

The cover art depicts a chaotic battle scene. In the foreground, two Imperial Guard soldiers in green armor are firing their bolters. Behind them, a large, ornate Imperial Knight in red and gold armor stands prominently, holding a banner. To the right, a character in a red cape and turban, likely a Chaos warrior, is engaged in combat. The background is filled with smoke, fire, and the silhouettes of other soldiers and vehicles. The entire scene is framed by a metallic, industrial border with a skull in the bottom center.

WARHAMMER
40,000
ROLEPLAY
WRATH & GLORY

**BLESSINGS
UNHERALDED**

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LEARN MORE ABOUT WRATH & GLORY

Be sure to check the Ulisses North America website
(www.ulissesnorthamerica.com) for all the latest news, updates,
previews, and discussion for **Warhammer 40,000 Roleplay: Wrath & Glory**

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IT IS THE 41ST MILLENNIUM

FOR MORE THAN A HUNDRED CENTURIES, THE EMPEROR HAS SAT IMMOBILE ON THE GOLDEN THRONE OF EARTH. HE IS THE MASTER OF MANKIND BY THE WILL OF THE GODS, AND MASTER OF A MILLION WORLDS BY THE MIGHT OF HIS INEXHAUSTIBLE ARMIES. HE IS A ROTTING CARCASS WRITHING INVISIBLY WITH POWER FROM THE DARK AGE OF TECHNOLOGY. HE IS THE CARRION LORD OF THE IMPERIUM FOR WHOM A THOUSAND SOULS ARE SACRIFICED EVERY DAY, FOR WHOM BLOOD IS DRUNK AND FLESH EATEN.

HUMAN BLOOD AND HUMAN FLESH—THE STUFF OF WHICH THE IMPERIUM IS MADE.

TO BE A MAN IN SUCH TIMES IS TO BE ONE AMONGST UNTOLD BILLIONS. IT IS TO LIVE IN THE CRUELLEST AND MOST BLOODY REGIME IMAGINABLE.

IT IS A UNIVERSE YOU CAN LIVE TODAY—IF YOU DARE—FOR THIS IS A DARK AND TERRIBLE ERA WHERE YOU WILL FIND LITTLE COMFORT OR HOPE. IF YOU WANT TO TAKE PART IN THE ADVENTURE, THEN PREPARE YOURSELF NOW.

FORGET THE POWER OF TECHNOLOGY, SCIENCE AND COMMON HUMANITY.

FORGET THE PROMISE OF PROGRESS AND UNDERSTANDING, FOR THERE IS NO PEACE AMONGST THE STARS, ONLY AN ETERNITY OF CARNAGE AND SLAUGHTER, AND THE LAUGHTER OF THIRSTING GODS.

BUT THE UNIVERSE IS A BIG PLACE AND, WHATEVER HAPPENS, YOU WILL NOT BE MISSED...

WHAT IS WRATH & GLORY?

This accursed age needs heroes more than ever before. Shattered by the Great Rift, the galaxy is on the brink of oblivion and madness.

Prepare to enter a galaxy plagued by the star-spanning schemes of the Dark Gods. You will defend the last bastions of civilisation against a rising tide of corruption. You will explore ancient ruins of races long vanished. You will uncover lost secrets and devious schemes. Welcome to Warhammer 40,000 Roleplay: *Wrath & Glory*.

Survival is not guaranteed; there are multitudes of aliens, heretics and daemons eager to rip apart any would-be saviours who attempt to interfere. Combat in *Wrath & Glory* is not a dignified exchange of blows; it is a savage, ultraviolent display of carnage and woe.

Using dice and classic traits of Warhammer 40,000, your characters can accomplish goals, slaughter enemies and overcome the incredible

challenges that lie in their path. This is a game of danger and mystery. This is a game of action and adventure. This is a game about the struggle to hold back the doomsday clock from striking midnight for an entire galaxy.

IN THE GRIM DARKNESS OF THE FAR FUTURE

The core rulebook for Warhammer 40,000 Roleplay: *Wrath & Glory* allows players to explore every shadowed corner of the 41st millennium. Right from the start, this roleplaying game supports standalone adventures and ongoing campaigns across the width and breadth of the Dark Imperium.

Wrath & Glory immerses players in the 41st millennium. It brings the details of the setting to life and gets roleplayers face to face with the gritty, desperate and grand scope of the galaxy. In *Wrath & Glory*, your characters glimpse the grime on the Cherub's wings, the hint of regret in the Radical's eyes, and confront their own worst fears in the Harlequin's mask.

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

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

WHAT YOU NEED TO PLAY

To play through *Blessings Unheralded*, you will need the following:

- ♦ **Dice:** At least ten six-sided dice. One or more of these dice should be a different colour than the rest.
- ♦ **Pencil & Paper:** To record damage or take notes.
- ♦ **Tokens, Beads or Poker Chips:** These are very useful to represent resources for the players and the GM.

THE RULES

On the following pages, you will find a set of simplified rules for playing *Wrath & Glory*. The Warhammer 40,000 Roleplay: *Wrath & Glory* Core Rulebook contains the full version of these rules, including sections for wargear, psychic powers, vehicles and much more.

QUICK-START RULES



THE CORE MECHANIC

Wrath & Glory uses a pool of D6 dice to resolve various factors. When your character wants to try to accomplish something, you roll a number of D6 to determine the outcome. This is called a test.

When a player makes a test, they roll a number of dice equal to their dice pool: the sum of the relevant skill plus its linked attribute. Any dice that come up with a  or a  are counted as an icon. A dice result of  counts as two icons—an 'Exalted Icon'.

Follow these steps to perform any action in *Wrath & Glory*:

- ♦ **Determine Dice Pool:** Determine which skill should be used for the task. This will provide the basic number of dice used in the dice pool. One dice in the pool will always be converted into a Wrath Dice.
- ♦ **Add Bonus Dice:** Apply any modifiers to the dice pool from attributes, items, or any other source of modification that affects the test.
- ♦ **Determine Difficulty Number (DN):** Discuss with the Game Master (GM) what the DN

for the test will be. Include any penalties that may be relevant to the test based on circumstances.

- ♦ **Roll Dice:** Roll your task dice pool. Identify how many success icons and how many exalted icons have been rolled. If the number of icons equals or exceeds the DN then the attempt is successful. If the number of icons is below the DN then the attempt has failed.

When performing a skill test, the GM will set a DN based on the complexity of the task being attempted. This will indicate how many icons are required to pass the test and succeed in the given action.

Example: *Elena is attempting a Persuasion test in order to convince a Planetary Governor to grant her access to his resources. She assembles a dice pool equal to her character's Persuasion skill (a value of 3) and adds her character's Fellowship value for a total of seven dice. She rolls the dice, gaining the following results: , , , , , , and .* With this roll Elena has one icon and two Exalted Icons; since the GM set the DN at 3, three icons are required to successfully pass the test. Each Exalted Icon counts as two, and so Elena has a total of five icons, meaning she has succeeded.

DIFFICULTY NUMBERS

The difficulty number is the number of icons needed in order to pass a skill test. For a standard test, this number is 3, but it is altered higher or lower based on the difficulty or ease of circumstances respectively.

DIFFICULTY RATINGS

Modifier	Adjusted DN	Difficulty of Test
-2	1	Routine
—	3	Standard
+2	5	Challenging
+4	7	Difficult
+6	9	Extreme
+8	11	Near Impossible

BONUSES AND PENALTIES

Any test can have a number of bonuses and penalties applied to it based on circumstances. While both change the values of the test, they do so in slightly different ways:

Bonus Dice: Any dice added to the dice pool, outside of Attribute+Skill. You can gain bonus dice from multiple sources, but the amount that can be added to any test is limited by your Tier. For *Blessings Unheralded*, the Tier is 3, so the maximum bonus dice that can be added to any test are six.

Extra Damage Dice: Dice that are added to the damage value of a successful attack. These are abbreviated as **+ X ED**, with X being the number. For example, a laspistol has a damage value of 7+1ED, meaning you roll one Extra Damage dice and add the Icons from that dice to the damage value of 7 for your total.

Penalties: Unless otherwise noted, penalties always add to the Difficulty Number. These are abbreviated as **+X DN**, with X being the number. Long range, for example, adds to the target's Defence. This raises the DN of the shot by 1. Penalties never subtract dice from the pool but instead only add to the DN.

THE WRATH DICE

A Wrath Dice is a special type of D6 that must be included in any test. Certain other rolls do not use the Wrath Dice, but the majority of tests and activities will. It is not added to your dice pool, it is instead converted from one of your normal dice once the pool is assembled. If you are only rolling one dice for a test, then that will be the Wrath Dice.

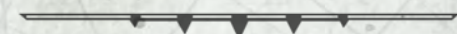
The Wrath Dice result can be beneficial or detrimental. When you roll a  on your Wrath Dice, you gain a point of Glory (see *Glory* on page 7). On a result of a , a Complication is added to the scene instead (see *Complications* below).

Complications and gaining Glory on the Wrath Dice occur regardless of if the test is successful or not. Wrath Dice that result in a Complication are separated from the rest of the dice pool, and are never re-rolled if a Wrath is spent to re-roll failures (see *Wrath* below).



WRATH & TRIVIAL TESTS

If a GM decides that a test is too simple for a mighty hero such as the player characters (PCs) surely are, then they may opt to not allow Glory to be gained. This is designed to ensure that Glory isn't something that can be accrued rapidly and in quick succession by heroes performing a lot of minor or menial tests.



COMPLICATIONS

Whenever a Complication is rolled, this acts as a narrative prompt for the player and the GM to work together to add some unexpected drama to the scene. Ideally, this would be something that develops the character's story in some way.

If it is difficult to think of anything appropriate to add, the player may instead elect to give the GM a point of Ruin (see page 7).

SHIFTING

When you roll a test, take note of any results that are Exalted Icons. Once the required amount of icons for success has been met, you may then Shift any remaining Exalted Icons for additional bonuses. The effects of these bonuses depend on the type of test. Alternatively, you can bank one of the Shifted dice to add Glory (see *Glory* on page 7).

If you roll an Exalted Icon on the Wrath Dice, you still gain the other benefits of doing so, even if you Shift the dice.

Example: *Daniel is attempting to make an Athletics (Agility) test for his character as he attempts to leap from a gantry in a Manufactorium onto a nearby walkway. He assembles a dice pool equal to his character's Athletics (a value of 3) and adds his Agility for a total of seven dice. The GM sets the DN at 3. Daniel rolls his dice and gains the following results: [1], [2], [3], [4], [5], [6] and [7]. He has two icons and two Exalted Icons; since three icons are required to pass the test successfully, Daniel must keep one of the Exalted Icons. He may then Shift the other Exalted Icon to receive an additional effect.*

USING SHIFTS

The player can use Shifted dice to gain various benefits. If the test was an attack roll, the Shifted dice become bonus damage dice (see *Damage* on page 17). For other kinds of tests, the Shifted dice can be spent to gain varying effects:

USES FOR SHIFTED DICE

The GM should always try to work with players for creative ways to spend Shifts in a scene. Any opportunity to advance a character's backstory or the campaign's narrative, interact with the environment in an interesting way, or otherwise take advantage of possibilities in the scene are all great uses. Some examples of ways to spend Shifts are:

- ♦ **Gain Information:** Each Shift spent may either get one answer to a question or provide a piece of information that would otherwise be difficult to discern.

- ♦ **Improve Quality:** Making forged documents more convincing, ensuring that you've convinced the Imperial Navy commander to lend aid, or increasing the effects of your impassioned speech upon an Eldar Farseer—all of these are examples of spending Shifts to improve the quality of a task.
- ♦ **Improve Speed:** The GM should determine an appropriate interval of time (five minutes, one hour, one day, etc.) based on how long the original task would take to complete. Each Shift spent to increase speed reduces one interval of the required time. A task that ordinarily requires fifteen minutes could be completed in five minutes after two Shifts are spent, or a task that requires six hours may be finished in only two after spending four Shifts.



Example: James' Tech-Priest is confronted with a sealed door leading into the depths of an ancient data-vault. James rolls a Tech test to unlock the door, using his character's Intellect of 5 and Tech skill of 4, meaning that he has a dice pool of nine. The GM determines that the machine-spirit of the data-vault's door system is old and cantankerous, setting a DN of 5 to succeed. James rolls and succeeds, acquiring three shifts he can apply to the effect of his choice.

James wants to use these Shifted dice to gain more information from his test. The GM decides that the Tech-Priest learns three important facts—one for each Shifted dice. The Tech-Priest discovers that the data-vault has been accessed previously, that it was opened no more than six hours ago, and that xenos technology was involved in the breach—something that would be normally be difficult to detect.

ADDING GLORY

One Exalted Icon per test can be banked for later use by placing it into the group Glory pool. Each Shifted Exalted Icon creates one point of Glory for the group to use as it sees fit. For more on Glory see page 7.

WRATH POINTS

Characters in *Wrath & Glory* may affect the outcome of any test they make using Wrath points. Wrath represents a hero's inner fire, resolve, determination, or their anger at the universe for daring to oppose them.

Use it or lose it! Wrath does not carry over from one session to the next; Wrath resets to 2 for each character at the beginning of each session.



SPENDING WRATH

During a test, you may spend a Wrath point to gain one of the following effects:

- ♦ **Re-Roll Failures:** You may spend one Wrath point to re-roll failures on the character's current test. This is limited to once per test.
- ♦ **Restore Shock:** You may spend one Wrath point to restore 1D3+3 shock. Wrath may not be spent for this effect if the character is unconscious. This is limited to once per round and counts as an action.
- ♦ **Narrative Declaration:** You may spend one Wrath point to add a minor narrative element to the current scene or action. The GM has the final say, but is encouraged to incorporate this element to the benefit of the story and the fun of all involved.

GAINING WRATH

Whilst players start with a fixed number of Wrath points, more can be earned through the following methods:

- ♦ **Good Roleplaying:** Memorable, exciting and active roleplaying in accordance with the character's nature.
- ♦ **Accomplishing Objectives:** Each character's archetype provides some Objectives, and players may add their own. Once per game session, the player earns one Wrath when the character achieves one of their Objectives.

These are the two most common ways to earn Wrath, but ultimately it is down to the GM to decide when Wrath is awarded and for what.

OBJECTIVES

Each pre-generated character has six objectives listed. Players roll a D6 at the beginning of the game to see which objective their character should aspire to achieve during the session.

Players can work with the GM to determine objectives that are appropriate to their own characters. The pre-generated characters for Blessings Unheralded come with their own objectives already filled out to give you an idea of how they work.

GLORY

Glory is a representation of the Heroes' will to win, their collective determination and resolve in the face of danger. It is used to empower the warband and aid them in their strive for victory, as they seek to overcome perilous challenges and terrifying adversaries.

Glory is unique in that it is a group resource, not an individual character one. Anyone can use Glory, but the pool is finite, and every time it's used means there is less going forward.

GAINING GLORY

The players begin each session with 0 Glory in the pool. Glory increases whenever a player Shifts an Exalted Icon into the Glory pool, or when a player rolls a result of 6 on the Wrath Dice.

Glory has a maximum capacity of either 6 or the number of players plus 2, whichever value is higher. Once Glory is at the maximum amount, any further Glory that is generated is discarded.

USING GLORY

Glory can be spent to add several extra benefits to any given scene. The GM should always consider players' alternative ideas for ways to spend Glory. Some example methods to spend Glory are listed below:

- ♦ **Increase Dice Pool:** Each Glory spent can add one bonus dice to the pool. Glory spent in this fashion must be done so after the initial roll, and the bonus dice may not be re-rolled using Wrath.
- ♦ **Increase Damage:** Each Glory spent can increase the total damage value of a successful attack by one.
- ♦ **Seize the Initiative:** Players can spend a point of Glory to Seize the Initiative during combat (see *Initiative* on page 11).

RUIN

Ruin is a resource possessed by the GM only. Ruin is the GM equivalent of Wrath and is used in a similar fashion: to bolster threats and add complications.

STARTING AND MAXIMUM RUIN

The GM starts with a number of Ruin equal to the number of players. This is also the maximum amount of Ruin the GM may possess during the game. Any Ruin gained when the pool is at its maximum is simply discarded.

Ruin, like Wrath, does not carry across sessions. You either use it during play or lose it at the end. Every play session sees your Ruin pool replenished to its starting amount.

Players are likely to try to prevent any gain of Ruin for the GM. Ruin is intended to be used sparingly and shouldn't increase greatly during a game session unless the players are having particularly bad luck. The amount of Ruin the GM has access to should be communicated freely.

GAINING RUIN

During the game, the GM may acquire more Ruin through the following methods:

- ♦ **Corruption Tests:** Each failed Corruption Test gains the GM 1 Ruin.
- ♦ **Fear Tests:** Each failed Fear Test gains the GM 1 Ruin.
- ♦ **Wrath:** Whenever the GM rolls a 6 on the Wrath Dice the GM gains 1 Ruin.

SPENDING RUIN

The GM may spend Ruin to perform any of the following actions:

- ♦ **Activate Ruin Abilities:** Many NPCs possess special abilities that activate or improve when the GM spends Ruin.
- ♦ **Interrupt the PCs:** Normally, the Initiative Order says that one of the PCs acts first in any given combat. A GM may spend a Ruin for one of their NPCs to act first instead. Once they have interrupted the PCs, the GM may not Seize the Initiative until their next turn.
- ♦ **Seize the Initiative:** It will cost the GM one Ruin to Seize the Initiative (see *Initiative* on page 11). Limited to once per turn.

- ♦ **Re-roll Failures:** The GM may spend one Ruin for an Adversary or a Monster (but not Troops) to re-roll failures on any test.
- ♦ **Restore Shock:** The GM may spend one Ruin to restore 1D3+3 of one NPC's Shock. Doing so counts as an Action for that NPC.
- ♦ **Soak Wounds:** The GM may spend a Ruin to Soak damage (see *Soaking* on page 18). "Some Threats are **Troops** (such as the Poxwalkers in this adventure), whilst others are **Elites** or **Adversaries** (such as Konig on page 32). Elites and adversaries may Soak, but troops may not.

RUIN, ADVERSITY AND NARRATIVE

Ruin should never add narrative elements to a scene; the GM can always do that anyway at their discretion. Ruin is a resource that should be spent for mechanical effects rather than to make things objectively worse for the Heroes. Ruin is best used to escalate a situation already present in the scene, making the Adversaries more challenging, and highlighting the darkness and the corruption of the 41st millennium.

PERSONAL RUIN

In some rare cases, a specific NPC may have their own Ruin as a resource separate from the GM's Ruin pool. This is called Personal Ruin, and should be tracked separately from the GM's Ruin pool. Much like Wrath, Personal Ruin can only be spent for the benefit of the owning NPC.

KEYWORDS

Throughout this book you will see keywords: these are used in *Wrath & Glory* as a descriptor for the character's home culture, allegiance or faction. Characters, weapons, vehicles, abilities and actions all utilise keywords to communicate what things do and how they interact with each other and the game mechanics.

Game Masters are encouraged to take keywords into account whenever it is meaningful in their campaigns. A player possessing the right keyword at the right time could gain access to a special sealed room, discover hidden secrets, or gain the friendship of an otherwise hostile NPC.

ATTRIBUTES AND SKILLS

Attributes represent a character's intrinsic capabilities. Skills represent abilities that the character has learned during their life.

ATTRIBUTES

The following are Attributes used in *Wrath & Glory*:

CORRUPTION

Corruption represents the degree to which Chaos has contaminated a character.

DEFENCE

How difficult it is to hit a character with an attack.

FELLOWSHIP

A character's empathy and social awareness, as well as the ability to manipulate social situations to their benefit.

INFLUENCE

A character's ability to purchase, requisition, scrounge or acquire objects of their desire.

INITIATIVE

How quickly a character can react to dramatically changing situations, such as unexpected attacks.

INTELLECT

The ability to process, retain, access and creatively interpret information.

RESILIENCE

Resilience is used to determine if an attack deals Shock, Wounds, or has no effect.

RESOLVE

Resolve is an indication of courage and determination, as well as protecting yourself from psychic attacks.

SHOCK

Fatigue and mental trauma cause characters to lose Shock, which is recovered through rest and psychotherapy. Characters reduced to 0 Shock lose consciousness.

SPEED

How far a character can move in metres using a move action (see page 13).

STRENGTH

The sheer physical force that a character is capable of exerting upon the environment.

TOUGHNESS

The body's ability to resist injury, toxin and disease.

WILLPOWER

A character's mental fortitude and determination.

WEALTH

A character's valuable assets. Characters start with a Wealth equal to Tier, modified by archetype abilities and talents.

WOUNDS

When characters suffer serious physical injury, they lose Wounds, which are recovered through rest and healing. When reduced to 0 Wounds, characters fall unconscious and may die (see *Defiance Checks* on page 19).

SKILLS

The following are skills used in *Wrath & Glory*:

ATHLETICS (STRENGTH)

A character's overall physical prowess. It includes climbing, swimming and acrobatics.

As an Interaction Attack, Athletics can be used to manoeuvre your opponent into a disadvantageous position using their Athletics as a DN. See *Interaction Attacks* on page 16 for more information.

AWARENESS (INTELLECT)

Characters use their Awareness skill to notice additional details, or perceive hidden or obscured objects.

BALLISTIC SKILL (AGILITY)

Ballistic Skill assigns a value to a character's competency with firearms and is used for ranged attack rolls in combat (see page 15). It is also used to conduct basic maintenance of ranged weapons and to identify familiarity with rare or unknown weapons.

CUNNING (FELLOWSHIP)

Cunning is used to work outside of traditional and official channels in order to obtain goods, services, and information. It is also used to track a person within a city.

DECEPTION (FELLOWSHIP)

Deception is used to bluff, lie, or otherwise deceive others. It is opposed by Insight. As an Interaction Attack, Deception tricks the opponent into a mistake, using their Insight as a DN. See *Interaction Attacks* on page 16 for more information.

INSIGHT (FELLOWSHIP)

Subtle social cues offer vital information about a character's motivations. Body language and figures of speech vary substantially between species and cultures, but a particularly insightful character can quickly deduce the cultural variants. When talking with another character, a hero may make an Insight Test to determine their motives and goals. This test is opposed by the foe's Deception or Persuasion, depending upon whether the foe is being dishonest or truthful in their discussion.

INTIMIDATION (WILLPOWER)

This skill is used to frighten or scare another being, usually as a tool towards getting what you want from them. Intimidation resists itself for opposed tests. As an interaction attack, Intimidation frightens an opponent, using their Resolve as a DN. See *Interaction Attacks* on page 16 for more information.

INVESTIGATION (INTELLECT)

Investigation enables a character to perform research and assemble clues. A single successful Investigation Test does not necessarily solve a mystery. Instead, it advances the deductive process, revealing motives and inconsistencies.

LEADERSHIP (FELLOWSHIP)

A skilled leader provides groups with the ability to execute a strategy without error. They also know how to inspire soldiers to act in ways that exceed their known abilities. They are capable of having them work together as a well-honed machine.

Leadership is used to remove Combat effects (see page 19) and Fear (see page 20).

MEDICAE (INTELLECT)

Characters use Medicae to diagnose and heal physical wounds, cure diseases, counter toxins, and resolve other problems of the physical body. Medicae Test can remove a combat effect, stabilise a dying character, or heal a wounded or shocked character. Medicae Tests suffer a +1 DN modifier for characters who use the skill on themselves.

- ♦ The difficulty to remove a combat effect is equal to the DN modifier imposed by the combat effect.
- ♦ The difficulty to stabilize a dying character equals 2 + the number of Defiance Checks the character has already failed. Success restores the character to 1 wound.
- ♦ The difficulty to heal a wounded character is 3 for Wounded or 4 for Heavily Wounded. Success recovers 1 Wound. Each shifted exalted icon recovers an additional wound.
- ♦ Healing shock requires a Medicae kit, Narthecium, or similar device. A Challenging (3) Medicae Test restores 1d3+3 Shock.

PERSUASION (FELLOWSHIP)

Compelling logic, emotional requests and seductive promises can all be used to browbeat an opponent into acting in accordance with a character's wishes. Persuasion resists itself for opposed tests.

As an Interaction Attack, Persuasion taunts a target with verbal attacks against their self-confidence. It uses their Resolve as a DN. See *Interaction Attacks* on page 16 for more information.

PILOT (AGILITY)

Driving any type of vehicle uses the Pilot skill. Pilot tests are only required when the skill is used in a particularly stressful circumstance.

SCHOLAR (INTELLECT)

Scholar provides a measurement of the character's understanding of the greater world. All knowledge and information falls under this skill.

STEALTH (AGILITY)

Characters use Stealth to remain unnoticed. Awareness opposes Stealth for character interactions.

SURVIVAL (WILLPOWER)

Survival is a measure of the character's aptitude for surviving in a hostile environment. Survival governs four primary uses: finding basic provisions, securing shelter, navigating a planetary surface, and tracking prey in a natural environment. The difficulties for each of these challenges is entirely subject to the conditions.

TECH (INTELLECT)

Tech provides a measure of a character's aptitude for utilizing, maintaining and repairing technology. Note that the DNs described for this skill assume that the character is working with equipment from their native culture.

As an interaction attack, Tech compromises a target's equipment, including armour, weapons and cybernetics. It uses their Tech as a DN. See *Interaction Attacks* on page 16 for more information.



WEAPON SKILL (INITIATIVE)

Weapon Skill is a measure of a character's competency in both armed and unarmed melee combat.

INITIATIVE

At the beginning of each combat round, the players choose which of their characters will act first. Once that character's actions are finished, the GM chooses one of their NPCs to act. In this manner, the players and the GM take turns choosing characters to act until each character has taken a turn and the round ends.

SEIZING THE INITIATIVE

When a player character has finished their actions for the round, the players may choose to Seize the Initiative. This means the players may choose another character to act next, instead of the GM, at the cost of one Glory. Players may only do this once before allowing the GM to take their turn.

The GM may also Seize the Initiative after one of their NPCs has acted. This costs one Ruin. The GM may only do this once before allowing the players to take their next turn.

INTERRUPTING

The GM may spend Ruin in order for one of their NPCs to act first in a combat round instead of the players (see *Ruin* on page 7).

Characters using the Hold Combat Option (see *Combat Options* on page 14) are waiting for an opportunity to act outside of the normal combat turn order. When a character using Hold Action chooses to act, they must succeed at an opposed Initiative Test if they wish to Interrupt the actions of another character.

AMBUSH

Sometimes an encounter can begin with some of the characters involved not being fully aware of or prepared for the situation; this is called an Ambush. An Ambush starts a combat encounter, but unlike a typical encounter where Heroes and Threats alternate taking turns, the group that successfully triggered the ambush all get to act before the unprepared characters.

Both players and the GM may choose to spend some of their resources in order to make some of their characters aware of an ambush. This represents quick reflexes or heightened senses triggering to prevent a character getting caught. A character that is made aware of an ambush may take their turn as normal.

INITIATIVE: SPECIAL CASES

If there is ever a situation where it is unclear who should act first in a round, make an Initiative roll for all involved characters. This roll should not include a Wrath Dice, nor does it have a DN. Simply count the icons, and the characters act in order from most icons to least.

MOBS

Mobs are an easy way to handle large numbers of enemy combatants. Mobs are made up of Troops (opponents that largely do not have individual identities, such as a group of cultists).

- ♦ The number of Troops required to form a Mob is up to the GM's discretion (but always more than one!).
- ♦ As the Mob takes damage, it remains a Mob until it is reduced to a single Troop.
- ♦ At the GM's discretion, Troops remaining from different Mobs may "mob up" together into a new Mob as a free action on their turn.
- ♦ Mobs tend to stick together on the battlefield; individual Troops in a Mob should not be more than 5 metres from any other Troop in the Mob under most circumstances.
- ♦ Mobs take damage differently (see *Shock and Mobs* on page 17).

ATTACKING A MOB

A mob of troops (enemies that are individually weak) represents a horde of foes, often in close proximity to one another. When attacking a mob, a character does not need to risk a Multi-attack to hit multiple enemies in the mob.

Whenever a character makes a successful attack roll against a mob, they hit another member of the mob for every two icons over the mob's Defence.



Example: Sigma-19 makes a ranged attack against a mob of orks attacking a mining outpost. He assembles a dice pool of 12 (his Agility of 6 and his Ballistic Skill of 6) and makes a Ballistic Skill test against the Orks' defence of 3.

Sigma-19 gets 9 total icons on his attack roll, scoring 6 above the mob's Defence. Since he was attacking a mob, he hits a total of four orks (one for the initial hit, plus one more for every 2 icons over the Defence).

Note: The Adeptus Astartes species ability, Angel of Death, makes them particularly good at attacking and destroying mobs or troops.

MOB COMBINED ATTACKS

It is cumbersome to make an attack roll for every single troop within a mob. Instead, make a single

attack roll for the mob as if it were a single entity, using the correct dice pool (the Weapon Skill, Ballistic Skill, or other ability of a single Troop within the mob). The attack roll gains a bonus of +1d for every Troop assisting them, up to half the size of the mob.

MOBS SPLITTING ATTACKS

The GM may use their discretion to have any number of Troops in the Mob split their attacks between multiple targets. This action does not incur any DN penalty and is not considered a Multi-attack (see *Combat Options* on page 14). The GM must specify how many members of the Mob are involved in each attack when a single Mob splits its attacks in this manner. Each group gains the Combined Attack bonus (see above) based on the number of troops involved in that particular attack.

Example: A group of three Heroes has been surrounded by a raging Mob of ten Ork Boyz. The GM decides to have the Mob act as a single entity and split its attacks against the Heroes. Three Orks target the first Hero, three Orks attack the second, and the remaining four Orks attack the third Hero. Each group of three Orks gains +2 dice on their attack (one-half, rounding up). The single group of four Orks also gains +2 dice, because the bonus dice is equal to half the number of Orks involved.

ACTIONS IN COMBAT

All characters can take one move and one combat action during each turn. Characters may attempt multiple actions on their turn (see *Multi-Action* on page 14). When using a Multi-Action, you can take no more than three separate actions in the same turn. Some combat actions (such as Aim) require sacrificing the character's move. Some special types of movement also expend your action for the turn.

Move: Each character gets one move (up to their Speed) and one action per turn, which can be taken in any order.

Free Actions: Some actions are instant, such as reactions, soaking wounds, or certain talents. Free actions may be taken at any time, including on another character's turn. There's no limit to the number of free actions that may be taken each round.

Simple Actions: Talking, flipping a switch, or drawing a weapon are considered simple actions. A character can perform up to two simple actions on their turn at the GM's discretion.

Combat Actions: Any type of action that isn't free or simple would be considered a combat action. This includes using a weapon, treating injuries, activating a complex mechanism, or reciting litanies of faith to inspire allies.

Full Action: A full action is where a character uses their entire turn to channel an ability or power, or to concentrate on a particular task. If a character wishes to perform a full action they may do so as their only action this turn.

Ruin Action: Some adversaries and NPCs will have access to special Ruin actions, indicated in their profile. Ruin actions can boost other enemies, hinder heroes, or do heavy damage. These cost the GM a Ruin point per activation. Each Ruin action is unique to that character, and they can be activated by spending both the NPCs Personal Ruin or from the GM's Ruin pool. Unless otherwise stated in the individual ability, Ruin actions are instant.

MOVEMENT ACTIONS

Positioning is important in *Wrath & Glory*, and having the right position can often give you the upper hand in an encounter.

STANDARD MOVEMENT

During a turn, a character can move a number of metres up to their Speed attribute. Characters do not have to use all or any of their movement.

Your movement can include climbing, jumping, swimming, crawling and walking. These methods of movement can be combined in any way you wish, but every time you move, you deduct the distance moved from your total Speed attribute. There is no additional movement cost for changing elevation if you are using an incline, stairs or a ladder.

RUNNING

As an action, a character may run. Doing so enables the character to move a number of metres equal to their Speed. Thus, a character can move, then take the Run action to move again during their turn. You may not take the Run action more than once per turn.

SPRINTING

As an action, a character may Sprint. A sprinting character moves double their Speed attribute in metres in a straight line. The character may end this movement at any time along the path. A sprinting character suffers -2 Defence until the end of their next turn.

You may not take the Sprint action more than once per turn. You may not Run and Sprint in the same turn.

CLIMBING

Sometimes a character will have to climb in order to reach a location or bypass an obstacle.

A character can climb a number of metres up to half their Speed attribute per action.

A character can attempt to climb at a faster rate, but at the risk of losing their grip or balance. If a character passes an Agility skill test (DN 3 or GM discretion), they may climb a number of metres up to their Speed attribute per action. If the test is failed, the character could suffer various consequences at the discretion of the GM.

COMBAT OPTIONS

When your character takes their turn each round, you may perform an action you gained from your chosen archetype, an action granted by a special ability, or an action you have improvised. Your GM will always have the final say as to whether your improvised action will be allowed, but describing any action you choose in detail will make the encounter more fun for everyone.

MELEE ATTACK

Used during hand-to-hand combat; a character attempting to hit a threat within range of their melee weapon.

RANGED ATTACK

You can make a ranged attack against any threat that isn't within melee range of your character, but is also within the maximum range of your firearm.

INTERACTION ATTACK

Interaction attacks are those designed to unbalance, tire out, or manoeuvre a foe into a bad situation, reducing their effectiveness or making them more open to harm.

Using Athletics, for example, could take the form of your character flipping acrobatically over your target to distract them. Using Deception might take the form of your character bluffing the opponent by feinting to their left when you intend to attack from the right.

DISENGAGE

Using an action, you may retreat from an engagement without suffering any opportunity attacks from the enemy (see *Engaged Targets* on page 15).

FULL DEFENCE

A character may sacrifice their entire round to focus on dodging incoming attacks. The character's speed is reduced to half and they must make an Agility test. Every icon on the roll adds +1 to their Defence until the end of their next turn. The minimum result for this Agility test is 1. This action may be taken even if the character has already acted this turn—if this is the case, the character sacrifices their next round instead.

HOLD ACTION

A character may hold their action, and wait to act later in the round. If that character wishes to interrupt an NPC, they must succeed at an opposed Initiative test. Failure means that the NPC takes their action first before the holding character can intervene. Characters lose their turn if they elect not to use their held action by the end of the round.

MULTI-ATTACK

Multi-attack allows a character to target multiple enemies with a melee or ranged attack; increase the DN of the hit by +2 for each additional target. Make only one attack roll and apply the result to all the targets. Inflict damage individually to all targets that are hit. If the attack results in a critical hit, the player may choose one target to suffer the effects. All other targets affected by the Multi-attack suffer damage normally.

- ♦ If using Multi-attack with a melee attack, you must have enough Speed to become engaged with all of your targets. If you cannot reach all of your targets, the attack fails against any target with which you were not engaged.

MULTI-ACTION

You may make multiple actions in one round by using a Multi-action. The DN increases by +2 for each additional action you wish to take. You may not make the same action twice. Make a separate test for each action, applying the DN penalty for

the number of actions you are taking. You must state that you are making a Multi-action before rolling any tests. The increased DN value will apply to every action for this turn.

Example: *Michael's character, Sigma, is in the midst of a firefight and has run out of ammunition thanks to a Complication in the previous round. Michael wants Sigma to fire on the cult leader, but reloading requires one action and making an attack requires another action. Michael declares that Sigma is using a Multi-action, allowing him to reload his weapon and fire in the same turn, at a penalty of increasing the DN for the attack by 2.*

MAKING AN ATTACK

Normally, a character may only make one attack per round. Special actions such as Multi-attack allow a character to attack more than one target, while options such as All-out Attack or Salvo allow a character to target a single foe more effectively.

To make an attack roll, assemble a dice pool using the appropriate Attribute + Skill (Weapon Skill or Ballistic Skill). The DN is the target's Defence. The number in brackets is the target's armour rating, which has already been added into the total Defence value.

ENGAGED TARGETS

Combatants who are adjacent to one another are considered "Engaged" in close combat. While engaged, combatants may only make melee attacks against one another.

A character that is Engaged may use a pistol, using their Weapon Skill instead of their Ballistic Skill. Doing so is not considered a melee attack (meaning the attacker may not use the All-out Attack option), and the attacker does not add their Strength to the damage of the pistol. The attacker may not Aim, but may use other ranged combat options (such as Rapid-fire).

A character that is engaged may choose to move, but moving away from the opponent will trigger an immediate melee attack from them. This is known as an Opportunity Attack, which can be avoided if the character uses the Disengage action to move out of combat.

MELEE ATTACKS

Used when engaging a target in hand-to-hand combat, a melee attack allows you to hit a foe within range with a melee weapon.

Most melee weapons have a range of 1m, but some specialised melee weapons have greater range. When attacking with a melee weapon you add a character's Strength attribute to the melee weapon's Damage Rating to determine the attack's base damage. In addition to making standard melee attacks, a character can choose to use any of the following special melee attack actions:

CHARGE

A character can combine their move and action to make a Charge special attack action. In order to charge, a character must make a full move up to their speed in metres and then perform a melee attack with a +1d attack bonus.

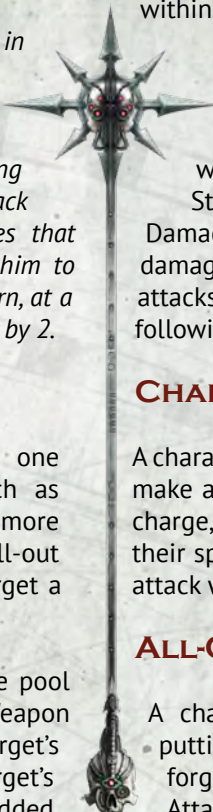
ALL-OUT ATTACK

A character may perform an All-out Attack, putting all of their effort into aggression and forgoing caution. When making an All-out Attack, a character gains a +2d bonus to their melee attack, but they also suffer a -2 penalty to their Defence until their next turn. A character that performs an All-out Attack cannot use a Multi-action.

RANGED ATTACKS

When a character wants to deal death and destruction whilst staying out of harm's way, they use a ranged weapon to make a Ranged Attack. Every ranged weapon has different characteristics including damage, range and weapon type. Attacking with a ranged weapon uses a character's Ballistic Skill to ascertain how skilled a marksman they are under the pressures of combat.

The range of the weapon indicates its medium effective range. An opponent within half this distance is considered in close range; within twice this distance is long range. Attacking an opponent at long range increases the DN of the attack by 2. Ranged Attacks against targets beyond long range always miss.



Only ranged weapons with the Pistol trait can be fired while engaged in melee, and only ranged weapons with a bayonet attached can be effectively wielded as melee weapons. Using a pistol while the character is engaged uses the character's Weapon Skill instead of Ballistic Skill.

AIM

An Aim action allows a character to sacrifice their move for the turn to focus on aiming their weapon and lining up a shot. A character that Aims gets a +1d bonus to their ranged attack this turn.

CALLED SHOT

Targeting opponents' weak points can often mean the difference between success and failure. But while targeting small weak points is often tactically beneficial, hitting those marks is often very difficult.

A character can issue a Called Shot, suffering a +DN penalty to the attack depending on the target's size. If the attack is successful, the attack gains a number of bonus dice equal to the value indicated on the chart below.

Size	DN Penalty	Bonus Damage Dice
Medium (Arm or leg)	+2	+1 BD
Small (Hand, head)	+4	+2 BD
Tiny (Eye-slit, joint, etc.)	+6	+3 BD

SALVO

A character can spend one Reload when firing with a ranged weapon to gain additional bonus dice for the attack roll, equal to the weapon's Salvo value. You may include this option when using other combat options as well, such as Multi-action. Salvo may not be used in a Multi-attack.

RELOAD

A character can spend their action Reloading one ranged weapon. See below.

AMMUNITION AND RELOADS

A Reload is an abstracted quantity of Ammunition, defined as "enough Ammunition for a combat scene."

All weapons owned by the Heroes are fully loaded at the beginning of the game. Every Hero comes with 3 Reloads per session by default.

Under typical circumstances, a Reload is not expended through firing the weapon normally. However, Reloads can be spent or lost in the following ways:

Complications: If a player rolls a Complication, one of the character's Reloads may be removed as a result. If the character has no Reloads remaining, then such a Complication renders a weapon unusable until more ammo can be located.

Use: A character can choose to expend one or more Reloads as part of an attack to gain an increased effect. A character cannot spend more Reloads on an attack than the weapon's Salvo value. Reloads spent can add bonus dice to the attack roll, allow the weapon to Multi-attack, or add additional effects depending on the weapon.

USING RELOADS

Using reloads is different depending on the action being undertaken:

Multi-attack: You may reduce the DN penalty for Multi-attack by +2 for every Reload you spend up to the weapon's maximum Salvo value. The Salvo option may not be used with Multi-attack.

Salvo: You may spend one Reload to gain a number of bonus dice to your attack roll equal to the weapon's Salvo value.

Reloading: Reloading a weapon requires you to spend an Action and a Reload.

INTERACTION ATTACKS

Interaction Attacks are a special kind of action, which can be used to trick or otherwise hinder a target and leave them vulnerable.

Interaction Attacks use one of the following skills: Athletics, Deception, Intimidate, Persuasion, or Tech. The DN of the attack is the foe's opposing skill, or Resolve, whichever is higher.

INTERACTION EFFECTS

If your Interaction Attack roll equals or exceeds the DN based upon the opposing stat of the

target, several effects are possible. The two most common effects, however, are Hindering a target, or making a target Vulnerable.

Choose one: Hinder or Vulnerable; lasts until the end of the round.

- ♦ **Hinder:** +1 to the victim's Difficulty on all Tests.
- ♦ **Vulnerable:** the victim suffers -1 Defence.

Any Shifts over this point may be used to increase the Defence or DN penalty by one for each Shift.

If multiple targets are affected by the same Interaction attack, all targets suffer the same effect.

Player's Call: If the player Shifts three or more Exalted Icons on the Interaction attack, the result is known as a "Player's Call." This means something else happens to the target in addition to the other effects. This should be a negotiated scene between player and GM, and should be appropriate to the circumstances.

REDUCING DEFENCE

Defence can be reduced to a minimum of 1.

DAMAGE

When determining if a character has been wounded, compare the total Damage Rating (including any bonus dice) of the weapon being used to the target character's Resilience. For melee weapons, (unless otherwise stated) the wielder's Strength attribute is added to the weapon's Damage Rating.

- ♦ If the Damage Rating equals (but does not exceed) the target's Resilience the target suffers 1D3 Shock.
- ♦ If the Damage Rating exceeds the target's Resilience, the target suffers 1 wound for every Damage Rating point over the Resilience.

Any Shock or Wounds dealt to a target are reduced from that target's total. Shock and Wounds do not go below 0. Any Shock or Wounds that would be left over are simply ignored.

SHOCK

A character that drops to 0 Shock is considered Exhausted (see p. 19).



If your Shock is restored above 0, you immediately are no longer exhausted and may take actions normally.

If you spend an action and a point of Wrath to restore 1D3+3 Shock (see page 6), you may immediately act (counting Restore Shock as one of your actions in a Multi-action).

SHOCK AND TROOPS

Whenever a Troop is reduced to 0 Shock, the Troop is considered dead or destroyed.

SHOCK AND MOBS

Shock inflicted on a Mob is allocated cumulatively. Every time the Mob suffers Shock equal to the total Shock of one Mob member, then one member is removed as a casualty in any manner deemed appropriate by the GM.

This is a special allocation method for Shock only.

WOUNDS

A character's Wounds represents their threshold for suffering damage before they are rendered too injured to fight.

When a player character drops to 0 Wounds, they fall unconscious and has to start making Defiance Checks (see below). If a character suffers double their number of starting Wounds or more from a single attack, they are slain.

When an NPC drops to 0 wounds, they are killed outright.

SOAKING

Heroes and some NPCs that suffer Wounds from an attack may make a Soak roll, reducing the damage suffered by one Wound per Icon and two Wounds per Exalted Icon. Once characters have had a chance to mitigate the damage, apply the remaining damage to the character as Wounds.

The roll to Soak is not a test, and does not use the Wrath Dice, nor does it have a DN. Wrath may

be spent to re-roll failures on a Soak roll as if it were a test. Troops, such as the Poxwalkers in this adventure, may not Soak.

THE COST OF SOAKING

For Heroes, choosing to Soak wounds inflicts 1 Shock plus 1 additional Shock per wound negated, immediately after resolving the effect of the Toughness roll.

NPCs may not Soak unless the GM chooses to spend a point of Ruin. If the GM does so, they may then make a Toughness roll and suffer 1 Shock plus 1 additional Shock per wound negated immediately upon resolving the effect.

MORTAL WOUNDS

Mortal Wounds represent damage that is particularly brutal. Mortal Wounds often bypass a character's defences to inflict automatic Wound damage.

Normally, Mortal Wounds cannot be Soaked. Some gear or special abilities (such as Refractor



Fields), however, may allow a character to Soak Mortal Wounds.

UNCONSCIOUSNESS

If damage reduces a character to 0 Wounds and fails to kill them outright, the character is unconscious. This unconsciousness ends if the character recovers any Wounds.

An unconscious character is considered prone and suffers all the effects of being in that condition (see *Combat Effects* on this page).

Unconscious characters at 0 Wounds must start taking Defiance Checks at the start of their next turn. They must also take a defiance check whenever they take damage whilst they are on 0 Wounds. This test happens as soon as the damage is taken, so it is possible to take a test for receiving damage, and then immediately have to take another test due to it being the start of that Hero's turn.

DEFIANCE CHECKS

Whenever a character begins their turn at 0 Wounds, they are unconscious and must roll a special test called a Defiance Check. This test occurs as a free action at the beginning of the character's turn. Players roll Defiance Checks until either they successfully pass one Defiance Check, or they accumulate three failures on Defiance Check rolls. You may not spend Wrath to re-roll a Defiance Check.

A player may spend Wrath to gain a +1 to the result of the Defiance Check, but the player must choose to do so before they rolls the dice. Once the dice has been cast, the character must live (or not!) with the result.

To make a Defiance Check, the character rolls one D6. No Wrath Dice is used in a Defiance Check. On a result of 4 or higher, the character has stabilised. If they roll a 6 on the Defiance Check, they become fully conscious with 1 Wound. A result of a 2 or a 3 is one failure, whilst a 1 on the check counts as two failures. Immediately upon failing the third Defiance Check, the character is dead.

STABILISING

Once stabilised, the character is still unconscious but no longer needs to make Defiance Checks. A character that makes a successful Medicae test can stabilise a character at 0 wounds.

DEATH

If a character fails their third defiance check, they are dead.

COMBAT EFFECTS

Combat effects represent the myriad ways a character can be hurt outside of just taking damage.

A character may remove one of these effects on themselves by using an action and succeeding at a Toughness or Willpower test (depending on the combat effect) at DN 5.

A character may also attempt to remove these effects on another character by using an action and succeeding at a Medicae or Leadership test (depending on the combat effect) at DN 3.

EXHAUSTED

An exhausted character is weary from battle and is suffering from fatigue. A character that is exhausted can only perform a basic move action, a regular action, or disengage. However, they cannot perform any other combat options (such as aim or multi-attack). The exhausted condition is removed when the character's Shock is restored above 0.

PRONE

When made Prone, a character is knocked down and their Defence is reduced by 2 against melee attacks. If a character is forced to go Prone whilst flying, they fall to the ground and suffer D3 Wounds from the impact.

Standing up is a free action. Another adjacent character may sacrifice their move to help a Prone character stand up immediately.

HINDERED (X)

A Hindered character increases the DN for all tests by the rating. Being Hindered lasts for one round unless otherwise stated.

VULNERABLE (X)

A Vulnerable character suffers a penalty to their Defence equal to the rating. Being Vulnerable lasts for one round unless otherwise stated.

POISONED

A character that is Poisoned must pass a Toughness test at the end of every turn or suffer damage (amounts vary based on the poison). The Poisoned effect ends when the character succeeds at the required Toughness test or until they are treated using the Medicae skill (see page 10).

FEAR

When a character encounters something that causes fear, they must pass a Resolve test in order to act normally during their turn. If the test is failed, the character suffers a +1 DN penalty when attacking or interacting with the source of the fear.

WEAPONS

Like characters, all weapons have several vital statistics. A weapon's profile is formatted as follows:

- ♦ **Name:** What the weapon is called.
- ♦ **Armour Penetration (AP):** This weapon can pierce thick hide and cut through armour. Hits from this weapon ignore an amount of armour equal to its rating.
- ♦ **Damage Rating:** The weapon's base damage value. Most weapons inflict a number of bonus damage dice as well, abbreviated as +BD.
- ♦ **Range:** The distance over which the weapon can effectively attack. This entry also indicates the weapon's type (Melee, Ranged, or Thrown).
- ♦ **Salvo:** A bonus granted to attack rolls when spending a Reload (see *Salvo* on page 16).
- ♦ **Traits:** Special features altering the weapon's use, usually for the better. Most weapons have one to two traits. Rare and legendary weapons may have three or more.

WEAPON TRAITS

The following traits modify weapons, allowing them to make special attacks, inflict additional damage, or limit their use in certain situations. Traits marked with (X) have a numerical rating that varies by the particular weapon; replace

X with the number indicated for the specific weapon's profile.

BRUTAL

This weapon inflicts traumatic wounds that test the skill of the most seasoned Apothecaries.

When rolling damage dice for a Brutal weapon, add +1 to the result of each Extra Damage Die.

Example: *Mario's character makes a successful attack against a Genestealer with his chainsword, and shifts two dice to damage. Thus, Mario rolls a total of three extra damage dice (One for the weapon, plus two for the shifts), and gets this result: 2, 3, and 5 (for a total of one icon). Because his weapon is Brutal, Mario adds 1 to the results of each dice, improving the results to 3, 4, and 6 (for a total of three icons).*

PARRY

Weapons with this trait grant their wielder a +1 bonus to Defence against melee attacks.

PISTOL

A pistol can be fired while engaged in close combat using the Weapon Skill in place of the Ballistic Skill.

RAPID FIRE (X)

A weapon with this trait deals a number of Bonus Dice damage equal to its rating in close range.

TOXIC (X)

Some weapons incorporate a mechanism of delivering a poison, infectious agent, or other compound that gradually incapacitates or kills its target. A character who is wounded by a weapon with the Toxic trait becomes Poisoned (see above). The character must make a Toughness test (DN X) at the end of each round. If they succeed (or if they are treated with a Medicae test at DN X-2), the effect ends. If they fail, they suffer X wounds.



Blessings Unheralded is an introductory adventure designed to give both players and GMs a chance to experience the *Wrath & Glory* roleplaying game. This adventure places the players in the roles of an Imperial warband—a group of warriors, scholars and people with faith in the God-Emperor, working together to stave off the imminent threat of Chaos. It is their task to unravel sinister conspiracies, discover forbidden secrets, face dire foes and triumph in the Emperor's name. This adventure can also act as a starting point for players and GMs to explore further adventures in the war-torn worlds of the 41st millennium.

ADVENTURE SUMMARY

In *Act I: Blasphemous Portents* (see page 23), the PCs arrive on Enoch. They enter St. Deploratus' Sanitarium where they expect to find Adept Genevieve Parker (see page 22), the missing member of their warband. When they enter, they are attacked by a group of Poxwalkers. After the Poxwalkers are defeated, the characters meet with Sergeant Grosvenor (see page 23) who directs them to their fallen comrade, who is currently in the Exotic Diseases ward.

In *Act II: Unholy Omens* (see page 25), the characters find that Parker has succumbed to abacys syndrome. The contagion has spread through the medical facility, infecting patients seemingly at random. The disease's victims are all bed-ridden, endlessly chanting numbers. The characters can meet with Chirurgeon Konig (see page 23), who has secretly sworn allegiance to Nurgle and is spreading the abacys syndrome. This act presents the protagonists with an opportunity to research the disease, presumably hoping to stop its spread and potentially cure their friend. The act concludes when the patients stop chanting and a few go missing.

In *Act III: Forbidden Fruits* (see page 29), Konig travels to the food distribution centre, just a few steps ahead of the protagonists. He plans to place the disease contagion into the food and water, infecting a substantial portion of Enoch's population. Should he succeed, the planet is likely to be overrun with Poxwalkers in a matter of days. The heroes must scramble to stop him before he can complete his plan.

THE DARK IMPERIUM

The 41st millennium is an age of war, and mere survival is justly hailed as victory. It is a war raging across the galaxy in the darkness of space, on a million worlds, and within the depths of every human soul. There can be no conceivable end. There can be no peace amongst the stars, except, perhaps, in oblivion.

Vast gulfs separate planetary systems, and communications and transit between them can take years, requiring worlds to be able to operate self-sufficiently for decades or longer. From the shifting seas of warp space come horrific daemons—entities whose bodies are fashioned not of flesh and blood but of corruptive power, and they feed on the terror and ignorance of man.

The Imperium enforces powerful strictures to keep each of these forces in check. Psychically gifted humans, who have the ability to manipulate the warp, are taken into Imperial custody for analysis and training... or elimination. Astropaths, in particular, are vital for maintaining communication between the Imperium's many worlds.

THE IMPERIUM OF MAN

The Imperium maintains untold hundreds of different bureaus and organisations, each devoted to different agendas. A few of the most important organisations follow.

The Ecclesiarchy, officially known as the Adeptus Ministorum, preaches vigilance upon all of humanity's worlds, through the teachings of the Imperial Creed.

The Tech-Priests of the Adeptus Mechanicus build and maintain all of humanity's technological devices from the warp capable vessels that travel across the galaxy to the lasguns that the soldiers of the Adeptus Militarium wield. Innovation is tightly controlled and restricted, particularly regarding any technologies that could increase risk from exposure to the warp or mutation.

The Inquisition holds unchecked power to take any action necessary to protect humanity. Many of its secretive agents travel the Imperium's worlds, investigating signs of corruption or heresy, lest these dangers spread.

Each Imperial world tithes soldiers to the Astra Militarum. Also known as the Imperial Guard, this force utilises overwhelming numbers of men and war machines to grind the foes of the Imperium into dust.

The Space Marines and Primaris Marines of the Adeptus Astartes are humanity's genetically enhanced, elite soldiers, capable of overpowering virtually any threat.

THE GREAT RIFT

Roughly a century ago, a galaxy-spanning tear in reality, known as the Cicatrix Maledictum or the Great Rift, opened. Travel across the Great Rift is nearly impossible.

The influence of the Dark Gods of Chaos have forced the Imperium into an even greater state of war. Some of the agents of Chaos are mortal humans, who have pledged their service as cultists. Some are men and women of the Imperium, turning traitor and heretic to revel in the flames of a burning galaxy. Others are Chaos Space Marines, who have been corrupted and turned away from the light of the Emperor. Most dangerous are the daemons that spawn from the very Immaterium. These entities are physical manifestations of their unholy masters, who exist only to sow destruction.

While many Chaos agents embrace direct and violent approaches to overwhelm their foes, this is not their only approach. Chaos can often subvert loyal subjects through rumours, untruths, and deception. In many cases, unwitting fools subverted Imperial resources for the Dark Gods, while acting with the very best of intentions. The temptations of Chaos are treacherous and may lurk under any guise.

THE WORLD OF ENOCH

The Imperium conquered the Gilead System in the 34th millennium, in the midst of a protracted crusade. The system includes many different human-inhabited worlds, in addition to several moons and other outposts. Gilead is the system's

capital world, and a densely populated hive. Avachrus is a small forge world, located close to the sun and rich in valuable metals. Ostia is an agri-world, capable of feeding the entire system. Nethreus is a Knight World, which has sworn allegiance directly to the Imperium. Enoch is an Imperial shrine world, which is also home to the Adepta Sororitas Order of the Sanctified Shield.

Enoch contains vast numbers of shrines devoted to the God-Emperor. Most who dwell permanently upon the world directly serve the Ecclesiarchy. While many are priest or ministers, there are also bureaucrats and menials who maintain the organisation's essential infrastructure. Sisters Hospitaller, peripherally associated with the Order of the Sanctified Shield, maintain St. Deploratus' Sanitarium. Its healing facilities are the best to be found within the Gilead system.

DRAMATIS PERSONAE

This section presents the background information and roleplay notes for a few NPCs who play major parts in this adventure.

ADEPT GENEVIEVE PARKER

Adept Parker is a member of the same warband as the PCs. She suffered grievous injuries during a mission several months ago, in battle against a daemonic warp incursion on Gilead. The PCs are travelling to that world to retrieve her, expecting her to have recovered.

Prior to her injury, Adept Parker was on good terms with all members of the warband. As events unfold through the course of the adventure, the Adept remains unresponsive, suffering from the effects of abacys syndrome.



SERGEANT ARTEMIS GROSVENOR

Sergeant Grosvenor is the head of security for St. Deploratus' Sanitarium and has complete access to the entire hospital. She arrived on the world as a patient, after serving in the Astra Militarum, and entered the hospital's employment when she was unable to return to her regiment.

The Sergeant is suspicious of anything out of the ordinary. She is accustomed to soldiers visiting wounded patients, which leaves her comfortable working with the PCs and quick to trust those with a military background. She is blunt and gruff in her dealings preferring to act quickly to mitigate risks, only asking permission or apologising if necessary. She is also clearly overburdened and has little time to help the PCs, unless circumstances are critical.

If game statistics are required for Grosvenor, assume an attribute of 3 and a skill of 3, if it is directly related to her field of expertise. Otherwise assume a skill of 0.

TECH-PRIEST PHILANON

Tech-Priest Philanon is a low ranking member of his order. His primary role is to keep the thermoelectric systems at St. Deploratus in proper working order. He has dozens of servitors to aid him in this duty, and he is enthusiastic about fulfilling and discussing it. In spite of his rank, Philanon has extensive cybernetic enhancements, including all limbs, cybernetic eyes, and a vocal implant, which grants his normal voice a sterile mechanical timbre.

The Tech-Priest resents being distracted from his duties to study the abacys syndrome and happily embraces any excuse to return to labour that is closer to his interests. When interacting with the PCs, his disinterest in the assignment shines through. He is perfectly willing to assist them if it provides an opportunity for him to get away from dealing with patients and biological systems.

If game statistics are required for Tech-Priest Philanon, assume an attribute of 4 and a skill of 4, if it is directly related to his field of expertise. Otherwise assume a skill of 0.

CHIRURGEON WILLEM KONIG

Konig is in charge of the Exotic Diseases ward, where all patients suffering from the abacys syndrome are quarantined. He has managed the ward for more than ten years, but until the recent outbreak, it rarely had more than a handful of patients.

Konig carries an air of supreme confidence and issues orders with a tone that demands respect and immediate compliance. His obese body shows signs of exhaustion, but he soldiers on. He seems to be intensely focused upon treating his patients, and is constantly monitoring their conditions and prescribing new tests and medications for each of them. An extremely compelling explanation is required to draw him away from his work. If pressed, he brusquely explains that treating the patients is his highest priority, and anything that interrupts that treatment puts their lives at risk.

In truth, Konig is responsible for the emergence of the abacys syndrome, obtained as a gift from his diseased patron, the Chaos God Nurgle. He is using the disease as a means to gain access to other facilities on Enoch, hoping to spread the infection further. Konig depends upon keeping others at a distance to prevent anyone from recognising his blasphemy.

ACT I: BLASPHEMOUS PORTENTS

The adventure opens as the characters reach the entrance to St. Deploratus' Sanitarium. Begin by reading aloud or paraphrasing the following:

The journey to Enoch was mercifully uneventful. Now you just need to quickly find Adept Parker, so that your warband can return to full strength before resuming your current assignment: assisting a Rogue Trader. You were able to find your way from the assigned landing pad, past the granaries of a massive distribution centre, to the Sanitarium without complications. The medical facility is enormous, spanning multiple buildings, each containing several large wings. The exterior is a beautiful white marble, with bright blue veins running through it, all engraved with Imperial iconography and golden insignias. You make an obeisance to the aquila over the entrance before you cross in, obtaining directions from a friendly worker. Inside the grand doorway is an enormous room with arched gothic ceilings. Light shines down



from hundreds of candles as well as the coloured sunlight streaming through the intensely detailed stained-glass windows. A woman's screams shatter the peacefully haunting chimes of a liturgical hymn. You suddenly notice an unholy stench. A panicked man sprints towards you, rushing for the door, fleeing from a group of shambling, rotting humanoid figures clad in patient's gowns.

At this time, the game enters its first combat scene. A band of eight Poxwalkers (see page 32) are halfway across the room. The room is more than 100 metres deep with dozens of exits. People are streaming towards all of them, but there are still many patients, medicae providers and visitors in immediate danger of attack.

Initiate combat at this time, beginning with Initiative (see page 11). On the villains' turn, the first character to act is the panicked man who was rushing towards

the Heroes and the exit. He collapses to his knees, lets out a moan of utter agony, and transforms into a Poxwalker. Any characters who see this happen must immediately make a Fear test at DN 3 (see page 20). Each unengaged Poxwalker kills one worker per turn (and thus uses their Contagious Touch ability). The only action a Poxwalker will take is to attack the nearest target each turn or any target that has directly injured them.

Note: In this battle, the Poxwalkers are considered to be Troops in a Mob, meaning they each have only 1 Wound. They may not use their Contagious Touch ability again this battle.

SECURITY MEASURES

After four turns of combat, a squad of four hospital security officers arrives, led by Sergeant Grosvenor (see page 23). They attack any surviving Poxwalkers and eliminate one per turn (no dice rolls required). In the event the PCs have Poxwalkers who are nearly eliminated from the fight, one of the security officers dispatches an injured foe each round in addition to the one that they eliminate normally.

If the PCs have already eliminated all of the Poxwalkers by the time the security guards arrive, they ask the protagonists to stow their weapons. Once they do so, the security officers do the same. Sergeant Grosvenor questions the PCs about the conflict. If the PCs remain prepared for a battle, she attempts to calm them. She shows any necessary identification and relies upon her authority as the head of hospital security. If the PCs attack the Sergeant and security guards, additional guards arrive, escalating the fight. It is assumed that the protagonists respect the guards' authority within an Imperial facility, but if the characters pursue a fight, assume the guards have 3 in all Attributes and 3 in all Combat Skills.

Once the situation has calmed, the Sergeant debriefs the characters. She wants to know when they first saw the Poxwalkers, and if they know the creatures' point of origin. She wants to verify how many of the creatures were present and if anything unusual happened during the fight (such as the NPC transforming into a Poxwalker before their eyes). If the characters succeed at a Standard (DN 2) Persuasion test, the Sergeant becomes much more trusting of the characters. At this point, she is willing to trade information with them regarding the attack.

The Sergeant has a few major points to share and resolve in their discussion:

- ♦ She believes the Poxwalkers entered the hospital from the outside and hopes that the PCs saw them enter. (They did not.)
- ♦ She reluctantly admits that this is not the first attack. There have been several minor incidents over the past month. She does not know the cause. The hospital is not aware of any patients transforming into these creatures, nor are they treating any. (Note that she is reluctant to reveal this latter fact, and only does so if the PCs have a particularly successful Persuasion test or if they provide useful information in return.)
- ♦ She is attempting to constrain information about the outbreak in order to prevent a panic. She is concerned that the PCs have been sent to contain and eliminate this issue. She is happy to help them, but fears the dire consequences of proscribed knowledge.
- ♦ If the PCs are willing and able to help solve the Poxwalker outbreak, she is very interested in working with them. However, she has no leads. She has not been able to identify any of the people who turned into Poxwalkers. (The victim at the doorway was visiting a patient and his death is of no significance.) Her objective is to contain the outbreak. She can grant the characters unrestricted access to St. Deploratus' Sanitarium in exchange for their assistance.
- ♦ Sergeant Grosvenor has a total staff of 30 security guards. Ten guards are on duty at all times, working three eight-hour shifts. They are equipped with lasguns (Damage 7+1ED; AP: 0; Range 48m; Salvo 2; Rapid Fire [1], Steadfast), knives (Damage 5+1ED; AP: 0), and vox-beads.
- ♦ It is very clear that Grosvenor and her agents are baffled by the investigation. Further, they lack the resources to quickly find the root of the problem.

GRACIOUS SURVIVORS

Rescued NPCs are appropriately gracious for their salvation. They all know Adept Genevieve is currently in the Exotic Diseases ward and are happy to lead the protagonists there. Along the way, they

offer a variety of minor gifts—medals of devotion, fresh fruit and similar items—while continuing to express their gratitude. Note that none of the survivors have any significant influence.

No survivors know why Parker was sent to the Exotic Diseases ward. They recommend speaking with the caregiver responsible to obtain that information. However, they do know that there has been a minor outbreak within the facility. It is possible that Parker could have contracted a disease while in recovery. The survivors have no further information about the outbreak. They further remark that such incidents are, unfortunately, not uncommon.

If anyone asks, any hospital worker can verify that the physician responsible for Adept Genevieve is Chirurgon Willem Konig, and that he is the head of the Exotic Diseases ward. They also know it is standard for patients to be assigned to that ward in the event that they are non-responsive. A note in Parker's patient files indicates that a physician in the cybernetics ward referred her. This department does fit with the severity of the injury that the PCs knew her to have suffered.

When the PCs reach the Exotic Diseases ward and begin to ask questions, proceed to *Act II: Unholy Omens*.

ACT II: UNHOLY OMENS

This scene opens when the protagonists reach the Exotic Diseases ward. Begin by reading or paraphrasing the following:

In spite of its foreboding name, the Exotic Diseases ward is little different from any other Sanitarium ward. Patients are briefly bathed in a cleansing mist upon entering or leaving the floor through the lifts, but there are no other obvious signs of quarantine or contagion prevention. The lights are dim, with underpowered lamps illuminating the corridor. Doorways on each side of the hall lead to rooms each occupied by two patients. There are a total of twenty-five rooms, plus a caregiver's station. The sound of chanting coming from all of the rooms is drowning out the solemn hymns playing through the hospital's loudspeakers. Every patient is rattling off a seemingly endless stream of numbers in a dull monotone. There is no immediately obvious sequence to the numbers, and no two patients are reciting the same series.

The chanting soon fades into the background noise. It is a constant sound, but the voices are so monotonous and mechanical, that it becomes easy to ignore. Medical technicians can quickly direct the PCs to Adept Genevieve's room. The room is roughly four metres squared and contains two cots. A man in his mid-thirties occupies the other cot. There are several cabinets with clean linen, prayer books and cleaning supplies. Nightstands adjacent to each bed provide storage for the patients' personal effects. An intravenous drip attaches to each patient's arm, providing a clear saline solution. An autscribe attached to the end of each cot prints out lines of patient information every few minutes. A small water closet is attached to the room. Note that all rooms are essentially identical, save for the patients and their personal effects.

Adept Genevieve lies in the bed, with her eyes open, staring unfocused at the ceiling. She chants a series of random numbers, ranging from 0 through 2047. The PCs all recognise her voice, though it has acquired a raspy quality, presumably from speaking constantly. She is otherwise non-responsive. Despite this, a DN 1 Medicae test reveals that the patients appear to be in good health.

After visiting Adept Genevieve, the PCs may proceed in a variety of directions for their investigation.

MEDICAE WORKERS

Before the characters can freely roam the ward and start checking on other patients, they must first gain the approval of the medicae workers. At the time the PCs arrive, there are two Sisters Hospitaller, several medical technicians and about a dozen servitors. The Sisters methodically check the autscribe reports at each patient, to verify that everything is within acceptable limits. They are not wearing armour or carrying weapons besides their traditional surgical tools.

The medicae workers and the servitors monitor the intravenous drips, turn the comatose patients in their beds, change the linen, and so forth.

When the PCs first arrive at the ward, they are asked to identify themselves and explain their business. As long as they are courteous and honest, the Sisters and workers are cooperative. If the protagonists are hostile, they contact Sergeant Grosvenor (see page 23), and flee the ward.

The technicians and the Sisters Hospitaller can provide the following information:

- ♦ There are currently 49 patients suffering from abacys syndrome.
- ♦ The first patient to fall ill was Astropath Darron Feeld, who is currently in room 7 (see *Other Patients*, page 27). He contracted the disease nearly two months ago.
- ♦ There seems to be no obvious pattern for how patients come down with the abacys syndrome. All, however, contracted the disease while at the hospital.
- ♦ Many patients (more than twenty) have died of abacys syndrome. In all cases, their bodies were sent to the morgue. The Sisters can provide directions to that facility in the hospital's sub-basement (see *The Morgue*, page 27).
- ♦ Chirurgon Konig (see *Dramatis Personae* page 23 and page 32) is the head of the ward. He is currently off duty, but should return in a few hours. He would be the best one to answer what has been done to treat the disease.
- ♦ Tech-Priest Philanon (see page 23) is in room 15, examining a patient.

SERGEANT ARTEMIS GROSVENOR

If the protagonists have questions about hospital security measures—or if they are hostile with the medical technicians—the characters may interact with the Sergeant once more. She is surprised to meet with them again so soon after their last meeting. She simply did not make the connection that the protagonists would be investigating abacys syndrome. She knows the following about the disease:

- ♦ Physical security logs were compared with the lists of patients and visitors. There was no obvious connection between those who contracted the disease. Further, patients who contracted the disease came from various wards in the hospital. It does not appear that the infection source is physically localised or linked to a specific individual.
- ♦ None of the patients in the Exotic Diseases ward have regular visitors. The most any

patients were visited was three times over the course of several months.

- ♦ The only location that visitors frequently visited was the hospital chapel to the Emperor (see *Pater Jordan Yeng*, below).
- ♦ The Sergeant is happy to work with the protagonists to further investigate any leads she has not followed, particularly if they have already agreed to help with the Poxwalkers.

OTHER PATIENTS

There are forty-nine patients suffering from abacys syndrome. All suffer from the same symptoms as Adept Genevieve, and are sustained by IV drip. The patients are from a broad spectrum of ethnicities, genders and professions. Most are of military backgrounds, as they were admitted due to combat-related injuries. However, there are a few patients who were hospitalised for more mundane causes.

All patients are two per room, except for Astropath Darron Feeld. He is a member of the Adeptus Astra Telepathica, who was admitted to the sanitarium due to a severe torso wound. He was the first patient to have contracted the disease, and his symptoms are generally identical to all of the other patients.

If the characters devote time to trying to decipher the numbers, they must first commit to several hours of recording the values and manipulating them in different ways. If they do so, any characters involved may attempt a Difficult (DN 5) Tech or Investigation test. On success with either, they recognise that there is a slight syncopation to the way the characters are reciting the numbers. If the values are broken down into groups based upon the number timing, they could be translated into *Lingua-technis*. While none of the characters are fluent in that language, they can still recognise the pattern and may choose to bring the translation to Tech-Priest Philanon for evaluation. Failing the test means the characters spend

a great deal of time and effort learning the pattern. They still receive the information, but each character suffers 1 Shock from exhaustion.

THE MORGUE

Everyone who died of abacys syndrome went to the Morgue. Caregivers indicated that the bodies were specifically marked as quarantined. They were to be kept for two weeks, and then should have been cremated. When the PCs visit the facility, they discover the following:

- ♦ The facility is completely automated, manned entirely by servitors. For the most part, they prepare bodies for disposal, first removing any cybernetics or other bodily components that can be repurposed.
- ♦ The quarantine room is clearly marked, but there are no bodies in it.
- ♦ Checking the logs, there is no record of any bodies having been removed from the room for cremation. However, there are many records of bodies having been placed into the quarantine room.



- ◆ Several shelves where bodies would normally be stored still contain satchels of personal effects.
- ◆ If the PCs inspect the personal effects, they find uniforms, minor trinkets, devotional books, and images—presumably of the deceased patients with friends and family.
- ◆ If the characters examine those images, they immediately recognise two of the patients as having been Poxwalkers whom they battled upon entering the hospital. While the features were certainly changed by the ravages of the disease, these are clearly the same individuals.

PATER JORDAN YENG

Pater Yeng is an elderly priest who maintains the hospital's chapel. He is kindly, devout, and suffering from extreme senility. He does a decent job of concealing his senility on first impression. He asks about people's health and what brings them to the medical centre. After a few minutes of conversation his eccentricities and lack of short-term memory become apparent. He knows nothing relevant to the disease or Poxwalker investigation. While he almost certainly interacted with people who visited the Exotic Diseases ward, he has no recollection of this.

The GM is encouraged to offer any number of false leads in this encounter. The priest is extremely earnest and wishes to be helpful. However, his failing memory leaves him terribly confused. Ultimately, Pater Yeng says whatever he thinks the protagonists want him to say, short of incriminating himself. He will smile and confirm any suspicions that the protagonists offer, no matter how inaccurate they might be. He simply wants to leave them satisfied and renewed in their faith in the God-Emperor.

CHIRURGEON WILLEM KONIG

The Chirurgon is off-site when the PCs first arrive in the ward. If the characters press, one of the Sisters Hospitaller explains that he is in an important meeting elsewhere within the hospital complex. This gives them an opportunity to interact with patients or other resources, learning information for themselves before interacting with the physician.

When he arrives, he insists on working with the patients as he talks to the characters. While he is courteous to them and agrees to cooperate, the healer makes it abundantly clear that his patients are a far higher priority than any investigation. He is clearly distracted working various devices, and asks the PCs to repeat themselves. He can offer all of the same information as the medicae orderlies (see page 26). In addition, he offers the following information:

- ◆ An exhaustive search of hospital records do not indicate any similar diseases spreading through the facility.
- ◆ He is unclear what organ the disease attacks. While he supposes it is most likely the brain, he is not seeing any evidence of infection or inflammation.
- ◆ He has not been able to find a vector responsible for the syndrome. Treating the patients with medications to stave off infections has had no effect.
- ◆ While he is continuing to investigate causes and treatments, he fears all he can offer is making the patients comfortable.

While interacting with the Chirurgon, call for the characters to make an Insight test, opposed by Konig's Deception pool (11d). On a success, the character believes that Konig is withholding some information. The relevant information is the fact that he is responsible for the disease, as part of a ritual that he performed in service to Nurgle. Note that the PCs have no way of uncovering this information, short of overpowering the physician and torturing it out of him. Failing the test means the character still feels like Konig is hiding something, but Konig is far more aware of the Heroes' suspicion: increase the effects of his **The Unseen** ability (see page 32) from +2d to +3d.

TECH-PRIEST PHILANON

Tech-Priest Philanon has substantially more research training and experience than anyone else at the sanitarium. He has assembled a makeshift lab in the Exotic Diseases ward, and is performing his work there. Unfortunately, the Chaos origins of the disease—which Philanon has not uncovered—leave him utterly out of his depth in trying to identify its cause and any possible

cures. Every test he runs yields results that seem to contradict other tests. He does not directly admit his continuous failures, but explains that his results so far have been inconclusive. A further complication that he does not recognise is the fact that the Chirurgeon has been feeding him false information regarding patient symptoms to further stymie any progress he might make.

Philanon is most useful if the characters ask him to help analyse the numerical codes that the patients are reciting as described in **Other Patients** (see page 27). If the characters already deciphered that the numbers could be translated into Lingua-technis, he can confirm that and provide the translation. Alternatively, if the characters have not yet deciphered this, the Tech-Priest's assistance ensures the Heroes can identify the issue.

In looking at the translations, Philanon notices that they match the format of a standard, security level Epsilon passcode. He informs the protagonists that such codes are not in common use on Enoch. In fact, he knows that the only place one is used in this region is at the nearby food processing and distribution centre. That facility is entirely automated, but the passcode would provide complete access to the facility and the food and water distribution network for this part of the planet. If it fell into the wrong hands, it could put hundreds of thousands of lives at risk.

If the protagonists have already discovered that the first disease patient was a psyker, call for a Routine (DN 1) Investigation test. On success, they can infer that the patient may be attempting to use each passcode the patients create to open the security lock. This could mean that whoever is behind the disease might be able to gain access to the food distribution facility at any moment. On a failure, the characters spend a great deal of time mulling over the situation, and eventually get the same answer. Each character suffers 1 Shock due to exhaustion.

At this point, call for a Routine (DN 1) Awareness test. All who succeed notice that the patients have suddenly stopped chanting. Note that their other symptoms have not resolved, they are simply quiet. If the characters investigate the floor further, they discover that seven of the patients are missing, as well as Chirurgeon Konig. Unless someone was watching Adept Genevieve,

she is one of the missing patients. No one noticed them leaving or knows where they might have gone. On a failure, the characters still notice the silence, but increase the number of Poxwalkers in the final encounter with Konig (see page 30) by 2.

This act concludes when the protagonists discover the patients are missing. When the characters proceed to the food distribution centre, begin *Act III: Forbidden Fruits*.

ACT III: FORBIDDEN FRUITS

This scene begins when the PCs arrive at the food distribution centre. It is assumed this happens only after the patients have stopped chanting and Konig has discovered the passcode. Open the scene by reading or paraphrasing the following:

The enormous food distribution centre towers over the facility entrance. Armed watchtowers mark 20 metre intervals along the huge fence surrounding the complex. Signs indicating "No admission by order of the Adeptus Mechanicus" are placed every few metres as well. The loud sounds of heavy machinery performing some sort of noisy processing pounds at your ears, while the strong odour of yeast assaults your sinuses.

The aura of security and stability is shattered by the scene at the main entrance. The gateway, which should be locked and sealed, is wide open. All of the servitor-crewed turrets in the watch stations hang limply, with no signs of lighting or motion.

RIGHT PLACE, WRONG TIME

If the characters visit the distribution centre earlier, all of the defensive systems remain active. Large signs indicate that the facility is open to authorised personnel only, and as the protagonists approach, an automated recording warns them to depart. If they press the attack, a barrage of lasgun fire opens up them.

The food processing centre is a massive complex. It is filled with endless arrays of machinery—monitored by hundreds of servitors—performing various tasks to prepare low-grade Imperial nutrition.

It is clear from the scale of the complex that it is capable of meeting the daily nutritional needs of millions of Enoch's citizens. If Tech-Priest Philanon or Sergeant Grosvenor accompany the characters, they can confirm the scale of the operation, but neither have ever been inside the facility and do not know how best to navigate it.

When the characters reach the food processing centre, after reading the orientation text, the GM starts a timer counting down from thirty minutes. It should be placed in an obvious position so that all of the players can see it, but without explanation. The timer counts down how long the players have to find Konig. If they do not reach him before the timer expires, the cult leader successfully contaminates the planet's food and water distribution system—most likely by dumping a Poxwalker into it. At the GM's discretion, the timer may be paused any time lengthy descriptions are provided, out-of-character interruptions take place, or someone needs to check a rule. Less merciful GMs may wish to use a shorter time instead.

As the protagonists arrive at the main entrance to the food distribution centre, call for a Challenging (DN 3) Awareness test. On success, the character notices a faint trail of bile, left behind by the Poxwalkers. The character who spots it recalls seeing something similar when they battled the creatures in the sanitarium lobby. If one of the characters notices the trail, they can easily follow it, to locate Konig and his allies.

If the characters don't see the bile trail, finding Konig becomes more challenging. The GM must respond to whatever plan the PCs choose to follow. Here are a few possibilities:

- ♦ A Standard (DN 2) Tech test suggests that the food and water undergo extensive filtration within the facility. Attempts to contaminate either must be undertaken just before materials enter planetary distribution. The characters can follow signs to the delivery pumps, in hopes of finding Konig and his associates there.
- ♦ The characters may choose to split up to try to find Konig. If they do so, let them re-take the Challenging (DN 3) Awareness test. However, if anyone succeeds, advance the timer 5 minutes, to represent the time required to regroup after finding the trail.

- ♦ A Challenging (DN 3) Investigation test reveals the three most likely places to contaminate the food reserves. The characters can either split up to check each of them, or stick together and do them sequentially. If they split up, randomly determine which group finds Konig. If they go sequentially, each stop requires 5 minutes of their time. Roll a d3 to determine which stop number has their foe.

When the characters catch up to Konig, they discover him in the presence of several Poxwalkers. This time, the poxwalkers are more dangerous, and should be treated as individual enemies rather than mobs (though they still retain the *Mindless* rule). As a general rule, there should be at least three poxwalkers for each player character. One additional mob of 10 Poxwalkers may join the combat if things are going too easily for the heroes. Game statistics are under Threats (see page 32). If Konig was able to take Adept Genevieve with him, the PCs see she is now a Poxwalker. When the protagonists recognise her, they must make a Fear test (DN 4).

CALL FOR HELP

When the protagonists discover the threat to the food distribution centre, they may try to enlist some assistance in their battle. Without the passcode—which only Konig and a few of the most senior Tech-Priests on the world possess—they have no way of activating the facility's defences. Contacting someone with the appropriate clearance for the code would take hours. The only other security forces that are available nearby are Sergeant Grosvenor's staff. If the PCs have developed a good working relationship with her, she is willing to come to aid them along with five of her guards. This group can collectively eliminate one Poxwalker during each round of combat.

No other Imperial forces are able to respond to a call for help before Konig successfully contaminates the food and water reserves.



If the protagonists attempt to sneak up on Konig, call for a Stealth test, opposed by Konig's Awareness. Give the PCs +3d as a bonus, due to the noise and the fact that Konig is focused upon his work. The Poxwalkers do not notice the PCs covert behaviour. If the characters go unnoticed, they may all take an action against their foes before the first round of combat begins.

Once combat is engaged, Konig's priority becomes to contaminate the food and water. He had just finished opening a hatch to one of the exterior pipes. If any of his allies fall, Konig's next action is to use his chainsword to sever a limb from one of his Poxwalkers. Once the limb is severed, with his next turn he shoves the limb through the hatch into the flow of materials leaving the distribution centre. His final action is to shut the hatch and reactivate the pump, poisoning the planet. The Poxwalkers are not tactically sophisticated. They directly attack the PCs.

RESOLUTIONS

If the characters defeat Konig before he can contaminate the food or water reserves, Enoch remains secure.

If they fail, then the region is consumed by Poxwalkers as a new plague begins to spread across the planet in a matter of days.

If they defeat Konig only after he contaminates the distribution lines, they may shut the pumping station down a Standard (DN 2) Tech test. However, this does require decontaminating all of the pipes, a process that takes weeks and certainly causes thousands of the planet's citizens to die of starvation or dehydration.

The remaining abacys syndrome patients do transform into Poxwalkers after Konig dies or when he succeeds in contaminating the food distribution network. There is no hope of restoring any of the infected patients back to health.

THREATS

This section presents the game mechanics for NPCs with whom the PCs are most likely to come into direct physical conflict.

CHIRURGEON WILLEM KONIG

See *Dramatis Personae* for full description, (page 23). Note he is unarmed and unarmoured within St. Deploratus' Sanitarium. In Act III, he is equipped as described.

ATTRIBUTES

Strength	4	Intellect	4
Agility	4	Willpower	4
Toughness	5	Fellowship	4
Initiative	5	Defense	4
Speed	6	Wounds	12
Shock	10	Resolve	4
Resilience	9 (Flak Armour 3)		
Skills	Deception 7, Medicae 7, Default 6		
Size	Average		
Keywords	Human, Heretic, Chaos		

WARGEAR

Autopistol: (Damage 7+1ED; AP 0; Range 20m (R); Salvo: 2; Pistol)

Filthy Chainsword: (8+1ED; AP 0; Brutal, Parry, Toxic [4])

SPECIAL ABILITIES

(Ruin) Kneel Before the Dark Gods!: As an action, the Chirurgeon may make an Interaction Attack against all targets who do not possess the Chaos keyword within 15 metres. Any character affected by the Interaction Attack is considered Prone in addition to the normal effects.

The Unseen: The Chirurgeon gains +2d to all Interaction Attacks.



POXWALKERS

Poxwalkers are the end result of some of Nurgle's plagues. Once infected, a host degrades and inevitably dies. After death the body continues to swell and decompose, often sprouting horns and bony protrusions in the process.

Poxwalkers seldom carry weapons and are individually slow and clumsy, but have the potential to overwhelm their combatants in numbers. Further, these foul creatures carry the taint of the disease that created them. Often, they are capable of spreading it to the living, creating yet more of their kind.

ATTRIBUTES

Strength	4	Intellect	2
Agility	2	Willpower	2
Toughness	4	Fellowship	1
Initiative	3	Defense	2
Speed	4	Wounds	3
Shock	3	Resolve	1
Resilience	5		
Skills	Weapon Skill 5, Default 3		
Size	Average		
Keywords	Human, Heretic, Chaos, Nurgle		

WARGEAR

Improvised Weapon: (7+1ED; AP 0; Toxic [3])

SPECIAL ABILITIES

Fear (3): Encountering these creatures requires a Fear test (DN 3).

(Mob) Mindless: A mob of Poxwalkers automatically passes all Resolve tests.

Contagious Touch: Anyone killed by a Poxwalker's attack rises at the end of the next round as a Poxwalker.

BLESSINGS UNHERALDED IS AN INTRODUCTORY ADVENTURE
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THE SHRINE WORLD OF ENOCH IS SUFFERING FROM A MYSTERIOUS
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PLANET TO LOCATE A MISSING FRIEND. HOWEVER, THE SEARCH SOON
UNCOVERS SOMETHING FAR MORE DEADLY.

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