

The background of the cover is a dark, industrial, and war-torn environment. In the upper center, a large, glowing blue skull is set within a circular frame, with red wings extending from its sides. Below this, a figure in a red cloak and helmet stands on a raised platform, holding a glowing green staff. In the foreground, a large, yellow and red armored figure (a Space Marine) is shown from the waist up, holding a large, futuristic weapon. To the right of the Marine, a woman in a black and red military uniform with a gold epaulet and a blue glowing sword is depicted. The overall tone is dark and dramatic, with a focus on the characters and the industrial setting.

WARHAMMER
40,000
ROLEPLAY

WRATH & GLORY

SOUNDTRACK

WRATH & GLORY SOUNDTRACK

IN THE GRIM DARKNESS OF THE 41ST MILLENNIUM, THE GALAXY NEEDS HEROES MORE THAN EVER BEFORE. SHATTERED BY THE GREAT RIFT, THE GALAXY'S MANY WORLDS STAND ON THE BRINK OF OBLIVION AND MADNESS. BUT THERE ARE THOSE WHO FIGHT FOR A SHRED OF HOPE, A GLIMMERING PROMISE THAT THEIR PEOPLE MAY YET ENDURE.

THIS IS A TALE OF WRATH AND GLORY.

ULISSES NORTH AMERICA IS PROUD TO PRESENT THE WRATH & GLORY SOUNDTRACK, A COLLECTION OF INSTRUMENTAL MUSIC COMPOSED ESPECIALLY FOR THE WRATH & GLORY RPG. THESE TRACKS EXPLORE THE THEMES OF THE DARK IMPERIUM IN MUSICAL FORM.

1. PREPARATIONS	2:46	7. COST OF VICTORY	3:03
2. LAST DAY OF PEACE	5:25	8. AFTERMATH OF DEFEAT	3:30
3. AELDARI INVASION	3:26	9. WAAAGH!	3:33
4. APPEAL TO THE MACHINE SPIRITS	3:56	10. THE HUNT	3:13
5. AELDARI STRATAGEM	3:11	11. RIGHTEOUS FURY	4:30
6. THE VOID LOOKS BACK	3:30		



\$19.99

ULIWG2203

ISBN 978-1-64377-045-1



Warhammer 40,000, Wrath & Glory © Copyright Games Workshop Limited 2018. Warhammer 40,000 Roleplay, the Warhammer 40,000 Roleplay logo, Wrath & Glory, the Wrath & Glory logo, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, 40,000, the 'Aquila' Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or TM, and/or © Games Workshop Limited, variably registered around the world, and used under licence. Published under Licence to Ulisses North America. Ulisses North America and the Ulisses North America logo are trademarks of Ulisses Spiele. All rights reserved to their respective owners.



COMPOSER'S NOTES

I was thrilled when Ulisses North America asked me to create music for *Wrath & Glory*. I had composed science fiction soundtrack music for *A Klingon Christmas Carol* a couple of years prior, and I was eager to play in that sandbox again. *Wrath & Glory* allowed me to push what I'd done on previous projects much farther, and I'm extremely proud of the results.

To create a musical landscape for *Wrath & Glory*, I needed to address various aspects of a war-torn universe: the preparations for war, the strategizing, the final day before the attack, the religious rites, and of course, the battles and their aftermath. And I wanted to give factions distinct sounds.

Certainly, the sound of Space Fantasy is low horns and low strings, and big, big drums. But there's a heavy technological element to this setting that I wanted to reflect with electronics, synthesis, glitches, and noise ("Appeal to the Machine Spirits"), as well as a brutal, primitive element represented by heavily distorted folk instruments such as the Hungarian cimbalom ("Waaagh!"). And of course, the abject horror of deep space itself is reflected in the abstract vocals and percussion of "The Void Looks Back." For these I leaned heavily on the experimental composition techniques I developed as a member of the avant-rock duo Donny Who Loved Bowling.

I tend to reserve piano for special occasions. This album is no exception: piano appears solely in the mournful lead on "Aftermath of Defeat."

I hope that I've provided a wide range of sounds for your gaming table, no matter which aspect of the WH40K universe you prefer. And I hope you enjoy the music. Thank you for listening!

Joe Griffin
Composer and Performer
September 2018

DEDICATION

Many thanks to Kevin and Shari for over 20 years of friendship and support.





PREPARATIONS

This track serves well as the opening music for a game session of *Wrath & Glory*. It gives a sense of the meditations, prayers, and other rituals that prepare warriors in the 41st millennium to face the many dire threats that plague this accursed age.

LAST DAY OF PEACE

Nowhere is safe in the Dark Imperium. A warpstorm called the Great Rift splits the galaxy in two, and worlds formerly thought unassailable endure attack by daemons, aliens, or heretics. This track embodies the growing sense of danger sweeping across a system as its defenders ready themselves for the onslaught.

AELDARI INVASION

This martial track encompasses the wrath of the alien Aeldari. This proud and deceitful race has fought all manner of enemies across the galaxy, often seizing victory on the battlefield with their advanced weaponry and bold tactics. Also known as the Eldar, the Aeldari have, at times, joined with the Imperium of Man to defeat a common foe. In the Dark Imperium, there is often no other choice but to fight alongside an uncertain ally.



APPEAL TO THE MACHINE SPIRITS

This track explores the cold logic of the Adeptus Mechanicus. The Tech-Priests of Mars are trusted keepers of the secrets of technology. Their prayers and rituals awaken machine-spirits to activate, control, and operate advanced equipment across the Imperium. This piece recalls a thriving Forge World, its industry and technology working in harmony to produce mighty weapons of war.

AELDARI STRATAGEM

This haunting track exemplifies the mysterious and capricious ways of the Eldar. Rarely predictable, the Aeldari wage war with speed, stealth, and deception. What at first appears to be a straightforward assault could suddenly turn out to be a feint....



THE VOID LOOKS BACK

This frightening track warns of the dangers of the Warp. An unsanctioned psyker triggers a nightmarish series of visions on an unsuspecting world, attracting the attention of foul entities within the Warp. Terrifying and malevolent, these daemons burst through to feast on the souls of the unwary and the unfortunate. The forces of the Imperium must stand against them, no matter the risk, lest an entire world succumb to corruption.

COST OF VICTORY

These melancholy strains suggest a ruined cityscape littered with shattered bodies and the smoldering wrecks of vehicles. In the Dark Imperium, many wars are total, and desperation drives one side or both into savagery. When the conflict is over, the survivors must count the cost.



AFTERMATH OF

DEFEAT

This mournful track is a lament for the loss of yet another world of the Dark-Imperium. Whether bombed from orbit, laid waste by the forces of Chaos, or polluted in the aftermath of a xenos raid, this planet will never fully recover.

WAAAGH!

Orks—the bestial, green-skinned aliens that constantly seek war in the 41st millennium. Heavy drums herald the Ork clans banding together under the rule of a bloodthirsty Warboss. This track conjures the tide of savagery and brutal conflict that is the Ork way of life.



THE HUNT

Adventurers in the Dark Imperium face many challenges. Warbands often must deal with dangerous beasts, murder-servitors, or cultists before accomplishing their appointed task. This track hints at how the roles of predator and prey can switch in the blink of an eye, leaving the outcome unsure. Can the warband snatch victory from the jaws of defeat?

RIGHTEOUS FURY

This track recalls the fierce assaults made by the Imperium's finest military force—the Space Marines. Clad in power armour and wielding fearsome weapons, these surgically- and genetically-enhanced warriors bring swift death to the enemies of the Emperor.



THE COMPOSER

Joe Griffin (<https://griffinsounddesign.wordpress.com>) studied sound engineering at Michigan State University and music at Columbia College Chicago. Along the way he also cut his teeth as a performer, guitarist, and vocalist by playing in nearly every bar and frat house basement from Madison to Detroit. He currently composes and designs sound for film and theatre in Chicago, where his music has been heard in productions of *Macbeth*, *Dracula*, *The Tempest*, *Measure for Measure*, and many others. He also composed the official soundtrack for *A Klingon Christmas Carol* (<https://griffinsounddesign.bandcamp.com>), which is performed around the country each December.

Joe and his co-writer Christopher Petkus released seven experimental and avant-garde albums under the name Donny Who Loved Bowling (<https://dwlbandcamp.com>). Joe periodically releases solo singer-songwriter material under his own name (<https://joegriffin.bandcamp.com>).

In 1996, Joe and business partner Steve Baldwin pioneered the field of professional sound effects designed specifically for use in tabletop roleplaying. The effects packaged in their Game Masters Collection, distributed by Toxic Bag Productions (<https://toxicbag.com>), continue to define the state of the art for purpose-built tabletop RPG sound.

CREDITS

Music composed and performed by
Joe Griffin

Track impressions by Ross Watson

Edited by Kevin MacGregor

Layout by
Thomas Michalski and Alexander Neis

Art by Alberto Bontempi, Victor Corbella,
Florian Stitz, Brian Syme, and the Games
Workshop Studio

Ulisses North America Studio Manager:
Timothy Brown

Thanks to Games Workshop

Warhammer 40,000, Wrath & Glory © Copyright Games Workshop Limited 2018.
Warhammer 40,000 Roleplay, the Warhammer 40,000 Roleplay logo, Wrath & Glory, the Wrath & Glory
logo, GW, Games Workshop, Space Marine, 40K, Warhammer, Warhammer 40,000, 40,000, the 'Aquila'
Double-headed Eagle logo, and all associated logos, illustrations, images, names, creatures, races,
vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or TM, and/or
© Games Workshop Limited, variably registered around the world, and used under licence.
Published under Licence to Ulisses North America. Ulisses North America and the Ulisses North America
logo are trademarks of Ulisses Spiele. All rights reserved to their respective owners.