic Arm, granting you +1 Strength. In addition, you may release the squig as free action on your turn. The squig immediately attacks the nearest creature of your choice within 1m (if there are no other creatures within 1m, it attacks you), rolling 6 dice for its Weapon Skill test. If it hits, it inflicts 8+4ED damage with the Inflict (Bleeding) trait. Whether or not it hits, the squig then flees, is killed, or skulks away with a chunk of fresh meat. You must load a new squig—requiring a Survival test with a DN of 5—during a Regroup or Respite to use this ability again; complications on this test may result in the squig biting you and escaping, as above.

Value: 5 (Rare)

Keywords: ORK

TELESKOPIK LEGZ

These bionik legs conceal a mechanism of true Orky kunnin'. On command, the legs can extend a considerable distance, allowing their new owner to stride over tall obstacles or elevate himself to see over intervening terrain.

Effect: This is a normal pair of Augmetic Legs, granting you +2 Speed and +2m on any jump you perform. In addition, as a simple action, you may extend or retract the legs. When extended, the legs allow you to step over obstacles and gaps up to 2m tall or wide as part of your movement. In addition, when extended, your height is increased by 2m, which may allow you to see over tall obstacles (but may leave you exposed in turn).

Value: 5 (Rare)

Keywords: ORK

DRUKHARI FLESHCRAFT

The Drukhari do not use or make augmetics in any manner recognisable to most humans, Orks, or even other Aeldari. Rather, the art and science of physical augmentation within the Dark City is dominated by the Covens of the Haemonculi, ancient and depraved fleshsmiths and bioartisans who can cure (or inflict) any disease or injury, and even resurrect the dead. Of course, such services come at a price, and the Haemonculi have little use for conventional forms of wealth: the price of a Haemonculus' aid may come in some gruesome and esoteric form, never the same twice.

Augmetic Reconstruction, and any Augmetic Enhancement or Augmetic Implant with the [ANY] Keyword can be produced by Haemonculus fleshcraft by choosing the **DRUKHARI** keyword. These augmetics are biological in nature rather than technological but provide the same effect.

GNARLSKIN

Through esoteric treatments, experiments, and the sheer mass of scar tissue you have accumulated, your flesh has become tough and inured to injury.

Effect: You gain +2 Resilience.

Value: 5 Rare

Keywords: DRUKHARI

OSSEOUS BARBS

Your body is marked with razor-sharp bony growths along your limbs and spine. While normally these growths only protrude a little from your flesh, you can consciously extend them as desired.

Effect: Your unarmed attacks inflict 2 +3ED damage, adding your Strength score to the base damage as normal. In addition, when you extend the spines, you add +1 bonus die to all Intimidation tests.

Value: 6 Rare

Keywords: DRUKHARI

CHAPTER IV: EQUIPMENT

VITRIOLIC HUMOURS

Your vital fluids have been made extremely efficient, allowing you to maintain full function even while injured. As a side effect of that, those same fluids are now extremely corrosive. Thankfully, you are immune to the corrosive effects of the ichor that now pumps through your veins.

Effect: You no longer suffer any DN increase to tests while Wounded, and your Max Wounds and Max Shock are both increased by +1. In addition, whenever you suffer damage from a melee attack, roll a d6; on an Icon, the attacker suffers a Mortal Wound from the corrosive ichor that spurts from the wound. This increases to d3 Mortal Wounds if the damage inflicted the *Bleeding* condition. You are also immune to the *Poisoned* condition and disease.

As a result of this, getting any medical treatment is far more difficult and dangerous. Any Medicae Test made on you suffers a +2 DN penalty, and if a Complication occurs, you spray blood exactly as if injured.

Value: 6 Rare

Keywords: DRUKHARI

WINGS

You have undergone the exquisite and excruciating transformation to allow you to fly. The most obvious part of this is the broad leather or feathered wings that spread from your back, but the transformation runs much deeper, with surgical, bio-alchemical, and genetic alterations that have rebuilt your entire body. Your bones now contain hollows that lighten your physique, and your torso contains a mass of vat-grown muscle and adreno-stim glands which give your wings the strength to lift you. Your nervous system has been rewired to give you control over those wings. You survived all that reengineering and can now soar through the skies.

Effect: You can fly at twice your walking Speed, though you cannot fly if you are wearing armour which lacks the **LIGHT** keyword. However, the process of granting you flight has left your body fragile, reducing your Resilience by 1.

Value: 7 Very Rare

Keywords: DRUKHARI

COMPANIONS AND FAMILIARS

Characters of all kinds may find a need for allies, assistants, attendants, thralls, servants, pets, and the like.

These can be obtained in a number of different ways. A character may obtain a mob of followers using the **Devotees** talent (p. 132 of the *Wrath & Glory core rulebook*), or a single follower using the **Companion** or **Familiar** talents in **Chapter III: Talents** of this text. However, characters may also receive companions or familiars as a form of equipment, perhaps from their Archetype, or perhaps acquired with Influence during play.

You may only have a follower who shares at least one Keyword with you.

This section contains an assortment of companions and familiars—collectively called Followers—that are likely to be used by an assortment of characters. However, almost any NPC Threat can be used as a follower, whether from official *Wrath & Glory* material or from the **Abundant Apocryphal Adversaries** series of bestiaries that accompany this homebrew collection.

Followers obtained using Talents receive an additional benefit described in the talent description: the **Devotees** and **Companion** talents allow the follower(s) to try and interpose themselves against enemy attacks, while the **Familiar** talent allows the follower to hide away from the enemy when near the character. Followers obtained as equipment, however, gain no such additional advantages. Furthermore, followers obtained using Talents can be replaced when lost or slain: the talent explains how replacement followers are gained. Followers obtained as equipment are permanently lost if slain or destroyed.

When an Adversary is used as a follower, if any of the Adversary's rules refer to Ruin, then all of those references should be changed to Glory instead. No Adversary used as a follower may use the *Champion* special ability, any Ruin actions other than ones specifically noted on their statblock (which now cost Glory to perform), or any Personal Ruin.

CHAPTER IV: EQUIPMENT

IMPERIAL FOLLOWERS

ARCO-FLAGELLANT

For those heretics found guilty of heresies of insufficient severity to warrant immediate execution, there is another fate in store: arco-flagellation. An arco-flagellant undergoes an extended program of surgical modification, including muscle grafts, combat drug injections, and cybernetically implanted weaponry. At the same time, the subject's mind is reconditioned to turn him into a berserk killing machine who seeks only to destroy enemies of the Emperor.

Normally, an arco-flagellant is kept calm through the use of a sealed pacifier helmet. The helmet floods the arco-flagellant's senses with sacred images and songs, which renders the arco-flagellant virtually unresponsive to outside stimuli. However, once the proper activation word is given, the sensory input stops and a cocktail of combat drugs and stimulants are pumped in the arco-flagellant's body, turning the once-passive cyborg into a frightening and fearless combatant that exists only to destroy everything it sees. The use of a deactivation word will cause the arco-flagellant to shut down and resume its passive state.



Value: 4 Uncommon

ARCO-FLAGELLANT												
TIER	1	2	3	4	5							
THREAT	—	E	T	T	T							
KEYWORDS: IMPERIUM, ADEPTUS MINISTORUM, SERVITOR												
S 5	T 5	A 4	I 4	WIL 5	INT 1	FEL 1						
RESILIENCE												
10 (Implanted Armour: 4 AR)												
DEFENCE	WOUNDS			SHOCK								
3	11			-								
SKILLS: Default 2, Awareness 6 (Passive 3), Athletics 6, Weapon Skill 8												
BONUSES												
IRON SOUL: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting.												
EXTREMIS TRIGGER WORD: An Arco-Flagellant, or a Mob of Arco-Flagellants, may be triggered by uttering a single code-word (either directly, or over a vox). When triggered, Arco-Flagellants become <i>Frenzied</i> and add +2 to their Speed.												
ABILITIES												
ACTION: Arco-Flails: 11 +3ED / AP -1 / Range 2m / Agonizing, Overwhelm, Reaping												
DETERMINATION: Spend 1 Glory to roll 5d6. This Follower may roll Determination against Mortal Wounds.												
ANNIHILATION: Penance Through Death: When an Arco-Flagellant is slain, it immediately makes a melee attack against a single enemy within reach. It then adds +1 to Glory.												
CONVICTION	RESOLVE	SPEED	SIZE									
5	4	6	Average									
MOB ABILITIES												
BERSERK KILLING MACHINES: When a member of this Mob is killed, roll 1d6: on a 5 or 6, they are not killed.												

CHAPTER IV: EQUIPMENT

BLACK TEMPLARS NEOPHYTE

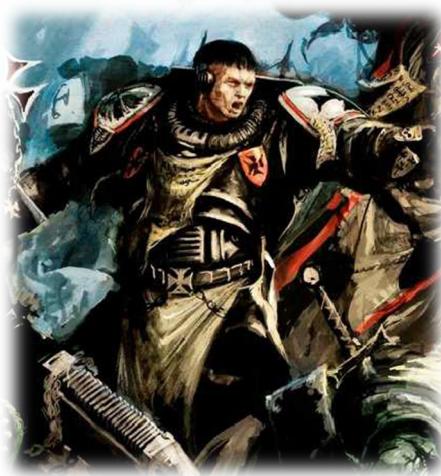
Unlike other Space Marine Chapters, the Black Templars have no dedicated Scout Company in which its aspirants are trained. Should a survivor of the trials impress one of the assembled battle-brothers, an Initiate may take it upon himself to personally mentor the neophyte in the art of war.

From that point on, the Initiate takes sole responsibility for his pupil's training and conduct. He swears an oath to prepare the neophyte for his entry into the brotherhood that is the Chapter, teach him of its history, and guide him through its holy rites of worship to the Emperor.

In return, the neophyte pledges obedience to his master and vows never to bring dishonour to his name. Neophytes also act as servants to their mentors, waiting on them at the great banquets and seeing to their day-to-day requirements. The crusade's Chaplains oversee this training and make sure the neophyte learns the history of the Chapter and watch for any signs of weakness in the neophyte's faith.

The neophyte will also accompany his Initiate into combat, and should his master fall, another brother will take up his training. The bond between the Initiate and his neophyte pupil is strong, and if the neophyte meets his end, the Initiate will swear a death oath to avenge his apprentice or die trying.

It is the Initiate's prerogative to say when his apprentice's training is complete. Once he has proven his valour and skill, a Black Templars neophyte submits to the Chapter's Chaplains to undergo the final trials of purity before, in a ceremony of great reverence, he is elevated into the ranks of a full battle-brother of Initiate status and honoured with a suit of Power Armour. He is now truly a Black Templar, possessed of great power, and sworn to use it in the Emperor's service unto death.



Value: 6 Rare

You may only acquire a Black Templars Neophyte if you are an **ADEPTUS ASTARTES** character (including **PRIMARIS** Astartes) of the **BLACK TEMPLARS** Chapter.

BLACK TEMPLARS NEOPHYTE												
TIER	1	2	3	4	5							
THREAT	-	-	E	T	T							
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, BLACK TEMPLARS												
S	T	A	I	WIL	INT	FEL						
4	4	4	4	4	3	2						
RESILIENCE												
9 (Scout Armour: 4 AR)												
DEFENCE	WOUNDS		SHOCK									
3	10		7									
SKILLS: Default 6, Awareness 8 (Passive 4), Ballistic Skill 8, Weapon Skill 8												
BONUSES												
KNOW NO FEAR: Reroll any failed dice on a Resolve Test.												
SPACE MARINE IMPLANTS: Gain bonus dice and options for actions from Space Marine Implants, p.75 of the <i>Wrath & Glory Core Rulebook</i> .												
MASTER'S VOW: If this follower's owner has taken any Vow talents, this Follower also benefits from them while within 6m of their owner.												
ABILITIES												
ACTION: Boltgun: 10 + 1 ED / Range 12-24-36 / Salvo 2 / Brutal, Rapid Fire (2)												
Bolt Pistol: 10 + 1 ED / Range 6-12-18 / Salvo 1 / Brutal, Pistol												
Astartes Combat Knife: 7 + 3 ED / AP -1 / Reliable												
FOLLOWER OPTIONS: The follower's Boltgun may be exchanged for an Astartes Combat Shotgun.												
Astartes Combat Shotgun: 10 + 1 ED / Range 6-12-18 / Salvo 2 / Assault, Spread, Reliable												
DETERMINATION: Spend 1 Glory to roll 3d6.												
CONVICTION	RESOLVE	SPEED	SIZE									
4	4	7	Average									

CHAPTER IV: EQUIPMENT

CAT UNIT

Cyber-Altered Task units ("CATs") are mechanical drones designed to perform simple tasks, like inorganic servitors. Programmed with a set of very simple instructions, they are occasionally used by the Adeptus Mechanicus, the Imperial Navy, and even some chapters of the Adeptus Astartes as remote probes and retrieval units. Though they do not possess any biological components, their extremely limited programming prevents them from being classified as examples of Abominable Intelligence.

The drones utilise a simple short-ranged Vox transceiver which receives instructions from the user and relays data and pict-captures back to the user's control unit. The drone's ability to traverse environments independently is limited and relies more on simple trial-and-error than problem-solving ability.

CATs have been in service across the Imperium for millennia, though their utility is limited compared to even a simple monotask servitor. Nevertheless, constructing CATs is a popular activity for Mechanicus Adepts and Techmarines, who claim that the activity is a useful meditative exercise, and CATs are frequently underfoot at any shrine to the Omnissiah, performing simple tasks for their masters and creators. In fact, some suspicious members of the Inquisition have observed that their creators seem to treat their CATs almost like pets, though the Mechanicum claims to be above such emotional attachments.

Value: 4 Uncommon

CAT UNIT											
TIER	1	2	3	4	5						
THREAT	T	T	T	T	T						
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, NAVIS IMPERIALIS, ADEPTUS ASTARTES, ROBOT											
S	T	A	I	WIL	INT	FEL					
1	3	2	1	1	1	1					
RESILIENCE											
7 (Mechanical Construction: 3 AR)											
DEFENCE	WOUNDS		SHOCK								
3	5		-								
SKILLS: Default 2, Awareness 4 (Passive 2)											
BONUSES											
IRON SOUL: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting.											
SIMPLE AUTOMATA: The Follower can only perform simple actions—navigating an environment, picking up or dropping off small objects—with direct instruction from its operator.											
SURVEILLANCE: The Follower sends a constant feed of everything it sees and hears back to its operator, who may view them on a control device, or via armour autosenses or a data-tether.											
TRACKED: This Follower moves on a set of segmented tracks. It cannot jump, climb, or traverse any obstacle taller than half its height.											
ABILITIES											
ACTION: None											
CONVICTION	RESOLVE	SPEED		SIZE							
1	1	8		Tiny							

CHAPTER IV: EQUIPMENT

CHAPTER SERF

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.

A Chapter's fortress-monastery is home to a large population of these hereditary servants. Although they occupy a humble position, they are loyal members of the Chapter. They are generally descended from individuals selected as potential recruits to the Chapter, but in the end, judged unfit to become actual Space Marines.

The serfs are still inducted into the Chapter cult, and do not begrudge the status they could have obtained. They are generally well treated within the Chapter, are educated and trained to a much higher standard than most other servants of the Imperium and have access to a better range of equipment. Many serfs were unsuccessful aspirants who failed to become Adeptus Astartes, and many more are descended from the failed aspirants of generations past.

Chapter Serfs are known by a wide variety of names and titles depending on the Chapter they serve and the role they perform within their Chapter. They are sometimes referred to as thralls, menials, helots, or serviles, and they can be found in almost every part of a Chapter, assisting everyone from the Chapter Master to the Librarians and Tech-Marines, to the ordinary Battle Brothers.



Value: 5 Uncommon

CHAPTER SERF												
TIER	1	2	3	4	5							
THREAT	E	T	T	T	T							
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, [CHAPTER]												
S	T	A	I	WIL	INT	FEL						
3	3	3	3	4	3	3						
RESILIENCE												
4 (Armoured Bodyglove: 3 AR)												
DEFENCE	WOUNDS			SHOCK								
2	7			6								
SKILLS: Default 6, Awareness 7 (Passive 4)												
BONUSES												
SPECIALIST: Select two skills from the list below. The Chapter Serf has those skills at a rating of 8: Insight, Investigation, Medicae, Persuasion, Pilot, Scholar, Tech.												
ABILITIES												
ACTION: Laspistol: 7 +1 ED / Range 6-12-18 / Salvo 1 / Pistol												
Mono-knife: 6 +2 ED / AP -1 / Rending (1)												
DETERMINATION: Spend 1 Glory to roll 3d6.												
CONVICTION	RESOLVE	SPEED		SIZE								
4	3	6		Average								

CHAPTER IV: EQUIPMENT

CHERUBIM

The servitors known as Cherubim are of uncertain origin, but they are one of the few permitted examples of such bio-sculpted 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 synthesised, 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 behaviour with unpleasant consequences.

These servitors are not purely functional in nature as their small chubby appearances are not suited for combat, maintenance, labour or any other such tasks. Their role was determined by the adept involved in their creation. Purposefully built as symbols of purity, they also serve as a form of decoration.

Though not suited for combat roles, there are other more subtle tasks that a Cherub can be suited for such as spying, bearing weapons or equipment, being sycophants to their master and singing devotional hymns. Others possess integrated power generators allowing them to protect their master with an energy shield or anti-psychic equipment of use against psykers.

Value: 4 Uncommon

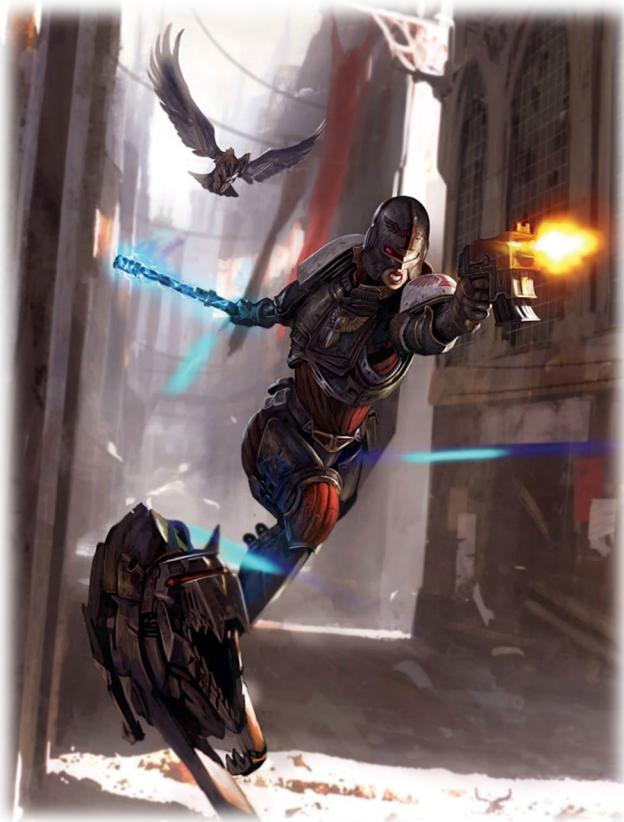
CHERUB											
TIER	1	2	3	4	5						
THREAT	T	T	T	T	T						
KEYWORDS: IMPERIUM, ADEPTA SORORITAS, ADEPTUS MINISTORUM, ADEPTUS ASTARTES, SERVITOR											
S	T	A	I	WIL	INT	FEL					
1	1	4	3	2	1	1					
RESILIENCE											
3 (Artificial Body: 1 AR)											
DEFENCE		WOUNDS		SHOCK							
4		3		-							
SKILLS: Default 2, Awareness 4 (Passive 2)											
BONUSES											
IRON SOUL: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting. SYMBOL OF PURITY: A Cherub's owner gains +2 Conviction while the Cherub is within 10m. VARIANTS: A Cherub may have one of the following options:											
<ul style="list-style-type: none"> 💀 ARMOURIUM CHERUB: The Cherub carries 3 additional Ammo for its owner. 💀 INCENSOR CHERUB: When the Cherub's owner spends a Faith point, roll 1d6: on a 6, the Cherub's owner regains 1 Faith Point. The Cherub must be within 10m for this to function. 💀 CHORISTOR CHERUB: While within 10m of its owner, the Cherub adds +2d to all the owner's Leadership and Persuasion tests. 💀 DEFENSOR CHERUB: While within 3m of its owner, the Cherub's owner gains +2 Resilience. 💀 WARP-BANE CHERUB: Any psychic power which targets the Cherub or a character within 3m increases the DN by +2. 											
ABILITIES											
ACTION: Unarmed: 3 +1 ED DETERMINATION: Spend 1 Glory to roll 2d6											
CONVICTION	RESOLVE	SPEED	SIZE								
2	1	8 Flight	Tiny								

CHAPTER IV: EQUIPMENT

CYBER-MASTIFF

Cyber-Mastiffs are mechanical creatures that resemble a metal hound, who are guided by the brain and nervous system of a hunting creature after such components have been integrated by members of the Adeptus Mechanicus. It is also not uncommon, however, to see purely biological canines who have received some form of cybernetic upgrades. Cyber-Mastiffs are usually deployed under the control of Adeptus Arbites Patrol and Enforcer units for hunting down their prey and to catch criminal fugitives who attempt to escape, but they are also found in other units, such as Anathema Psykana Pursuer Cadres, and even by underhive bounty hunters.

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. They can be fitted with additional sensors, such as an Auspex, which are always used on passive.



Value: 5 Rare

CYBER-MASTIFF												
TIER	1	2	3	4	5							
THREAT	T	T	T	T	T							
KEYWORDS: IMPERIUM, ADEPTUS ARBITES, ANATHEMA PSYKANA, SERVITOR, BEAST												
S	T	A	I	WIL	INT	FEL						
5	3	4	4	3	1	1						
RESILIENCE												
8 (Mechanical Body: 4 AR)												
DEFENCE	WOUNDS		SHOCK									
4	5		-									
SKILLS: Default 4, Awareness 8 (Passive 4), Intimidation 6, Weapon Skill 7												
BONUSES												
IRON SOUL: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting.												
ANIMAL: A Cyber-Mastiff is unable to take any actions which would require the use of hands.												
APPREHEND: If an enemy becomes <i>Restrained</i> as a result of a Cyber-Mastiff's attack, the condition remains while they are engaged with the Cyber-Mastiff—they are restrained by the Cyber-Mastiff's jaws. If an enemy attempts to break free, the DN is equal to the Cyber-Mastiff's Strength, and a failed skill test inflicts 1d3 Mortal Wounds.												
ABILITIES												
ACTION: Machine Jaws: 10 +3 ED / AP -1 / Inflict (Restrained)												
DETERMINATION: Spend 1 Glory to roll 4d6												
CONVICTION	RESOLVE	SPEED	SIZE									
3	2	6	Small									

CHAPTER IV: EQUIPMENT

FENRISIAN WOLF

The massive Fenrisian Wolf is a fearsome semi-sentient predator and an enduring symbol of the Space Wolves Space Marine Chapter's frozen homeworld of Fenris.

The Space Wolves, in the ancient tradition of their Primarch Leman Russ, often befriend and train Fenrisian Wolves (in so much as such a feral being can truly be trained). Fenrisian Wolves will fight ferociously beside their master against his foes.

Fenrisian Wolves are simple, brutal beasts, loyal only to their master and remorseless against their enemies. As a follower, a Fenrisian Wolf will trail behind the battle-brother wherever he goes, whining if forced to stay behind, and attack his enemies with a gesture or a word.

Fenrisian Wolves aid Space Wolves in numerous ways during battle. Their speed makes them a great flanking unit with which to harry the Space Wolves' enemies and pick off smaller units. They are also used as a fast-moving distraction to the main battleline, leaving the Space Wolves' opponents guessing at their next move. They will also stay by the side of the battle-brother if he falls, protecting his body and maybe even pulling him to safety.



Value: 6 Very Rare

FENRISIAN WOLF												
TIER	1	2	3	4	5							
THREAT	—	—	E	T	T							
KEYWORDS: SPACE WOLVES, BEAST												
S	T	A	I	WIL	INT	FEL						
6	5	5	5	3	2	2						
RESILIENCE												
6												
DEFENCE	WOUNDS		SHOCK									
4	11		6									
SKILLS: Default 6, Awareness 10 (Passive 5), Intimidation 9, Weapon Skill 11												
BONUSES												
PACK ANIMAL: This Follower adds +1 to Resolve for each SPACE WOLVES ally within 6 metres. Further, when it attacks an enemy, it adds +1 ED for each SPACE WOLVES ally who has attacked that enemy this round.												
ANIMAL: A Fenrisian Wolf is unable to take any actions which would require the use of hands.												
ABILITIES												
ACTION: Teeth and Claws: 9 +3 ED / AP -1 / Inflict (Bleeding)												
DETERMINATION: Spend 1 Glory to roll 5d6												
CONVICTION	RESOLVE	SPEED	SIZE									
3	2	10	Average									

CHAPTER IV: EQUIPMENT

GRAPPLEHAWK

Although most commonly employed by the Arbites, Grapplehawks are also used by some bounty hunters, Rogue Traders, Adeptus Mechanicus Magi, and the Pursuer Squads of the Anathema Psykana.

Grapplehawks are technically a type of servitor and 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 handlers to detain suspects quickly (if brutally) on the streets of hive cities or wherever their prey may run.



Value: 5 Rare

GRAPPLERHAWK												
TIER	1	2	3	4	5							
THREAT	T	T	T	T	T							
KEYWORDS: IMPERIUM, ADEPTUS ARBITES, ANATHEMA PSYKANA, SERVITOR, BEAST												
S	T	A	I	WIL	INT	FEL						
3	2	5	5	3	1	1						
RESILIENCE												
8 (Mechanical Body: 4 AR)												
DEFENCE	WOUNDS		SHOCK									
4	5		-									
SKILLS: Default 4, Awareness 8 (Passive 4), Stealth 6, Weapon Skill 7												
BONUSES												
IRON SOUL: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting.												
ANIMAL: A Grapplehawk is unable to take any actions which would require the use of hands.												
APPREHEND: If an enemy becomes <i>Restrained</i> as a result of a Grapplehawk's attack, the condition remains while they are engaged with the Grapplehawk—they are restrained by the Cyber-Mastiff's jaws. If an enemy attempts to break free, the DN is equal to the Grapplehawk's Strength, and a failed skill test inflicts 1d3 Mortal Wounds.												
ABILITIES												
ACTION: Shock Pulse Claws: 8 +3 ED / AP -1 / Agonizing, Inflict (Restrained)												
DETERMINATION: Spend 1 Glory to roll 3d6												
CONVICTION	RESOLVE	SPEED	SIZE									
3	2	10 Flight	Small									

CHAPTER IV: EQUIPMENT

PSYBER EAGLE

A psy-bonded (or "psyber") Familiar is a living creature bonded to its master by arcane technology. Cybernetic neural interface circuitry implanted in the minds of both Familiar and master (called a "psyber-lure") allows the creature to be directly and precisely controlled, with the master having access to the sensory experiences of the creature and able to give it instantaneous commands at great distance.

Owing to the idiosyncrasies of the little understood technology, usually only small, non-sapient creatures can become psy-bonded to a Human master.

Psyber-Eagles are genetically and cybernetically enhanced familiars created as gifts from the Adeptus Mechanicus to the grandees of the Imperium. They are often utilised by psykers to extend and channel their powers.

The same profile can also be used for Psyber-Ravens, and similar augmented avian familiars.



Value: 6 Rare

PSYBER EAGLE												
TIER	1	2	3	4	5							
THREAT	-	T	T	T	T							
KEYWORDS: IMPERIUM, ADEPTUS ASTARTES, INQUISITION, ADEPTUS MECHANICUS, SERVITOR												
S	T	A	I	WIL	INT	FEL						
1	2	4	4	4	2	1						
RESILIENCE												
3												
DEFENCE	WOUNDS			SHOCK								
5	4			5								
SKILLS: Default 2, Awareness 4 (Passive 2)												
BONUSES												
ANIMAL: A Psyber-Eagle is unable to take any actions which would require the use of hands.												
PSY-BOND: The Follower is linked to its owner via a neural interface called a psyber-lure (implanted when the Follower is acquired). The owner can see, hear, etc., through the Follower's senses, and give instant mental commands, so long as the Follower is within a number of kilometres equal to the owner's Willpower.												
PSYCHIC FOCUS: If the Follower's owner is a PSYKER , the owner may focus their psychic abilities through the Follower. This adds +1 to the DN of the psychic power, but the power's range and effect are measured from the Follower instead.												
ABILITIES												
ACTION: Talons: 3 + 2 ED												
DETERMINATION: Spend 1 Glory to roll 2d6												
CONVICTION	RESOLVE	SPEED	SIZE									
4	3	10 Flight	Tiny									

CHAPTER IV: EQUIPMENT

SERVITORS

A servitor is the catch-all term applied to a wide class of mindless, cybernetic drones created from a fusion of Human flesh and robotic technology that are used to carry out simple, manual tasks across the Imperium of Man. Servitors were created due to the strict prohibitions against the development or use of machine intelligences according to the tenets of the Cult Mechanicus, whose tech-priests deeply fear the creation of Silica Animus. They believe such artificial general intelligences to be the embodiments of blasphemy against the Omnissiah.

While many of these programmable cybernetic slaves are genetically-engineered, vat-grown, sub-Human clones or *replicae* created by the Adeptus Mechanicus from Human genomes who have their bionic implants installed after "birth", others were once truly Human.

These servitors were usually criminals who fell afoul of Imperial Law, particularly a person who has offended or damaged the Adeptus Mechanicus in some fashion. These unfortunate criminals will be sentenced to *Servitude Imperpituis* by the Arbitrators or Judges of the Adeptus Arbites and will be handed over to the Mechanicus' Tech-priests to be mind-wiped, reprogrammed, and cybernetically-enhanced to serve some specific, rudimentary function. Once lobotomised and "improved" through the process of painful operations, even criminals and Heretics are granted one last chance to serve the Imperium.

Servitors are generally mindless, semi-organic robots, possessing only the most basic of instincts, though some are fully capable of speech if such functions and knowledge are programmed into them. Their brains are reprogrammed to perform only the task they were designed for, whether that be maintenance, construction, or even warfare.

The altered and fragmented brain of a servitor functions poorly unless constantly supervised. Most will eventually go into a state of mindlock, babbling incoherent nonsense as the servitor tries to assert some form of control over its functions.

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.

Value: 5 Uncommon

CALLIGRAPHUS SERVITOR												
TIER	1	2	3	4	5							
THREAT	T	T	T	T	T							
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, ADEPTUS MINISTORUM, SERVITOR												
S	T	A	I	WIL	INT	FEL						
4	2	2	2	1	1	1						
RESILIENCE												
6 (Augmetics: 3 AR)												
DEFENCE	WOUNDS		SHOCK									
1	4		-									
SKILLS: Default 2, Awareness 6 (Passive 3), Scholar 4												
BONUSES												
AUTO-Scribe: The Follower can copy any text it is provided and can transcribe any speech dictated to it. These accurate recordings grant the owner +2d on all Investigate and Scholar tests.												
IRON SOUL: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting.												
ABILITIES												
ACTION: None												
COMPLICATION: Mindlock												
The Servitor is <i>Exhausted</i> for 1 round. This can be negated by an ally succeeding on a DN 3 Tech (Int) Test.												
DETERMINATION: Spend 1 Glory to roll 3d6.												
CONVICTION	RESOLVE	SPEED	SIZE									
1	1	5	Average									

CHAPTER IV: EQUIPMENT

COMBAT SERVITOR

Combat Servitors are modified mono-task lifter Servitors intended to fight in close melee combat, and they are normally equipped with some form of augmetic power claw or servo-arm.

Value: 6 Uncommon

COMBAT SERVITOR

TIER	1	2	3	4	5
THREAT	T	T	T	T	T
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, SERVITOR					
S	T	A	I	WIL	INT
4	2	2	2	1	1

RESILIENCE

7 (Augmetics: 4 AR)

DEFENCE	WOUNDS	SHOCK
1	4	-

SKILLS: Default 4, Awareness 4 (Passive 2), Weapon Skill 5

BONUSES

IRON SOUL: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting.

ABILITIES

ACTION: Servo Arm: 9 +2 ED / AP -3 / Brutal, Unwieldy (2)

COMPLICATION: Mindlock

The Servitor is *Exhausted* for 1 round. This can be negated by an ally succeeding on a DN 3 Tech (Int) Test.

DETERMINATION: Spend 1 Glory to roll 3d6.

CONVICTION	RESOLVE	SPEED	SIZE
1	1	5	Average

GUN SERVITOR

Gun Servitors are intended to provide fire support for a Tech-priest or Techmarine as he works, and often they will have whole limbs replaced with cybernetically-implanted weapons. Many will have ammunition hoppers mounted somewhere on their bodies so they can lay down continuous curtains of fire without needing to reload.

Value: 6 Uncommon

GUN SERVITOR

TIER	1	2	3	4	5
THREAT	T	T	T	T	T
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, SERVITOR					

S	T	A	I	WIL	INT	FEL
4	2	2	2	1	1	1

RESILIENCE

7 (Augmetics: 4 AR)

DEFENCE	WOUNDS	SHOCK
1	4	-

SKILLS: Default 4, Awareness 4 (Passive 2), Ballistic Skill 5

BONUSES

IRON SOUL: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting.

GUN PLATFORM: The Gun Servitor ignores the Heavy (X) trait on its weapons. It carries 3 Reloads of ammunition for its weapon.

ABILITIES

ACTION: Heavy Bolter: 12 +2 ED / AP -1 / Range 18-36-54 / Salvo 3 / Brutal, Heavy (4), Rapid Fire (4)

FOLLOWER OPTIONS:

The Follower's Heavy Bolter may be replaced by any other Heavy weapon the owner acquires.

COMPLICATION: Mindlock

The Servitor is *Exhausted* for 1 round. This can be negated by an ally succeeding on a DN 3 Tech (Int) Test.

DETERMINATION: Spend 1 Glory to roll 3d6.

CONVICTION	RESOLVE	SPEED	SIZE
1	1	5	Average

CHAPTER IV: EQUIPMENT

MONOTASK SERVITOR

A Monotask Servitor carries out tedious labours for their masters. Engineers and Techmarines often replace at least one of this kind of Servitor's hands with a less powerful version of their own Servo-arm manipulators. Monotask Servitors will not hold up long in combat conditions, but they can be useful on missions to carry out simple repairs and perform menial labours.

Value: 5 Uncommon

MONOTASK SERVITOR													
TIER	1	2	3	4	5								
THREAT	T	T	T	T	T								
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, SERVITOR													
S	4	T	2	A	2	I	2	WIL	1	INT	1	FEL	1
RESILIENCE													
7 (Augmetics: 4 AR)													
DEFENCE	WOUNDS		SHOCK										
1	4		-										
SKILLS: Default 4, Awareness 4 (Passive 2), Tech 5													
BONUSES													
IRON SOUL: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting.													
ASSISTANT: While a Monotask Servitor is within 3m of its owner, its owner adds +2d to any Tech test they attempt.													
ABILITIES													
ACTION: Manipulator Claws: 7 +2 ED / AP -1													
COMPLICATION: Mindlock													
The Servitor is <i>Exhausted</i> for 1 round. This can be negated by an ally succeeding on a DN 3 Tech (Int) Test.													
DETERMINATION: Spend 1 Glory to roll 3d6.													
CONVICTION	RESOLVE	SPEED	SIZE										
1	1	5	Average										

MEDICAE SERVITOR

Medicae Servitors are often used to supplement trained medicae personnel in manufactorums and other dangerous environments. Some are fixed in place, mounted into a wall alcove with their legs removed, providing care to anyone brought to them. Others roam their designated area or follow a designated owner. When supporting a trained chirurgeon, they function as nurses and orderlies.

Value: 5 Uncommon

MEDICAE SERVITOR													
TIER	1	2	3	4	5								
THREAT	T	T	T	T	T								
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, OFFICIO MEDICAE, SERVITOR													
S	4	T	2	A	2	I	2	WIL	1	INT	1	FEL	1
RESILIENCE													
7 (Augmetics: 4 AR)													
DEFENCE	WOUNDS		SHOCK										
1	4		-										
SKILLS: Default 4, Awareness 4 (Passive 2), Medicae 5													
BONUSES													
IRON SOUL: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting.													
ASSISTANT: While a Medicae Servitor is within 3m of its owner, its owner adds +2d to any Medicae test they attempt.													
ABILITIES													
ACTION: Manipulator Claws: 7 +2 ED / AP -1													
Pharmacopoeia: The Medicae Servitor may use any of the uses for the Medicae skill listed on p.124 of the <i>Wrath & Glory Core Rulebook</i> , and is considered to be carrying a Medikit.													
COMPLICATION: Mindlock													
The Servitor is <i>Exhausted</i> for 1 round. This can be negated by an ally succeeding on a DN 3 Tech (Int) Test.													
DETERMINATION: Spend 1 Glory to roll 3d6.													
CONVICTION	RESOLVE	SPEED	SIZE										
1	1	5	Average										

CHAPTER IV: EQUIPMENT

MINISTORUM CHOIR DRONE

A simple 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).

Value: 5 Uncommon

MINISTORUM CHOIR DRONE

TIER	1	2	3	4	5
THREAT	T	T	T	T	T

KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, ADEPTUS MINISTORUM, SERVITOR

S	T	A	I	WIL	INT	FEL
4	2	2	2	1	1	1
DEFENCE	WOUNDS	SHOCK	RESILIENCE			
6 (Augmetics: 3 AR)	-	-				
DEFENCE	WOUNDS	SHOCK				
1	4	-				

SKILLS: Default 2, Awareness 6 (Passive 3), Scholar 4

BONUSES

CHORISTOR: While within 10m of its owner, the Follower adds +2d to all the owner's Leadership and Persuasion tests.

IRON SOUL: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting.

ABILITIES

ACTION: None

COMPLICATION: Mindlock

The Servitor is *Exhausted* for 1 round. This can be negated by an ally succeeding on a DN 3 Tech (Int) Test.

DETERMINATION: Spend 1 Glory to roll 3d6.

CONVICTION	RESOLVE	SPEED	SIZE
1	1	5	Average

MURDER SERVITOR

Commonly used aboard starships to supplement boarding parties and raiding forces, murder servitors are ghoulish, skull-masked killing machines. The most common patterns take the form of a hunched, predatory monster, driven by sadistic and aggressive machine spirits. Mono-talons and viscerator-limbs allow them to tear apart most living foes, while melt-cutters allow them to burn through bulkheads and destroy equipment.

Designed to intimidate as much as to kill, murder servitors are consummate hunters, stalking their prey and moving with inhuman speed. If not ordered otherwise, they spend hours hunting any living creature not programmed into their spoor-targeters, undeterred by any obstruction and unhindered by fear or humanity.

Value: 6 Rare

MURDER SERVITOR

TIER	1	2	3	4	5
THREAT	-	E	E	T	T

KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, NAVIS IMPERIALIS, SERVITOR

S	T	A	I	WIL	INT	FEL
5	4	4	4	3	1	1

RESILIENCE

9 (Augmetics: 4 AR)

DEFENCE	WOUNDS	SHOCK
3	8	-

SKILLS: Default 4, Awareness 6 (Passive 3), Athletics 5, Intimidation 5, Weapon Skill 7

BONUSES

SECOND STRIKE: This Follower reduces the Multi-Attack penalty by 2 DN, as though it had the *Dual Wield* Talent.

IRON SOUL: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting.

ABILITIES

ACTION: Mono-Talons: 8 +3ED / AP -1 / Tearing

Viscerator Limb: 10 +4ED / AP -1 / Brutal

Melta-Cutters: 16 +3ED / AP -4 / Range 3-6-9 / Melta, Spread

COMPLICATION: Murder-lock

The Servitor is *Frenzied* for 1 round. This can be negated by an ally succeeding on a DN 3 Tech (Int) Test.

DETERMINATION: Spend 1 Glory to roll 5d6.

CONVICTION	RESOLVE	SPEED	SIZE
3	2	8	Average

CHAPTER IV: EQUIPMENT

SERVO SKULLS

Servo-skulls are drone-like robotic devices that are Human skulls outfitted with electronic and cybernetic components that utilise embedded anti-gravity field generators to allow them to hover and drift bodiless through the air. They are fashioned using added robotic components from the skulls and preserved brain tissue of loyal adepts of the Adeptus Terra and other pious Imperial servants so that they may continue their work for the Emperor of Mankind even after death. Presumably, to have one's skull chosen to serve as a Servo-skull is a great honour in the Imperium.

Servo-skulls fill an important niche in Imperial work, serving as everything from auto-scribes that copy down important conversations and confessions of prisoners, to simple moving torches, hovering about their charge with electro-candles and lumen-globes to illuminate the area.

Servo-skulls are used throughout all the different organisations of the Imperium, and each is built to perform a certain task. In many governmental buildings, they can be found buzzing through the air in their dozens, carrying out minor tasks, or carrying out routine surveillance on the people below.

Value: 4 Uncommon

SERVO SKULL						
TIER	1	2	3	4	5	
THREAT	T	T	T	T	T	
KEYWORDS: IMPERIUM, ADEPTUS MECHANICUS, SERVITOR						
S	T	A	I	WIL	INT	FEL
1	1	2	4	2	3	2
RESILIENCE						
2						
DEFENCE		WOUNDS		SHOCK		
5		3		-		

SKILLS: Default 5, Awareness 6 (Passive 3), Stealth 7

BONUSES

IRON SOUL: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting.

ABILITIES

ACTION: **Skull Bash:** 3 +1 ED

DETERMINATION: Spend 1 Glory to roll 2d6.

CONVICTION	RESOLVE	SPEED	SIZE
2	1	10 Flight	Tiny

SERVO SKULL VARIANTS

A Servo Skull can be outfitted as one of the following variants:

AUGUR SKULL: The Skull's Awareness is increased to 8 (Passive 4), and it is fitted with Preysense Goggles and an Auspex.

AUTO-SCRIBE SKULL: The Skull has a Scholar skill of 6. It grants the owner +2d on all Investigate and Scholar tests.

COMBAT SKULL: The Skull has a Weapon Skill of 6. It gains a **Mono-Blade:** 7 +2 ED / AP -1 / Rending (1)

COURIER: The Skull is fitted with an identity scanner and various recording and playback devices. It is programmed to seek out a recipient and deliver messages to them.

GHEISTSKULL: Commonly used by the Imperial Navy, a Gheistskull contains a Vox Disruptor Array, and an explosive charge (Frag Grenade). The owner may make Tech Interaction Attacks through the Skull. The explosive charge can be detonated at any time the owner wishes, as a Simple Action, destroying the Skull.

GUN SKULL: The Skull has a Ballistic Skill of 6. It gains a **Laspistol:** 7 +1 ED / Range 6-12-18 / Salvo 1 / Reliable. This may be replaced with any other Pistol.

ILLUMINATOR: The Skull is fitted with a powerful light source—a lamp-pack, glow-globe, or brazier of coals.

LAUD HAULER: The Skull is fitted with a powerful vox-grille, and may replay recorded messages or sounds, or its owner may speak through it over a vox system. Any ability the owner has which uses their voice may determine range from the Skull instead of themselves.

MEDICAE SKULL: The Skull is fitted with a Medikit and has a Medicae skill of 6.

UTILITY SKULL: The Skull has a combi-tool and a Tech skill of 6. It may assist its owner by adding +2d to Tech tests attempted while it is within 10m.

CHAPTER IV: EQUIPMENT

CHAOS FOLLOWERS

DAEMONHOST

A Daemonhost is an unholy creation of foul and dangerous rituals in which a powerful Daemon of Chaos is bound into a living Human or other mortal host body and enslaved to its creator's will. An utterly foul act, the creation of a Daemonhost condemns the soul of the host body to eternal torment and provides a lasting home in the material universe for a Daemon to work its malignant evil.

Daemons do not rest easily under the will of any mortal, and to earn the enmity of such a creature is to gain an immortal enemy, so a Daemonhost's creator is faced with a dangerous conundrum: the more powerful the Daemonhost created, the weaker the bindings of the Daemon.

Value: 8 Unique

When first acquired, a Daemonhost is Thrice-Bound.

DAEMONHOST						
TIER	1	2	3	4	5	
THREAT	—	—	E	E	E	
KEYWORDS: CHAOS, DAEMON, [MARK OF CHAOS], PSYKER						
S	T	A	I	WIL	INT	FEL
6	6	5	5	6	5	4
RESILIENCE						
10 (Daemonic Aura: *3 AR)						
DEFENCE	WOUNDS	SHOCK				
4	12	—				

SKILLS: Default 8, Awareness 10 (Passive 5), Intimidation 9, Scholar 9, Psychic Mastery 9

BONUSES

BOUND DAEMON: The Daemonhost's abilities depend on how strongly the daemon is bound into the host.

- ※ **Thrice-Bound:** The Daemonhost's profile is unchanged.
- ※ **Twice-Bound:** The Daemonhost's AR, the DN of its Fear Test, the ED of its attacks, and its Intimidation, Scholar, and Psychic Mastery skills all increase by +1. The Daemonhost has a Flight speed of 6, and it knows one additional psychic power.
- ※ **Once-Bound:** The Daemonhost's AR, the DN of its Fear Test, the ED of its attacks, and its Intimidation, Scholar, and Psychic Mastery skills all increase by +2. The Daemonhost has

a Flight speed of 7, and it knows two additional psychic powers.

- ※ **Unbound:** The Daemonhost's AR, the DN of its Fear Test, the ED of its attacks, and its Intimidation, Scholar, and Psychic Mastery skills all increase by +3. The Daemonhost has a Flight speed of 8, and it knows three additional psychic powers.

SERVANT OF THE LORD OF SKULLS: A Daemonhost with the **KHORNE** keyword does not have the **PSYKER** keyword, the Psychic Mastery skill, and cannot use Psychic Powers. Instead, it has Weapon Skill 10 (which increases according to the Bound Daemon rule, above), and gains the Brutal trait on its Warp Grasp melee attack. A **KHORNE** Daemonhost may enter a *Frenzied* state as a Simple Action.

UNHOLY CHANGES: The Daemonhost's form is twisted by the entity within. Roll one or more times on the Mutation tables on page 287 of the *Wrath & Glory Core Rulebook*. An Unbound Daemonhost rolls four times. A Once-Bound Daemonhost rolls three times. A Twice-Bound Daemonhost rolls twice. A Thrice-Bound Daemonhost rolls once.

ABILITIES

BATTLECRY: Daemonic Dread: Anyone who can see this Follower, other than its owner, must take a DN 3 Fear Test.

ACTION: Unholy Gaze: 16 +2 ED / AP -1 / Range 6-12-18 / Salvo 1 / Beam, Mortal (1)

Warp Grasp: 9 +2ED / AP -3 / Warp Weapon

Maleficarum: The Daemonhost may attempt to activate any psychic power it knows. It knows Smite, Psyniscience, Deny the Witch, and one power from the Maleficarum discipline (page 280 of the *Wrath & Glory Core Rulebook*).

COMPLICATION: Daemonic Rebellion:

The Daemon attempts to break free of its bindings. It attempts a Willpower Test, with a DN based on its binding level: Thrice-bound is DN 5, Twice-bound is DN 4, Once-bound is DN 3. If it succeeds, its level of binding is reduced by one, towards Unbound. If already unbound, the daemon betrays its owner.

DETERMINATION: Daemonic Aura: Spend 1 Glory to roll 6d6. This Follower may roll Determination against Mortal Wounds, and any Wounds negated by Determination are ignored instead of being converted to Shock.

CONVICTION	RESOLVE	SPEED	SIZE
6	5	6	Average

CHAPTER IV: EQUIPMENT

DARK DISCIPLE

A Dark Disciple is a human Chaos Cultist who exalts in the service and glory of the Dark Gods. Dark Disciples are true believers in the Chaos Gods who seek to spread their worship and influence across the worlds of the Imperium of Man.

Value: 5 Uncommon

DARK DISCIPLE																				
TIER	1	2	3	4	5															
THREAT	T	T	T	T	T															
KEYWORDS: CHAOS, HERETIC, [MARK OF CHAOS], PRIEST																				
<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <th>S</th><th>T</th><th>A</th><th>I</th><th>WIL</th><th>INT</th><th>FEL</th></tr> <tr> <td>2</td><td>3</td><td>3</td><td>3</td><td>3</td><td>2</td><td>3</td></tr> </table>							S	T	A	I	WIL	INT	FEL	2	3	3	3	3	2	3
S	T	A	I	WIL	INT	FEL														
2	3	3	3	3	2	3														
RESILIENCE																				
7 (Aura of Dark Glory: *3 AR)																				
DEFENCE		WOUNDS		SHOCK																
2		5		4																
SKILLS: Default 4, Awareness 5 (Passive 3), Persuasion 6, Scholar 5																				
BONUSES																				
EXULTANT: When within 6m of their owner, a Dark Disciple adds one Exalted Icon to the owner's Persuasion tests to perform Interaction Attacks or invoke Prayers to the Dark Gods.																				
ABILITIES																				
ACTION: Cursed Athame: 5 +2 ED / AP -1 / Rending (1)																				
DETERMINATION: Spend 1 Glory to roll 3d6.																				
CONVICTION	RESOLVE	SPEED	SIZE																	
3	2	6	Average																	

THRALL WIZARD

A Thrall Wizard is a human servant of Tzeentch who serves a Heretic Astartes Sorcerer. Many of them serve the Thousand Sons Legion, drawn from the mortal population of the Planet of the Sorcerers, but it is rare to encounter a Chaos Sorcerer who does not aspire to have minions and thralls to serve their whims.

Value: 5 Uncommon

THRALL WIZARD																				
TIER	1	2	3	4	5															
THREAT	T	T	T	T	T															
KEYWORDS: CHAOS, HERETIC, [MARK OF CHAOS], PSYKER																				
<table border="1" style="margin-left: auto; margin-right: auto;"> <tr> <th>S</th><th>T</th><th>A</th><th>I</th><th>WIL</th><th>INT</th><th>FEL</th></tr> <tr> <td>2</td><td>3</td><td>3</td><td>3</td><td>3</td><td>3</td><td>2</td></tr> </table>							S	T	A	I	WIL	INT	FEL	2	3	3	3	3	3	2
S	T	A	I	WIL	INT	FEL														
2	3	3	3	3	3	2														
RESILIENCE																				
7 (Aura of Dark Glory: *3 AR)																				
DEFENCE		WOUNDS		SHOCK																
2		5		4																
SKILLS: Default 4, Awareness 5 (Passive 3), Psychic Mastery 6, Scholar 5																				
BONUSES																				
RITUALIST: When within 6m of their owner, a Dark Disciple adds one Exalted Icon to the owner's Psychic Mastery tests.																				
ABILITIES																				
ACTION: Cursed Athame: 5 +2 ED / AP -1 / Rending (1)																				
DETERMINATION: Spend 1 Glory to roll 3d6.																				
CONVICTION	RESOLVE	SPEED	SIZE																	
3	2	6	Average																	

CHAPTER IV: EQUIPMENT

RUBRIC MARINE

Rubric Marines were created shortly after the Thousand Sons Legion fled to the Eye of Terror. Having dealt with sorcerous practices and energies for decades and now under the sway of Chaos, mutation ran wild within the Legion.[4a] In order to put an end to this warping process, a mighty spell called the Rubric of Ahriman was cast upon them. However, the powers unleashed reduced all Marines without psychic abilities to ash, sealing every clasp and joint of their armour and trapping their souls within.

These living suits are still capable of fighting and receiving orders from their masters, and with no fear and no will of their own, they make perfect bodyguards and guardians. Without an Aspiring Sorcerer to guide them, Rubric Marines tend to fall into inactivity; in combat, however, their battle-hunger returns and so they tend to move more like their former living selves.

A single Sorcerer is capable of controlling a whole squad and will use his powers to enchant their bolters and turn their ammunition into explosive Inferno Bolts. These magical shots are able to ignore mundane armour and burn the souls of sentient beings.

When a Rubric Marine dies, the dried remains of his material form pour from his rent armour and are scattered to all winds of the battlefield. After this, only the most powerful sorcerers could re-collect this dust, reseal the armour, and through a complicated ritual reanimate the Rubric Marine to a new "life". The sorcery required for this deed are very dangerous and just one syllable misspelled could drive the Sorcerer insane - or kill him outright.



Value: 6 Rare

You may only acquire a Rubric Marine if you are an **HERETIC ASTARTES PSYKER** of the **THOUSAND SONS** Legion.

RUBRIC MARINE																
TIER	1	2	3	4	5											
THREAT	-	-	E	E	T											
KEYWORDS:	CHAOS	HERETIC	ASTARTES													
THOUSAND SONS																
S	7	T	5	A	4	I	4	WIL	4	INT	4	FEL	2			
RESILIENCE																
11 (Ancient Power Armour: 5 AR)			DEFENCE			WOUNDS			SHOCK							
3			11			-										
SKILLS: Default 7, Awareness 9 (Passive 5), Ballistic Skill 10, Weapon Skill 9																
BONUSES																
ARCANE AUTOMATA: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting.																
ABILITIES																
ACTION: Inferno Boltgun: 10 + 1 ED / AP -2 / Range 12-24-36 / Salvo 2 / Brutal, Rapid Fire (2)																
Armoured Fists: 7 +1 ED																
FOLLOWER OPTIONS: The follower's Inferno Boltgun may be exchanged for one of the following.																
Warpflamer: 10 +1ED / AP -2 / Range 4-8-12 / Salvo 1 / Assault, Corrupting, Flamer																
Soulreaper Cannon: 13 +1ED / AP -3 / Range 12-24-36 / Salvo 5 / Heavy (7), Sustained																
DETERMINATION: All is Dust:																
Spend 1 Glory to roll 6d6. The Follower may re-roll any dice which roll 1s.																
CONVICTION	RESOLVE	SPEED	SIZE													
4	4	7	Average													

CHAPTER IV: EQUIPMENT

AELDARI FOLLOWERS

FAOLCHÚ

A species of avian raptor—hunting bird—found on Aeldari worlds and bred in captivity on Asuryani craftworlds and Anhrathe vessels alike, Faolchú are named for the great falcon of Aeldari myth, who bore the sword Anaris from Vaul to the hero Eldanesh, that he might defend the Aeldari people from Khaine's fury.

These birds are commonly kept as pets and hunting animals by Aeldari, and some Anhrathe carry their Faolchú into battle to serve as scouts. The innate psychic abilities of the Aeldari allow them to form close bonds with their animal companions, without the clumsy augmetic devices used by humans, or the brutal ‘discipline’ of Orks.

Value: 4 Uncommon

FAOLCHÚ											
TIER	1	2	3	4	5						
THREAT	T	T	T	T	T						
KEYWORDS: AELDARI, ASURYANI, ANHRATHE, BEAST											
S	T	A	I	WIL	INT	FEL					
1	1	6	6	4	3	1					
RESILIENCE											
2											
DEFENCE		WOUNDS		SHOCK							
7		3		5							
SKILLS: Default 2, Awareness 8 (Passive 4), Survival 6, Weapon Skill 5											
BONUSES											
ANIMAL: A Faolchú is unable to take any actions which would require the use of hands.											
EMPATHIC LINK: The Follower is linked to its owner via a psychic bond. The owner can see, hear, etc., through the Follower’s senses, and give instant mental commands, so long as the Follower is within a number of kilometres equal to the owner’s Willpower.											
ABILITIES											
BATTLECRY: To the Skies: The Faolchú immediately makes a normal move.											
ACTION: Talons: 3 + 2 ED											
DETERMINATION: Spend 1 Glory to roll 6d6.											
CONVICTION	RESOLVE	SPEED	SIZE								
4	3	12 Flight	Tiny								

GYRINX

A Gyrinx resembles a large cat, with very thick and fluffy ginger or orange fur and bright blue eyes. They can grow to as much as a metre in length. Gyrinx are not intelligent as such, but they have an astounding ability to empathize with other creatures, forming a mental bond with their owner which is comparable to true friendship. This bond is of great benefit to the creature’s owner, whose own speed of thought and action are actually improved while the Gyrinx is in close proximity. What benefit the Gyrinx obtains from the relationship is unclear, but there is plainly some deep-seated need being fulfilled, because an owner-less Gyrinx will actively seek out and adopt another creature. Oddly enough, Gyrinx show a slow metabolic change so that they can come to resemble their owner physically, temperamentally and in habit.

Value: 5 Rare

GYRINX											
TIER	1	2	3	4	5						
THREAT	T	T	T	T	T						
KEYWORDS: AELDARI, ASURYANI, ANHRATHE, HARLEQUIN, BEAST											
S	T	A	I	WIL	INT	FEL					
2	2	5	5	4	3	3					
RESILIENCE											
3											
DEFENCE		WOUNDS		SHOCK							
6		4		5							
SKILLS: Default 2, Awareness 8 (Passive 4), Survival 6, Weapon Skill 5											
BONUSES											
ANIMAL: A Gyrinx is unable to take any actions which would require the use of hands.											
EMPATHIC BOND: The Follower is linked to its owner via a psychic bond. The Follower and its owner can communicate telepathically while within 6m. While the Follower is within 6m, the owner gains +Rank dice on all Initiative and Intellect tests.											
PSYCHIC FAMILIAR: While within 6m of its owner, the owner may add +2d to any Psychic Mastery test they attempt.											
ABILITIES											
ACTION: Claws: 3 + 2 ED											
DETERMINATION: Spend 1 Glory to roll 1d6											
CONVICTION	RESOLVE	SPEED	SIZE								
4	3	6	Tiny								

CHAPTER IV: EQUIPMENT

DRUKHARI FOLLOWERS

KHYMERA

A Khymera (pl. Khymerae), are terrifying creatures, literally born from an intelligent being's nightmares. They spawn in the Warp or on Daemon Worlds, coalescing into existence like malignant cysts around the psychic energies that fear and terror leaves in the Immaterium. They do not form at the whim of the Chaos Gods nor do they appear to be fragments of these powers.

Khymerae lack a proper corporeal form, allowing them to flicker between realspace and the Sea of Souls at whim, appearing momentarily before a foe and then vanishing suddenly to launch an attack from an unexpected direction.

Value: 5 Uncommon

KHYMERA											
TIER	1	2	3	4	5						
THREAT	T	T	T	T	T						
KEYWORDS: DRUKHARI, BEAST, DAEMON											
S	T	A	I	WIL	INT	FEL					
6	6	5	5	3	1	1					
RESILIENCE											
7											
DEFENCE		WOUNDS		SHOCK							
4		8		-							
SKILLS: Default 4, Awareness 8 (Passive 4), Intimidation 6, Weapon Skill 8											
BONUSES											
ANIMAL: A Khymera is unable to take any actions which would require the use of hands.											
ABILITIES											
BATTLECRY: Frightful Form: Anyone that can see this Threat must make a DN 3 Fear Test.											
ACTION: Claws and Talons: 11 +3ED / AP -1											
DETERMINATION: Daemonic: Spend 1 Glory to roll 6d6. Daemons can roll Determination against Mortal Wounds. Any Wounds negated by Determination are ignored instead of being converted to Shock.											
CONVICTION	RESOLVE	SPEED	SIZE								
3	2	10	Average								

RAZORWING

Razorwings are large birds of prey with a wingspan of nearly thirteen feet. They drift along on thermal currents until they have a prey in sight, at which point they dive with such speeds that escape is impossible. Though usually just considered a bird of prey, they have been observed utilizing great intelligence and military tactics while hunting. Such is their rumored intelligence that some have claimed they can set races against one another and communicate.

Razorwings have an insatiable hunger for bone and are incredibly swift. They attack in flocks, surrounding their prey in a deadly hurricane of knife-like feathers and razor-sharp beaks that strip their victim's flesh from their bones.

Value: 4 Uncommon

RAZORWING											
TIER	1	2	3	4	5						
THREAT	T	T	T	T	T						
KEYWORDS: DRUKHARI, BEAST											
S	T	A	I	WIL	INT	FEL					
1	1	5	5	2	1	1					
RESILIENCE											
2											
DEFENCE		WOUNDS		SHOCK							
5		1		3							
SKILLS: Default 4, Awareness 8 (Passive 4), Weapon Skill 8											
BONUSES											
ANIMAL: A Razorwing is unable to take any actions which would require the use of hands.											
FLYBY: The Threat never counts as being Engaged, and thus enemies cannot attempt Reflexive Attacks when the Threat moves away.											
ABILITIES											
ACTION: Razor Feathers: 5 +2ED / AP -1 / Rending 2, Inflict (Bleeding)											
DETERMINATION: Scattered Flock: Spend 1 Glory to roll 1d6. Then the mob moves up to half its Speed and adds +2 to its Defence until the start of its next turn.											
CONVICTION	RESOLVE	SPEED	SIZE								
2	1	12 Fly	Small								
MOB ABILITIES											
FLOCK OF BLADES: Increase the base damage of this mob's melee attacks by +1 and add +1ED for each creature in the mob, up to a maximum of +5 and +5ED.											

CHAPTER IV: EQUIPMENT

ORK FOLLOWERS

ATTACK SQUIG

A Squig (short for "Squiggly Beast") is the simplest known form of Orkoid life. There are many types of Squig, each generally filling some functional or utilitarian role in the Ork ecosystem. They currently serve as the Orks' primary food source, much like herd animals are for Humans.

Attack Squigs are one of the most common types of Squig. An Attack Squig is a bouncing ball of claws and razor-sharp teeth, with immense variations in morphology between individuals, with some having horns and a devil-like tail, while others are single-eyed or single-nosed creatures. Gretchin use them as both a food source (if the Squig doesn't eat them first!) or as a weapon of war, pushing herds of them into the enemy. Orks like to keep them as pets, and sometimes even as weapons as well.

Bomb Squigs are little more than common Squigs with explosives strapped to their sides or gripped firmly in their teeth. When properly goaded, they run headlong at their master's desired target, detonating their explosive payload when in close proximity.

Squighounds, commonly known as "Growlers," are a variation of the Attack Squig, used by Ork Runtherdz to help them keep the Gretchins and slaves from other races in line, some have four legs, although two-legged varieties certainly exist. "Growlers" are also often kept as a form of pet by other Orks, as they are roughly the size of a small dog, hairy, and particularly vicious.

Value: 3 Common

ATTACK SQUIG												
TIER	1	2	3	4	5							
THREAT	T	T	T	T	T							
KEYWORDS: ORK, SQUIG, BEAST												
S	T	A	I	WIL	INT	FEL						
5	3	4	3	2	1	1						
RESILIENCE												
6 (Tough Hide: AR 2)												
DEFENCE	WOUNDS		SHOCK									
3	4		2									
SKILLS: Default 4, Awareness 4 (Passive 2), Survival 5, Weapon Skill 6												
BONUSES												
ANIMAL: A Squig is unable to take any actions which would require the use of hands.												
BOUNCING GAIT: A Squig adds +1d3 to its Speed each time it runs, charges, or sprints.												
SQUIG HOUND: GRETCHIN within 3m of a Squig Hound add +2 to their Resolve.												
SQUIGZ GONE WILD: A Squig which starts its turn without an Ork within 3m, or a RUNTHERD within 6m, becomes <i>Frenzied</i> .												
ABILITIES												
ACTION: Big Chompy Teef: 9 +4ED / AP -1 / Brutal A Bomb Squig which gets within 1m of an enemy will instead Detonate , as described under ANNIHILATION , below. It then dies.												
DETERMINATION: Spend 1 Ruin to roll 3d6.												
ANNIHILATION: Detonate: The Bomb Squig explodes.												
Bomb Squig Explosion: 16 +3ED / AP -3 / Brutal, Blast (2d3)												
CONVICTION	RESOLVE	SPEED	SIZE									
2	1	6	Small									
MOB ABILITIES												
Bouncing Charge: A Mob of Attack Squigs add Inflict (Knockdown) to their melee attacks when they charge.												

CHAPTER IV: EQUIPMENT

GROT

Gretchin or Grotz are basically a smaller subspecies of Orks, who are more cowardly than normal Orks and are usually used as living shields, to clear mine fields, are stepped on to get through difficult terrain, and sometimes even as emergency rations. Gretchins are quite low in the strict hierarchy of Ork society because of their small size (the lowest Orkoids being the Snotlings) and are often used for the dirtiest jobs like scavenging and being used as the football when the bigger Orks get bored.

While they are not as aggressive as standard Orks, they enjoy fighting weaker opponents and are less likely to flee if they comfortably outnumber their opponents. If a Gretchin is particularly wealthy, he may purchase a second-hand, worn-down, low-tech gun. These guns are mainly to reassure the Gretchin that they have a chance of killing something, provided they remember which way to hold the gun.

Even so, Gretchin have to be forced into battle by Runtherdz who utilise grabba sticks in order to ensure that the Gretchin stay in battle. A skilled Runtherd can grab a fleeing Gretchin and hurl him into a minefield with one smooth motion. The more tech-savvy of the Runtherdz use a grot prod which delivers an electric charge to a Gretchin's vulnerable parts.

Basically, all Gretchin work as slaves for Orks, although there is a faction of revolutionary Rebel Grots that developed in the chaos of the Ork World of Gorkamorka. As they are a bit more organised than the larger Orks, Gretchin are often used to maintain Greenskin war machines and artillery. Such work is considered highly undesirable by most Orks because it prevents them from being in the heart of the battle. Gretchin also serve as attendants or "ammo runts" to Ork Warbosses, assistants to Ork Mekboyz, and orderlies to Ork Mad Doks.

Value: 3 Common

GRETCHIN											
TIER	1	2	3	4	5						
THREAT	T	T	T	T	T						
KEYWORDS: GRETCHIN, RUNTS											
S	T	A	I	WIL	INT	FEL					
1	2	3	3	1	2	1					
RESILIENCE											
4											
DEFENCE		WOUNDS			SHOCK						
4		4			2						
SKILLS: Default 4, Awareness 4 (Passive 2), Ballistic Skill 5, Stealth 5, Survival 5											
BONUSES											
AMMO RUNT: An Ammo Runt carries two Reloads for its owner. The owner may ignore the first Complication they suffer on a ranged attack.											
COWARDLY: When making a Resolve test, if the Wrath die rolls a failure, it is counted as a Complication.											
DOK'S ORDERLY: A Dok's Orderly has a Medicae skill of 5. When a DOK has a Grot Orderly within 2m, they may re-roll any 1s on their Medicae tests.											
GROT OILER: A Grot Oiler has a Tech skill of 5. When a MEK has a Grot Oiler within 2m, they may re-roll any 1s on their Tech tests.											
ABILITIES											
ACTION: Grot Blasta: 7 +1ED / AP - / Range 6-12-18 / Salvo 1 / Pistol											
Sneaky Stabba: 3 +2ED / Silent											
DETERMINATION: Spend 1 Ruin to roll 2d6.											
CONVICTION	RESOLVE	SPEED	SIZE								
1	1	5	Small								
MOB ABILITIES											
Grot Shields: ORK Threats count as having full cover (+2 Defence) when they are behind and within 6m of a Gretchin Mob. Each failed attack against ORK Threats benefitting from this inflicts 1d3 Mortal Wounds on the Gretchin Mob instead.											

CHAPTER IV: EQUIPMENT

LEAGUES OF VOTANN FOLLOWERS

CORV

These floating drones are a constant accompaniment to a Grimnyr, serving both as protectors and as psychic conduits. The integrated barrier-tech they contain shields them from surges within the Warp, protecting their charge from sudden, unexpected floods of aethyric energy.

Value: 4 Rare

CORV												
TIER	1	2	3	4	5							
THREAT	T	T	T	T	T							
KEYWORDS: LEAGUES OF VOTANN, COG, ROBOT, BRÔKHYR												
S	T	A	I	WIL	INT	FEL						
2	5	4	4	2	1	1						
RESILIENCE												
10 (Armoured Shell: 4 AR)												
DEFENCE	WOUNDS		SHOCK									
3	7		-									
SKILLS: Default 2, Awareness 4 (Passive 2), Ballistic Skill 6												
BONUSES												
AUTOMATA: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting.												
BARRIER TECH: While one or more CORVs are within 6m of its owner, whenever its owner suffers Perils of the Warp, one CORV is destroyed instead.												
ABILITIES												
ACTION: Autoch-pattern Bolter: 10 + 1 ED / AP -1 / Range 12-24-36 / Salvo 2 / Brutal, HunTR												
DETERMINATION: Spend 1 Glory to roll 6d6.												
CONVICTION	RESOLVE	SPEED	SIZE									
2	1	5 Flight	Average									

E-COG

These floating drones are commonly found assisting Brôkhyr Iron-Masters both at their Hold's forges and on the battlefield. Within a given group, each E-COG will be equipped differently, fulfilling a different function or a different set of tasks.

Value: 3 Uncommon

E-COG												
TIER	1	2	3	4	5							
THREAT	T	T	T	T	T							
KEYWORDS: LEAGUES OF VOTANN, COG, ROBOT, BRÔKHYR												
S	T	A	I	WIL	INT	FEL						
2	5	4	4	2	1	1						
RESILIENCE												
10 (Armoured Shell: 4 AR)												
DEFENCE	WOUNDS		SHOCK									
3	7		-									
SKILLS: Default 2, Awareness 4 (Passive 2), Ballistic Skill 6, Tech 6, Weapon Skill 5												
BONUSES												
AUTOMATA: This Follower is unaffected by abilities that target the mind, and never needs to make a Resolve test to continue fighting.												
A.N-VYL WORK: While one or more E-COGs are within 6m of its owner, whenever its owner attempts a Tech test, they gain +1 Exalted Icon for each E-COG within 6m.												
ABILITIES												
ACTION: Autoch-pattern Bolter: 10 + 1 ED / AP -1 / Range 12-24-36 / Salvo 2 / Brutal, HunTR												
DETERMINATION: Spend 1 Glory to roll 6d6.												
CONVICTION	RESOLVE	SPEED	SIZE									
2	1	5 Flight	Average									

CHAPTER IV: EQUIPMENT

T'AU EMPIRE DRONES

T'au Empire Drones		
Name	Value	Keywords
DX-4 Technical Drone	4 Uncommon	T'AU EMPIRE, DRONE, EARTH CASTE
Escort Drone	5 Uncommon	T'AU EMPIRE, DRONE, WATER CASTE
Hover Drone Platform	6 Very Rare	T'AU EMPIRE, DRONE, ETHEREAL CASTE
MB-3 Recon Drone	6 Rare	T'AU EMPIRE, DRONE, PATHFINDER
MV-1 Tactical Drone	4 Uncommon	T'AU EMPIRE, DRONE, FIRE CASTE
MV-31 Pulse Accelerator Drone	6 Rare	T'AU EMPIRE, DRONE, PATHFINDER
MV-33 Grav-Inhibitor Drone	6 Rare	T'AU EMPIRE, DRONE, PATHFINDER
MV-36 Guardian Drone	6 Rare	T'AU EMPIRE, DRONE, FIRE CASTE
MV-4 Shield Drone	5 Rare	T'AU EMPIRE, DRONE
MV-7 Marker Drone	6 Uncommon	T'AU EMPIRE, DRONE, FIRE CASTE
MV-71 Sniper Drone	6 Uncommon	T'AU EMPIRE, DRONE, FIRE CASTE
MV 8 Missile Drone	7 Very Rare	T'AU EMPIRE, DRONE, XV88

A Tau Drone (*Kor'vesa* in the Tau language, meaning “flying helper”) is a form of artificial intelligence extensively utilised by the Tau Empire for a variety of combat and non-combat purposes. The mobile variants of Tau Drones exist in the form of sleek disk-shaped machines which are well-armoured and equipped with small anti-gravitic engines and manoeuvring jet-thrusters so that they can hover and skim across the ground. As they hover over landscapes, rotating back and forth, their sensor vane constantly transmits vital information about their surroundings.

These types of Drones are commonly seen alongside the warriors of the Fire Caste, but similar designs can be found buzzing through the streets and skies of any Tau settlement. Although small and innocuous, those foes that underestimate Tau Drones often pay for such a costly mistake with their lives. In addition, Drone intelligences can also be found built into a great number of technologies developed by the Tau Earth Caste, giving a simple synthetic intellect to a wide array of devices.

There are many different types of Drones utilised by the Tau in varying roles; these can range from mundane civilian uses to multiple combat roles. Tau Drones can carry a wide variety of equipment, ranging from defensive Shield Generators to offensive weaponry, communications equipment, and various combat support systems. Most Tau Drones can interact with their Tau masters, obeying simple instructions and even anticipating what duties are required of them. The Tau value their Drones, and whilst they are not regarded as having equal status to a Tau, they are

treated much like a favoured animal companion amongst humans.

A basic T'au Drone has the following profile, which is then modified according to the type of Drone desired:

T'AU DRONE												
TIER	1	2	3	4	5							
THREAT	T	T	T	T	T							
KEYWORDS: T'AU EMPIRE, DRONE												
S	T	A	I	WIL	INT	FEL						
3	4	5	4	2	1	1						
RESILIENCE												
9 (Armoured Shell: 4 AR)												
DEFENCE	WOUNDS			SHOCK								
3	6			4								
SKILLS: Default 3, Awareness 4 (Passive 2)												
BONUSES												
ARTIFICIAL INTELLIGENCE: A drone is immune to fear, terror, and all interaction-based skills. It can only perform simple actions in accordance with its programming or instructions given by an operator.												
ABILITIES												
ACTION: None												
REACTION: Saviour Protocols.												
If an allied T'au within 5m is the target of an attack, the Drone may attempt an Agility test (DN 3). If it succeeds, it interposes itself, and becomes the target of the attack instead. If multiple drones are within range to do this, only one drone may make the attempt.												
DETERMINATION: Roll 4d6. A drone may only roll determination when using Saviour Protocols .												

CONVICTION	RESOLVE	SPEED	SIZE
2	1	10 (flight)	Average

DRONE VARIANTS

When a drone is acquired, it will take the form of one of the variants listed here.

DX-4 TECHNICAL DRONE

The DX-4 Technical Drone is used by T'au commanders and Fire Warrior teams on the battlefield as a mobile engineering unit or a sentry, and by Earth caste engineers and technicians as an assistant. In place of weaponry each Technical Drone carries repair and sensor equipment and can be used to fix damaged or destroyed equipment in the field.

- **Skill:** Tech 5
- **Repair Protocol:** As an action, a Technical Drone may attempt a Tech test (DN 3) to perform repairs on a T'au vehicle, or a character wearing armour with the **BATTLESUIT** keyword within 1 metre, restoring 1 Wound, plus +1 for each shift.
- **Surveillance Protocol:** The drone's Passive Awareness is increased by +2.
- **Technical Assistant:** When assisting an Earth caste T'au, the assisted character receives +2d on Awareness and Tech tests.

Value: 4 (Uncommon)

Keywords: T'AU EMPIRE, DRONE, EARTH CASTE



ESCORT DRONE

Escort Drones are a type of small drone that often accompany T'au Water Caste negotiators and incorporate both defensive as well as minor offensive capabilities. They are nimble and compact, making use of small efficient anti-grav units which are similar in design to larger drones. They not only act as protectors for their charge but as tools for trade as they are programmed to record and deliver complex messages. They are also used to guide prospective clients to the Water Caste negotiator and record every exchange that takes place. This information is then used for later study and dissection to better tailor to the individual in question. To serve them in their role, the escort drone makes use of a simple projector array that displays information in a simple holographic projection. They are also equipped with twin Pulse Pistols which take up most of the space in the small drone.

- **Skill:** Ballistic Skill 4
- **Size:** Small. This increases the drone's Defence by +1.
- **Aide:** If the drone's owner is within 5m of the escort drone, they receive +2d on Awareness, Insight, and Scholar tests.
- **Messenger:** The drone can be instructed to convey recorded messages to specific individuals. The drone will seek out the individual by the shortest and safest available path, project the message. Afterwards, as instructed in advance by its user, the drone will either allow the recipient to record a reply message, escort the recipient to the drone's user, or depart having delivered its message.
- **Threat Identification Protocol:** When this drone makes a ranged attack, it can only attack the closest enemy.
- **Weapons:** Twin Pulse Pistols (12 +1ED / AP - / Range 6-12-18 / Salvo 2 / Pistol).

Value: 5 (Uncommon)

Keywords: T'AU EMPIRE, DRONE, WATER CASTE

CHAPTER IV: EQUIPMENT

HOVER DRONE PLATFORM

Hover drones are larger units used as anti-gravity transports by important personages, such as Ethereals.

- **Size:** Large.
- **Platform:** A single Average-sized T'au not wearing a **BATTLESUIT** may stand upon a Hover Drone Platform. The platform does not take any actions of its own (not even the Saviour Protocols reaction), but rather, acts during the mounted character's turn, giving the mounted character a Speed of 10 (flight). It cannot be targeted separately from the mounted character.

Value: 6 (Very Rare)

Keywords: **T'AU EMPIRE, DRONE, ETHEREAL CASTE**

MB-3 RECON DRONE

Pathfinder teams are often accompanied by a Recon Drone, which provides both additional supporting firepower and a range of sensor data which is invaluable in the field.

- **Attribute:** Strength 4
- **Skill:** Ballistic Skill 4
- **Recon Suite:** The user, and any of the user's allies with the **FIRE CASTE** keyword, within 5 metres of the Recon Drone add +2 bonus dice to Awareness tests, and they may ignore any defence increase from cover when they make shooting attacks against enemies within 18m.
- **Threat Identification Protocol:** When this drone makes a ranged attack, it can only attack the closest enemy.
- **Weapons:** Burst Cannon (12 +1ED / AP – / Range 9-18-27 / Salvo 6 / Assault, Rapid Fire [3], Heavy [4]).

Value: 6 (Rare)

Keywords: **T'AU EMPIRE, DRONE, PATHFINDER**

MV-1 TACTICAL DRONE

Tactical Drones, also called Gun Drones, are utilised by Fire Warrior teams, mounted onto vehicles, and found in dedicated squadrons of their own to support their flesh-and-blood allies.

- **Skill:** Ballistic Skill 4
- **Threat Identification Protocol:** When this drone makes a ranged attack, it can only attack the closest enemy.
- **Weapons:** Twin Pulse Carbine (12 +1ED / AP – / Range 12-24-36 / Salvo 4 / Assault).

Value: 4 (Uncommon)

Keywords: **T'AU EMPIRE, DRONE, FIRE CASTE**

MV-3 1 PULSE ACCELERATOR DRONE

Pulse Accelerator Drones are frequently used by Pathfinder teams. Their Pulse Accelerators augment the effectiveness of Pulse weapons used nearby.

- **Pulse Accelerator:** Allied characters within 5m of the Drone improve the AP of all **PULSE** weapons by 1 (i.e., AP – becomes AP -1, or AP -1 becomes AP -2).

Value: 6 (Rare)

Keywords: **T'AU EMPIRE, DRONE, PATHFINDER**

MV-33 GRAV-INHIBITOR DRONE

Grav-inhibitor Drones are often found accompanying Pathfinder teams. These drones are equipped with gravity wave projectiles, which hinder enemy attempts to close with the team.

- **Gravity Wave Projector:** Enemies attempting to Run, Sprint, or Charge to any point within 12m of the drone reduce their Speed by 1d3 (roll for each foe).

Value: 6 (Rare)

Keywords: **T'AU EMPIRE, DRONE, PATHFINDER**

CHAPTER IV: EQUIPMENT

MV-36 GUARDIAN DRONE

Guardian Drones accompany Fire Warrior teams, especially Breacher Teams. Their emitters generate a protective energy field around nearby allies, which is especially effective in conjunction with the field amplifiers worn by Breachers.

- **Guardian Field:** The drone's Resilience is increased by +2. The drone can protect up to 10 friendly **FIRE CASTE** allies within 10m, adding +1 to their Resilience. This bonus is increased to +2 for any ally equipped with a Field Relay Amplifier.

Value: 6 (Rare)

Keywords: T'AU EMPIRE, DRONE, FIRE CASTE

MV-4 SHIELD DRONE

Shield Drones are unarmed drones equipped with a shield generator, which are used to provide close protection to VIPs, battlefield commanders, battlesuits, and occasionally even line infantry squads.

- **Resilience:** 9 (*9, Shield Generator)
- **Wounds:** The Shield Drone's maximum Wounds are increased by an amount equal to the game's Tier.
- **Shield Generator:** The Armour Rating of a Shield Generator is invulnerable, and it cannot be modified by an attack's AP. The Shield Drone can roll Determination against Mortal Wounds.

Value: 5 (Rare)

Keywords: T'AU EMPIRE, DRONE

MV-7 MARKER DRONE

Marker Drones are fitted with a markerlight projector and are frequently used alongside other T'au forces to mark priority targets for elimination.

- **Skill:** Ballistic Skill 4
- **Threat Identification Protocol:** When this drone makes a ranged attack, it can only attack the closest enemy.
- **Weapons:** Markerlight (Range 18-36-54 / Salvo 0 / Special).

Value: 6 (Uncommon)

Keywords: T'AU EMPIRE, DRONE, FIRE CASTE

MV-71 SNIPER DRONE

Sniper Drones are armed with potent Longshot pulse rifles. They tend to operate in small groups, directed by a single spotter using a drone controller, called a Firesight Marksman. In this configuration, they can provide pin-point accurate fire, even when there are no positions for a living sniper.

- **Skill:** Ballistic Skill 6
- **Threat Identification Protocol:** When this drone makes a ranged attack, it can only attack the closest enemy.
- **Weapons:** Longshot Pulse Rifle (12 +1ED / AP -2 / Range 24-48-72 / Salvo 1 / Rapid Fire [1], Sniper [2]).

Value: 6 (Uncommon)

Keywords: T'AU EMPIRE, DRONE, FIRE CASTE

MV-8 MISSILE DRONE

Missile Drones are normally found in support of heavy units such as XV88 Broadside Battlesuits, though this may change as Fire Caste Commanders evaluate their usefulness.

- **Skill:** Ballistic Skill 4
- **Stable Platform:** The drone counts as being braced, for the purposes of the Heavy trait, if it does not move on the same turn as it fires.
- **Threat Identification Protocol:** When this drone makes a ranged attack, it can only attack the closest enemy.
- **Weapons:** Missile Pod (14 +2ED / AP -1 / Range 18-36-54 / Salvo 2 / Barrage, Blast [2], Heavy [6]).

Value: 7 (Very Rare)

Keywords: T'AU EMPIRE, DRONE, XV88

VEHICLES

IMPERIAL VEHICLES

CARGO-8

The Cargo-8 is a common name for a variety of eight-wheeler, 40-tonne Imperial cargo trucks, used on countless Imperial worlds.

The gear shifting trucks, have room for two in their cabs and are equipped with a Vox-grate, headlights that can be shrouded or put on full light and klaxons that bellow loudly. If they travel in groups, the Cargo-8's can be configured so they share an alarm system. By doing this, the driver of the lead truck can press an alert button on their dashboard, in case of a possible threat or hazard, and cause yellow lights to flash in the other Cargo-8's cabs. If there is a threat to the trucks, then the driver can press the button again to cause red lights to flash. The Cargo-8's cargo compartments are also covered, but they have roof hatches that can be opened. The better-equipped ones often carry medium-weight Servitors, that are designed for loading and unloading duties. Cargo-8s are designed to carry Munitorum-standard cargo containers and can also be configured to pull additional trailers of cargo, increasing the amount they can haul, at the expense of some manoeuvrability.

Value: 8 Common

CARGO-8				
Spd	Man	Res	W	Size
20	3	12	15	Huge
Keywords				
IMPERIUM, CIVILIAN, TRANSPORT				
Crew Complement				
1 Pilot, 3 Crew				
Traits				
All-Terrain, Reliable				
Weapons		Wargear		
Heavy Stubber		Vox-Caster		

GROUNDCAR

Groundcar is an Imperial term, used typically for any four or six wheeled vehicles created by the Imperium, for military or civilian transport. There are innumerable patterns and designs of these vehicles found across the Imperium, adjusted for different types of terrain and environment, different levels of performance, and so forth. The kinds of groundcar found on an agri-world for moving workers and equipment is quite different from those carrying notables and functionaries between meetings along hive city arterials.

On more advanced worlds, the rich and powerful sometimes employ versions of the groundcar which float above the ground using some form of anti-grav or suspensor technology. These use the same profile but add the Hover trait.

Value: 7 Common

GROUNDCAR				
Spd	Man	Res	W	Size
30	4	11	12	Large
Keywords				
IMPERIUM, CIVILIAN, TRANSPORT				
Crew Complement				
1 Pilot, 4 Passengers				
Traits				
Reliable				
Weapons		Wargear		
-		-		

CHAPTER IV: EQUIPMENT

LAND CRAWLER

Of the STC vehicle patterns discovered by legendary Arch-Magos Arkhan Land during the earliest days of the Imperium, the Land Crawler—originally known as Land's Crawler—is the one that has had the greatest impact upon the Imperium at large, yet it is also the least glamorous.

Land Crawlers are agricultural machines, and countless billions of examples of the design can be found across the Imperium, where its versatility, ease of maintenance, and forgiving driving characteristics make it an ideal utility vehicle. Yet, the Land Crawler has also seen military use: its ubiquity and rugged design mean that it is easily adapted to serve as an engineering vehicle or even be rebuilt to serve as an impromptu light tank on worlds under siege by enemies of the Imperium.

Value: 8 Common

LAND CRAWLER				
Spd	Man	Res	W	Size
15	3	13	15	Huge
Keywords				
IMPERIUM, CIVILIAN, TRANSPORT				
Crew Complement				
1 Pilot, 2 Passengers				
Traits				
All-Terrain, Open Topped, Reliable				
Weapons		Wargear		
-		Vox-Caster		

ADEPTUS ASTARTES VEHICLES

HUNTER

The Hunter is the first known dedicated anti-aircraft platform fielded by the Adeptus Astartes.

The Hunter is equipped with a Skyspear Missile Launcher, which fires a salvo of missiles each guided by the interred remains of a Chapter Serf. The secret to the Hunter's success lies in that of its missile's tracking system, which is able to accurately engage fast moving aerial targets. The system itself is made up of altered brains and neural interfaces from Servitor operators. The servitors must be specially chosen, their brains possessed of a mental agility in life that is then repurposed in near-death.

Value: 12 Rare

The Hunter may additionally be equipped with a Storm Bolter and/or a Hunter-Killer Missile.

HUNTER				
Spd	Man	Res	W	Size
26	3	15	16	Huge
Keywords				
IMPERIUM, ADEPTUS ASTARTES, TANK				
Crew Complement				
1 Pilot, 1 Crew				
Traits				
Reliable, Sealed				
Weapons		Wargear		
Skyspear Missile Launcher		Smoke Launchers		

CHAPTER IV: EQUIPMENT

STALKER

The Stalker consists of an Icarus Stormcannon Array mounted on a Rhino chassis. Its design is based on the Hunter STC that was unearthed only a few millennium ago. A vital part of the Space Marine armoury, Stalker's are rapid-firing anti-aircraft platforms able to track and engage multiple targets simultaneously. Unsubtle but devastating, they fill the sky with hundreds of rounds of ammunition. The front of the vehicle has been reinforced to deflect incoming fire, while the flanks have been enhanced with additional armour and hydraulic stabilizers to anchor it to the ground when it fires its anti-aircraft artillery.

Value: 12 Rare

The Stalker may additionally be equipped with a Storm Bolter and/or a Hunter-Killer Missile.

HUNTER				
Spd	Man	Res	W	Size
26	3	15	16	Huge
Keywords				
IMPERIUM, ADEPTUS ASTARTES, TANK				
Crew Complement				
1 Pilot, 1 Crew				
Traits				
Reliable, Sealed				
Weapons		Wargear		
2 Icarus Stormcannons		Smoke Launchers		

STORM SPEEDER

The Storm Speeder was developed by Belisarius Cawl as part of the Primaris Project, combining the ancient technologies of Arkhan Land with the brute force of Repulsor technology. Although they look like land speeders and perform a similar function, storm speeders are larger and more heavily armed without compromising manoeuvrability.

Storm Speeders come in three patterns, each of which is equipped with a blistering array of heavy weaponry designed to eliminate a particular type of enemy.

Value: 13 Very Rare

The Hailstrike variant is intended for strafing infantry formations.

STORM SPEEDER HAILSTRIKE				
Spd	Man	Res	W	Size
70	6	14	20	Huge
Keywords				
IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, FLYER				
Crew Complement				
1 Pilot, 2 Crew				
Traits				
Gyro-Stabilised, Hover, Open Topped, Turbo Boost (4)				
Weapons		Wargear		
Fragstorm Grenade Launcher		-		
Onslaught Gatling Cannon		-		
Twin Ironhail Heavy Stubber		-		

The Hammerstrike variant is armed to be the bane of enemy bunkers and fortified positions.

STORM SPEEDER HAMMERSTRIKE				
Spd	Man	Res	W	Size
70	6	14	20	Huge
Keywords				
IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, FLYER				
Crew Complement				
1 Pilot, 2 Crew				
Traits				
Gyro-Stabilised, Hover, Open Topped, Turbo Boost (4)				
Weapons		Wargear		
Hammerstrike Missile Launcher		-		
Krakstorm Grenade Launcher		-		
Melta Destroyer		-		

The Hammerstrike variant is equipped to confront enemy armoured vehicles and aircraft.

STORM SPEEDER HAMMERSTRIKE				
Spd	Man	Res	W	Size
70	6	14	20	Huge
Keywords				
IMPERIUM, ADEPTUS ASTARTES, PRIMARIS, FLYER				
Crew Complement				
1 Pilot, 2 Crew				
Traits				
Gyro-Stabilised, Hover, Open Topped, Turbo Boost (4)				
Weapons		Wargear		
Stormfury Missiles		-		
Twin Icarus Rocket Pod		-		
Thunderstrike Las-Talon		-		

CHAPTER IV: EQUIPMENT

STORMHAWK INTERCEPTOR

Stormhawk Interceptors are specialized gunships closely related to the Stormtalon Gunship that excels in aerial superiority. The frontal armour and huge firepower makes of the Stormhawk makes them excellent dogfighters, hurtling through the clouds to execute target after target in a blazing display of incendiary defiance. Stormhawk squadrons and their golden haloes of flares discharged to gently dissuade incoming fire are a signal that whatever planet the skies are over, they belong to the Emperor.[1] Stormhawks are also capable of operating in the void of space, escorting Thunderhawks and shooting down enemy craft and torpedoes.

Value: 15 Very Rare

The Stormhawk may exchange its Skyhammer missile launcher with Twin Heavy Bolters or a Typhoon missile launcher.

The Stormhawk may replace its Las-talon with an Icarus Stormcannon.

STORMHAWK INTERCEPTOR				
Spd	Man	Res	W	Size
120	7	16	20	Huge
Keywords				
IMPERIUM, ADEPTUS ASTARTES, FLYER				
Crew Complement				
1 Pilot				
Traits				
Flyer, Hover, Reliable, Sealed, Turbo Boost (20)				
Weapons			Wargear	
Twin Assault Cannons			Infernus Halo Launcher	
Skyhammer Missile Launcher			Las-talon	

STORMRAVEN GUNSHIP

The Stormraven Gunship is a relatively new addition to the armouries of many Space Marine Chapters, such as the Blood Angels and Ultramarines, seamlessly combining the roles of dedicated gunship, dropship, and strike aircraft.

It is unclear just how the craft came into being; there are rumours of its STC pattern being discovered early in the 41st Millennium in a forgotten Martian archive, but the Stormraven has been in service with the Grey Knights and Deathwatch for millennia before that. As the situation for the Imperium has become increasingly desperate and since the Adeptus Mechanicus has judged its performance satisfactory, many Space Marine Chapters now employ the Stormraven.

Smaller than the Thunderhawk Gunship, the Stormraven is, not surprisingly, much more agile than its more well-known sibling, thanks to its wide array of vectored thrusters. It is this manoeuvrability that makes it an ideal support craft in environs (such as the crowded spires of a Hive City) where the deployment of Thunderhawks would be impractical or simply foolish.

Value: 16 Very Rare

The Stormraven may exchange its twin assault cannon with a twin plasma cannon or twin lascannon.

The Stormraven may replace its typhoon missile launcher with a twin heavy bolter or twin multi-melta.

The Stormraven may be equipped with twin Hurricane bolters.

Characters wearing Terminator Armour, Gravis Armour, or Jump Packs take up two spaces within the Stormraven's transport bay.

STORMRAVEN GUNSHIP				
Spd	Man	Res	W	Size
115	7	16	28	Huge
Keywords				
IMPERIUM, ADEPTUS ASTARTES, FLYER, TRANSPORT				
Crew Complement				
1 Pilot, 1 Crew, 12 Passengers				
Traits				
Flyer, Hover, Reliable, Sealed, Turbo Boost (20)				
Weapons			Wargear	
Twin Stormstrike Missile Launchers			Awakened Machine Spirit	
Twin Assault Cannon			Typhoon Missile Launcher	

CHAPTER IV: EQUIPMENT

STORMTALON GUNSHIP

The Stormtalon is used by the Space Marines as both an air-to-air interceptor and ground attack aircraft. Swift enough to engage most enemy aircraft, it also packs a heavy armament of Assault Cannons, Missile Launchers, Heavy Bolters, and other weapons. The Stormtalon is a versatile vehicle, capable of serving as an escort fighter to protect Space Marine assets on the battlefield or as a close air support attack craft.

To a few chapters, such as the White Scars, Raven Guard, and Hawk Lords, the Stormtalon has potential beyond close air support and interdiction. For these Chapters, the Stormtalon excels as a vanguard strike aircraft, able to keep pace with Assault Marines and Land Speeders. In these operations the Stormtalon's role is reversed, being used as the principal attack vehicle as opposed to simply a support craft. The remainder of the Chapter's rapid-moving elements act as escorts, clearing the way of anti-aircraft fire.

Value: 13 Very Rare

The Stormhawk may exchange its Skyhammer missile launcher with Twin Heavy Bolters, Twin Lascannons, or a Typhoon missile launcher.

STORMTALON GUNSHIP				
Spd	Man	Res	W	Size
110	7	14	20	Huge
Keywords				
IMPERIUM, ADEPTUS ASTARTES, FLYER				
Crew Complement				
1 Pilot				
Traits				
Flyer, Hover, Reliable, Sealed, Turbo Boost (20)				
Weapons			Wargear	
Twin Assault Cannons			-	
Skyhammer Missile Launcher				

THUNDERHAWK GUNSHIP

The Thunderhawk gunship is used by the Adeptus Astartes as their primary means of deploying forces for ground combat as well as their primary source of air support. The Thunderhawk gunship is often considered the lynchpin of any Space Marine Chapter, as it is able to fulfill many combat roles.

The Thunderhawk is fully capable of functioning as an orbital drop ship, a heavy ground attack gunship, or as a bomber. The aircraft is able to quickly carry Space Marine forces from orbiting starships down into the midst of a battle, while at the same time providing supporting fire against enemy ground or air targets.

Even though the Thunderhawk is a large vehicle, it is controlled with a relatively small crew, which includes the Techmarine pilot, co-pilot, gunner, and navigator.

Value: 20 Unique

The Thunderhawk may exchange its heavy cannon with a turbo-laser destructor.

The Thunderhawk's six cluster bombs may be replaced with six hellstrike missiles.

Characters wearing Terminator Armour, Gravis Armour, or Jump Packs take up two spaces within the Thunderhawk's transport bay. Characters wearing Gravis Armour *and* a Jump Pack take up three spaces. Characters wearing Centurion Armour or mounted upon Assault Bikes take up four spaces.

THUNDERHAWK GUNSHIP				
Spd	Man	Res	W	Size
110	6	19	50	Gtn
Keywords				
IMPERIUM, ADEPTUS ASTARTES, FLYER, TRANSPORT				
Crew Complement				
1 Pilot, 3 Crew, 30 Passengers				
Traits				
Flyer, Hover, Reliable, Sealed, Turbo Boost (20)				
Weapons			Wargear	
2 Lascannons			Awakened Machine	
Thunderhawk Heavy Cannon			Spirit	
4 Twin Heavy Bolters				
6 Cluster Bombs				

CHAPTER IV: EQUIPMENT

ADEPTUS ASTARTES VEHICLE WEAPONS

NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS
				SHT	MED	LNG					
Hammerstrike Missile Launcher	16	3	-3	18	36	54	2	Barrage, Blast (2), Mounted (Huge)	7	Rare	EXPLOSIVE, ADEPTUS ASTARTES
Icarus Stormcannon*	14	2	-1	24	48	72	3	Bane (Flyer), Mounted (Huge)	6	Rare	PROJECTILE, ADEPTUS ASTARTES
Melta Destroyer	16	3	-4	12	24	36	3	Melta, Mounted (Huge)	8	Very Rare	MELTA, ADEPTUS ASTARTES
Skyhammer Missile Launcher*	14	4	-1	30	60	90	3	Mounted (Huge)	7	Rare	EXPLOSIVE, ADEPTUS ASTARTES
Skyspear Missile Launcher*	18	6	-3	30	60	90	0	Bane (Flyer), Mounted (Huge)	9	Very Rare	EXPLOSIVE, ADEPTUS ASTARTES
Stormstrike Missile Launcher	16	3	-3	36	72	108	1	Blast (4), Inflict (Staggered), Mounted (Huge)	7	Rare	EXPLOSIVE, ADEPTUS ASTARTES
Thunderhawk Cluster Bombs*	13	6	-1	Bomb			-	Blast (6d6), Bomb, Inflict (Pinning), Mounted (Gtn)	6	Rare	EXPLOSIVE, ADEPTUS ASTARTES
Thunderhawk Heavy Cannon	16	5	-2	24	48	72	4	Barrage, Blast (6), Mounted (Gtn)	13	Unique	EXPLOSIVE, ADEPTUS ASTARTES
Thunderstrike Las-Talon	18	3	-3	18	36	54	2	Mounted (Huge), Rending (4)	12	Very Rare	LAS, ADEPTUS ASTARTES
Turbo-laser Destructor	16	6	-5	48	96	144	3	Mounted (Gtn)	13	Unique	LAS, ADEPTUS ASTARTES

HAMMERSTRIKE MISSILE LAUNCHER

Hammerstrike missile launchers are designed to saturate enemy light tanks and fortified positions with implosive super-krak missiles.

ICARUS STORMCANNON

The Icarus Stormcannon a Space Marine anti-aircraft weapon mounted on Stalker vehicles and Stormhawk interceptors. These triple-barrelled cannons can track and fire at fast-moving aerial targets and have a high rate of fire allowing them to launch hundreds of solid rounds into the sky.

SPECIAL: An Icarus Stormcannon doubles its Salvo rating against flying targets.

MELTA DESTROYER

These heavy-duty melta-weapons project a trio of intense thermal beams that melt through enemy tanks and fortifications.

SKYHAMMER MISSILE LAUNCHER

These advanced missile launchers, mounted on some Astartes aircraft, fire volleys of high-velocity missiles which are well-suited to striking down fast-moving enemy targets, such as other aircraft.

SPECIAL: A Skyhammer Missile Launcher adds +2 bonus dice on any attack made against a flying target.

SKYSPEAR MISSILE LAUNCHER

The Skyspear Missile Launcher is a type of surface-to-air Missile Launcher mounted on Space Marine Hunters. These launchers are able to fire a salvo of missiles, each of which is guided by the interred remains and repurposed neurology of a Chapter Serf.

SPECIAL: If a shot from this weapon misses its target, at the end of the target's next turn, make the attack's skill test again, adding +2 to the target's Defence.

CHAPTER IV: EQUIPMENT

STORMSTRIKE MISSILE LAUNCHER

Stormstrike Missiles are a type of missile used by the Adeptus Astartes. They detonate with a thunderous boom that leaves those caught in the blast reeling and disorientated. They are found mounted on a number of Astartes aircraft.

THUNDERHAWK CLUSTER BOMBS

These high-explosive bombs are carried by some Thunderhawks, allowing them to perform tactical bombing runs in support of ground operations.

THUNDERHAWK HEAVY CANNON

The Thunderhawk Cannon is a form of battle cannon mounted on a Thunderhawk Gunship. It's designed to provide devastating firepower while approaching a target, clearing a landing zone before deploying the troops aboard.

THUNDERSTRIKE LAS-TALON

A longer-ranged form of Las-talon—a rapid-firing lascannon variant—mounted on Primaris Storm Speeders.

TURBO-LASER DESTRUCTOR

A high-powered energy weapon normally mounted on small titans, super-heavy tanks, and heavy aircraft like the Thunderhawk gunship.

CHAPTER IV: EQUIPMENT

AERONAUTICA IMPERIALIS VEHICLES

AVENGER STRIKE FIGHTER

The Avenger Strike Fighter is a ground attack aircraft used by the Aeronautica Imperialis branch of the Imperial Navy.

The Avenger's 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 armoured targets due to the Avenger bolt cannon and twin Lascannons it carries.

Its main targets are armoured 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.

Value: 11 Rare

AVENGER STRIKE FIGHTER				
Spd	Man	Res	W	Size
90	6	14	24	Huge
Keywords				
IMPERIUM, AERONAUTICA IMPERIALIS, FLYER				
Crew Complement				
1 Pilot, 1 Crew				
Traits				
Flyer, Reliable, Sealed, Turbo Boost (18)				
Weapons			Wargear	
Avenger Bolt Cannon			Armoured Cockpit	
Heavy Stubber				
Twin Lascannon				

LIGHTNING AIR SUPERIORITY FIGHTER

The Lightning fighter craft is mainly used by the Imperial Navy for establishing air superiority due to its increased manoeuvrability over the Thunderbolt. It is often seen and heard plummeting from orbit or being scrambled from naval bases.

The main role of the aircraft is to engage enemy craft and establish air-superiority over a battlefield, with a secondary mission of providing air escort for Marauder Bombers. For this reason, they are often based on orbiting ships or forward air bases, where their rocket booster allows them to quickly take off and engage enemy air forces. Ground-based Lightnings can also benefit from hydraulic "fast-launch" ramps which, in combination with their rocket booster engine, provides better acceleration and faster take-off time than conventional VTOL craft. Standard practice has three to four Lightnings so poised in a constant state of readiness. Although not their primary function, Lightnings may also act as a ground attack aircraft, with free license to attack targets of opportunity, though the Lightning Strike variant is more commonly used for this.

Value: 10 Rare

The Lightning may replace its Lightning Autocannon with two additional Hellstrike Missiles. This variant is commonly known as the Lightning Strike Fighter.

LIGHTNING				
Spd	Man	Res	W	Size
90	7	14	24	Huge
Keywords				
IMPERIUM, AERONAUTICA IMPERIALIS, FLYER				
Crew Complement				
1 Pilot				
Traits				
Flyer, Reliable, Sealed, Turbo Boost (20)				
Weapons			Wargear	
Lightning Autocannon			Armoured Cockpit	
Twin Lascannon				
4 Hellstrike Missiles				

CHAPTER IV: EQUIPMENT

MARAUDER

The Marauder Bomber (or just Marauder) is the standard Imperial Navy heavy bomber and can be used both in space and within atmospheres. It is used for a number of different missions, but especially excels in the air interdiction role.

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.

Value: 10 Rare

The Marauder may replace its Heavy Bombs with Inferno Bombs.

MARAUDER BOMBER				
Spd	Man	Res	W	Size
90	5	17	40	Gtn
Keywords				
IMPERIUM, AERONAUTICA IMPERIALIS, FLYER				
Crew Complement				
1 Pilot, 5 Crew				
Traits				
Flyer, Reliable, Sealed, Turbo Boost (15)				
Weapons				
2 Twin Heavy Bolters			Armoured Cockpit	
Twin Lascannon				
2 Heavy Bombs				

MARAUDER DESTROYER

The Marauder Destroyer is a ground-attack variant of the Marauder Bomber. Sacrificing bomb payload in favour of direct firepower, the Marauder Destroyer is specialised for low level attacks.

The Marauder Destroyer is used primarily as a low level attack craft for close ground support missions. Indeed, the deafening roar of a low-flying Marauder Destroyer often has a positive impact on friendly ground troops' morale. However, it lacks the bomb payload for strategic bombing, and while adequate for interdiction missions there are generally too few Destroyers for it to be wasted in this role. Favourite targets of Destroyers include airbases, headquarters and supply depots. These heavily-defended targets, which might normally take an entire squadron of Marauders to carpet-bomb from high altitude, can be more easily destroyed with less risk of failure by a smaller number of Destroyers. Thus Marauder Destroyers are crewed only by hand-picked Imperial Navy pilots.

Value: 10 Rare

The Marauder Destroyer may be equipped with six Hellstrike Missiles.

MARAUDER BOMBER				
Spd	Man	Res	W	Size
90	5	17	40	Gtn
Keywords				
IMPERIUM, AERONAUTICA IMPERIALIS, FLYER				
Crew Complement				
1 Pilot, 5 Crew				
Traits				
Flyer, Reliable, Sealed, Turbo Boost (15)				
Weapons				
Marauder Autocannon Battery			Armoured Cockpit	
Twin Assault Cannon				
Twin Heavy Bolter				
1 Heavy Bomb				

CHAPTER IV: EQUIPMENT

THUNDERBOLT HEAVY FIGHTER

The Thunderbolt heavy fighter is the workhorse of the Aeronautica Imperialis. A rugged and reliable design, with good firepower and manoeuvrability, 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.

Value: 10 Uncommon

The Thunderbolt may be equipped with two Hellstrike Missiles.

THUNDERBOLT				
Spd	Man	Res	W	Size
90	6	16	26	Huge
Keywords				
IMPERIUM, AERONAUTICA IMPERIALIS, FLYER				
Crew Complement				
1 Pilot				
Traits				
Flyer, Reliable, Sealed, Turbo Boost (18)				
Weapons			Wargear	
Thunderbolt Autocannon Battery			Armoured Cockpit	
Twin Lascannon				

VENDETTA GUNSHIP

The Thunderbolt heavy fighter is the workhorse of the Aeronautica Imperialis. A rugged and reliable design, with good firepower and manoeuvrability, 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.

Value: 14 Very Rare

The Vendetta may replace two of its twin lascannons with four Hellstrike Missiles.

VENDETTA GUNSHIP				
Spd	Man	Res	W	Size
115	6	16	16	Gtn
Keywords				
IMPERIUM, AERONAUTICA IMPERIALIS, ASTRA MILITARUM, FLYER				
Crew Complement				
1 Pilot, 3 Crew, 12 Passengers				
Traits				
Flyer, Hover, Reliable, Sealed, Turbo Boost (8)				
Weapons			Wargear	
3 Twin Lascannon			Armoured Cockpit	
2 Heavy Bolters				

CHAPTER IV: EQUIPMENT
AERONAUTICA IMPERIALIS VEHICLE WEAPONS

AERONAUTICA IMPERIALIS VEHICLE RANGED WEAPONS												
NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS	
				SHT	MED	LNG						
Avenger Bolt Cannon	13	2	-1	18	36	54	10	Brutal, Mounted (Huge), Rapid Fire (4), Sustained	7	Rare	BOLT, AERONAUTICA IMPERIALIS	
Heavy Bomb	13	6	-1	Bomb			-	Blast (20), Bomb, Mounted (Gtn)	6	Uncommon	EXPLOSIVE, AERONAUTICA IMPERIALIS	
Inferno Bomb	10	6	-	Bomb			-	Blast (20), Bomb, Inflict (On Fire), Inflict (Fear), Mounted (Gtn)	7	Uncommon	FIRE, AERONAUTICA IMPERIALIS	
Lightning Autocannon	16	2	-1	36	72	108	3	Mounted (Huge)	6	Uncommon	PROJECTILE, AERONAUTICA IMPERIALIS	
Marauder Autocannon Battery	16	2	-1	24	48	72	12	Mounted (Gtn), Rapid Fire (6)	8	Rare	PROJECTILE, AERONAUTICA IMPERIALIS	
Thunderbolt Autocannon Battery	16	2	-1	24	48	72	8	Mounted (Huge), Rapid Fire (4)	7	Uncommon	PROJECTILE, AERONAUTICA IMPERIALIS	

AVENGER BOLT CANNON

The Avenger Bolt Cannon is one of the primary weapons of both the Avenger strike fighter and the Fire Raptor gunship. It is a rapid-firing, rotary bolt weapon that is particularly effective in providing anti-armour fire support for forces on the ground.

HEAVY BOMB

Large explosives used for breaking up enemy formations and destroying fortifications during Aeronautica Imperialis bombing runs.

INFERNO BOMB

Supplementing their explosive payload with promethium and phosphorine compounds, these weapons are designed to fill the target zone with burning fuel and smoke to flush out the enemy and drive them away.

LIGHTNING AUTOCANNON

A long-barrelled heavy autocannon mounted along the centreline of a standard Lightning fighter, a burst from this weapon is normally the first sign of a Lightning's approach.

MARAUDER AUTOCANNON BATTERY

A collection of six autocannons linked together to fire as one, able to deliver a punishing fusillade of fire that can tear through enemy formations and light armour alike.

THUNDERBOLT AUTOCANNON BATTERY

This battery of quad autocannons delivers the potent volleys of heavy shells that make the Thunderbolt such an effective interceptor and ground attack craft.

CHAPTER IV: EQUIPMENT

ASTRA MILITARUM VEHICLES

ROGAL DORN BATTLE TANK

The Rogal Dorn is an Astra Militarum heavy battle tank, named for the Primarch Rogal Dorn.

It is a behemoth of a vehicle, that is perfectly suited for smashing enemy positions and anchoring defensive lines. The Rogal Dorn's heavy armor also gives it durability worthy of the Primarch's name, while the Battle Tank's powerful engines ensure it doesn't fall behind squadrons of Leman Russ Battle Tanks. Its turret mounts either two full-size battle cannons, or an enormous oppressor cannon. The Rogal Dorn also mounts a deadly castigator gatling cannon or pulveriser cannon. The Battle Tank can be further augmented with a pair of heavy stubbers or meltaguns, while a pair of heavy bolter or multi-melta sponsons are mounted on its sides. There is also a pintle-mounted heavy stubber on its top.

ARMOURED TRACKS

A Rogal Dorn battle tank has heavily-armoured track guards.

The vehicle's Resilience is increased by +2 against any attack which rolls only 1ED. Further, it inflicts +2ED when ramming.

Value: 18 Rare

The Rogal Dorn's twin battle cannon can be replaced by an Oppressor Cannon and a co-axial Autocannon.

The Rogal Dorn's Castigator Gatling Cannon can be replaced with a Pulveriser Cannon.

The Rogal Dorn may be equipped with either a twin meltagun or twin heavy stubber.

The Rogal Dorn may be equipped with two heavy bolters or two multi-meltas.

ROGAL DORN BATTLE TANK				
Spd	Man	Res	W	Size
14	3	19	20	Gtn
Keywords				
IMPERIUM, ASTRA MILITARUM, TANK				
Crew Complement				
1 Pilot, 7 Crew				
Traits				
Reliable, Sealed				
Weapons			Wargear	
Castigator Gatling Cannon			Armoured Tracks	
Heavy Stubber			Smoke Launchers	
Twin Battle Cannon				

SALAMANDER COMMAND TANK

The Salamander Command Vehicle is an Imperial Guard vehicle based around the same chassis as the Salamander Scout Vehicle, the Chimera. It is equipped with better command and communication equipment and frequently used by armoured company HQ's and armoured reconnaissance squadrons.

The Salamander Command is issued to company command units as a combined transport, liaison and communications vehicle; while often used for armoured formations other types of fighting units such as light infantry also make use of these vehicles. An exception is heavy tank companies, which are normally commanded from one of the super-heavy vehicles, though they find use as support vehicles. While not meant to be a frontline fighting unit, the Salamander's useful qualities have found it performing other jobs besides command and control. Artillery units use these vehicles as mobile forward observation posts, while many Commissars have been known to requisition them as their own personal transport. In a pinch they can also be used as a general utility vehicle for towing supplies or weapons.

Value: 12 Rare

The Salamander Command Tank can be equipped with a hunter-killer missile, and either a heavy stubber or a storm bolter.

SALAMANDER COMMAND TANK				
Spd	Man	Res	W	Size
26	3	16	15	Huge
Keywords				
IMPERIUM, ASTRA MILITARUM, TANK				
Crew Complement				
1 Pilot, 3 Crew				
Traits				
Amphibious, Reliable, Open-Topped				
Weapons			Wargear	
Heavy Bolter			Auspex	
Heavy Flamer			Dozer Blade	
			Smoke Launchers	
			Vox-Caster	

CHAPTER IV: EQUIPMENT

SALAMANDER SCOUT TANK

The Salamander Scout Vehicle, also known as the Salamander Reconnaissance Tank, is a small reconnaissance vehicle used by the Imperial Guard and based on the Chimera chassis. It is designed primarily for reconnaissance duties and is lightly armed and armoured but very fast.

Salamanders usually work in pairs for mutual protection, taking turns as one vehicle moves forward under the cover of the other, since they are most likely to be ambushed or encounter a strong enemy position. For major offensives when there are insufficient numbers of Salamander Scouts it is common to mix them with Armoured Fist Squads temporarily detached from their parent platoon or company. While an offensive unit by nature, Salamander Scouts are also used for rear area policing and security duties, such as patrolling supply routes or guarding headquarters units, when operating on the defensive.

Value: 11 Uncommon

The Salamander Scout Tank can be equipped with a hunter-killer missile, and either a heavy stubber or a storm bolter.

SALAMANDER SCOUT TANK				
Spd	Man	Res	W	Size
26	3	16	15	Huge
Keywords				
IMPERIUM, ASTRA MILITARUM, TANK				
Crew Complement				
1 Pilot, 3 Crew				
Traits				
Amphibious, Reliable, Open-Topped, Turbo-Boost (3)				
Weapons				
Autocannon		Dozer Blade		
Heavy Bolter		Smoke Launchers		

ASTRA MILITARUM VEHICLE WEAPONS

ASTRA MILITARUM VEHICLE RANGED WEAPONS												
NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS	
				SHT	MED	LNG						
Castigator Gatling Cannon	11	3	-1	12	24	36	12	Mounted (Huge), Sustained, Rapid Fire (4)	7	Rare	PROJECTILE, ASTRA MILITARUM	
Oppressor Cannon*	20	4	-3	45	90	135	-	Blast (10), Mounted (Gtn),	12	Rare	EXPLOSIVE, ASTRA MILITARUM	
Pulveriser Cannon	16	3	-2	12	24	36	-	Blast (6), Mounted (Huge)	8	Rare	EXPLOSIVE, ASTRA MILITARUM	
Twin Battle Cannon	16	6	-3	36	72	108	-	Blast (10), Mounted (Gtn)	10	Rare	EXPLOSIVE, ASTRA MILITARUM	

CASTIGATOR GATLING CANNON

A hull-mounted, high-powered rotary cannon, normally mounted on the front of a Rogal Dorn battle tank, used to scythe through infantry who stray too near.

autocannon first. If the autocannon attack is successful, add 1 ED, +1ED for each Exalted Icon shifted, to the damage against a single target in the Oppressor Cannon's blast.

PULVERISER CANNON

A scaled-down form of the mighty Demolisher cannon, used to shatter fortifications and clear buildings in the path of the Rogal Dorn battle tank.

TWIN BATTLE CANNON

A twin-linked pair of standard battle cannons, able to deliver punishing volleys of fire. Such a weapon system is too large to mount on anything smaller than a heavy tank.

Co-Axial Autocannon: When making an attack with the Oppressor Cannon, make an attack with the co-axial

CHAPTER IV: EQUIPMENT

ADEPTUS ARBITES VEHICLES

A vehicle with the **ADEPTUS ARBITES** keyword is fitted with magnetic panels on the outer hull. Arrested subjects are restrained using magnacles, which can be affixed to any magnetic surface; this means that any Arbites vehicle can carry numerous arrested suspects simply by mag-locking them to the outer hull.

ADMONISHER

The Admonisher is a heavily armoured personnel carrier, used by the Adeptus Arbites and Imperial prison wardens. Admonishers are a variant of the Rhino, open-topped to allow the wardens it carries to maintain overwatch on the convicts they herd. A huge, V-shaped man catcher is mounted at the tank's front like the prow of a warship.

Value: 14 Rare

The Admonisher may additionally be equipped with a second Storm Bolter.

ADMONISHER				
Spd	Man	Res	W	Size
26	3	15	16	Huge
Keywords				
IMPERIUM, ADEPTUS ARBITES, TANK, TRANSPORT				
Crew Complement				
1 Pilot, 1 Crew, 14 Passengers				
Traits				
Reliable, Open Topped				
Weapons		Wargear		
Storm Bolter		Dozer Ram Smoke Launchers		

REPRESSOR

The Repressor is a vehicle in use by both the Adepta Sororitas and the Adeptus Arbites. Where the Adepta Sororitas employ it more for battlefield transport, the Adeptus Arbites make use of it for suppression and crowd control, and tend to arm the vehicle differently.

Value: 16 Rare

The Repressor has firing points along its left and right sides, allowing up to 3 passengers on each side to fire personal weapons that do not have the Heavy Trait.

REPRESSOR				
Spd	Man	Res	W	Size
26	3	16	16	Huge
Keywords				
IMPERIUM, ADEPTUS ARBITES, TANK, TRANSPORT				
Crew Complement				
1 Pilot, 1 Crew, 10 Passengers				
Traits				
Reliable, Sealed				
Weapons		Wargear		
Heavy Webber Storm Bolter		Dozer Ram Smoke Launchers		

ADEPTUS ARBITES RHINO

The venerable Rhino acts as the primary transport vehicle for the Adeptus Arbites when they range out from their Precinct-Fortresses against those who would break the Emperor's Law. Fast, robust, and dependable, they ensure that crime is always followed swiftly by punishment.

Value: 14 Rare

ADEPTUS ARBITES RHINO				
Spd	Man	Res	W	Size
26	3	15	16	Huge
Keywords				
IMPERIUM, ADEPTUS ARBITES, TANK, TRANSPORT				
Crew Complement				
1 Pilot, 1 Crew, 10 Passengers				
Traits				
Reliable, Sealed				
Weapons		Wargear		
Storm Bolter		Smoke Launchers		

CHAPTER IV: EQUIPMENT

AELDARI VEHICLES

HORNET

The Hornet is an Eldar single-seat attack craft used on reconnaissance missions and hit-and-run attacks. Operating ahead of the main Eldar host, Hornets typically help spearhead armoured assaults and operate alongside Eldar Jetbikes and Vypers.

The Hornet is a highly versatile attack craft, able to be fitted to engage any kind of foe. Its light Hornet Pulse Lasers can be replaced by any of the typical Asuryani heavy weapons: Shuriken Cannons, Starcannons, Aeldari Missile Launchers, Bright Lances, and Scatter Lasers.

Value: 13 Rare

HORNET				
Spd	Man	Res	W	Size
80	7	13	12	Large
Keywords				
AELDARI, ASURYANI, FLYER				
Crew Complement				
1 Pilot				
Traits				
Gyro-Stabilised, Hover, Sealed, Turbo-Boost (6)				
Weapons		Wargear		
2 Hornet Pulse Lasers		Holo-Field		

NIGHTWING INTERCEPTOR

The Nightwing is the primary fighter craft of the Eldar, combining a speed and manoeuvrability that no Imperial or any other aircraft can match, along with considerable firepower and sophisticated energy field protection. An exceptional fighter-interceptor, Nightwings are expected to go into combat outnumbered by the enemy and still establish air superiority, performing manoeuvres which would send lesser craft in an uncontrollable plummet and achieve speeds which would tear them apart.

Value: 15 Very Rare

VARIABLE-GEOMETRY WINGS: A Nightwing's wings can adjust position during flight, moving forwards for manoeuvrability, or moving backwards for raw speed. The pilot may switch the wings' position as a Simple action.

- **Wings Forward:** The Nightwing's Manoeuvrability is increased by +2.
- **Wings Back:** The Nightwing's Speed is increased to 130, and its Turbo-Boost trait is increased to (20).

NIGHTWING INTERCEPTOR				
Spd	Man	Res	W	Size
120	8	13	12	Huge
Keywords				
AELDARI, ASURYANI, FLYER				
Crew Complement				
1 Pilot				
Traits				
Flyer, Gyro-Stabilised, Hover, Sealed, Turbo-Boost (20)				
Weapons		Wargear		
2 Shuriken Cannons		Holo-Field		
2 Bright Lances				

CHAPTER IV: EQUIPMENT

PHOENIX BOMBER

The Phoenix is an Eldar ground attack fighter. While it shares many features in common with its smaller cousin, the Nightwing, the Phoenix sacrifices a measure of speed and manoeuvrability to carry a large weapons payload for ground attack missions. The two craft work in tandem, Nightwings clearing the skies of enemy aircraft and escorting Phoenixes as they rain destruction upon ground forces. However, despite its loss in performance the Phoenix is still an outstanding aircraft, capable of tangling with most Imperial fighter aircraft and still coming out on top. It is common throughout all Craftworlds and Corsair warbands, and while orbital-capable the Phoenix is more commonly deployed through larger Wraithgates.

Value: 16 Very Rare

A Phoenix may replace its Phoenix Pulse Laser with 2 Bright Lances or 2 Starcannons. It may replace its Phoenix Missile Array with a Nightfire Missile Array

AELDARI VEHICLE WEAPONS

AELDARI VEHICLE RANGED WEAPONS												
NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS	
				SHT	MED	LNG						
Hornet Pulse Laser	15	2	-2	18	36	54	2	Mounted (Large), Rapid Fire (1)	7	Rare	LAS, AELDARI, ASURYANI	
Phoenix Pulse Laser	18	3	-3	24	48	72	3	Mounted (Huge), Rapid Fire (2)	9	Very Rare	LAS, AELDARI, ASURYANI	
Phoenix Missile Array	13	6	-3	24	48	72	6	Barrage, Blast (6), Mounted (Huge)	10	Very Rare	EXPLOSIVE, AELDARI	
Nightfire Missile Array	10	4	-1	24	48	72	6	Barrage, Blast (10), Inflict (<i>Pinned</i>), Mounted (Huge)	10	Very Rare	EXPLOSIVE, AELDARI	

PHOENIX BOMBER				
Spd	Man	Res	W	Size
120	8	14	14	Huge
Keywords				
AELDARI, ASURYANI, FLYER				
Crew Complement				
1 Pilot, 1 Crew				
Traits				
Flyer, Gyro-Stabilised, Hover, Sealed, Turbo-Boost (20)				
Weapons				Wargear
2 Shuriken Cannons				Holo-Field
Phoenix Pulse Laser				
Phoenix Missile Array				

CHAPTER IV: EQUIPMENT

AELDARI VEHICLE UPGRADES

CRYSTAL TARGETING MATRIX

A complex array of psychoreactive crystals and wraithbone rune-forms that allow a gunner to focus their aim upon the enemy more effectively, taking shots which might be considered impossible.

Effect: Asuryani Crew aboard the vehicle may add half of their Psychic Mastery rating as bonus to ranged attacks made with the vehicle's weapons, or 1 if they lack Psychic Mastery. This expands upon the *Wraithbone* rule on p. 30 of *Church of Steel*.

Value: 7 (Very Rare)

Keywords: AELDARI, ASURYANI, FLYER

PSYCHO-SONIC SCREAMERS

The vehicle is fitted with resonating vanes which generate a haunting wail as air passes over them during the vehicle's flight. This sound is processed by psycho-sonic amplifiers similar to those found in Howling Banshees' masks, creating a psychic scream that breaks the will of enemies nearby.

Effect: Once per scene, the Pilot of a Hover vehicle may activate this upgrade as a Combat Action. When they do so, all enemies within 8m of the vehicle as it moves during the turn must pass a DN 5 Terror test.

Value: 9 (Very Rare)

Keywords: AELDARI, ASURYANI, FLYER

SPECTRAL SHIELD

The Eldar understand laser technology better than most, and that includes defeating it. The hull of the vehicle exudes a glittering, refractive mist which disrupts the coherence of las-bolts.

Effect: This vehicle counts the AP value of any LAS weapon which attacks it as 0.

Value: 7 (Very Rare)

Keywords: AELDARI, ASURYANI

STAR ENGINES

Star Engines are an Eldar vehicle upgrade and are simply a few backup and extra engines used on grav-vehicles to provide extra thrust when necessary. They allow them to move great distances at high speeds although this does limit any passengers to staying on-board the vehicle as they would be killed if they tried to disembark at such high speeds.

Effect: A Hover vehicle fitted with Vectored Engines may increase the rating of the Turbo-Boost trait by +2. However, if it uses its Star Engines, it cannot make attacks during that turn.

Value: 6 (Rare)

Keywords: AELDARI, ASURYANI, FLYER

TALONS

Some Aeldari vehicles can find themselves exposed to enemy close assault, particularly Falcons and Wave Serpents which need to close on the enemy to deliver their passengers. Talons are the countermeasure to this: a series of pods which unleash vicious hails of crystalline needles at those who stray nearby.

Effect: Whenever an enemy Charges the vehicle, the Pilot may use their Reflexive Action to fire the Talons at the attacker. This requires a Ballistic Skill test against the charging foe, and a hit inflicts 10 +4ED damage with an AP of -1 and the Spread quality. The Talons attack is resolved before the enemy melee attack.

Walkers may be fitted with this upgrade, but the rarity increases to Very Rare.

Value: 6 (Rare)

Keywords: AELDARI, ASURYANI

VECTORED ENGINES

The Vectored Engine is an Eldar designed device that allows their grav-vehicles to make sharp turns and corners, manoeuvrability which other races can only dream about. This also makes it easy to steer around dangerous obstacles.

Effect: A Hover vehicle fitted with Vectored Engines gains the All-Terrain trait.

Value: 6 (Rare)

Keywords: AELDARI, ASURYANI, FLYER

CHAPTER IV: EQUIPMENT

CHAOS VEHICLES

HELL BLADE

Hell Blades are aircraft designed to fill the role of interceptors, employed by Chaos forces, including Chaos Space Marines and the more numerous Chaos militias such as the Blood Pact.

They are used as fast and agile interceptors, engaging enemy aircraft while the larger Hell Talon fighter-bomber devastates ground targets. In this role they are armed with two twin-linked autocannons. The Hell Blade has a sleek, slim and deadly form, and is thought to be a product of a forge world in the Eye of Terror. Hell Blades are sometimes daemonicly possessed; in other cases, they are piloted by a servitor hard-wired into the cockpit.

Value: 11 Rare

The Hellblade may replace its Twin Havoc Autocannon with a Twin Lascannon.

HELL BLADE				
Spd	Man	Res	W	Size
120	7	13	16	Huge
Keywords				
CHAOS, HERETIC ASTARTES, HERETIC, FLYER				
Crew Complement				
1 Pilot				
Traits				
Flyer, Reliable, Sealed, Turbo Boost (20)				
Weapons			Wargear	
Twin Havoc Autocannon			Armoured Cockpit	
			Baleful Aberration	

HELL TALON

Hell Talons are fighter-bombers, and are the main aircraft employed by Chaos forces, including Chaos Space Marines and the more numerous Chaos militias.

Used in both aerial and space battles, the Hell Talon has a sleek form resembling an elongated double-axe head. Vectored engines allow for superior manoeuvrability. Superior in combat to almost any Imperial airship of any class. Its armament consists of twin-linked lascannons, either an autocannon or Havoc Launchers, and incendiary bombs.

A Hell Talon is sometimes daemonicly possessed; in other cases, they are piloted by a servitor hard-wired into the cockpit. Besides the pilot, the Hell Talon has two other servitor crew.

The Hell Talon, as well similar aircraft are presumed to be the products of a corrupted forge world Xana II existing within the Eye of Terror. In combat the Hell Talon swoops low, strafing targets with lascannons and autocannons, and engulfing enemies in the superheated fires of incendiary bombs.

Value: 10 Rare

The Hell Talon may replace its Havoc Autocannon with a Havoc Launcher.

HELL TALON				
Spd	Man	Res	W	Size
120	7	15	20	Huge
Keywords				
CHAOS, HERETIC ASTARTES, HERETIC, FLYER				
Crew Complement				
1 Pilot, 2 Crew				
Traits				
Flyer, Reliable, Sealed, Turbo Boost (20)				
Weapons			Wargear	
Havoc Autocannon			Armoured Cockpit	
Twin Lascannon			Baleful Aberration	
2 Infernal Bombs			Gunnery Servitor	

BALEFUL ABERRATION

The vehicle was constructed in the distorted reality of the Eye of Terror and sometimes defies physics.

Attacks against this vehicle count their AP as two worse than normal (i.e., AP -3 becomes AP -1), to a minimum of AP -.

CHAOS VEHICLE WEAPONS

CHAOS VEHICLE RANGED WEAPONS											
NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS
				SHT	MED	LNG					
Infernal Bombs	10	4	-1	Bomb	-			Agonising, Blast (10), Bomb, Inflict (On Fire)	8	Rare	FIRE, CHAOS

CHAPTER IV: EQUIPMENT

DRUKHARI VEHICLES

RAZORWING JETFIGHTER

Even the most conceited Archon knows that the armoured vehicles of lesser races, though crude and unsubtle, are still potentially dangerous. A realspace raid that is intercepted by well-directed artillery fire can often find itself repelled with disastrous losses. To ensure their foes cannot call upon such support, the Drukhari employ Razorwing Jetfighters to sow destruction and panic in the midst of the foe. No prey is fast enough to outpace these aggressive and consummately skilled fighter craft, for each of their pilots was once a member of the Reaver elite, to whom fighting and speed are synonymous and instinctive.

A Razorwing may exchange its Dark Lances with Disintegrator Cannons. It may exchange its Splinter Rifles with a single Splinter Cannon. It may exchange any of its Monoscythe missiles with Necrotoxin Missiles or Shatterfield Missiles.

Value: 14 Rare

RAZORWING JETFIGHTER				
Spd	Man	Res	W	Size
120	8	13	12	Huge
Keywords				
AELDARI, DRUKHARI, FLYER				
Crew Complement				
1 Pilot				
Traits				
Flyer, Gyro-Stabilised, Hover, Sealed, Turbo-Boost (20)				
Weapons		Wargear		
2 Splinter Rifles		Night Shield		
2 Dark Lances				
4 Monoscythe Missiles				

VOIDRAVEN BOMBER

Though considered by the Dark Eldar to be the ultimate in heavy weapon deployment, the Voidraven Bomber is an extremely agile aircraft capable of outmanoeuvring Imperial aircraft with ease. In addition, Voidravens are equipped with sonic dampening systems, making them virtually silent to unsuspecting victims below. Equipped with Void Lances or Dark Scythes and missiles, the Voidraven is well suited for ground attack missions. However, this is not its most feared weapon. Each Voidraven carries a single Void Mine which introduces darklight into real space in a catastrophic implosion that leaves nothing but an enormous hemispherical crater in its wake. It is for this reason that Voidravens are one of the most feared weapons deployed by the Dark Eldar.

A Voidraven may replace its Void Lances with Dark Scythes. It may be equipped with up to 4 Missiles of any of the following types: Monoscythe, Necrotoxin, Shatterfield, Implosion.

Value: 15 Rare

VOIDRAVEN BOMBER				
Spd	Man	Res	W	Size
120	8	14	14	Huge
Keywords				
AELDARI, ASURYANI, FLYER				
Crew Complement				
1 Pilot, 1 Crew				
Traits				
Flyer, Gyro-Stabilised, Hover, Sealed, Turbo-Boost (20)				
Weapons		Wargear		
2 Void Lances		Night Shield		
Void Mine				

CHAPTER IV: EQUIPMENT

DRUKHARI VEHICLE WEAPONS

DRUKHARI VEHICLE RANGED WEAPONS												
NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	VALUE	RARITY	KEYWORDS	
				SHT	MED	LNG						
Dark Scythe	16	2	-4	12	24	36	3	Brutal, Mounted (Huge)	8	Very Rare	DARKLIGHT, DRUKHARI	
Implosion Missile	13	6	-3	24	48	72	-	Blast (4), Brutal, Mortal (d3), Mounted (Huge)	7	Rare	EXOTIC, DRUKHARI	
Monoscythe Missile*	13	5	-	24	48	72	-	Blast (10), Mounted (Huge)	7	Rare	EXOTIC, DRUKHARI	
Necrotoxin Missile	5	8	-	24	48	72	-	Blast (12), Fleshbane, Inflict (Pinning), Mounted (Huge)	7	Rare	EXOTIC, DRUKHARI	
Shatterfield Missile	15	6	-2	24	48	72	-	Blast (6), Inflict (Staggered), Mounted (Huge), Tearing	7	Rare	EXOTIC, DRUKHARI	
Void Lance	18	5	-4	18	36	54	1	Brutal, Lance, Mounted (Huge)	8	Very Rare	DARKLIGHT, DRUKHARI	
Void Mine	18	6	-4	Bomb			-	Blast (10), Brutal, Bomb, Lance, Mounted (Huge)	9	Unique	DARKLIGHT, DRUKHARI	

DARK SCYTHE

A version of the common Dark Lance designed to unleash rapid fusillades of darklight, tearing through heavy infantry and light vehicles with contemptuous ease.

IMPLOSION MISSILE

These heavy and menacing-looking device emit a field of molecular dissonance that causes those caught in their path to implode, instantly collapsing in upon themselves and leaving nothing more than a scorched silhouette to mark their passage.

SPECIAL: Vehicles are unaffected by Implosion Missiles.

MONOSCYTHE MISSILE

These weapons have a grim reputation, loosed with cruel precision into the midst of the enemy. The secret to their reputation is that, when detonated, the force of their blast is constrained along a single plane, creating a scything blade of force at a set height, decapitating foes, or shearing them in half depending on the whims of the pilot.

SPECIAL: Even though they are blast weapons, an attacker may make called shots with a Monoscythe missile, adding +1 ED for each +1 the firer adds to the DN, to a maximum of +3ED for +3 DN.

NECROTOXIN MISSILE

At the heart of a necrotoxin missile is a reservoir of virulent neuropoisons. When the missile detonates, it splinters into dagger-like shards of shrapnel, each coated in the deadly payload.

SHATTERFIELD MISSILE

A Shatterfield missile houses twin warheads which operate in sequence. The first warhead rapidly draws the warmth and heat from the vicinity, freezing those nearby into brittle statues. A moment later, the second warhead unleashes a blast of percussive force that shatters the frozen victims to pieces.

VOID LANCE

Resembling a larger, more potent Dark Lance, the Void Lance fires pulses of highly-destructive energy harvested from shattered spars of the Webway.

VOID MINE

A void mine's payload is a mote of pure darklight, the blast contained by a potent, short-lived force field. Such a quantity of darklight could cause vast devastation, even to the craft which deployed it, but for the sphere of force that contains this destructive substance.

CHAPTER IV: EQUIPMENT

LEAGUES OF VOTANN VEHICLES

A vehicle with the **LEAGUES OF VOTANN** keyword is protected even from the cold nothingness of the void. **LEAGUES OF VOTANN** vehicles reduce the AP of incoming attacks by one step (i.e., from AP -1 to 0, or from AP -3 to -2).

HEKATON LAND FORTRESS

Hekaton Land Fortresses are the main battle tanks of the Leagues of Votann and also serve as transports for its forces, capable of holding 12 warriors. It symbolizes the maximalist design of the Votann, who are some of the greatest engineers in the galaxy.

While ferrying troops across the battlefield is an important duty in its own right, the Hekaton is also a battle tank in its own right.

Value: 20 Very Rare

The Hekaton may replace two or four of its Bolt Cannons with Ion Beamers.

The Hekaton may replace its Cyclic Ion Cannon with an SP Heavy Conversion Beamer or an Heavy Magna-Rail Cannon.

It may replace its Pan-Spectral Scanner with an Ancestor's Vengeance warhead, a Kin's Wrath warhead, or a Mountain Breaker warhead.

HEKATON LAND FORTRESS				
Spd	Man	Res	W	Size
26	3	19	25	Gtn
Keywords				
LEAGUES OF VOTANN, TANK, TRANSPORT				
Crew Complement				
1 Pilot, 1 Crew, 12 Passengers				
Traits				
All-Terrain, Gyro-Stabilised, Reliable, Sealed				
Weapons			Wargear	
Cyclic Ion Cannon			Pan-Spectral Scanner	
MATR Autocannon				
4 Bolt Cannons				

MAGNA-COIL BIKE

The Magna-Coil Bike is a type of Grav-Vehicle used by the Leagues of Votann. The favoured ride of Hernkyn Pioneers, the bike is fast, manoeuvrable, and capable of navigating the most difficult terrain or bodies of water.

Value: 10 Uncommon

Some Magna-coil Bikes have a mount for a gunner. This adds +2 to the bike's Wounds and increases the Value by +2. The Gunner's seat is fitted with either a HYLas Rotary Cannon or an Ion Beamer.

A normal Magna-coil Bike may be fitted with a Rollbar Searchlight, a Multi-Wave Comms Array, or a Pan-Spectral Scanner.

SAGITTAUR ATV

Sagittaur ATVs are redoubtable rapid-response vehicles of the Leagues of Votann, that are designed for surveying inhospitable alien terrain and can carry a full squad of infantry.

Value: 12 Rare

Any Sagittaur may replace its HYLas Beam Cannon with a MATR Autocannon, or an L7 Missile Launcher and Sagittaur Missile Launcher.

MAGNA-COIL BIKE				
Spd	Man	Res	W	Size
50	6	10	10	Large
Keywords				
LEAGUES OF VOTANN, HERNKYN, RAIDER				
Crew Complement				
1 Pilot				
Traits				
Bike, Gyro-Stabilised, Hover, Open Topped, Turbo Boost (4)				
Weapons			Wargear	
Magna-coil Autocannon			-	

SAGITTAUR ATV				
Spd	Man	Res	W	Size
40	4	13	14	Huge
Keywords				
LEAGUES OF VOTANN, RAIDER, TRANSPORT				
Crew Complement				
1 Pilot, 1 Crew, 5 Passengers				
Traits				
All-Terrain, Reliable, Sealed				
Weapons			Wargear	
HYLas Beam Cannon			-	
Twin Bolt Cannon				

CHAPTER IV: EQUIPMENT

LEAGUES OF VOTANN VEHICLE WEAPONS

NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	KEYWORDS
				SHT	MED	LNG			
Ancestor's Vengeance Warhead	13	4	-2	18	36	54	-	Arc (4), Blast (6), Indirect, Mounted (Gtn)	EXPLOSIVE, LEAGUES OF VOTANN
Cyclic Ion Cannon	16	2	-2	12	24	36	4	Barrage, Blast (4), Mounted (Gtn)	ION, LEAGUES OF VOTANN
Heavy Magna-rail Cannon	28	6	-4	18	36	54	1	Mortal (d3), Mounted (Gtn)	MAGNA-RAIL, LEAGUES OF VOTANN
Kin's Wrath Warhead	13	4	-2	18	36	54	-	Blast (12), Indirect, Mounted (Gtn)	EXPLOSIVE, LEAGUES OF VOTANN
Mountain Breaker Warhead	20	6	-3	18	36	54	-	Blast (2), Indirect, Mounted (Gtn)	EXPLOSIVE, LEAGUES OF VOTANN
SP Heavy Conversion Beamer*	16	4	-3	15	30	45	2	Beam, HunTR, Mounted (Gtn)	CONVERSION, LEAGUES OF VOTANN

ANCESTOR'S VENGEANCE WARHEAD

These powerful missiles have an immense electromagnetic burst upon detonation, making them highly effective against enemy vehicles.

CYCLIC ION CANNON

These rapid-firing ion weapons can only be mounted on heavy vehicles. They project high-energy volleys that devastate enemy formations.

HEAVY MAGNA-RAIL CANNON

This heavy magna-rail weapon is capable of piercing even the heaviest of vehicle armour and are absurdly devastating to enemy troops.

KIN'S WRATH WARHEAD

These high-explosive warheads are used to devastate enemy infantry.

MOUNTAIN BREAKER WARHEAD

These powerful warheads are extremely focussed and designed to pierce enemy armoured vehicles and bunkers.

SP HEAVY CONVERSION BEAMER

Heavy Conversion Beamers are powerful, complex, and esoteric weapons which turn the matter of a target against itself.

Special: This weapon increases its damage by +2 ED at Medium range, and by +4 ED at Long range.

CHAPTER IV: EQUIPMENT

T'AU EMPIRE VEHICLES

VEHICLE AI

All **T'AU EMPIRE** vehicles are equipped with an artificial intelligence to assist the pilot. This drone intellect is a character in a **CREW** position, with the following Skill Ratings: Default 3, Awareness 4 (Passive 2), Ballistic Skill 4, Pilot 4.

TY-7 DEVILFISH

A TY7 Devilfish armoured troop carrier is the primary anti-gravitic skimmer transport utilised by T'au ground forces and can carry twelve Fire Warriors or Pathfinders into combat in relative safety, and then provide mobile fire support once they disembark.

A resilient and versatile transport, it is the TY7 Devilfish that allows Fire Caste ground forces to successfully execute many of their strategies, whether by rapidly relocating Fire Warriors to new coordinates as part of grand strategic manoeuvres, or punching through enemy lines, guns blazing, to extract Pathfinder teams before they can be overwhelmed. These ubiquitous transports are exceptionally popular with the Fire Caste, and their courageous pilots are offered great respect.

Value: 14 Uncommon

TY-7 DEVILFISH				
Spd	Man	Res	W	Size
40	5	16	17	Huge
Keywords				
T'AU EMPIRE, FIRE CASTE, TRANSPORT				
Crew Complement				
1 Pilot, 12 Passengers				
Traits				
Gyro-Stabilised, Hover, Sealed				
Weapons		Wargear		
Accelerator Burst Cannon		Drone Dock Sensor Suite		

A Devilfish may replace its Drone Dock for two Smart Missile Systems.

A Devilfish may be equipped with up to two Seeker Missile

TX-4 PIRANHA

A TX4 Piranha is a type of lightly armoured combat scout skimmer used by the T'au Fire Caste - a mobile weapons platform that is capable of great speed and manoeuvrability. Using its jet-thrusters and anti-gravitic engine, a Piranha is a fast-moving craft that is extremely hard for a foe to hit, its twin crew well able to hug the terrain and make the best use of any cover. Furthermore, a Piranha's weaponry allows it to punch well above its own weight, either using its Burst Cannon to slaughter enemy infantry, or using a Fusion Blaster to blow apart battle tanks many times its own size. Along with a nose-mounted main armament, a Piranha carries two Gun Drones -- either retained on the vehicle to add firepower or detached into AI (Artificial Intelligence) mode to perform some other mission. When operating as lone hunters, Piranhas are dangerous enough, but it is when they are fielded in teams that they become truly lethal.

Value: 12 Uncommon

TX-4 PIRANHA				
Spd	Man	Res	W	Size
60	6	14	16	Large
Keywords				
T'AU EMPIRE, FIRE CASTE, RAIDER				
Crew Complement				
1 Pilot, 1 Crew				
Traits				
Gyro-Stabilised, Hover, Open Topped, Turbo-Boost (4)				
Weapons		Wargear		
Piranha Burst Cannon		Drone Dock		

A Piranha may replace its Piranha Burst Cannon with a Piranha Fusion Blaster

A Piranha may be equipped with up to two Seeker Missiles.

CHAPTER IV: EQUIPMENT

TX-7 HAMMERHEAD GUNSHIP

The TX7 Hammerhead gunship is the anti-gravitic main battle tank of the T'au Empire. First encountered by the Imperium of Man during the Damocles Gulf Crusade, it has since been deployed in almost all campaigns against the enemies of the T'au. Like a hungry predator on the prowl, the Hammerhead gunship is a menacing sight. It skims over a planet's surface with its massive turret-mounted main gun swivelling back and forth to track potential targets.

The Hammerhead gunship is the main battle tank of the T'au, and all enemies who have encountered it quickly grow to respect, if not outright fear, the might of its main armament -- the dreaded Railgun. Hammerheads combine the twin principles of manoeuvrability and overwhelming firepower so valued by the T'au, and squadrons of Hammerheads accompany most Hunter Cadres in the field; tasked with the swift elimination of enemy tanks, armoured walkers, and hulking monsters that might otherwise threaten a T'au advance.

Value: 18 Very Rare

TX-7 HAMMERHEAD				
Spd	Man	Res	W	Size
40	5	16	19	Huge
Keywords				
T'AU EMPIRE, FIRE CASTE, TANK				
Crew Complement				
1 Pilot, 2 Crew				
Traits				
Gyro-Stabilised, Hover, Sealed				
Weapons		Wargear		
Railgun		Drone Dock		

A Hammerhead may replace its Railgun with an Ion Cannon

A Hammerhead may replace its Drone Dock for two Smart Missile Systems or two Accelerator Burst Cannons.

A Hammerhead may be equipped with up to two Seeker Missiles.

TX-78 SKYRAY GUNSHIP

The TX78 Sky Ray Missile Defence Gunship is a specialised variant of the more common T'au Hammerhead gunship and replaces its turret gun with an array of deadly Seeker Missiles; shifting its role to a dedicated missile platform that is used by the T'au Fire Caste to provide point attack fire support for Fire Warrior Teams, who lack their own heavy weaponry.

When guided by the Marker Lights of T'au Pathfinder teams, the TX78 Sky Ray makes an exceptional perimeter and air defence missile system. The Sky Ray is often regarded as the T'au equivalent of an artillery platform, as they lack standard mobile heavy artillery platforms like the Basilisk vehicles that the Imperium utilises. Originally designed to neutralise enemy aircraft, the Sky Ray has also proven its value in a combined arms approach; fulfilling a supporting role where its ballistic arsenal can be called in by any T'au with a Marker Light to carry out a remote strike on a sufficiently valuable target. Alternatively, a Sky Ray can use its own Networked Marker Lights to direct its weaponry, most commonly when it meets an unexpected enemy breakthrough with a sudden volley of high explosive warheads.

Value: 17 Very Rare

TX-78 SKYRAY				
Spd	Man	Res	W	Size
40	5	16	19	Huge
Keywords				
T'AU EMPIRE, FIRE CASTE, TANK				
Crew Complement				
1 Pilot, 2 Crew				
Traits				
Gyro-Stabilised, Hover, Sealed				
Weapons		Wargear		
2 Markerlights		Drone Dock		
Seeker Missile Rack		Velocity Tracker		

A Skyray may replace its Drone Dock for two Smart Missile Systems or two Accelerator Burst Cannons.

CHAPTER IV: EQUIPMENT

AX-3 RAZORSHARK STRIKE FIGHTER

An AX3 Razorshark Strike Fighter is a Tau aircraft designed to fulfil both the roles of ground attack craft and air-superiority fighter. To the Fire Warriors forming the front ranks of a Fire Caste firing line, there are few sights more gratifying than seeing a Razorshark Strike Fighter swoop out of the cloud cover and streak over enemy formations.

Built along a design pattern modified from the Sun Shark bomber, the Razorshark forgoes the wing-mounted Interceptor Drones in favour of additional manoeuvring thrusters, and it trades the Pulse Bomb Generator for a fearsome Quad Ion Turret. A formidable weapon, the Quad Ion Turret is ideal for turning light vehicles into twisted wrecks.

Value: 18 Very Rare

AX-3 RAZORSHARK				
Spd	Man	Res	W	Size
100	6	15	16	Gtn
Keywords				
T'AU EMPIRE, AIR CASTE, FLYER				
Crew Complement				
1 Pilot				
Traits				
Flyer, Gyro-Stabilised, Sealed, Turbo-Boost (15)				
Weapons			Wargear	
Accelerator Burst Cannon				
Quad Ion Turret				
2 Seeker Missiles				

A Razorshark may replace its Accelerator Burst Cannon with a Missile Pod

AX-39 SUN SHARK BOMBER

A Sun Shark bomber is a T'au aircraft designed to provide atmospheric air support to ground-based Fire Caste forces. Each Sun Shark incorporates a Pulse Bomb Generator that takes up much of its dorsal fuselage. This advanced microfactory generates, and holds stable, a shimmering orb of lethal energy.

At the press of a button, this plasma bomb can be fired at the ground to detonate amidst the foe with enormous force, leaving little but drifting ash and a glowing crater to show where the enemy once stood. Exceptionally efficient, each Pulse Bomb Generator can continue to manufacture fresh ordnance for its craft almost indefinitely without the need for rearming.

Value: 20 Very Rare

AX-39 SUN SHARK				
Spd	Man	Res	W	Size
100	6	15	16	Gtn
Keywords				
T'AU EMPIRE, AIR CASTE, FLYER				
Crew Complement				
1 Pilot				
Traits				
Flyer, Gyro-Stabilised, Sealed, Turbo-Boost (15)				
Weapons			Wargear	
Markerlight			Drone Dock	
Missile Pod			Pulse Bomb	
2 Seeker Missiles			Generator	

A Razorshark may replace its Missile Pod with a Twin Missile Pod

CHAPTER IV: EQUIPMENT

AX-5-2 BARRACUDA SUPERIORITY FIGHTER

The Barracuda air superiority fighter is the most common atmospheric combat aircraft used by the T'au Air Caste.

Faster than the Imperial Navy's Marauder bomber but lacking the high maximum speed of the Thunderbolt or Lightning fighter, it makes up for this lack with its sophisticated electronic systems and the natural talents of its T'au Air Caste pilots.

In a dogfight, the Thunderbolt and the Barracuda are very closely matched, with the Thunderbolt having the edge in speed, and the Barracuda having the greater manoeuvrability.

Value: 16 Rare

AX-5-2 BARRACUDA				
Spd	Man	Res	W	Size
115	7	15	16	Gtn
Keywords				
T'AU EMPIRE, AIR CASTE, FLYER				
Crew Complement				
1 Pilot				
Traits				
Flyer, Gyro-Stabilised, Sealed, Turbo-Boost (15)				
Weapons			Wargear	
2 Long-Barrelled Burst Cannons			Dispersion Field	
Swiftstrike Burst Cannon				
2 Missile Pods				

A Barracuda may replace its Long-Barrelled Burst Cannons with Cyclic Ion Blasters.

A Barracuda may replace its Swiftstrike Burst Cannon with an Ion Cannon or Swiftstrike Railgun.

A Barracuda may carry up to 4 Seeker missiles.

T'AU EMPIRE VEHICLE WEAPONS

T'AU RANGED WEAPONS									
NAME	DAMAGE	ED	AP	RANGE			SALVO	TRAITS	KEYWORDS
				SHT	MED	LNG			
Accelerator Burst Cannon	13	2	-1	9	18	27	8	Assault, Rapid Fire (4), Mounted (Large)	PULSE, T'AU EMPIRE
Heavy Burst Cannon	13	2	-2	18	36	54	12	Rapid Fire (6), Mounted (Gargantuan)	PULSE, T'AU EMPIRE
Ion Cannon	15	2	-2	30	60	90	4	Barrage, Blast (6), Mounted (Gargantuan)	ION, T'AU EMPIRE
Long-Barrelled Burst Cannon	12	1	-	18	36	54	4	Rapid Fire (2), Mounted (Large)	PULSE, T'AU EMPIRE
Piranha Burst Cannon	13	1	-	9	18	27	6	Rapid Fire (3), Mounted (Large)	PULSE, T'AU EMPIRE
Piranha Fusion Blaster	16	3	-4	9	18	27	1	Assault, Melta, Mounted (Large)	FUSION, T'AU EMPIRE
Quad Ion Turret	15	1	-2	15	30	45	8	Mounted (Gargantuan), Supercharge	ION, T'AU EMPIRE
Railgun	28	6	-6	36	72	108	0	Mounted (Gargantuan), Mortal (3)	PROJECTILE, T'AU EMPIRE
Seeker Missile	18	4	-3	36	72	108	-	Guided, Indirect, Mounted (Large)	EXPLOSIVE, T'AU EMPIRE
Seeker Missile Rack	18	4	-3	36	72	108	3	Guided, Indirect, Mounted (Huge)	EXPLOSIVE, T'AU EMPIRE
Swiftstrike Burst Cannon	13	1	-1	18	36	54	12	Rapid Fire (6), Mounted (Huge)	PULSE, T'AU EMPIRE
Swiftstrike Railgun	20	5	-4	24	48	72	2	Mortal (1), Mounted (Huge)	PROJECTILE, T'AU EMPIRE

CHAPTER IV: EQUIPMENT

T'AU EMPIRE VEHICLE EQUIPMENT

DISPERSION FIELD

The vehicle is fitted with a system of projectors that cast holographic and electromagnetic decoys over an area around the vehicle, interfering with enemy attacks.

EFFECT: The vehicle adds +2 to its Defence.

Value: 6 Rare

Keywords: T'AU EMPIRE, FLYER

DRONE DOCK

The vehicle has spaces to allow up to two **DRONE** threats to mount themselves on the vehicle. For **FIRE CASTE** vehicles, these may only be MV-1 Tactical Drones. For **AIR CASTE** vehicles, these are Interceptor Drones. These drones are mounted in the drone dock by default.

The Drones are considered to be passengers, and they can take their own actions and be targeted as if the vehicle was Open-Topped. They increase their skill ratings by the game's Tier and ignore the **Threat Identification Protocol** rule while docked. If the vehicle is destroyed, all docked drones are destroyed too.

Value: 5 Uncommon

Keywords: T'AU EMPIRE, DRONE

PULSE BOMB GENERATOR

A Pulse Bomb Generator is a form of T'au Pulse Weapon that utilises pulsed induction fields to generate lethal bombs of plasma and drop them over enemy targets. A Pulse Bomb Generator is a primary weapon system for a Sun Shark bomber and is mounted underneath the aircraft's rear hull.

EFFECT: After completing its Movement, as a Combat Action, a flying vehicle equipped with a Pulse Bomb Generator may drop a single bomb at any point beneath the vehicle's flight path. This inflicts 12 +4ED damage with AP -1 and affects a Blast (12).

Value: 7 (Very Rare)

Keywords: T'AU EMPIRE, PULSE

SENSOR SUITE

The vehicle is fitted with an active sensor net, which is linked into the wider sensor and intelligence network of the Hunter Cadre. With this, the vehicle's crew can pass information to nearby allies to highlight enemy targets for elimination.

Effect: As a Simple Action, a **PILOT** or **CREW** of the vehicle may spend 1 Ruin and target all the enemies in a Blast (6) it can see within 24m. Any allied **[SEPT] FIRE CASTE** Threats within 6m of the vehicle may re-roll rolls of 1 on attacks against the targeted enemies until the end of their next turn.

CHAPTER IV: EQUIPMENT