WARHAMMER
40,000
ROLEPLAY
IMPERIUM
MALEDICTUM
GRIM AND TREACHEROUS ADVENTURE IN THE 41ST MILLENNIUM

CREDITS

Lead Design: Emmet Byrne, Zak Dale-Clutterbuck, Cody Faulk, Elaine Lithgow, TS Luikart, Dominic McDowall, Pádraig Murphy, and Sam Taylor

Writing and Design: Dave Allen, Emmet Byrne, Tim Cox, Zak Dale-Clutterbuck, John Dunn, Michael Duxbury, Cody Faulk, Tim Huckelbery, D.G. Laderoute, Elaine Lithgow, TS Luikart, Dominic McDowall, Pádraig Murphy, and Sam Taylor

Editors: Callum Collins and Brian Johnson

Cover: Álvaro Jiménez Hernández

Illustration: Helge C. Balzer, Alberto Bontempi, Simon Carr, Bartłomiej Fedyczak, Runesael Flynn, Wesley Gardner, Marc Grunert, Tom Hutchings, Dániel Kovács, Sam Manley, JG O'Donoghue, Cristian Alias Perez, Aurèle Pradal, Erin Rea, and Felix Tisch

Graphic Design & Layout: Diana Grigorescu, Tom Hutchings, Pádraig Murphy, and Noora Stubb

Proofreading: Andres Montelongo, Malkav Amonra

Cubicle 7 Team: Dave Allen, Emmet Byrne, Alex Cahill, David F Chapman, Walt Ciechanowski, Christopher Colston, Elaine Connolly, Josh Corcoran, Jennifer Crispin, Zak Dale-Clutterbuck, Matthew Freeman, Paula Graham, Diana Grigorescu, Fiona Kelly, Elaine Lithgow, TS Luikart, Dominic McDowall, Neil McGouran, Sam Manley, Kieran Murphy, Pádraig Murphy, Ceíre O'Donoghue, JG O'Donoghue, Laura Jane Phelan, Sam Taylor, and Cian Whelan

Playtesters: Lance Anderson, Voloshyn Anton, Rob Brown, Donal Burke, Eoin Burke, Jonathan Butler, Copernicus, Ben Durodié, Feargal Fanning, Andrii Fedoryshyn, Anton Gamov, Owen Kingston, Gavin Lyndon, Christopher Lloyd, Andrii Liashchuk, Max McDonald, Need Games, Ciaran O'Brien, Stanislav Ostapov, Bohdan Oximets, Stelio Passaris, Anton Shandra, Anton Smilevsky, Peter Tisdall, Andrii Verbytskyi, and Mark de Vrij

Senior Producer: Pádraig Murphy

Creative Director: Emmet Byrne

Publisher: Dominic McDowall

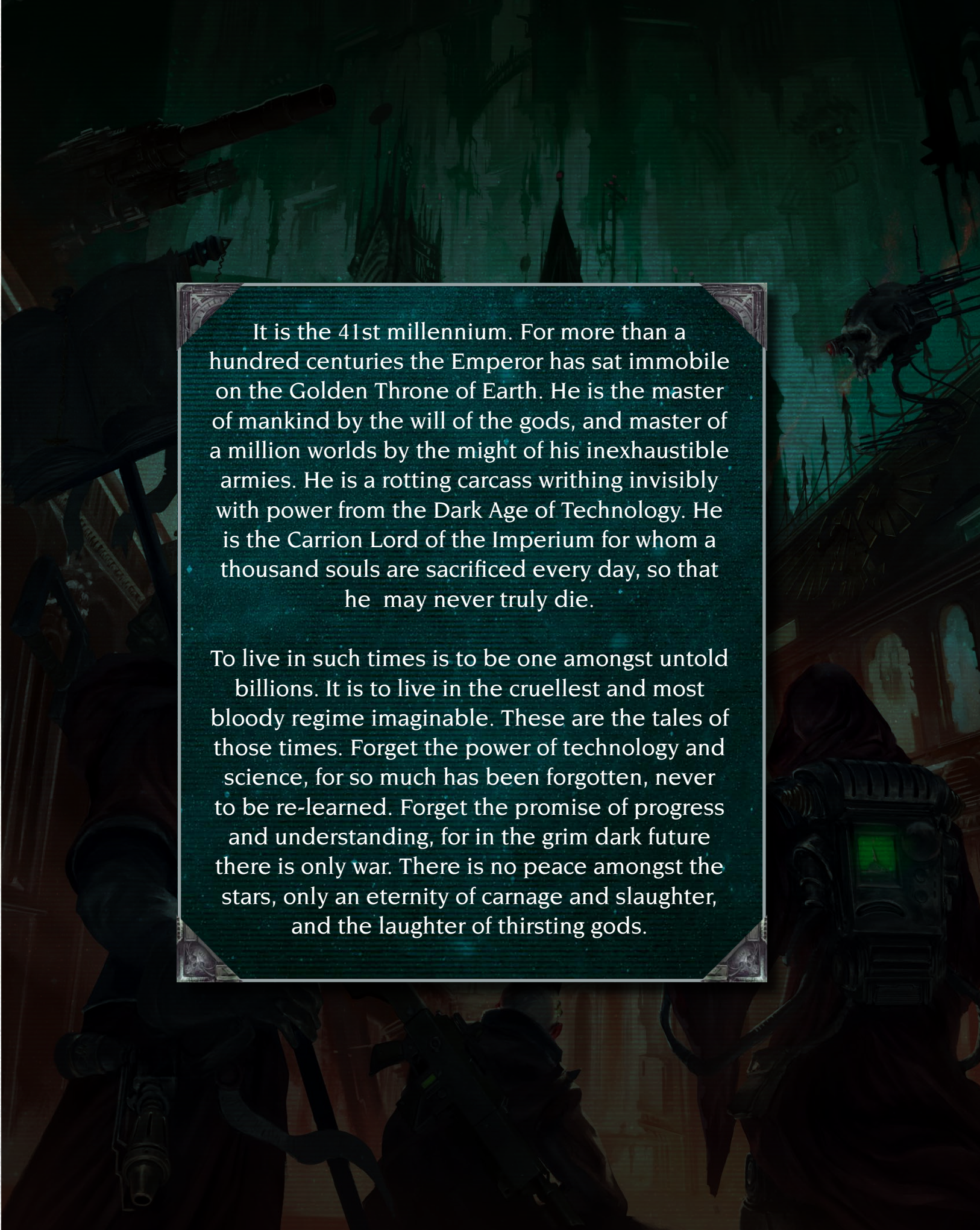
Special thanks to the Games Workshop team.

No part of this publication may be reproduced, stored in a retrieval system, or transmitted in any form by any means, electronic, mechanical, photocopying, recording, or otherwise without the prior permission of the publishers.

Warhammer 40,000 Roleplay: Imperium Maledictum © Copyright Games Workshop Limited 2023. Warhammer 40,000 Roleplay, the Warhammer 40,000 Roleplay logo, Imperium Maledictum, the Imperium Maledictum logo, GW, Games Workshop, Space Marine, 40k, Warhammer, Warhammer 40,000, 40,000, the 'Aquila' Doubleheaded Eagle logo, and all associated logos, illustrations, images, names, creatures, races, vehicles, locations, weapons, characters, and the distinctive likeness thereof, are either ® or ™, and/or © Games Workshop Limited, variably registered around the world, and used under licence. Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited. All rights reserved.

Cubicle 7 Entertainment and the Cubicle 7 Entertainment logo are trademarks of Cubicle 7 Entertainment Limited. All rights reserved. Printed in China.

Last Updated: 14th June 2023



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, so that he may never truly die.

To live in such times is to be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. These are the tales of those times. Forget the power of technology and science, for so much has been forgotten, never to be re-learned. Forget the promise of progress and understanding, for in the grim dark future there is only war. There is no peace amongst the stars, only an eternity of carnage and slaughter, and the laughter of thirsting gods.

CONTENTS

I INTRODUCTION

*An introduction to **Imperium Maledictum**, the Macharian Sector, and how to use this book.*

Using this Book....6
The Basics....7
Life in the Macharian Sector....7

II CREATING A PATRON

Rules for creating a Patron, the powerful figure who has drawn the characters together.

Your Place in the Imperium....16
Creating a Patron....17
Faction and Duty....17
Motivation....27
Demeanour....28
Payment....29
Boons and Liabilities....29
Background and Influence....42
Name & Details....44

III CREATING YOUR CHARACTER

*Rules for creating your **Imperium Maledictum** character.*

Character Creation....46
The Career Path....47
Characteristics....50
Origin....51
Faction....54
- Adeptus Administratum....56
- Adeptus Astra Telepathica....58
- Adeptus Mechanicus....60
- Adeptus Ministorum....62
- Astra Militarum....64
- The Imperial Fleet....66
- Infractionist....68
- Inquisition....70
- Rogue Trader Dynasty....72

Role....74
- Interlocutor....75
- Mystic....76
- Penumbra....77
- Savant....78
- Warrior....79
- Zealot....80

Equipment....81
Adding Detail....81
Character Goals....85
Connections....86
Bringing Your Character to Life....87
Finishing Touches....88
Advancement....90

IV SKILLS AND TALENTS

Skills and Talents essential to survival in the grim and treacherous Macharian Sector.

Skills....91
- Advances....91
- Specialisations....92
- Restricted Skills....92

Skill List....93
Talents....102

V ARMOURY

A consumer's guide to weapons, armour, tools, services, and other goods.

Macharian Sector Currencies....118
Trading Equipment....119
- Availability....119
- Bargaining and Trading....120
- Selling....120
- Bartering....121

Craftsmanship....121
- Item Qualities....121
- Item Flaws....122
- Encumbrance....122

Weapons....123
- Weapons and Armour Traits....124
- Melee Weapons....126
- Melee Weapons Table....128
- Ranged Weapons....129
- Ranged Weapons Table....132
- Grenades, Missiles, and Explosives....134
- Weapon Modifications....136

Protection....138
- Armour....138
- Force Fields....142

Tools and Equipment....143
- Clothing and Personal Equipment....143
- Tools....145

Augmetics....152
- Augmetic Replacements....152

Services....155
- Transportation....155
- Accommodations and Lodgings....155
- Provisions and Meals....155
- Medical Care....156

VI PSYCHIC POWERS

Rules for Psykers and the abhorrent powers they wield.

Psykers in the Imperium....158
- An Age of Witches & Miracles....159
- Psykers in the Macharian Sector....159

Psychic Disciplines....160
- Minor Psychic Powers....160
- Biomancy....160
- Divination....161
- Pyromancy....161
- Telekinesis....161
- Telepathy....161

Manifesting Psychic Powers....161
- Using a Psychic Power....161
- Sustained Powers....162
- Pushing....162
- Overt Powers....162
- Deny the Witch!....163

Warp Charge....163
- Purgation....163
- Psychic Phenomena....163
- Perils of the Warp....166

Psychic Powers....166
- Minor Psychic Powers....166
- Biomancy....171
- Divination....174
- Pyromancy....177
- Telekinesis....179
- Telepathy....182

VII RULES

*The rules of **Imperium Maledictum**. Resolving Tests, Damage, Corruption, and more.*

Tests....185
Influence....192
- Temporary Influence....195
- Superiority....196

Combat....198
- The Flow of Battle....198
- The Battlefield....200
- Actions....207
- Making an Attack....211

Damage and Wounds....214
- Wounds....214
- Critical Wounds....214
- Dying....215
- Injuries....216
- Other Types of Damage....218
- Medical Treatment....219

Fate....220
- Spending Fate....220

Burning Fate 220
Corruption 220
Gaining Corruption 221
Succumbing to Corruption 221
Mutation Table 222
Malignancies Table 223
Removing Corruption 225
Vehicles 225
Cargo Hauler 226
Motorbike 226
Vehicle Actions 226

VIII BETWEEN MISSIONS

Activities and events for your characters to partake of between adventures

Events 229
Endeavours 229
Group Endeavours 229
Individual Endeavours 231

IX THE IMPERIUM

A guide to the Imperium, the greatest empire the galaxy has ever known.

The Emperor 236
Galaxy of Peril 237
The Enemy Without 237
The Enemy Within 238
Factions 238
Adeptus Astra Telepathica 238
In the Macharian Sector 238
The Flow of Power 239
Bastion Macharia 239
Whispers 239
Adeptus Mechanicus 240
In the Macharian Sector 240
The Flow of Power 240
Bastion Macharia 240
Whispers 241
Adeptus Administratum 241
In the Macharian Sector 241
The Flow of Power 241
Bastion Macharia 242
Whispers 242
Astra Militarum 242
In the Macharian Sector 242
The Flow of Power 242
Bastion Macharia 242
Whispers 243
Adeptus Ministorum 243
In the Macharian Sector 243
The Flow of Power 243
Seats of Power 244
Whispers 244
Inquisition 244
In the Macharian Sector 244
The Flow of Power 245
Seats of Power 245
Whispers 245
The Imperial Fleet 245
In the Macharian Sector 245
The Flow of Power 246
Seat of Power 246
Whispers 246
Rogue Trader Dynasty 246
In the Macharian Sector 247
The Flow of Power 247
Seats of Power 247
Whispers 247
Infractionist 247
In the Macharian Sector 248
The Flow of Power 248
Bastion Macharia 248
Whispers 248

X THE MACHARIAN SECTOR

A guide to the storied Macharian Sector, hewn from the conquests of the legendary Lord Solar Macharius.

The Rise of Lord Solar Macharius ... 249
The Macharian Conquests 250
Macharius's Generals 251
To the Loyal, the Spoils 254
A Productive Sector 255
Silence and Darkness 258
Battle Group Fortis 261
Worlds of the Macharian Sector 262
Cytheris 262
Persepolis 262
Asterion 264
Belnshudha 266
Crultus 267
Dao Teyras 268
Eskutchax 270
Harjus 272
Illisear 273
Macharia 274
Leonova 276
Maleer 277
Omyr 278
Varkassa 278
Vitezovich 280
Voll 280
Drimor 281
Ayzinith Abyss 281
The Ancient Congruity 281
Proteus Secundus, Quartus, and Quintus 282
Somrot 283
Virida 284
Yix 286
Eythlaer 286
Goros Pok 286
Hrom 288
The Iron Archipelago 289
Res Vilissima 289
Tarang 291
Andosk 293
Arrian's Wrath 293
Forkas-63 294
Ibal Primus 295
Kallastin 295
Mahagan 297
Xenophon 297
The Gallosque Nebula 299
Jotungarth 299
Paleon 300
Rardan Secundus 303
St. Isidore's Rest 303

XI THE GAMEMASTER

Advice and optional rules for running games of Imperium Maledictum.

Before You Begin 304
Running the Game 307
GM Toolkit 313
Grid Based Combat 313
Shooting into Melee 314
Counting Every Bullet 314

XII BESTIARY

Profiles for sworn enemies, potential allies, and hapless bystanders.

NPCs in Imperium Maledictum 316
Adeptus Astra Telepathica 319
Adeptus Mechanicus 322
Adeptus Administratum 325
Astra Militarum 328
Adeptus Ministorum 331
Inquisition 333
Navis Imperialis and Rogue Traders 336
Citizens and Infractionists 339
Heretics 343
Xenos Menaces 347
Daemons 350

APPENDICES

Appendix I: Fumble Table 355
Appendix II: Curios 355
Appendix III: Critical Wounds 356
Appendix IV: Conditions 356
Appendix V: I Want to Play 357
Critical Wound Tables… 358
I Want to Play Table 362
Index 366

INTRODUCTION

Welcome to the grim darkness of **Warhammer 40,000 Roleplay: Imperium Maledictum**! You now enter the Macharian Sector and join the millennia long battle for survival against a hostile galaxy. The sector spans hundreds of stars conquered by the legendary Lord Solar Macharius. All now fall under the dominion of the Imperium of Man.

Where the lives of most of the Imperium's countless billions of citizens are spent in endless, drudging toil, you have been chosen. Whether by luck or accursed misfortune, a true power in the sector — your Patron — has lifted you out of obscurity, to use what skills you have in pursuit of their own inscrutable agenda. You are bound to them, almost certain to die in their service, but in return enjoy freedoms far greater than those of the average Imperial citizen.

You will travel the sector, witnessing events and vistas beyond the imagination of most citizens, and perhaps outright forbidden to them. From the lush fields of an agri world, to the sterile manufactorums of a forge world; from the decaying bowels of gigantic hive cities, upwards into the glittering spires which pierce polluted skies; and further still into space, travelling the stars in voidships that ply the daemonic realm of the warp.

NEW TO ROLEPLAYING GAMES

Imperium Maledictum is a tabletop roleplaying game, sometimes shortened to RPG or TTRPG. This book provides the rules for everything you need to get started. If you are new to RPGs, you can find more information, free adventures, and other releases on our website, www.cubicle7games.com. ***The Imperium Maledictum Starter Set*** is a particularly good place to start for those new to roleplaying games.

Your first step into the darkness of the Macharian Sector begins in **Chapter 2**, where you will create your Patron. Along with your Gamemaster and the rest of the players, you will collaborate to design the enigmatic figure that drew you together and decide upon their motives, their strengths, and their flaws. After this players will create their characters in **Chapter 3**.

Using this Book

Generally speaking, the first half of this book is for everyone. It contains the rules of the game, as well as information that is useful for all players. Those who wish to have a wider understanding of the Imperium and their place within it will find **Chapter 9: The Imperium** to be a useful primer, while those cursed to be a psyker will find **Chapter 6: Psychic Powers** to be essential. The GM may wish to share some details from **Chapter 10: The Macharian Sector** and **Chapter 12: Bestiary** with Characters whose backgrounds or Lore Skill mean they may have more insight than the average citizen of the Imperium. Otherwise, most of the back of the book is intended for the GM's eyes only, and other players are encouraged to avoid reading it so as not to spoil any intriguing plots or frightening revelations contained within!

GAME TEXT

This book uses some standard ways of presenting important information.

Game Terms: All game terms are capitalised, so you know when you need to use all of your skill, or when you need to use a Skill.

Individual Items: Some game terms encompass other game terms. In these cases we capitalise and italicise the term. For example, Talents includes all the various Talents you can choose from, such as *Void Legs* or *Forbidden Knowledge*; and Conditions include the afflictions you can suffer, such as being *Blinded* and *Incapacitated*.

Tests: When you are required to make a Test it is **bolded**; for example, when making a **Very Hard (–30) Medicae** Test patch up a wounded ally or a **Challenging (+0) Ranged** Test to fire your lasgun at a traitorous informant.

Acronyms: A number of acronyms appear regularly throughout this book, such as **GM** (Gamemaster), **PC** (player character), **NPC** (non-player character), and **SL** (Success Level on a Test).

Boxes: Box-outs appear regularly throughout the book. These usually contain guidance, additional information, and snippets of lore about the Imperium and the Macharian Sector.

Marginalia: Some chapters use marginalia. If a word or piece of text has an associated marginalia note, it is presented in **green and bold**. These are often used to direct you to relevant sections of the book.

The Basics

Before creating your Character it helps to understand the very basics of the game, as otherwise some terms and choices you are asked to make may be confusing!

One of the most basic concepts is a Test. Tests come into play any time the outcome of a meaningful action is uncertain. For example, if your character Valeria wishes to shoot her laspistol at an oncoming ganger, you Test against her **Ranged** Skill, or the **Ranged (Pistols)** Specialisation if she is lucky enough to have it. The GM will let you know when a Test is called for, though you'll quickly get the hang of it.

To make a Test, players roll two ten-sided dice (d10s) and try to get a result equal to or less than your Character's Skill. All rolls follow the same steps.

1. **The GM calls for a Test:** The GM tells you what type of Test you are undertaking, and the Skill and Specialisation being tested. This is called a d100 Test.
2. **Roll some dice:** Roll two d10s to generate a result between 1 and 100. To do this, designate one d10 as the 'tens' die, and the other as the 'units' die. For example, a roll of 1 on the tens die and 4 on the units die provides a result of 14, or a roll of 4 and 2 results with 42. If both dice roll 0, the result is 100.
3. **Check for success:** If your result is equal to or less than the value of your Skill being tested, you succeed!

All Tests in **Imperium Maledictum** follow these steps, though sometimes certain modifiers may apply — usually to make things harder or easier for you! For the complete rules on Tests, see page 185.

Life in the Macharian Sector

Having only recently emerged from the horrors of the Noctis Aeterna, the return of the Emperor's Light has revealed the vast scale of the destruction across the Macharian Sector. The powers who dominate the sector, Imperial Adepts, scions of the noble houses, Adepta Sororitas Canonesses, Inquisitors, Rogue Traders, Ecclesiarchy Cardinals, and Tech-Priest Magi, are only now becoming aware of the scope of the devastation, as well as the opportunities it might represent. While all ostensibly work for the betterment of the Imperium and the sector, each also have their own agenda.

For this reason they have recruited you, a deniable and expendable asset that can be used to advance their interests, and tossed aside when you are no longer fit to serve that purpose. The following pages give you an idea of what it means to serve a Patron in **Imperium Maledictum** and the perils you will face in such service.

ROLLING BONES

Imperium Maledictum uses ten-sided dice, which can be purchased from most hobby stores and are included in the ***Imperium Maledictum Starter Set***. Ten-sided dice, or d10s, are typically marked from 0–9, where a roll of 0 counts as a result of 10, though some can be marked 10, 20, 30, and so on. These are ideal for the d100 rolls used in **Imperium Maledictum**.

Sometimes you'll be asked to roll multiple dice for other reasons. This is noted as 1d10 for 1 die, 2d10 for two dice, 3d10 for three dice, and so on. In this case the results are always added together. So, if the rules ask you to roll 2d10, you roll two ten-sided dice and add the results together. For example, a roll of 0 and 3 would be a result of 13 (10 + 3 = 13). Sometimes, a die roll will be modified by adding or subtracting a number. So, a roll of 1d10 + 4 means roll one ten-sided die and add four to the result.

If you are directed to roll 1d5, simply roll 1d10, divide the result by two, and round up.

Lord Solar Macharius: conqueror, tactician, butcher, saint. They say he brought a thousand worlds to heel, and when there was nothing left to conquer he passed into the beyond.

The Ecclesiarchy have raised countless monuments to Saint Macharius across the Macharian Sector, but all pale in comparison to the *Lord of Light*. The Lord Solar is interred directly below his flagship on Macharia, a planet named in his honour. The result is a tombstone as staggering in scale as the ambition and hubris of the man himself.

I question if it is the best deployment of a fully functional Emperor-class starship, burning sixteen giga-tonnes of promethium *every full rotation* to remain at geosynchronous high orbit as a mausoleum piece. Lord Aulus Sejanus, who had to beg for support to address the many problems plaguing the sector, could surely use such a vessel. Battlefleet Macharia is engaged in no less than twenty-three different conflicts as I scribe this.

But so it goes, and I suppose they did name a sector after him, one now holding billions upon billions of people. A bountiful sector, and vital to the Imperium. And while our ships even now hold strong against the threats from beyond, the line defending us from insidious internal threats is considerably slimmer. I am proud to form part of that razor-thin line.

The Noctis Aeterna has receded at last, only to reveal the horrors that festered in the dark. The Macharian Sector is in disarray. Only one in ten planets can still offer its full tithe.

What I lack most of all is accurate information, and trusted hands with ruthless wills to act upon it. Agents to attend the myriad problems the opening of the Great Rift inflicted on so many planets. Emissaries to remind the citizens of the Macharian Sector that the Emperor is still watching.

That He protects… and that His servants deal harshly with the traitorous.

Are these the agents that I would choose if my resources were limitless? Hardly. Yet experience has taught me that some souls show their steel only once they've been hammered into shape upon the anvil of the Emperor's service. So, I shall play the part of forgewright with these base materials.

It does take careful consideration, which individuals to pluck from their place in the machinery of the Imperium. After all, those I choose will act with my authority and be my representatives to others, which reflects upon me. My influence gifts them travel, access, and experiences far beyond those typically allotted to them at birth.

In exchange, they will learn dark truths about the Imperium that cannot be unlearned, face terrors they never even imagined existed, and ultimately endure a brutal death.

What price is that set against a life of true purpose? A life that *matters*?

The demands of my service are many, for the Imperium's needs are great. My agents frequently find themselves at odds with other obstructive or deluded minions of the Adeptus Terra, which is shocking for any raised to believe we are united in our goals. The worst wound they suffer by far though, is learning just how deep the corruption runs.

Once you start plying the shadows, base treachery and petty crime are everywhere. The Astra Militarum Colonel that looks away as his regiment's supplies are bartered for his own exotic indulgences. The Vigilites who turn a blind eye to the local protection racket for a handful of solars. The Rogue Trader that smuggles the sinister goods of the Silent Trade into decadent and eager Highborn hands. While we fight threats without, we are ground down from within.

Such is the merest beginning. All too soon, my agents could find themselves on the trail of a Planetary Governor desperately attempting to cover up their ancient family's heretical traditions, or a witch cabal which has subtly taken over a hive, or a youth who sold their family to abominations formed of glass and starlight for raw power. The thralls of the Dark Gods have wormed their way into the Macharian Sector and they must be torn out by the root, lest their presence fester like a rotting wound.

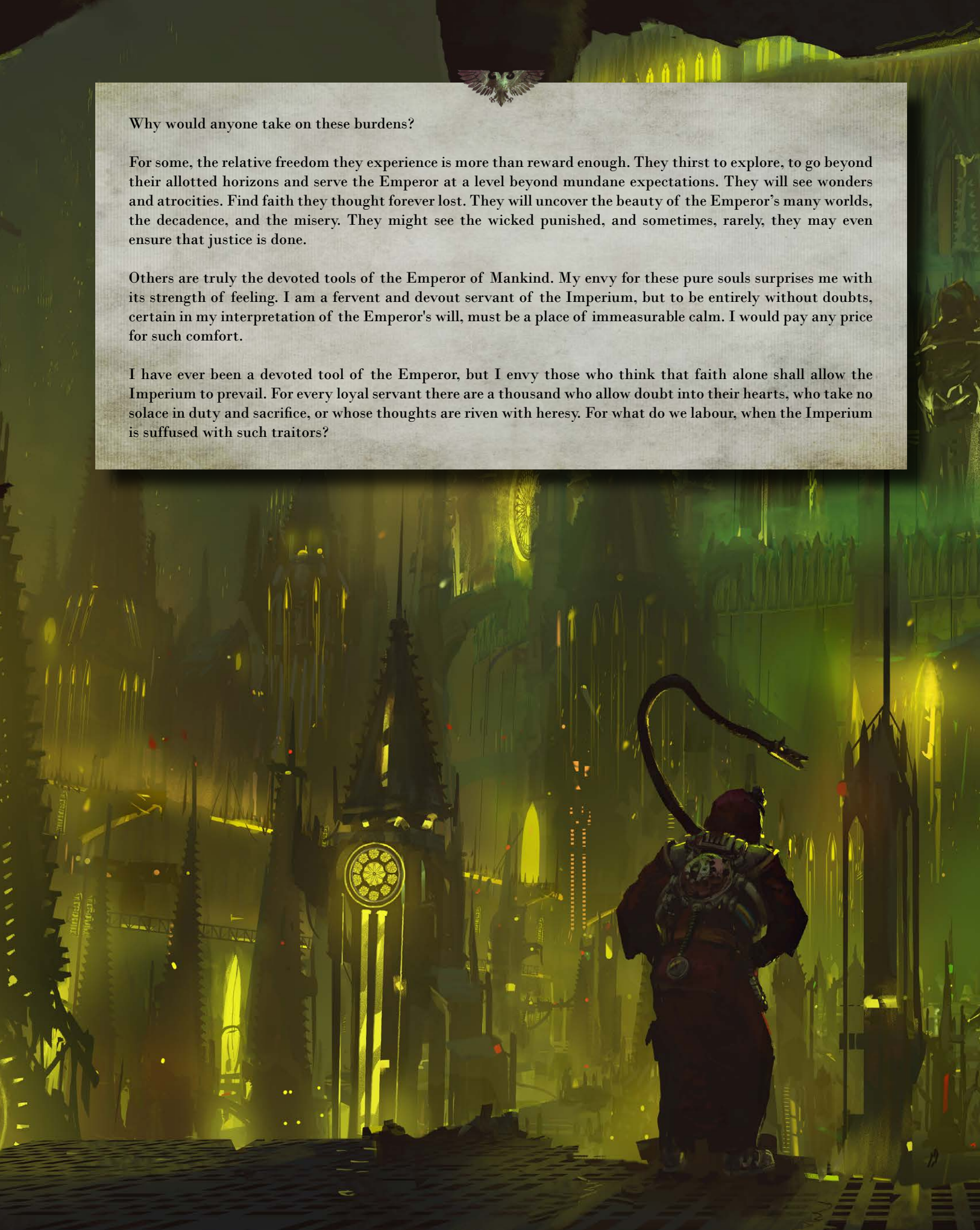
The more they learn, the more my agents come to understand that they are alone; there is no one else to stand against the dark. In the field, they have what little support I can offer, but naught else. Their courage is essential, for if they fail, whole worlds may burn. Yet they will have no monuments, no stories will be told of their glory, and no planets will be named after them.

Why would anyone take on these burdens?

For some, the relative freedom they experience is more than reward enough. They thirst to explore, to go beyond their allotted horizons and serve the Emperor at a level beyond mundane expectations. They will see wonders and atrocities. Find faith they thought forever lost. They will uncover the beauty of the Emperor's many worlds, the decadence, and the misery. They might see the wicked punished, and sometimes, rarely, they may even ensure that justice is done.

Others are truly the devoted tools of the Emperor of Mankind. My envy for these pure souls surprises me with its strength of feeling. I am a fervent and devout servant of the Imperium, but to be entirely without doubts, certain in my interpretation of the Emperor's will, must be a place of immeasurable calm. I would pay any price for such comfort.

I have ever been a devoted tool of the Emperor, but I envy those who think that faith alone shall allow the Imperium to prevail. For every loyal servant there are a thousand who allow doubt into their hearts, who take no solace in duty and sacrifice, or whose thoughts are riven with heresy. For what do we labour, when the Imperium is suffused with such traitors?



Some find a desperate solace in this work, drawn as surely as moths to flame, driven forward in part by the inevitability of mortal danger. For what is the life of a cog, when set against that of a weapon expertly wielded?

As for me, I confess that in my darkest hours, I take great comfort in a couplet I discovered long ago, passed down from Holy Terra itself; supposedly penned in a time of tribulation, when the Emperor still walked among Humanity.

'Though silver in your palm weighs light, compared to death by bolt and sword,
Do not shy the hopeless fight, for endeavour is its own reward.'

— Ambrosov Vikus, Loyal Servant of the Throne
His work yet undone

II

CREATING A PATRON

The first step of your adventure in the perilous Macharian Sector is for everyone playing the game to collaboratively create a **Patron**. Your Patron is a powerful individual who has gathered you together as a team to advance their Faction's goals or serve their own agenda. Patrons are usually devout servants of the Imperium, though their precise goals and methods vary wildly, and may be at odds with other Imperial factions. Your choice of Patron will strongly influence your experience of **Imperium Maledictum**, and every player — including the GM — should be involved.

YOUR PLACE IN THE IMPERIUM

The Imperium has existed for millennia, enduring through crisis, betrayal, schism, and endless bitter war. By bloody-minded effort, endless toil and misery, and the grace of the Emperor, Humanity has struggled onward. Now it faces its most desperate war for survival against an endless onslaught of horrors bent upon absolute destruction. Now more than ever the Imperium has a need for capable agents, chosen for their talent, their potential, or simply their expendability.

Characters in **Imperium Maledictum** have been plucked from relative obscurity to serve a higher purpose. Whether this is a blessing or a curse remains to be seen, but the person responsible for this minor miracle is your Patron. Their power and influence grants you certain freedoms, but you are also beholden to them. To lose the good favour of your Patron may mean exile, punishment, or even death.

Worst of all, it may simply mean they toss you back wherever they found you, having seen just enough of the Macharian Sector to truly appreciate the drudging misery that will accompany you to the end of your days.

Creating a Patron

Creating a Patron is a collaborative process between the players and the Gamemaster. Your patron will have very different goals, depending on the institution or organisation within the Imperium they represent, and this will influence the missions you undertake, the enemies you face and even the resources at your disposal. Discuss the stories you want to tell and the parts of the Imperium which intrigue you, and work together to build a Patron compatible with that.

In this chapter, we provide information on tables that include a column for randomly rolling results. When creating a Patron, it is important to **carefully consider** every choice you make as it can greatly impact your game. The option to randomly select certain choices is only presented for those who wish to utilize it.

Faction and Duty

Your Patron is a high-ranking member of a Faction, powerful enough to commandeer and run groups of adepts like your own. Your Patron's Faction does not have to match your Character's — you may still choose to come from any Faction when it comes to creating your own Character.

- **Influence:** Your Patron has +2 Influence with their Faction. You can use your Patron's Influence instead of your own during play.

Each Faction has a diverse hierarchy of ranks and positions, referred to as **Duties** in **Imperium Maledictum**. Like your Patron, every character in your party will also have a Duty to their Faction. Your Patron is relatively elevated in their Faction's hierarchy, but this does not fully define their role. One Patron of the technology-obsessed Adeptus Mechanicus might run the armour production facilities for an entire planet and enjoy a great deal of respect and influence, whilst another might labour tirelessly in a long forgotten data-vault, kept conscious by mind-altering augmetics for days as they reverently process stacks of ancient knowledge in complete obscurity. Your Patron's Duty will help to inform what your Patron does, why they might need you, and what benefits they can offer the party.

- **Duty:** Your Patron has a Duty within their Faction. A Duty describes the Patron's place in the Imperium and awards a Duty Boon which will aid the party during play.

Work together with your group to decide on a Faction for your Patron based on the kind of game you want to play, or roll on the table below. After you have determined a Faction for your Patron, the Gamemaster will record their Influence. Decide on a Duty for your Patron as a group, selecting from the options presented in your Patron's Faction.

PATRON FACTION

D100	Faction
01-10	Adeptus Administratum
11-15	Adeptus Astra Telepathica
16-30	Adeptus Mechanicus
31-39	Adeptus Ministorum
40-54	Astra Militarum
55-64	Imperial Fleet
65-74	Infractionists
75-94	The Inquisition
95-00	Rogue Trader Dynasty

Boons and Liabilities

Every Patron begins with a single Duty Boon, a unique way to use their power and resources to help the party, such as limited access to a kill team of elite Tempestus Scions or the authority to task a flight of Valkyries to rain death from the sky. However, these benefits come at a cost — for every Boon your Patron has, they also have a Liability, an aspect of their personality or past that negatively impacts your group. For more information on Boons and Liabilities, see page 29. Boons and Liabilities marked with an asterisk (*) can affect your Patron's Influence. Unless otherwise stated, each Boon and Liability can only be taken once.

Step 1

Choose Faction

KEEP IT FUN!

Your Patron should be at minimum a tolerable ally. They've chosen the characters for a reason, and want them to succeed. It can be an enjoyable roleplaying experience to serve a strange Patron, one who succumbs to dark moods or even betrayal, but this game isn't about being shouted at by your boss. Keep it fun, talk with your group about any limitations you'd like to place on your Patron's behaviour and anything that could potentially make you uncomfortable.

PATRON CREATION

1. Determine the Faction of the Patron.
2. Determine the Patron's Duty.
3. Determine the Patron's Motivation.
4. Determine the Patron's Demeanour.
5. The Players choose the Patron's Boons.
6. The GM secretly chooses the Patron's Liabilities.
7. Determine the Background & Influence of the Patron.

The Factions of the Imperium are almost empires unto themselves, with their own purpose, goals, and culture. However, even the most seemingly unified organisation is riven by sub-factions and contradictory agendas. For more about Factions, see **Chapter 3: Career Path** or **Chapter 10: The Imperium**.

STEP 2
Choose Duty

Adeptus Administratum, page 240

ADEPTUS ADMINISTRATUM

Your Patron is a member of the **Adeptus Administratum**, a galaxy-spanning bureaucracy that attempts to organise the vast, multifaceted Imperium, and permeates every aspect of Imperial life. The Administratum is divided into countless subdivisions, each carrying specific duties that range from collecting the Emperor's Tithe to guaranteeing that His numerous warriors are equipped with the appropriate weapons and armor.

- **Influence:** Your Patron has +2 Influence with the Administratum.
- **Duty:** Your Patron is either a Departmento Munitorum Ordinate or a Tithe Prefectus

DEPARTMENTO MUNITORUM ORDINATE

Your Patron is a high-ranking official of the Departmento Munitorum, the logistical sub-division of the Administratum responsible for ensuring the armies of the Astra Militarum are raised, armed, and armoured, then liaising with the Navis Imperialis to ferry these warriors to the battlefield.

Duty Boon: Munitorum Depot
Your Patron gives you access to a base of operations within a Departmento Munitorum sanctum. You have Advantage on Availability Tests and receive additional magazines for your weapons for free.

TITHE PREFECTUS

Your Patron is a high-ranking official of the Adeptus Administratum tasked with ensuring the titanic tithes of the worlds of the Macharian Sector are delivered and the Emperor is paid His due. The exact nature of the tithe varies from world to world, with some providing food or processed ores, while others provide desperately needed manufactured goods. Regardless of its form, the size of the tithe is always onerous, calculated to be nothing less than everything the planet can spare.

Duty Boon: Tithe Inspection
Your Patron is capable of arranging perfectly legal 'inspections' of people and places to ensure that the Emperor's Tithe will be fulfilled. Once during each mission, you can request that your Patron have their Faction make an 'inspection' of a place or person, possibly led by Administratum Adepts, Overseers, and Vigilites (page 326) or the equivalent, which your group may be allowed to accompany.

DEPARTMENTO MUNITORUM ORDINATE

D10	Boons	D10	Liabilities
1	Administratum Censorium	1	Abrupt*
2	Administratum Training Facility	2	Corrupt
3	Astropathic Communication*	3	Draconian*
4	Cartographica Contacts*	4	Frail Form
5	Conveyance Commander*	5	Incessant Updates
6	Datavault Access	6	Known Meddler
7	Drop Squad*	7	Meticulous Archivist
8	Munitorum Surplus*	8	Overextended
9	Recruitment Drive*	9	Sidereal Quests
10	Seconded Troopers*	10	Tithe Obsessed

TITHE PREFECTUS

D10	Boons	D10	Liabilities
1	Administratum Censorium	1	Abrupt*
2	Administratum Training Facility	2	Craven*
3	Ancient Servants*	3	Draconian*
4	Astropathic Communication*	4	Frail Form
5	Cartographica Contacts*	5	Incessant Updates
6	Clerk Cadre*	6	Meticulous Archivist
7	Contact Network	7	Miserly
8	Conveyance Commander*	8	Obsolete Observer
9	Datavault Access	9	Revisionist
10	Vigilite Vanguard*	10	Tithe Obsessed

ADEPTUS ASTRA TELEPATHICA

Your Patron is a member of the **Adeptus Astra Telepathica**, the Faction responsible for the capture and containment of psykers in the Imperium. Some are trained and deployed to serve as sanctioned **psykers**, while others serve as vital sustenance for the Emperor's Astronomican. Your Patron is likely a psyker, using their anomalous abilities to assist another Faction in communication or combat, or perhaps someone who hunts and captures **rogue psykers**.

- **Influence:** Your Patron has +2 Influence with the Adeptus Astra Telepathica.
- **Duty:** Your Patron is either an Astropath or a Sister of Silence.

ASTROPATH

Your Patron is a high-ranking Astropath, perhaps the Head of an Astropathic Choir, soul-bound to the Emperor of Mankind. Their duty is to communicate across the void of space via the tumultuous warp, projecting images into another Astropath's mind and interpreting the response in kind.

Duty Boon: Astropathic Communication

Your Patron is an Astropath, capable of communicating across the void with other Astropaths. Without this Boon, the only means of contacting your Patron may be through enigmatic vox systems or personal messengers.

Additionally, your Patron gains +1 Influence with the Adeptus Astra Telepathica.

SISTER OF SILENCE

Your Patron is a Knight-Centura, a Sister of Silence, a ranking member of an ancient order cursed with the Pariah gene and sworn to silence. She may accompany or even command a Black Ship, hunting psykers throughout the Imperium, or otherwise protect the Imperium from Psychic threats.

Duty Boon: Null Sanctum

Your Patron gives you access to a base of operations that incorporates a null-prison, a room immune to psychic powers and any warp influence, typically used to imprison psykers.

ASTROPATH

D10	Boons	D10	Liabilities
1	Ancient Servants*	1	Abrupt*
2	Blackmailer*	2	Enemy*
3	Cartographica Contacts*	3	Frail Form
4	Contact Network	4	Overextended
5	Null Sanctum	5	Paranoid
6	Oracular*	6	Pious Stipulations
7	Psychic Protection	7	Shoddy Supplies
8	Psyker Support*	8	Sidereal Quests
9	Sanctum Obscurus	9	Suspect*
10	Tentative Alliance	10	Warped Visions

SISTER OF SILENCE

D10	Boons	D10	Liabilities
1	Ancient Servants*	1	Abrupt*
2	Cartographica Contacts*	2	Convoluted Communicae
3	Clandestine Inquisition Training Facility*	3	Demands Discretion*
4	Cleansing Flame	4	Enemy*
5	Datavault Access	5	Honour the Machine Spirits
6	Drop Squad*	6	Miserly
7	Fearsome Reputation	7	Overextended
8	Purification Rituals	8	Pious Stipulations
9	Righteous Bolts	9	Tithe Obsessed
10	Witch Hunt	10	Witch Hunter

Adeptus Astra Telepathica, page 238

Psykers are individuals that can access the alternate dimension of psychic energy known as the warp and use it to affect reality in unnatural ways.

Rogue psykers are psykers that do not submit themselves to the Adeptus Astra Telepathica. They are particularly susceptible to corruption by the Ruinous Powers and possession by daemonic entities.

SWORN TO SILENCE

Full Sisters of Silence never speak aloud, and often communicate through a complex system of sign language known as Thoughtmark, though a streamlined language known as Battlemark is used to relay crucial information quickly during combat. A Sister of Silence will typically retain a Sister-in-waiting to translate this secret language for the characters, though one of the players may wish to play a Sister-in-waiting themselves to perform this function.

ADEPTUS MECHANICUS

Your Patron is a member of the Cult Mechanicus, the religious order that has sole purview of the mysteries of advanced technology in the Imperium. The **Adeptus Mechanicus** are responsible for the construction and maintenance of all technology within the Imperium, and see it as their sacred duty to find and catalogue information. The Adeptus Mechanicus rule the **forge worlds** of the Imperium, and many undergo continuous **augmetic replacement** to purge the perceived weakness of their flesh and replace biology with sacred machinery.

Adeptus Mechanicus, page 240

Forge World, page 53

Augmetics, page 152

- **Influence:** Your Patron has +2 Influence with the Adeptus Mechanicus.
- **Duty:** Your Patron is either a Forge Lord or a Magos Biologis.

FORGE LORD

Your Patron is an Artisan Magos, capable of maintaining ancient technology and overseeing the production of Omnissiah-approved patterns.

Duty Boon: Manufactorum Master

Your Patron is in charge of ensuring a manufactorum, or even an entire Forge World, outputs useful equipment for the Imperium. Much of what is produced goes to fulfil requisition orders that are sometimes decades or centuries old, but more common materials can be diverted to the Characters. Choose one type of equipment in **Chapter 5: Armoury** such as **Flak Armour**, **Las Weapons**, or **Custom Ammunition**. Your Patron can always provide one item of **Common or Scarce** equipment of that type at the start of each mission.

Flak Armour, page 139
Las Weapons, page 129
Custom Ammunition, page 132

Availability, page 119

MAGOS BIOLOGIS

Your Patron is a high-ranking Tech-Priest, an experienced master Genetor specialising in the study and manipulation of biological life.

Duty Boon: Ameliorator

Your Patron is obsessed with improving both your weapons and your bodies. You do not have to make an **Availability Test** for **Weapon Modifications** or Augmetics. Your Patron will arrange or perform **Augmetic surgeries** for free — indeed, they may demand you undergo such procedures any time the opportunity arises.

Availability, page 119
Weapon Modifications, page 136
Augmetic Surgery, page 156

FORGE LORD

D10	Boons	D10	Liabilities
1	Adeptus Mechanicus Instruction*	1	Abrupt*
2	Administratum Training Facility*	2	Data Addict
3	Ancient Servants*	3	Draconian*
4	Augmetics Bay	4	Enemy*
5	Cartographica Contacts*	5	Honour the Machine Spirits
6	Conveyance Commander*	6	Known Meddler*
7	Datavault Access	7	Meticulous Archivist
8	Machine Spirit Maintenance*	8	Obsolete Observer
9	Servitor Clade	9	Omnissian Principles
10	Voidport Peerage	10	Territorial

MAGOS BIOLOGIS

D10	Boons	D10	Liabilities
1	Adeptus Mechanicus Instruction*	1	Abrupt*
2	Administratum Training Facility*	2	Convoluted Communicae
3	Ancient Servants*	3	Data Addict
4	Augmetics Bay	4	Demands Discretion*
5	Datavault Access	5	Enemy*
6	Forbidden Archive	6	Incessant Updates
7	Machine Spirit Maintenance*	7	Meticulous Archivist
8	Medicae Facility	8	Obsolete Observer
9	Servitor Clade	9	Omnissian Principles
10	Xenotechnician	10	Unorthodox Beliefs*

ADEPTUS MINISTORUM

Your Patron is a ranking member of the **Adeptus Ministorum**, the vast web of preachers, scribes, confessors, and cardinals who promulgate the Imperial Creed to the teeming masses. Also known as the Ecclesiarchy, its servants have shouldered the burden of ensuring the spiritual purity of all Humanity, and most count as blessed the suffering they endure — and inflict — in the effort. Some bear word of the Emperor's divinity to benighted worlds that languish beyond His light, while others seek to stamp out blasphemy and heretical thought out within the Imperium.

- **Influence:** Your Patron has +2 Influence with the Adeptus Ministorum.
- **Duty:** Your Patron is either an Arch-Confessor or a Sororitas Canoness.

ARCH-CONFESSOR

Your Patron is a zealous priest of the Adeptus Ministorum, an exemplar of fervent faith in the Emperor. They are dedicated to uncovering any trace of heresy that lurks within the Imperium, and may have authority over the citizens of a single hive, a whole world, or even an entire subsector.

Duty Boon: Ecclesiarchal Shrine

Your Patron gives you access to a base of operations within some kind of shrine, church, or cathedrum. The Difficulty of all Lore (Theology) Tests is reduced by 20 when you use the shrine's library, and each character receives a Holy Icon for free.

CANONESS

Your Patron is a ranking commander amongst the Adepta Sororitas, a military master of the Adeptus Ministorum. She has authority over Sisters of Battle, though others often fall under her sway — Preachers, Crusaders, and Death Cult Assassins to name but a few.

Duty Boon: Purification Rituals

Before each mission, your Patron conducts a ritual to protect you from the warp, granting **Advantage** on the first Test you make to resist **Corruption**. At the end of each mission, your Patron conducts a ritual to purify your soul, halving your current **Corruption Points**.

ARCH-CONFESSOR

D10	Boons	D10	Liabilities
1	Adeptus Ministorum Training Facility*	1	Abrupt*
2	Ceremonialist*	2	Boastful
3	Cleansing Flame	3	Dogmatic
4	Deploy Devout*	4	Enemy*
5	Ideologue Crusader*	5	Frail Form
6	Noble Blood	6	Hallowed Ignorance
7	Opulent	7	Known Meddler*
8	Purification Rituals	8	Missionary Mandate
9	Summon Sermoniser*	9	Offended the Omnissiah*
10	Witch Hunt	10	Pious Stipulations

CANONESS

D10	Boons	D10	Liabilities
1	Adeptus Ministorum Training Facility*	1	Abrupt*
2	Clandestine Inquisition Training Facility*	2	Dogmatic
3	Cleansing Flame	3	Draconian*
4	Ecclesiarchal Shrine	4	Enemy*
5	Fearsome Reputation	5	Hallowed Ignorance
6	Martial Training Facility*	6	Miserly
7	Medicae Facility	7	Missionary Mandate
8	Righteous Bolts	8	Nemesis
9	Summon Sermoniser*	9	Pious Stipulations
10	Witch Hunt	10	Psyker Slayer*

Adeptus Ministorum, page 243

Astra Militarum, page 242

ASTRA MILITARUM

Your Patron is a member of the **Astra Militarum**, commonly known as the Imperial Guard, the largest fighting force in the galaxy. It consists of innumerable infantry, fighting vehicles, and specialists spread across regiments drawn from nearly every world of the Imperium.

- **Influence:** Your Patron has +2 Influence with the Astra Militarum.
- **Duty:** Your Patron is either a Lord-Commissar or a Senior Officer

LORD-COMMISSAR

Your Patron is a high-ranking member of the Commissariat, a political officer of such legendary stature and achievement that they have risen to a powerful position, responsible for ensuring morale is maintained at the highest levels. This includes watching for corruption, incompetence, and outright heresy among the officers of the regiment.

Duty Boon: Fearsome Reputation

The mere mention of your Patron's name is enough to strike terror into the hearts of any who know of them. When you invoke your Patron's name, you can choose to force anyone who is aware of their reputation to make a **Hard (–20) Discipline (Fear)** Test or become *Frightened*. You may assume that anyone who shares a Faction with your Patron knows of their reputation, while it is up to the GM who else is aware of it.

SENIOR OFFICER

Your Patron is a high-ranking executive officer of the Astra Militarum, assuming command of an entire regiment of troops and war machines.

Duty Boon: Seconded Troopers

Your Patron can exert their power to deploy a small squad of Imperial Guard infantry. Once per mission, your Patron can put a number of Astra Militarum Troopers (page 328) equal to the number of characters in the party under the party's command for a day. The Astra Militarum Troopers are under the control of the Gamemaster, and have been instructed to aid the party.

Additionally, your Patron gains +1 Influence with the Astra Militarum.

LORD-COMMISSAR

D10	Boons	D10	Liabilities
1	Adeptus Ministorum Training Facility*	1	Abrupt*
2	Ceremonialist*	2	Argumentative*
3	Ecclesiarchal Shrine	3	Be Ever Vigilant
4	Martial Training Facility*	4	Boastful
5	Munitorum Depot	5	Dogmatic
6	Psyker Support*	6	Draconian*
7	Recruitment Drive*	7	Enemy*
8	Righteous Bolts	8	Honour the Machine Spirits
9	Seconded Troopers*	9	Loose Cannon*
10	Weapon Specialist	10	Nemesis

SENIOR OFFICER

D10	Boons	D10	Liabilities
1	Air Support*	1	Abrupt*
2	Astropathic Communication*	2	Enemy*
3	Ideologue Crusader*	3	Hallowed Ignorance
4	Martial Training Facility*	4	Honour the Machine Spirits
5	Medicae Facility	5	Known Meddler*
6	Munitorum Depot	6	Offended the Omnissiah*
7	Munitorum Surplus*	7	Overextended
8	Recruitment Drive*	8	Psyker Slayer*
9	Strategos Extremis	9	Required Recruitment
10	Weapon Specialist	10	Territorial

IMPERIAL FLEET

Your Patron is a member of the **Imperial Fleet**, the vast armada of voidships that travel between Imperial worlds. The Imperial Fleet is constructed of two organisations: the Merchant Fleet and the Imperial Navy. The Merchant Fleet is a commercial coalition of Chartist Captains and their servants, hauling cargo between worlds at the behest of the Administratum. The Imperial Navy, or Navis Imperialis, is a military organisation, engaging the Imperium's enemies in ship-to-ship combat, and providing transport and fire support to its armies.

- **Influence:** Your Patron has +2 Influence with the Imperial Fleet.
- **Duty:** Your Imperial Fleet Patron is either a Voidship Captain or a Port Commander.

VOIDSHIP CAPTAIN

Your Patron is the commander of a voidship and its innumerable crew, the ruler of a vessel that can travel between worlds. They may be a Chartist Captain, transferring titanic cargoes of crucial resources, or they may be part of the Navis Imperialis, ferrying troopers to war zones whilst wielding titanic arsenals capable of scorching whole worlds.

Duty Boon: Voidship

Your Patron gives you access to a voidship, part of which you can use as a base of operations. Whilst aboard the voidship, you have free accommodation and meals at a minimum of Standard Quality, and have free System and Interplanetary (Warp) travel.

PORT COMMANDER

Your Patron is the sovereign ruler of a voidport, the absolute authority of an invaluable transport hub of the Macharian Sector. They may be responsible for a planetside spaceport or a stellar void station, but in either case their word is law. A Port Commander is wholly responsible for their voidport, and is invested with the power to gather information and search or even detain ships in pursuit of the Emperor's enemies.

Merchant Fleet ports are most concerned with assessing and transporting goods while offering voidships a chance to refuel, whereas Navis Imperialis ports are focused defensive positions or staging areas for bitter conflict.

Duty Boon: Voidport Peerage

Your Patron is the ultimate authority of one or more voidports. On their authority you may:

- Access shipping and travel manifests.
- Inspect any voidship or its cargo.
- Initiate a lockdown of the voidport.
- Travel to and from a voidport at 50% cost.

Additionally, your Patron gains +1 Influence with the Imperial Fleet.

VOIDSHIP CAPTAIN

D10	Boons	D10	Liabilities
1	Air Support*	1	Abrupt*
2	Astropathic Communication*	2	Argumentative*
3	Cartographica Contacts*	3	Dealbreaker*
4	Conveyance Commander*	4	Dogmatic
5	Drop Squad*	5	Enemy*
6	Ideologue Crusader*	6	Overextended
7	Munitorum Depot	7	Paranoid
8	Noble Blood	8	Pious Stipulations
9	Recruitment Drive*	9	Required Recruitment
10	Voidsman Training Facility*	10	Sidereal Quests

PORT COMMANDER

D10	Boons	D10	Liabilities
1	Astropathic Communication*	1	Abrupt*
2	Connoisseur	2	Argumentative*
3	Contrabandist*	3	Blackmailed*
4	Conveyance Commander*	4	Dealbreaker*
5	Drop Squad*	5	Enemy*
6	Ideologue Crusader*	6	Overextended
7	Null Sanctum	7	Required Recruitment
8	Recruitment Drive*	8	Revisionist
9	Tithe Inspection	9	Shaky Authority
10	Voidsman Training Facility*	10	Strange Tastes

Imperial Fleet, Page 245

GAMES ABOARD VOIDSHIPS

The Voidships of the Imperium are truly vast, with the largest being akin in size and occupancy to a minor hive spire. Not all aboard are crew, for in the endless warrens of tunnels and conduits whole settlements of menial labourers spring up. Players looking to travel the Macharian sector on such a vessel, acting as agents for a powerful individual will find a Inquisitor with access to a voidship to be an excellent Patron. Those wishing to play games set mostly or entirely on a voidship will be best served by choosing a Voidship Captain Patron instead.

Infractionist, Page 247

Turn from the Emperor's light at your peril.

INFRACTIONIST

Your Patron is a member of one of the countless criminal organisations that operate outside of the Imperium proper. Though the Emperor is said to provide for all a citizen's many needs, crime remains a facet of life throughout the Imperium. Some engage in it by necessity, with few other options available to them. Others embrace their status as a criminal outcast willingly, the looming danger posed by Imperial authorities a price worth paying for a life of relative freedom.

Influence: Your Patron has +2 Influence with Infractionists.

Duty: Your Infractionist Patron is either a Criminal Mastermind or a Merchant Guilder.

CRIMINAL MASTERMIND

Your Patron has thrived in the vicious criminal undergrounds of the Macharian Sector, gaining significant power and resources and a desire for more.

Duty Boon: Plausible Deniability

Your Patron counts amongst their servants some few who would be willing to break the Lex Imperialis and face the consequences on their behalf. Once per mission, you can request that your Patron send some of their 'plausibly deniable' connections to commit a crime of your choosing, such as starting a riot to distract corrupt Vigilites, kidnapping a preacher during a sermon, or shooting the custom servitor bodyguard of a Highborn noble.

Additionally, your Patron gains +1 Influence with Infractionists.

GUILDMASTER

Your Patron is the master of a guild, a form of trade organisation permitted on certain worlds as a means of controlling and directing labourers. Though their authority is typically very narrow, many Guildmasters are keen to expand their influence.

Duty Boon: Registered Trader

Your Patron is one of the rare few individuals bestowed with a mandate for interplanetary trade within the Imperium. Your Patron may be able to acquire trade records, secure you passage on a trading vessel, and acquire anything from **Chapter 5: Armoury** at a discount equal to 10% multiplied by their highest Influence modifier.

Additionally, your Patron gains +1 Influence with either the Adeptus Administratum, the Imperial Fleet, or Rogue Trader Dynasties.

CRIMINAL MASTERMIND

D10	Boons	D10	Liabilities
1	Backchannel Contacts	1	Abrupt*
2	Blackmailer*	2	Corrupt
3	Contrabandist*	3	Dangerous Debt*
4	Cover Story	4	Enemy*
5	Forger	5	Excommunicated*
6	Gang Backup*	6	Paranoid
7	Sanctum Obscurus	7	Saboteur*
8	Spy Network	8	Shoddy Supplies
9	Strategos Extremis	9	Strange Tastes
10	Tentative Alliance	10	Suspect*

GUILDMASTER

D10	Boons	D10	Liabilities
1	Backchannel Contacts	1	Abrupt*
2	Blackmailer*	2	Blackmailed*
3	Clerk Cadre*	3	Craven*
4	Connoisseur	4	Dangerous Debt*
5	Forger	5	Enemy*
6	Gang Backup*	6	Frail Form
7	Manufactorum Master	7	Impostor
8	Noble Blood	8	Price of Life
9	Plausible Deniability*	9	Shaky Authority
10	Tentative Alliance	10	Strange Tastes

THE INQUISITION

Your Patron is a member of the secretive organisation tasked with investigating and battling the insidious foes of the Imperium, destroying enemies both without and within. **The Inquisition** is feared throughout the Imperium, and through intimidation, threat, and Imperial sanction, Inquisitors command almost limitless authority in pursuit of their dangerous quarry.

- **Influence:** Your Patron has +2 Influence with the Inquisition.
- **Duty:** Your Patron is an Inquisitor of either the Ordo Xenos or Ordo Hereticus. Both duties have the Duty Boon: Limitless Authority

ORDO HERETICUS INQUISITOR

Your Patron serves the Ordo Hereticus, rooting out heresy in all its form. Rogue Psykers, heretical preachers, and secretive cultists have all met a grisly end at the hands of an Ordo Hereticus Inquisitor. For every traitor they have uncovered, however, a dozen more worm their way ever closer to the heart of the Imperium.

ORDO XENOS INQUISITOR

Your Patron is a servant of the Ordo Xenos, concerned with locating and purging inhuman taint wherever it is found. Many an Ork Waaagh! or Drukhari incursion has been averted by the subtle work of an Inquisitor and their acolytes. Some make use of xenos weaponry, turning the tools of their hated foes back upon them. Others view all technology conceived by inhuman minds as indelibly corrupt. Their successes are uncelebrated, while their failures have doomed billions.

Duty Boon: Limitless Authority

Your Patron is an Inquisitor, empowered with theoretically limitless authority over the other Factions of the Imperium. When you use your Patron's Influence, you may choose to use their Influence with the Inquisition instead of the target's Faction. There is a chance that your target might find this insulting, find your particular Patron unimpressive, or even be outright heretical — ultimately, the Gamemaster determines the results.

ORDO HERETICUS INQUISITOR

D10	Boons	D10	Liabilities
1	Clandestine Inquisition Training Facility*	1	Abrupt*
2	Contact Network	2	Be Ever Vigilant
3	Cover Story	3	Convoluted Communicae
4	Datavault Access	4	Demands Discretion*
5	Fearsome Reputation	5	Enemy*
6	Psychic Protection	6	Nemesis
7	Sanctum Obscurus	7	Paranoid
8	Spy Network	8	Psyker Slayer*
9	Strategos Extremis	9	Sidereal Quests
10	Witch Hunt	10	Witch Hunter

ORDO XENOS INQUISITOR

D10	Boons	D10	Liabilities
1	Clandestine Inquisition Training Facility*	1	Abrupt*
2	Contact Network	2	Demands Discretion*
3	Cover Story	3	Enemy*
4	Fearsome Reputation	4	Excommunicated*
5	Oracular*	5	Nemesis
6	Psychic Protection	6	Offended the Omnissiah*
7	Sanctum Obscurus	7	Paranoid
8	Spy Network	8	Rumoured Dead
9	Strategos Extremis	9	Unorthodox Beliefs*
10	Xenotechnician	10	Warped Visions

The Inquisition, page 244

ROGUE TRADER DYNASTY

Your Patron is a **Rogue Trader**, scion of a dynasty whose fortunes hinge on a Warrant of Trade. This document empowers a Rogue Trader with freedoms almost unheard of in the Imperium — the right to travel beyond the bounds of the Imperium at will, exploring, conquering, and trading as they will. Such an honour does not come without its burdens however, and Rogue Traders are expected to use their power to expand the boundaries and influence of the Imperium. Operating far beyond the reach or protection of Imperial authority, Rogue Traders are known for their flamboyance, as well as for the unusual servants they tend to gather.

Rogue Trader Dynasty, Page 246

- **Influence:** Your Patron has +2 Influence with Rogue Trader Dynasties.
- **Duty:** Your Rogue Trader Patron is a Diplomat or a Trader Militant. Both duties have the Duty Boon: Voidship.

DIPLOMAT

Your Patron is a Rogue Trader devoted to negotiating with societies within and beyond the Imperium, bridging the gaps between Factions (and even Species in rare circumstances) in the name of profit.

TRADER MILITANT

Your Patron is a Trader Militant, willing and even eager to exploit the military allowances within their warrant of trade to the fullest. They are a minor military force onto themselves, often overthrowing whole worlds to bring their populace — and their resources — into the Imperium.

Duty Boon: Voidship

Your Patron gives you access to a voidship, part of which you can use as a base of operations. Whilst aboard the voidship, you have free **accommodation** and **meals** at a minimum of Standard Quality, and have free System and Interplanetary (Warp) travel.

Accomodations and Lodgings, **Provisions and Meals**, page 155

DIPLOMAT

D10	Boons	D10	Liabilities
1	Astropathic Communication*	1	Abrupt*
2	Backchannel Contacts	2	Boastful
3	Blackmailer*	3	Craven*
4	Cartographica Contacts*	4	Dealbreaker*
5	Contrabandist*	5	Enemy*
6	Forbidden Archive	6	Loose Cannon*
7	Opulent	7	Missionary Mandate
8	Registered Trader*	8	Paranoid
9	Tentative Alliance	9	Price of Life
10	Xenotechnician	10	Rumoured Dead

TRADER MILITANT

D10	Boons	D10	Liabilities
1	Air Support*	1	Abrupt*
2	Cartographica Contacts*	2	Argumentative*
3	Connoisseur	3	Boastful
4	Contrabandist*	4	Dangerous Debt*
5	Drop Squad*	5	Enemy*
6	Idealogue Crusader*	6	Loose Cannon*
7	Martial Training Facility*	7	Rumoured Dead
8	Opulent	8	Strange Tastes
9	Refined Panopoly	9	Territorial
10	Registered Trader	10	Unorthodox Beliefs*

MOTIVATION

Patrons' goals and methods vary enormously, but their aspirations can be broken down into a few broad categories. This is their **Motivation**. It reflects how they view the galaxy, their approach to solving problems, and the type of mission they are likely to assign.

To choose your **Patron's Motivation**, o**r** roll a d10 and consult the table below. If your group has a very clear idea of who your Patron is and none of these Motivations fit with that concept, you are free to create your own.

CONFLICT

Strife creates strength. Competition between allies is desirable. Eliminate the weak.

Your Patron achieves their goals through violence, directly or indirectly. They might assign you to assassinate a particular target, or purge a cell of suspected heretics. You might be required to conduct misinformation campaigns to agitate conflict between two groups.

INFORMATION

Knowledge is power. The best way to destroy one's enemies is to understand them.

Your Patron collects and applies information to achieve their goals. They might send you far afield to explore a newly re-discovered **archeotech** hoard, or to go undercover and gather intelligence on a rival Inquisitor.

MATERIAL

Protecting one's assets is of utmost import. A fortress is only as strong as its foundation.

Your Patron is focused on the acquisition and protection of material property. They might send you far afield to uncover lost relics, or to secure territory in their name. Even gathering new recruits to a cause or hunting psykers to supply the Emperor's Tithe fit the motivation of a Patron focused on material.

REPUTATION

Adoration, faith, fear. Long after every solar is spent and every bullet fired, these things endure.

Your Patron seeks to build their status in the Imperium. They may require you to undertake acts of heroism to spread the good word of their name, or to blacken the names of a rival so that your Patron may ascend in their place.

UNITY

The Imperium is strongest when all its servants cooperate. By word or by bolt, ensure they do so.

Your Patron believes that discord between Factions is the biggest threat to the Emperor's realm, and seeks to unify the Imperium. You will likely operate as problem solvers, brokering deals and completing diplomatic missions. Your Patron might ask you to defend an individual or a location to ensure the peace is kept, or send you to uncover and foil a plot to agitate conflict before it blossoms into all-out war.

STEP 3
Choose Motivation

Do not ask why you serve; only ask how.

Archeotech is ancient, powerful technology from the humanity's distant past.

PATRON MOTIVATION

d10	Conflict	Information	Material	Reputation	Unity
Adeptus Administratum	1	2–3	4–5	6–7	8–10
Adeptus Astra Telepathica	1–2	3–4	5–7	8	9–10
Adeptus Mechanicus	1	2–4	5–7	8–9	10
Adeptus Ministorum	1–2	3	4–5	6–8	9–10
Astra Militarum	1–3	4–5	6–7	8–9	10
Imperial Fleet	1–2	3–4	5–7	8–9	10
Infractionist	1–2	3–4	5–6	7–9	10
The Inquisition	1–2	3–5	6	7–8	9–10
Rogue Trader Dynasty	1–2	3–4	5–7	8–9	10

STEP 4
Choose Demeanour

Demeanour

You might have a strong idea of who your Patron is, and your Gamemaster might know how they want to roleplay them. Choosing a Demeanour for your Patron helps to solidify these ideas and keep the character of the Patron consistent, as well as inform other aspects of their personality.

Work together with your group to decide on a Demeanour for your Patron based on what you know about them so far, or what you think would be fun to roleplay. If you can't decide, roll on the **Patron Demeanour** Table.

The Emperor bestows upon us the gift of intolerance.

PATRON DEMEANOUR

D10	Temperament
1–2	**Wrathful:** Your Patron is ambitious and decisive. They are quick to act. They demand results and accept no excuses. They may also be vengeful or quick to anger.
3–4	**Sombre:** Your Patron is thoughtful and analytical. They are slow to act, and consider the ramifications of each decision. They expect perfection in their servants as much as themself.
5–6	**Pragmatic:** Your Patron is serene and quiet. They have a knack for seeing other perspectives and recognize the necessity of compromise more so than most leaders of the Imperium.
7–8	**Zealous:** Your Patron is loquacious, active, and enthusiastic. They surround themself with servants and allies. They despise idleness but may act rashly.
9–10	**Inscrutable:** Your Patron conceals their personality behind a veneer of stoic professionalism or smooth geniality.

Payment

Your Patron has freed you from a life of monotonous drudgery toiling in your Duty to your Faction, and intends to keep your services by paying you. By default, your Patron will pay you the **Standard Payment Grade** at the end of every few days of active duty — between missions, Patrons cover their agents' living expenses and little else. Discussing when and how your Patron pays you, and perhaps even attempting to negotiate a better Payment Grade, might make for an interesting introduction to roleplaying in **Imperium Maledictum**.

Specific **Boons** and **Liabilities** might increase or decrease a Patron's Payment Grade, and it may change over time as you impress or disappoint your Patron.

PATRON PAYMENT GRADE

Payment Grade	Pay per Terran standard day
Poor	50 solars each
Standard	100 solars each
Good	200 solars each
Excellent	600 solars each

Boons and Liabilities

Your Patron has power and resources, and can use them to aid your party. This aid takes the form of a **Boon**. For all their power, your Patron is also Human (or at least, mostly Human), and also has qualities that can negatively affect the party. These flaws are known as **Liabilities**.

Every Patron starts with both a Duty Boon, determined by their **Duty**, and a Liability, secretly chosen from the Patron's **Boons and Liabilities** Table by the GM. Players can choose (or randomly determine) up to three additional Boons. For each additional Boon, the GM may secretly choose (or randomly determine) another Liability.

BOONS

The following list of Boons is a broad range of potential powers a Patron can bring to aid their agents. Not all Boons will be suitable for any one Patron, and your group should consider the corresponding **Boons and Liabilities** Table for their Patron's Duty as guidance.

Some Boons award Influence with a Faction as well as an effect during play, representing alliances your Patron has made through their illustrious (or infamous) career. Though not all Boons award Influence in this way, the Gamemaster might like to use these Boons as inspiration for modifying the Patron's Influence.

ADEPTUS MECHANICUS INSTRUCTION

Adeptus Mechanicus: +1 Patron Influence

Your Patron trains Tech-Adeptus of the Mechanicus, or has a staunch alliance with someone who does. Your Patron can arrange a meeting with these Tech-Adepts or their tutor, who can impart the learnings of their studies and some of the mysteries of the Machine God. Whilst being trained in this way, the XP cost of the following **Specialisations** is reduced by 20.

- Logic (All)
- Lore (All)
- Tech (All)

ADEPTUS MINISTORUM TRAINING FACILITY

Adeptus Ministorum: +1 Patron Influence

Your Patron grants you the use of an Adeptus Ministorum training facility, where prospective priests are taught His words and the orthodox methodology of spreading and enforcing the Imperial Creed. Whilst at this facility, the XP cost of the following Specialisations is reduced by 20.

- Intuition (People)
- Linguistics (High Gothic)
- Lore (Theology)
- Presence (All)
- Rapport (Charm)

ADMINISTRATUM CENSORIUM

Your Patron gives you access to a base of operations within one of the massive Archiviums used to store the endless, growing tide of the Imperium's official records. You can use the Censorium to access information on virtually any location, organisation, or family — though the Imperium frequently revises its historical records to bring them in line with the official version of events.

ADMINISTRATUM TRAINING FACILITY

Adeptus Administratum: +1 Patron Influence

Your Patron grants you the use of an Adeptus Administratum training facility, where adepts of the Imperium's bellicose bureaucracy hone their skills in finding and recording data or serving in the Officio Medicae. Whilst at this facility, the XP cost of the following Specialisations is reduced by 20.

- Intuition (People)
- Linguistics (High Gothic)
- Logic (Evaluation) & (Investigation)
- Lore (Academics) & (Common)
- Medicae (Human)
- Rapport (Inquiry)

STEP 5
Choose Boons

More Boons and Liabilities will feature in future books

Trust in your zeal — it is a weapon with no equal.

Specialisations, page 92

AIR SUPPORT

Imperial Fleet: +1 Patron Influence

Your Patron can always secure you **Good Quality Planetary travel** on atmospheric craft. Additionally, once during a mission, you can call in a focused air strike or close air support, which can be resolved as three **attacks** of either **Frag** or **Krak Missiles** with a Ranged skill of 60. At the Gamemaster's discretion, the exact nature of the air strike may change, for example a flyover from a Vulture Gunship may consist of two attacks by **Heavy Bolters** and a single **Lascannon** shot and a Ranged skill of 60. Further rules for vehicles will be included in a future **Imperium Maledictum** supplement.

Planetary Travel, page 155
Ranged Attacks, page 212
Frag and **Krak Missiles**, page 136
Heavy Bolter and **Lascannon**, page 132
Superiority, page 196

AMELIORATOR

Your Patron is obsessed with improving both your weapons and your bodies. You do not have to make an **Availability Test** for **Weapon Modifications** or **Augmetics**. Your Patron will arrange or perform Augmetic surgeries for free — indeed, they may demand you undergo such procedures any time the opportunity arises.

Availability Tests, page 119
Weapon Modifications, page 136
Augmetics, page 152

ANCIENT SERVANTS

Adeptus Mechanicus or *Adeptus Administratum: +1 Patron Influence*

Your Patron has access to a cache of ancient Servo-Skulls pledged to a duty beyond death. Your Patron can furnish each member of your party with a single Monotask Servo-Skull.

Transportation, page 155

ASTROPATHIC COMMUNICATION

Adeptus Astra Telepathica: +1 Patron Influence

Your Patron is or has access to an Astropath, capable of communicating across the void with other Astropaths. Without this Boon, the only means of contacting your Patron may be through vox systems or personal messengers.

AUGMETICS BAY

Your Patron gives you access to a base of operations within an augmetic installation facility. You do not have to make an Availability Test for **Augmetics**. Your Patron will arrange Augmetic surgeries for free, and ensures any Augmetics you procure have one item Quality.

Augmetics, page 152

BACKCHANNEL CONTACTS

Your Patron has a secret alliance with a member of another Faction. The group may select a suitable Faction, and the Gamemaster will select or create a non-player character in that Faction. This Backchannel Contact confers +3 Influence with their Faction. However, this relationship is a two way street, and the Contact will require the Characters to sometimes act on their behalf.

BLACKMAILER

Infractionists: +1 Patron Influence

Your Patron uses their power to seize secret information that others would prefer remain private. Before each mission, your Patron may provide you with leverage on a particular individual, granting you +1 **Superiority** when you interact with them.

CARTOGRAPHICA CONTACTS

Imperial Fleet or *Rogue Trader Dynasties: +1 Patron Influence*

Your Patron is a member of, or has dependable contacts in, the Astra Cartographica, the organisation responsible for mapping the Imperium and the dangerous void beyond its borders. Your Patron can furnish you with void maps and may be able to arrange reduced cost, or even free, **void travel**.

CEREMONIALIST

Adeptus Ministorum: +1 Patron Influence

Your Patron has the passion and power to organise worshipful ceremonies in the God-Emperor's name. Once per mission, you may ask your Patron to organise a ceremony, such as a pious parade or a mandatory prayer session.

CLANDESTINE INQUISITION TRAINING FACILITY

Inquisition: +1 Patron Influence

Your Patron grants you the use of a specialised training facility for agents of the Inquisition, a dictatorial and often ad-hoc facility to ensure the oft short-lived acolytes are capable of gathering the necessary datum to serve their Inquisitor. Whilst at this facility, the XP cost of the following **Specialisations** is reduced by 20.

- Awareness (Sight) & (Hearing)
- Discipline (All)
- Intuition (All)
- Logic (Investigation)
- Navigation (Tracking)
- Presence (Interrogation)
- Rapport (Inquiry)

CLEANSING FLAME
Your Patron has a passion for purgation through holy flame. At the start of each mission, each character may gain one of the following that they do not already posess: a **Hand Flamer**, a **Flamer**, a magazine of **Inferno Shells**, 3 **Fire Bombs**, or an **Exterminator Cartridge**.

Hand Flamer and **Flamer**, page 132
Inferno Shells, page 133
Fire Bomb, page 136
Exterminator Cartridge, page 137

CLERK CADRE
Adeptus Administratum: +1 Patron Influence
Your Patron can exert their power to deploy a cadre of low-ranking Administratum Clerks. Once per mission, your Patron can put a pair of **Administratum Adepts** under the party's command for a day. The Adepts are under the control of the Gamemaster, and have been instructed to aid the party without endangering themselves or breaking the **Lex Imperialis**.

Administratum Adept, page 325

The Lex Imperialis is the legal code of the Imperium

CONNOISSEUR
Your Patron likes the finer things in life. When interacting with your Patron, you have **Advantage** on **Availability Tests**, and always have the option to acquire equipment with either the *Master Crafted* or *Ornamental* **Quality**.

Advantage, page 189
Availability, page 119
Item Qualities, page 121

CONTACT NETWORK
Your Patron has a network of informants across the Macharian Sector. These informants are allies that can furnish you with information, giving you **Advantage** on **Rapport** (Inquiry) Tests in the local area.

Disguise Kit, page 147
Light Leathers and **Robes**, page 141

Advantage, page 189
Rapport, page 99

CONTRABANDIST
Infractionists: +1 Patron Influence
Your Patron has connections throughout the underworld of the Imperium, and is capable of getting their hands on anything you might need — just don't ask where it came from. Before any mission, you may ask your Patron to secure any item in **Chapter 5**, regardless of **Availability**, for half the cost. At the end of the mission, your Patron will supply the requested item. The Gamemaster may rule that the item was stolen, or has some other problematic aspect.

Specialisations, page 92

A mind without purpose will wander in dark places.

Availability, page 119

CONVEYANCE COMMANDER
Imperial Fleet: +1 Patron Influence
Your Patron holds sway over multiple forms of transportation. Your Patron can organise any form of **Good Quality transportation** for free, and is capable of acquiring shipping records and crew manifests on request.

COVER STORY
Once per mission, your Patron is capable of constructing false identities for your party. Your new identity has +1 Influence with a specific Faction and has the correct uniform (a **Disguise Kit**, **Light Leathers**, or **Robes**). It is up to you to maintain your false identity with **Challenging (+0) Rapport (Deception)** Tests.

DATAVAULT ACCESS
Your Patron has the power to grant you access to any repository of knowledge related to their Faction. For example, an Adeptus Administratum Patron might give you access to boundless tithe records, or an Adeptus Mechanicus Patron might grant you the liberty to view their cache of esoteric technological knowledge (unfortunately, your Patron likely cannot grant you the centuries of study necessary to understand this data).

DEPLOY DEVOUT
Adeptus Ministorum: +1 Patron Influence
Your Patron can exert their power to deploy a group of fanatical worshippers of the God-Emperor. Once per mission, your Patron can put a number of **Devout** equal to the number of characters in the party under the party's command for a day. The Devout are under the control of the Gamemaster, and are strict adherents to the Imperial Creed, but zealous enough to risk their lives in His service.

Devout, page 331

Transportation, page 155

DROP SQUAD

Imperial Fleet: +1 Patron Influence

Your Patron can exert their power to deploy a squad of Navis Imperialis security. Once per mission, your Patron can put a number of **Armsmen** equal to the number of characters in the party in their command for a day. The Armsmen are controlled by the Gamemaster, and have been instructed to aid the party.

Armsman, page 337

ECCLESIARCHAL SHRINE

Your Patron gives you access to a base of operations within some kind of shrine, church, or cathedrum. The Difficulty of all **Lore (Theology)** Tests is reduced by 20 when you use the shrine's library, and each character receives a **Holy Icon** for free.

Lore, page 96

Holy Icon, page 148

An open mind is like a fortress with its gates unbarred and unguarded

FEARSOME REPUTATION

The mere mention of your Patron's name is enough to strike terror into the hearts of any who know of them. When you invoke your Patron's name, you can choose to force anyone who is aware of their reputation to make a **Hard (–20) Discipline (Fear)** Test or become ***Frightened***. You may assume that anyone who shares a Faction with your Patron knows of their reputation, while it is up to the GM who else is aware of it.

Frightened, page 356

FORBIDDEN ARCHIVE

Your Patron has collected strange and heretical knowledge. They are willing to give you access to this forbidden archive, potentially giving you information on your targets and enemies, and giving Advantage on **Lore** (Forbidden) Tests.

Lore, page 96

FORGER

Your Patron can create or acquire counterfeit documentation. You can request any kind of documentation from your Patron that they could conceivably fabricate, and they will supply you with it in 1 week. Your forgery can only be detected with a **Very Hard (–30) Logic (Evaluation)** Test.

Advantage, page 189

Logic, page 96

GANG BACKUP

Infractionists: +1 Patron Influence

Your Patron can exert their power to deploy a band of rough Infractionist toughs. Once per mission, your Patron can put a number of **Gangers** equal to the number of characters in the party under the party's command for a day. The Gangers are under the control of the Gamemaster, and have been instructed to aid the party, but will watch out for their own skin above all else.

IDEOLOGUE CRUSADER

Your Patron is known for taking up arms to wage wars of faith, a particularly pious warrior or a belligerently bellicose member of the clergy. When you invoke your Patron's name, you have **Advantage** on Tests to convince people to take up arms in the name of the God-Emperor.

If your Patron is a member of the Astra Militarum, the Imperial Fleet, or a Rogue Trader Dynasty, they gain +1 Influence with the Adeptus Ministorum.

If your Patron is a member of the Adeptus Ministorum, they gain +1 Influence with the Astra Militarum or the Imperial Fleet.

LIMITLESS AUTHORITY
Your Patron is an Inquisitor, empowered with theoretically limitless authority over the other Factions of the Imperium. When you use your Patron's Influence, you may choose to use their Influence with the Inquisition instead of the target's Faction. There is a chance that your target might find this insulting, find your particular Patron unimpressive, or even be outright heretical — ultimately, the Gamemaster determines the results.

MACHINE SPIRIT MAINTENANCE
Adeptus Mechanicus: +1 Patron Influence
The Adeptus Mechanicus has sole purview over the sacred maintenance of machinery in the Imperium, and as a ranking member of that Faction, your Patron has the ability to demand an inspection of any technology possessed by another Faction — the mysteries of the Machine God are known only to the Tech-Magi, and few can deny their authority without dire consequences. Once per mission, your Patron can declare maintenance is necessary on a particular machine and send you to conduct the sacred rites, affording you access to a location you may not otherwise have.

MANUFACTORUM MASTER
Your Patron is in charge of ensuring a manufactorum, or even an entire **forge world**, outputs useful equipment for the Imperium. Much of what is produced goes to fulfil requisition orders that are sometimes decades or centuries old, but more common materials can be diverted to the Characters. Choose one type of equipment in **Chapter 5: Armoury** such as **Flak Armour**, **Las Weapons**, or **Custom Ammunition**. Your Patron can always provide one item of **Common or Scarce** equipment of that type at the start of each mission.

All of this Munitorum Surplus equipment can be found in **Chapter 5: Armoury**, page 118

MARTIAL TRAINING FACILITY
Your Patron grants you the use of a training facility designed to forge elite fighting forces, perhaps used by the **Vigilites** of a Planetary Governor, or even deadly strike troopers like the **Tempestus Scions**. Whilst at this facility, the XP cost of the following **Specialisations** is reduced by 20.

Macharian Vigilites, page 326
Tempestus Scions, page 330
Specialisations, page 92

- Athletics (All)
- Discipline (Fear)
- Fortitude (All)
- Medicae (Human)
- Melee (One-handed)
- Navigation (Surface)
- Ranged (All)

The Emperor will judge you not by your medals, but by your scars.

MEDICAE FACILITY
Your Patron gives you access to a base of operations within a medicae facility. You can use the sanctum to access medical records and **Good Quality Medical Care**.

Medical Care, page 156

MUNITORUM DEPOT
Your Patron gives you access to a base of operations within a Departmento Munitorum sanctum. You have **Advantage** on **Availability Tests** and receive additional magazines for your weapons for free.

Advantage, page 189
Availability Tests, page 119

MUNITORUM SURPLUS
Astra Militarum: +1 Patron Influence
Your Patron has access to surplus Astra Militarum supplies. Each character may start play with any one option from the **list below**. Additionally, you may spend a downtime **Endeavour** to claim an additional item.

Endeavours, page 229

- A Laspistol, a Lasgun, or a Long Las.
- 3 Frag Grenades or 3 Krak Grenades.
- Any one piece of Flak Armour.
- Either a Backpack, a Respirator, a set of Survival Gear, a Chrono, a Climbing Harness, an Entrenching Tool, a Stablight, a Grapnel & Line, a Lascutter, a set of Magnoculars, or a Vox-Caster.

NOBLE BLOOD

Once per mission, your Patron gives you a writ of introduction, granting you the right to an audience with a member of the Imperial nobility on any world.

The **Lex Imperialis** is the legal code of the Imperium

NULL SANCTUM

Your Patron gives you access to a base of operations that incorporates a null-prison, a room immune to psychic powers and any warp influence, typically used to imprison psykers.

Macharian Vigilites, page 326

Servitor, page 323

OPULENT

Your Patron is wealthy and generous. Increase your Patron's **Payment Grade** 1 step.

Payment, page 29

ORACULAR

Adeptus Astra Telepathica: +1 Patron Influence

Your Patron (or perhaps a psyker in their service) receives brief portents of events yet to pass, whether by opening their mind to the dangerous whispers of the warp, or by laying out the **Emperor's Tarot** and seeking the wisdom of the Golden Throne. Once during each mission you can ask your Patron to use any **Divination Psychic Power**.

Advantage, page 189
Discipline, page 94

Emperor's Tarot, page 147

Divination, page 174

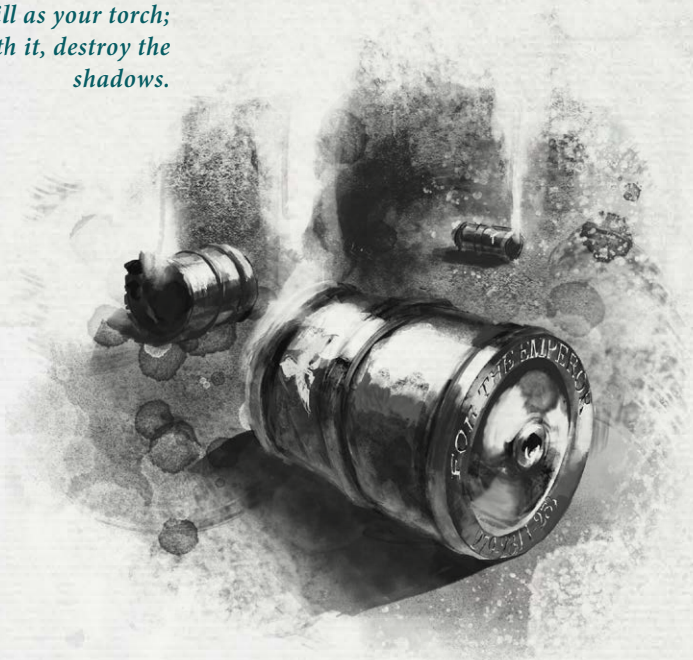
PLANETARY DOMINATION

Your Patron is the official ruler of an Imperial world. On the planet your Patron controls, their **Influence** with all Factions is increased by +1.

Primaris Psyker, page 321

Influence, page 42
Advantage, page 189
Corruption, page 94

Carry the Emperor's Will as your torch; with it, destroy the shadows.



PLAUSIBLE DENIABILITY

Infractionists: +1 Patron Influence

Your Patron counts amongst their servants some few who would be willing to break the **Lex Imperialis** and face the consequences on their behalf. Once per mission, you can request that your Patron send some of their 'plausibly deniable' connections to commit a crime of your choosing, such as starting a riot to distract corrupt **Macharian Vigilites**, kidnapping a preacher during a sermon, or shooting the custom **Servitor** bodyguard of a Highborn.

PSYCHIC PROTECTION

At the start of each mission, your Patron wards you against Psychic Powers, either personally or using a sanctioned psyker bound to their service. You are granted **Advantage** on **Discipline** (Psychic) Tests until you fail a Discipline (Psychic) Test. Other Psykers can detect this warding with a **Hard (–20) Psyniscience** Test.

PSYKER SUPPORT

Adeptus Astra Telepathica: +1 Patron Influence

Your Patron can exert their power to deploy a Sanctioned Psyker to assist you. Once per mission, they can dispatch a **Primaris Psyker** to aid the party for a day. The Psyker is under the control of the Gamemaster, and aids the party while endangering themselves as little as possible. The Psychic Discipline of the Primaris Psyker is determined by the Gamemaster.

PURIFICATION RITUALS

Before each mission, your Patron conducts a ritual to protect you from the warp, granting **Advantage** on the first Test you make to resist **Corruption**. At the end of each mission, your Patron conducts a ritual to purify your soul, halving your current Corruption Points.

RECRUITMENT DRIVE

Astra Militarum, Adeptus Administratum, or Imperial Fleet: +1 Patron Influence

Your Patron has the power to press-gang Imperial citizens to recruit them into the Astra Militarum, or coerce them into the labour forces of the Adeptus Administratum or Imperial Fleet. Once per mission, you can request that your Patron make a recruitment drive, interrupting the usual activities of the area and forcing all unranked workers into one place.

REFINED PANOPOLY
Your Patron takes pride in armouring their agents. While interacting with your Patron, you have **Advantage** on **Availability Tests** made to find **Armour**, and the cost of Armour is halved.

REGISTERED TRADER
Adeptus Administratum, Imperial Fleet, or Rogue Trader Dynasties: +1 Patron Influence
Your Patron is one of the rare few individuals licensed to trade in the Macharian Sector. Your Patron may be able to acquire trade records, secure you passage on a trading vessel, and acquire anything from **Chapter 5: Armoury** at a discount equal to 10% multiplied by their highest Influence modifier (rounded up).

RIGHTEOUS BOLTS
Your Patron reveres the awe-inspiring power of bolt weaponry. Your Patron provides each character with either a **Bolt Pistol** or a **Bolter**. Your Patron may also provide you with bolt ammunition at the end of each mission depending on your performance. Failure to properly maintain such revered weapons will invariably draw your Patron's ire.

SANCTUM OBSCURUS
Your Patron gives you access to a secret safehouse hidden from the rest of the Imperium, festooned with equipment for clandestine activities.

None but your party and your Patron know the location of this sanctum, and it is stocked with the following **equipment**: a Cameleoline Cloak, a set of Photo-visors, an Auspex, a Climbing Harness, a Comm Leech, a Disguise Kit, 3 Magnoculars, a Pict Recorder, a Signal Jammer, and a Vox-caster.

SECONDED TROOPERS
Astra Militarum: +1 Patron Influence
Your Patron can exert their power to deploy a small squad of Imperial Guard infantry. Once per mission, your Patron can put a number of **Astra Militarum Troopers** equal to the number of characters in the party under the party's command for a day. The Astra Militarum Troopers are under the control of the Gamemaster, and have been instructed to aid the party.

SERVITOR CLADE
Adeptus Mechanicus: +1 Patron Influence
Your Patron can exert their power to deploy a squad of monotask servitors. Once per mission, your Patron can slave a **Servitor** (page 322) to each member of the party for a day. Typically the servitors will use the normal statblock, but a particularly powerful or wealthy Patron may be able to supply a Gun or Medicae Servitor.

SPY NETWORK
Your Patron maintains a cohort of insider informants in every Imperial Faction — compromised **Macharian Vigilites**, bribed **Administratum Adepts**, or other individuals who engage in espionage on their behalf. If you can make contact with an informant, they may have useful information on the Faction's current activities. It is up to the GM if they know anything useful about your current situation, but they should at least be able to point you to someone who does.

STRATEGOS EXTREMIS
Your Patron is an expert tactician and strategist, and can be called upon to offer advice in dire situations. Once in each mission, you can attempt to contact your Patron for guidance. Your Patron may be able to offer some insight on what to do next, likely resulting in your party gaining +1 **Superiority**.

SUMMON SERMONISER
Adeptus Ministorum: +1 Patron Influence
Your Patron can exert their power to deploy a preacher of the Ecclesiarchy. Once per mission, your Patron can put a **Ministorum Priest** under the party's command for a day. The Ministorum Priest is under the control of the Gamemaster, and has been instructed to aid the party without endangering themselves whilst enforcing and spreading the Imperial Creed.

Advantage, page 189
Availability Tests, page 119
Armour, page 138
Servitor, page 322

Macharian Vigilites, page 326
Administratum Adept, page 325

Bolt Pistol and **Bolter**, page 132

There are no bystanders in war, only soldiers and traitors.

All of this Sanctum Obscurus equipment can be found in **Chapter 5: Armoury**, page 118

Ministorum Priest, page 332

Astra Militarum Trooper, page 328

TENTATIVE ALLIANCE

Your Patron is a political mastermind, adroit at forming short treaties with other Factions — Imperial or otherwise. Before each mission, you can choose a Faction you are aware of. Your Patron has +1 Influence with that Faction until the end of the mission.

TITHE INSPECTION

Your Patron is capable of arranging perfectly legal 'inspections' of people and places to ensure that the Emperor's Tithe will be fulfilled. Once during each mission, you can request that your Patron have their Faction make an 'inspection' of a place or person, possibly led by **Administratum Adepts**, **Overseers**, and **Vigilites** or the equivalent, which your group may be allowed to accompany.

Administratum Adept and **Overseer**, page 325
Macharian Vigilites, page 326

VIGILITE VANGUARD

Your Patron can exert their power to deploy a partnership of local law-enforcing **Macharian Vigilites**. Once per mission, your Patron can have two Vigilites accompany the party command for a day. The Vigilites are under the control of the Gamemaster, and have been instructed to aid the party whilst upholding and enforcing **Lex Imperialis**.

Launcher, **Melta**, and **Plasma** Weaponry, page 132 and 133

VOIDSHIP

Your Patron gives you access to a voidship, part of which you can use as a base of operations. Whilst aboard the voidship, you have free **accommodation and meals** at a minimum of Standard Quality, and have free **System and Interplanetary (Warp) travel**.

Imperial Citizen, page 338
Devout, page 331
Macharian Vigilites, page 326

Services, page 155
Transportation, page 155

VOIDSMAN TRAINING FACILITY

Imperial Fleet: +1 Patron Influence

Your Patron grants you the use of an Imperial Fleet training facility, practising alongside pilots and the crew of voidcraft. Whilst at this facility, the XP cost of the following **Specialisations** is reduced by 20.

Specialisations, page 92

- Awareness (Sight)
- Discipline (Fear)
- Intuition (Surroundings)
- Navigation (All)
- Piloting (All)
- Ranged (Long Guns) & (Pistols)
- Reflexes (Balance) & (Dodge)

VOIDPORT PEERAGE

Imperial Fleet: +1 Patron Influence

Your Patron is the ultimate authority of one or more voidports. You can request any of the following services related to the voidport your Patron controls:

- Access to shipping manifests and docking reports.
- An official inspection of a voidship and/or its cargo.
- A temporary full lockdown of the voidport.
- Secure transport to and from the voidport for 50% of the normal cost.

WEAPON SPECIALIST

Your Patron believes that the special weaponry of the Imperium is a blessing from the Emperor, providing multifaceted solutions to many problems, typically by reducing them to dust in the wake of overwhelming firepower. Your Patron can always find someone willing to sell you a **Launcher**, **Melta**, or **Plasma weapon**, and may secure you a 10% discount (rounded up).

WITCH HUNT

Your Patron has the power to agitate a hunt for one or more individuals suspected of being psykers. Once per mission, your Patron can instigate a witch hunt, likely involving crowds of press-ganged **Imperial Citizens** and **Devout** overseen by **Macharian Vigilites** or another local law enforcement or military force. You must convince your Patron that there is a legitimate target for the witch hunt and may accompany the ad-hoc hunters, but will have to face dire consequences if your accusations prove false.

XENOTECHNICIAN

Your Patron has two remarkably rare facets: an interest in proscribed xenos technology, and the power to keep these forbidden curiosities without being executed. Your Patron has no issue with your group looting and using xenos weaponry and other technology, and will in fact reward you for bringing these outlawed items to their private collection. Unfortunately, your Patron's unorthodox approval of such behaviour will do little to protect you from any other Imperial authorities.

LIABILITIES

As with Boons, not all Liabilities are suitable for any one Patron and your group should consider the corresponding **Boons and Liabilities** Table for their Patron's Duty as guidance.

Though some of these drawbacks have suggested mechanical effects, most are narrative-focused, giving more guidance on how to roleplay the Patron and create engaging challenges for the party to face. Some Liabilities reduce your Patron's Influence with one or more Factions, representing the negative consequences to your Patron's reputation caused by their past actions. Though not all Liabilities reduce Influence in this way, the Gamemaster might like to use these Liabilities as inspiration for modifying the Patron's Influence

ABRUPT
Any three Factions: –1 Patron Influence
Your Patron is brusque and abrasive in their dealings with other Factions. Your Patron has –1 Influence with three Factions as a consequence of this behaviour.

ARGUMENTATIVE
Your Patron is politically active amongst multiple Imperial Factions, but constantly quarrels with them. At the start of each mission, the Patron gains –1 Influence with a Faction determined by the Gamemaster. By the end of each mission the Patron has repaired the relationship, but has likely ruined another.

BE EVER VIGILANT
Your Patron believes in keeping you on your toes. They may arrange for ambushes, combat drills, examinations, or other surprise challenges to ensure you are the best of the best.

BLACKMAILED
Your Patron is being blackmailed. They may request you take on additional tasks for the blackmailer, or have less supplies or solars to give you. Your Patron may task you with retrieving whatever sensitive material the blackmailer has — or simply making sure the blackmailer 'disappears'. Your Patron has –2 Influence with the Faction blackmailing them.

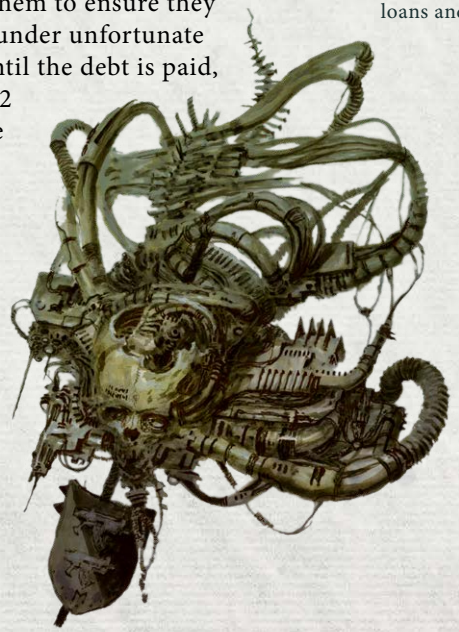
BOASTFUL
Your Patron makes no secret of their successes and future goals, or their satisfaction with your performance. They tell allies within and without their own organisation of your deeds, and may take the step of reaching out to local authorities to facilitate cooperation. All this tends to draw plenty of unwanted attention at all stages of a mission. As word spreads and information leaks, your enemies might be expecting you well before you arrive.

CONVOLUTED COMMUNICAE
Your Patron insists on using only coded communications, with ciphers that change regularly and may obscure the message they are trying to convey.

CORRUPT
Your Patron secretly serves some other force than the God-Emperor. This may be as simple as succumbing to their own self-interest, exercising a criminal greed, or may be as villainous as falling to the predations of one of the Ruinous Powers.

CRAVEN
Astra Militarum: –2 Patron Influence
Your Patron has a history of shameful cowardice, and will never expose themself to potential danger.

DANGEROUS DEBT
Your Patron owes someone a dangerous debt, and may require you to perform some service for them to ensure they do not disappear under unfortunate circumstances. Until the debt is paid, your Patron has –2 Influence with the creditor's Faction.



STEP 6
Choose Liabilities

There is nothing to fear but failure.

Infractionists are often, but not always, the source of such illicit loans and favours

DATA ADDICT

Your Patron suffers from a strange condition known as data addiction, an unnatural craving for knowledge that some quietly speculate is the result of neural augmetics, though this is heresy in the multifaceted eyes of the Omnissiah. Your Patron will make overwhelming requests for specific informative minutiae, often only tangentially related to your mission. Refusing or failing to produce the data your Patron craves will negatively impact their opinion of your character and capability, and may lead to docked pay.

DEALBREAKER

Your Patron failed terribly to complete an important trade with another Faction. Be it through a catastrophic mistake, purposeful malice, or a problematic circumstance, their reputation as a trader with one Faction is irreparably stained. This may make securing certain items from **Chapter 5: Armoury** more difficult at the Gamemaster's discretion.

Innocence proves nothing.

Yout Patron has –2 Influence with the Faction their failed trade deal involves. Typically this will be the Adeptus Administratum, Infractionists, or Rogue Trader Dynasties, but may be another Faction at the Gamemaster's discretion.

DEMANDS DISCRETION

Your Patron insists on keeping their involvement in your missions private, allowing you to use the sway of their name only when absolutely necessary. Your Patron may inflict punishment, or even disappear a character entirely, should they ignore this edict.

In certain areas of the Imperium such secrecy can be akin to a damning admission of guilt. As the campaign progresses, characters may find themselves the target of **Administratum Adepts** or even an **Inquisitor's Acolytes**, drawn by rumours of their Patron's obsessive secrecy.

Administratum Adept, page 325
Inquisitorial Acolyte, page 334

DOGMATIC

Your Patron has neither tolerance nor patience for any deviation from the Imperial Creed. Even the slightest expression of blasphemy against the God-Emperor or His Ecclesiarchy will be punished, typically with docked pay or electro-flagellation.

DRACONIAN

Infractionists: –2 Patron Influence

Your Patron has a history of harsh treatment of lawbreakers, and will not tolerate the slightest infraction against the Lex Imperialis, under penalty of docked pay, excruciation, or worse. They will also expect you to follow a stringent operating procedure during each mission, potentially including informing local authorities of your presence and activities, or even obtaining their authorisation. Whatever the particulars of your Patron's protocols, they are certain to cost you precious time, at best.

ENEMY

Enemy's Faction: –2 Patron Influence

Your Patron has made an enemy of another high-ranking member of a Faction. The rival may interfere with your missions, hire their own agents to accomplish the same goals before you can, or even try to bribe or coerce you into their employment. Additionally, your Patron's enemy has enough sway to ensure your Patron has –2 Influence with the enemy's Faction.

EXCOMMUNICATED

Your Patron has been accused of crimes against the Imperium or even declared Excommunicate Traitoris by the Inquisition. You must be very careful as to when, where, and with whom you invoke your Patron's name or authority. If you are not careful, you may find yourself pursued by the same authorities or facing the same punishment.

A major part of the campaign may be clearing your Patron's name (whether they were falsely accused or not), at which point you can remove this Liability and replace it with a different one appropriate to the new situation. Note that this is an almost impossible task, as the decree of Excommunicate Tratoris is reserved for the most heinous of heresies and those that declare it are rarely amenable to changing their minds on such damnation.

Your Patron has –3 Influence with the Adeptus Astra Telepathica, the Adeptus Mechanicus, the Adeptus Administratum, the Astra Militarum, the Adeptus Ministorum, the Inquisition, and the Imperial Fleet.

FRAIL FORM
Your Patron clings desperately to the mortal coil though they are physically weak and ailing. Your Patron may be dependent on rejuvenat treatments or some other mysterious medicine fully understood only by the Magos Biologis of the Adeptus Mechanicus. Your Patron will require frequent requisitions of whatever chemical they need to continue their existence, and even when fully stocked may be unavailable to you at a crucial moment due to their frailty.

HALLOWED IGNORANCE
Your Patron believes that ignorance is a virtue, particularly for their underlings. Your Patron will not share any details they believe to be unnecessary for you to complete your mission, and may work to actively suppress your attempts to gather information.

HONOUR THE MACHINE SPIRITS
Your Patron expects you to maintain your equipment to an exacting standard. Your Patron will inspect your equipment after each mission and will dock your pay if it is not up to their specifications.

IMPOSTOR
Your Patron is not who they say they are, but they can seemingly impersonate them quite well. Your Patron may be unable to get you any supplies or resources they are supposed to, but their Influence still works… for now.

INCESSANT UPDATES
Your Patron is a micromanager, requiring frequent updates through vox or writing. Their constant requests may take up time or expose both your plans and position.

KNOWN MEDDLER
Your Patron has a reputation for interfering in the affairs of other Factions. Whenever you attempt to use your Patron's Influence, the party's next Fellowship Test is made at **Disadvantage**. Additionally, your Patron's past meddlings have earned them −1 Influence with two Factions, chosen by the Gamemaster.

LOOSE CANNON
Adeptus Administratum: −2 Patron Influence
Your Patron is known for flaunting the conventions of the Imperium and **Lex Imperialis** to get things done — always 'in the Emperor's name', of course, and with undeniable results. Your Patron will expect you to bend and break the rules to see their will done, accepting no excuses and providing nothing for extenuating circumstances.

The **Lex Imperialis** is the legal code of the Imperium

METICULOUS ARCHIVIST
Your Patron is a stickler for records. At the end of every mission, your Patron expects a full report of your activities, including what you did, when, and why. If you do not supply these records, your Patron may dock your pay.

MISERLY
Your Patron either has few resources, or does not want to give them to you. Decrease your Patron's **Payment Grade** by 1 step.

Payment, page 29

MISSIONARY MANDATE
Your Patron demands that you disseminate the word of the God-Emperor wherever they send you, playing a vital role in protecting the masses by ensuring their piety. Your Patron will assess your success at this ongoing goal whenever they meet with you, and may punish or reward you according to their judgement of your efforts.

Faith without deeds is worthless.

NEMESIS
Your Patron has an arch-enemy beyond the Factions of the Imperium, a traitorous heretic, horrific daemon, or vile xenos that wants them dead. This enmity will likely spill over onto the party, interrupting both missions and the time between them as they assail both the Patron and their sworn followers.

OBSOLETE OBSERVER
Your Patron wants to know exactly how you operate, and has entrusted a Servo-Skull or Servitor to acquire that information. Your Patron deploys either a **Servo-Skull** or **Servitor** equipped with only a Pict Recorder to document your exploits. These obsolete observers will occasionally hinder progress in missions by getting in the way, making noise, or otherwise bumbling around.

Advantage and Disadvantage, page 189

Servo-Skull and **Servitor**, page 323

OFFENDED THE OMNISSIAH

Adeptus Mechanicus: –2 Patron Influence

Logic is the enemy of faith.

Your Patron has angered the Tech-Priests of the Adeptus Mechanicus, and whether intentional or otherwise, has earned their enmity. Whatever your Patron did has been recorded in the vast data-vaults of the nearest forge world, and is unlikely to be forgotten by the information-hoarding machine cult within the next ten millennia. This may mean that your Patron is simply unable to furnish you with any newer equipment, relying only on items of Common **Availability** from other suppliers or ***Shoddy*** equivalents sold through black markets.

Availability, page 119
Item Flaws, page 122

OMNISSIAN PRINCIPLES

Your Patron is a devout worshipper of the Machine God, and expects you to uphold the sanctified strictures of the Cult Mechanicus. You will be required to appease any machine spirit you encounter, any damage or destruction of the Omnissiah's sacred technology is a punishable waste that must be corrected through docked pay.

OVEREXTENDED

Rapport, page 99

Your Patron is constantly occupied with numerous plots, missions, and assignments. Despite the importance of your own missions, they seldom make themself available to you. Attempts to get more information, equipment, or money from your Patron during a mission are near impossible.

PARANOID

Your Patron trusts no one — including you. They doubt your loyalty and might show it by questioning your reports, spying on you, or even dispatching you on missions that mean certain death.

PIOUS STIPULATIONS

Your Patron demands displays of faith from their agents. This may take the form of daily prayer sessions, attending specific religious services, or performing rituals of faith. These stipulations may interfere with your missions, and cut into any time between them.

PRICE OF LIFE

Your Patron holds the unorthodox belief that every Human life is precious, and only the Emperor can decide when one should die without justification. Your Patron will demand that you justify every life you take, and dock your pay for every unnecessary killing.

PSYKER SLAYER

Adeptus Astra Telepathica: –2 Patron Influence

Your Patron has succumbed to a semi-heretical superstition that all unsanctioned psykers must be slain, rather than captured. If your Patron gains any information that would suggest there is an unsanctioned psyker in the vicinity of your mission, they will demand you bring them their head.

REQUIRED RECRUITMENT

Your Patron understands the value of boots on the ground and an army of bodies to drown the enemy in. On each of your missions, your Patron will request that you recruit a number of new individuals to their cause, and will dock your pay if this responsibility is not fulfilled.

REVISIONIST

Your Patron believes that those who control history control the future. They will doctor reports, distort the truth, and effectively live their own version of reality that they expect you to keep in tune with.

RUMOURED DEAD

Tales of your Patron's grisly demise abound. Whenever you attempt to use your Patron's Influence, the Gamemaster may rule that you must make a **Rapport** (Charm) Test of variable difficulty to convince the target that your Patron is, indeed, alive.

SABOTEUR
Your Patron's enmity with rival Factions has grown so extreme that they will task you with undermining their adversary's efforts. The GM chooses two Factions that the Patron has come to loathe. If you are likely to deal with either of these during your mission, your Patron will order you to sabotage them in some non-lethal way. Your Patron's past attempts at sabotage have already earned them –1 Influence with both of these Factions.

SHAKY AUTHORITY
Your Patron's sway over others is constantly questioned. Whenever you attempt to use your **Patron's Influence**, roll a d10. If the result is 0, your Patron's positive Influence is ignored.

SHODDY SUPPLIES
Your Patron relies on scavengers and shady back-channels to arm and armour their agents at a lower cost. All of the equipment supplied by your Patron has the ***Shoddy* Flaw**.

SIDEREAL QUESTS
On every world and in each city you visit, your Patron owes someone a favour and offers up your group to repay it. These odd jobs might include bodyguard duties, vital negotiations, simple courier jobs, and nearly anything else. Completing these tasks might take valuable time away from your primary mission, but shirking them might earn a new enemy as well as the ire of your Patron.

STRANGE TASTES
Your Patron has a desire for something, and requires your help to get it clandestinely, without asking questions. The Gamemaster determines exactly what your Patron craves, but it is doubtless reasonably rare, and likely not condoned by the **Lex Imperialis**.

SUSPECT
Your Patron is distrusted by one or more Factions that have circumstantially linked them to crime or heresy. If you reveal your affiliation with your Patron, these Factions may follow you, surveil you, and potentially even interfere with your mission in an attempt to gather evidence. Your Patron has –2 Influence with a Faction that suspects them, typically the Inquisition.

TERRITORIAL
Your Patron believes in the fundamental powers of land and property. Your Patron will ask you to secure territory and set up bases of operations whenever possible. Though this may be useful when returning to a location, it will undoubtedly take up time during, and potentially between, missions.

TITHE OBSESSED
Your Patron understands that the Imperium operates on a knife's edge, and will not tolerate wanton destruction of potential resources. Your Patron will dock your pay for any kind of collateral damage you cannot justify.

Patron Influence, page 193

UNORTHODOX BELIEFS
Your patron has a lamentable reputation for flaunting their somewhat unorthodox beliefs, be they part of a mildly divergent Death Cult or closer to outright heresy. Your Patron may ask you to indulge them in their beliefs, joining them in rituals that may reduce your time Between Missions. Your Patron's Unorthodox Beliefs have earned them –2 Influence with the Adeptus Ministorum.

True faith is blind and justified.

WARPED VISIONS
Your Patron is an unwilling voyeur of warp-spawned nightmares, or perhaps they experience divine, Emperor-sent foresight afforded only to the most faithful. In either case, the visions your Patron receives send you on wild goose chases. They will give you clues and objectives connected only to their spectral hallucinations, confusing your efforts to fulfil their will.

Item Flaws, page 122

WITCH HUNTER
Your Patron requires you to be ever-vigilant of sorcery, and demands you aid in capturing psykers to fulfil the Tithes of the Black Ships. If your Patron gains any information that would suggest there is a psyker in the vicinity of your mission who has not been corrupted by the Ruinous Powers, they will demand you capture them. If your Patron gains any information that there is a Rogue Psyker in the vicinity of your mission, they will demand you bring them their head.

The **Lex Imperialis** is the legal code of the Imperium

BACKGROUND AND INFLUENCE

The wise learn from the deaths of others.

Your Patron is a powerful individual, and no one in the Imperium can rise to any position of authority without the support of some allies, nor without making enemies along the way. These connections are more than just flavour — you can use your **Patron's Influence** instead of your own during play, potentially opening doors that would be otherwise closed to you or aiding you when making requests and threats. Each point of Influence grants +1 **SL** on social Tests involving the faction in question.

Influence, page 192

Success Levels (SL), page 187

Your characters will be aware of your Patron's positive Influence when you start the game, but the Patron's Influence can change and is secretly tracked by the GM.

Any negative Influence your Patron has will be unknown to the players, and if the Patron's Influence changes over the course of play — perhaps due to the character's actions — this will also be kept secret, so be careful who you reveal your Patron's identity to.

The Patron begins with +2 Influence with their own Faction. The Patron's Influence with any Faction may also change due to their specific Duty, Boons, or Liabilities.

ADEPTUS ADMINISTRATUM

If your Patron has positive Influence with the Adeptus Administratum, they likely fulfil their duty to the Imperium to the letter, never stepping outside of the strict boundaries of their office. The Administratum prize proper protocol applied unwaveringly, ostensibly to ensure efficiency, organisation, and resource gathering.

WHAT EXACTLY IS INFLUENCE?

In game terms, each point of applicable **Influence** grants you +1 SL on social Tests with a suitable subject. Influence is an abstraction used to describe the relationship between a character and a specific Faction. It represents a mixture of things; connections within the Faction, knowledge of how the Faction conducts their operations, or even blackmail material that can be used to influence key individuals. The **Macharian Sector Guide** (page 249) includes a selection of individuals and organisations within a Faction that can be used by a GM when players seek to make use of their own or their Patron's influence.

For example, those wishing to take advantage of their Influence with the Adeptus Mechanicus on the forge world Eskutchax may find themselves directed towards the Tech-Priest Tolmet Quartic-9, while those seeking to take advantage of positive Influence among the Infractionists of the Macharian Sector may well find that the Trackless Chain cartel owes their Patron a favour.

While Characters also enjoy Influence with a Faction as a whole, they will mostly gain and lose influence with specific individuals or groups within that Faction. At the end of each mission the GM is encouraged to consider the player's interactions with Faction representatives they have met along the way. For example, if the Characters impressed Tolmet Quartic-9 during the course of their mission, it may be appropriate to reward them with +1 influence with that NPC specifically — or –1 if they managed to displease them. This should be noted on the responsible player's character sheet, and may prove relevant in future games.

Influence bonuses and penalties gained in this way are cumulative with the character's or their Patron's Influence with the overall Faction, and it is quite possible to end up with a tangled web of Factions, organisations, and individuals who all have varying levels of respect or loathing for the characters. This is to be encouraged, and the GM should take time to occasionally consider the repercussions of this growing web of Influence. This may result in shifting the Patron's overall Influence as their agents win allies and vex enemies throughout the sector, or it may lead to the character's enemies banding together to finally put a stop to them.

Your Patron may have assisted well with any of these factors — or they might just be a member of a noble family.

If your Patron has negative Influence with the Adeptus Administratum, they are likely someone who flaunts or breaks the law. They may have inconvenienced the Administratum in some way, costing resources or crucial organisation time, or they may have put themself before the needs of the wider Imperium.

ADEPTUS ASTRA TELEPATHICA

If your Patron has positive Influence with the Adeptus Astra Telepathica, they may have aided the Black Ships in fulfilling the Imperium's endless hunger for such psykers. They may instead have worked extensively alongside psykers, or championed tolerance toward members of the oft-feared organisation.

If your Patron has negative Influence with the Adeptus Astra Telepathica, they may have a reputation for executing psykers, perhaps even those who have been sanctioned, without adequate cause. They may have organised deadly witch hunts instead of providing for the Emperor's Tithe, or simply be known for their public disdain of any kind of psyker.

ADEPTUS MECHANICUS

If your Patron has positive Influence with the Adeptus Mechanicus, they may have provided the Machine Cult with lost knowledge or otherwise aided them in their pursuit of technological perfection. They may have fought alongside Skitarii or a Titan Legion, or helped the Adeptus Mechanicus ensure they have the resources to continue producing and maintaining their sacred machinery.

If your Patron has negative Influence with the Adeptus Mechanicus, they may have interfered with the Cult's acquisition of knowledge, destroyed hallowed technology, or otherwise offended the Omnissiah. They may be one of the many who abhor the differences between the Machine Cult and the Imperial Cult, or may have meddled in Mechanicus affairs and gained knowledge prohibited to all but the Tech-Priesthood of Mars.

ADEPTUS MINISTORUM

If your Patron has positive Influence with the Adeptus Ministorum, they may have committed an act of exemplary piety. The Imperial Cult regularly receives extortionate donations from the wealthy and titled, including coin, property, and indentured servants — your Patron may have provided any of these. Alternatively, particularly devout individuals that make heroic achievements in the name of the God-Emperor are often favoured by the Ecclesiarchy.

If your Patron has negative Influence with the Adeptus Ministorum, they have likely cast aspersions on the Imperial Cult or are suspected of some heresy. Most amongst the Imperial Cult distrust the Adeptus Mechanicus for their differing beliefs, and any that stray from the strict path laid out by the Ecclesiarchy are treated with suspicion.

ASTRA MILITARUM

If your Patron has positive Influence with the Astra Militarum, they have likely performed an act of great bravery or heroism in war, or supported and contributed to an Astra Militarum victory in some way. They may have fought alongside a regiment of renown, or brought crucial supplies and reinforcements at a time of desperation to turn the tide of a hopeless battle.

If your Patron has negative Influence with the Astra Militarum, they may have shown cowardice in the face of death, fled from a battlefield, or broken important supply lines leaving bold warriors unarmed. They may have failed to produce necessary resources in time, or seconded forces that were sorely missed.

IMPERIAL FLEET

If your Patron has positive Influence with the Imperial Fleet, they have likely either fought alongside the Imperial Navy or aided their activities in some way, perhaps by guarding a crew or ensuring they receive the necessary supplies. Your Patron may have launched a daring rescue of a damaged ship, helped to repair and re-commission an Imperial Cruiser with a vaunted legacy, or aided in pressgang operations to 'recruit' a massed crew from luckless low-level civilians to serve as labour serfs in the barely seen bowels of a warship.

Success is commemorated; failure, merely remembered.

If your Patron has negative Influence with the Imperial Fleet, they may have impeded their operations in some way, perhaps by giving them incorrect intel that lost them a ship, or forcing them to stage a desperate rescue when a ground assault failed spectacularly. The Imperial Navy requires vast quantities of resources to run their miles-long ships, and anyone that interferes with their supply chain easily gains their enmity.

INQUISITION

Heresy begets retribution.

If your Patron has positive Influence with the Inquisition, they will almost certainly have worked alongside its agents, providing support on an operation of the Holy Ordos, be that through information, materiel, or combat. Those who expose the heresies of their neighbours are often considered allies by the Inquisition, and called upon to root out deviance and the malign influences of Humanity's enemies.

If your Patron has negative Influence with the Inquisition, then they are likely suspected by the Holy Ordos of some form of heresy. There may be rumours (or truths) that your Patron has consorted with heretics or xenos, or perhaps they merely obstructed the Inquisition in its investigations.

INFRACTIONIST

Gamemasters will find more guidance on setting up and running games in **Chapter 11: The Gamemaster**, page 304

If your Patron has positive Influence with Infractionists, they will have consorted with the criminal underworld of the Imperium in a way that was mutually beneficial. They may have aided a gang in expanding their territory, or helped them to transport illicit or stolen goods. Your Patron may have fought alongside a criminal organisation, or may have risen from the gutter to the ranks of their current Faction.

If your Patron has negative Influence with Infractionists, they will likely have interfered with criminal activities in the past, or become known for bringing tough crackdowns on illicit activities. They may have executed minor criminals, organised undercover stings, or claimed gang territory for their own.

ROGUE TRADER DYNASTY

If your Patron has positive Influence with Rogue Trader Dynasties, they have likely had successful dealings with them in the past, ensuring the Rogue Trader in question made a profit or otherwise achieved their goal. They may have aided an exploration mission, fought alongside a Rogue Trader when colonising a world, or even served as part of their crew.

If your Patron has negative Influence with Rogue Trader Dynasties, they have likely offended a Rogue Trader in the past, interfered with their dealings, or even betrayed them. Rogue Traders work with all Factions in every capacity imaginable, and are effectively nobles within the Imperium who do not take well to any form of slight.

NAME & DETAILS

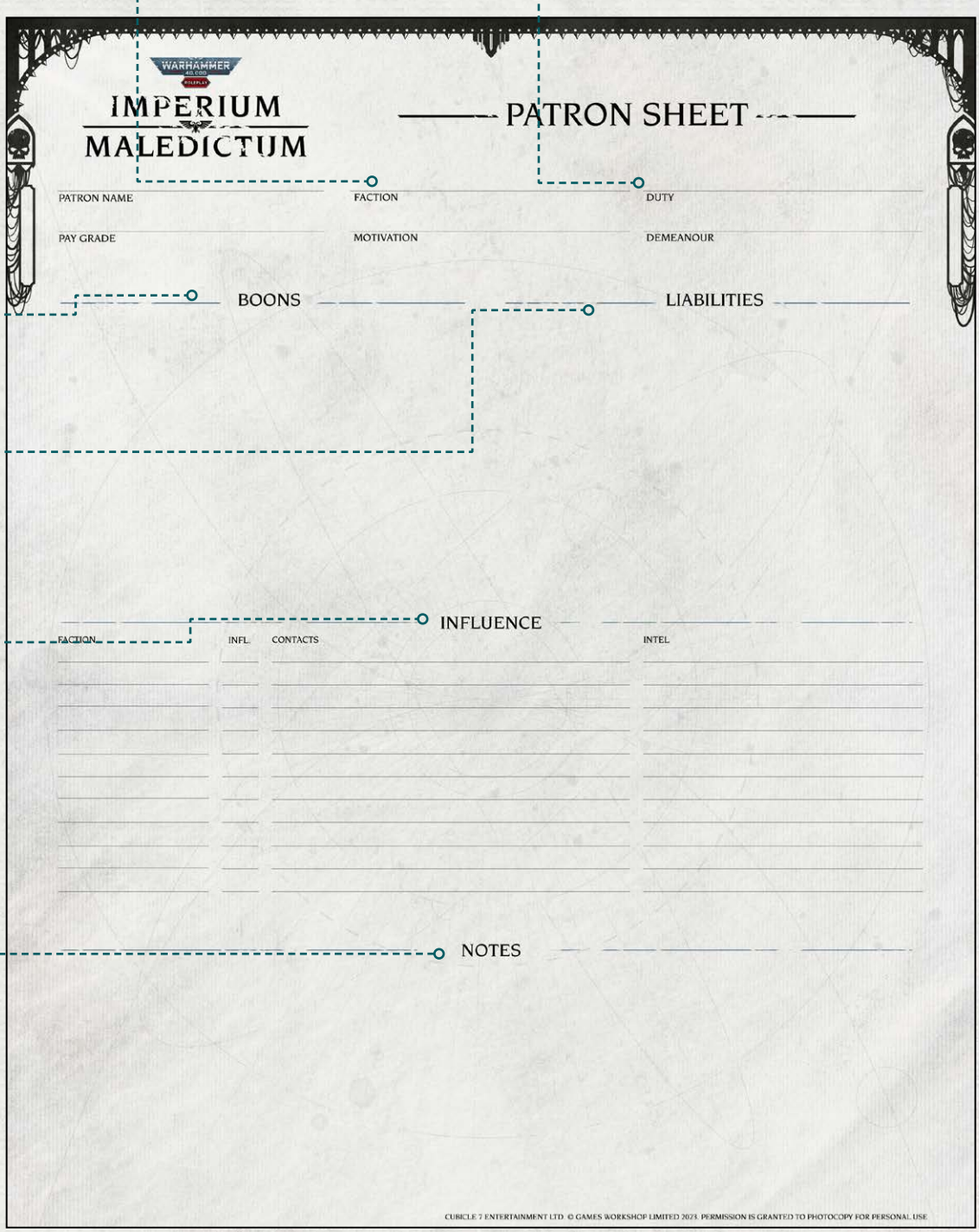
You've figured out who your Patron is, their place in the Imperium, the benefits and detriments they bring to your party, and their history, so you're almost done! Your Patron needs a name (even if it's just a codename). Use the **Name** Table on page 82 to determine your Patron's name, or to inspire your own.

The **Gamemaster** can continue to flesh out the character of the Patron however they like, potentially using **Adding Detail** on page 81 and **Bringing Your Character to Life** on page 87 Your Patron will grow and change alongside your characters as you play **Imperium Maledictum**, so don't worry about getting everything perfect — remember that your Patron is a vehicle for playing the game your way, and you're free to change anything that doesn't feel right to suit your game. As your grim adventures unfold, the Gamemaster may change a Patron's Boons, Liabilities, and Influence to reflect the treacherous tales that transpire at your table, or as the direct result of missions you undertake.

PATRON SHEET SUMMARY

FACTION
Your Patron's Faction, the body of the Adeptus Terra which they serve. This may have been chosen by the GM, or decided upon collaboratively.

DUTY
The role or title of your Patron, such as an Inquisitor of the Ordo Xenos



BOONS
Abilities, privileges, or assets that the Patron can use to benefit the party.

LIABILITIES
Debts, enemies, or demands related to the Patron which can vex the party.

INFLUENCE
Your Patron's Influence with Factions within the Imperium. Depending on the scale of your game, this might reflects the opinions of a Faction on a single planet, across the Sector, or even across the Imperium at large.

NOTES
Notes related to your Patron, their appearance, priorities, opinion of the characters, and so on.

III

CREATING YOUR CHARACTER

With your Patron created or chosen in **Chapter 2**, it is now time to create your own character for **Imperium Maledictum**. To get started, you will need a pencil and a blank character sheet (see the back of this book, or the downloads section of www.cubicle7games.com), or some paper. There are eight steps to follow, and you'll record your choices on your character sheet.

Remember to ask the other players what sort of character they are considering, and what sort of group you want to create together!

In some sections, you can either choose an option or accept the result of a dice roll. Doing the latter may grant Experience Points (XP) — as though the Emperor Himself is applauding your acceptance of His unseen guiding hand. For more information on XP and **Advancement**, see page 90.

Some parts of this chapter might direct you to other sections of this book or provide aids to creating a character you'll enjoy playing, but don't worry about getting it 'right' — figuring out the exact specifics of your character isn't necessary right now, and you can always make changes after you start playing.

1) CHARACTERISTICS

Characteristics represent a character's raw potential and natural physical and mental attributes, such as Strength, Agility, Intelligence, and combat abilities.

2) ORIGIN

The circumstances of your early life are known as your Origin, and determine some of your Characteristics, and influences which faction you served. You were likely born in the Macharian Sector, one of untold billions who are part of the largest Human empire that has ever existed — The Imperium of Man.

3) FACTION
Your Faction determines the type of drudging toil that would have consumed your life had you not been recruited by your Patron. Some Factions search for specific attributes, such as intelligence or even aptitude as a psyker, but most require only an endless stream of bodies to fuel their great work.

4) ROLE
Your Patron recruited you for a reason, seeing in you some spark of utility that they might turn to their own advantage. Your Role reflects the reason they had for recruiting you, the function they expect you to perform in their service.

5) EQUIPMENT
Your character starts play with equipment determined by your Origin, Faction, and Role. You can find out more about your equipment in **Chapter 5: Armoury**.

6) ADDING DETAIL
Choose a name for your Character, decide on their appearance, and consider what their Short and Long-term Goals should be.

7) BRINGING YOUR CHARACTER TO LIFE
Add any other details you wish to your Character, such as the nature of their Faith in the Emperor, their fears, and the secrets they have never shared.

8) FINISHING TOUCHES
Finally, determine the starting values for your Maximum Wounds, Critical Wounds, Initiative, Handedness, and Fate.

THE CAREER PATH

Your career path is a summary of what your character has done before you start playing **Imperium Maledictum**. This path begins with your birth, and winds from your childhood when your method of serving the Imperium was established to your place in its hierarchy as an adult. You can think of your career path as your path through life, for there is no life beyond service to the Emperor.

Your career path encapsulates your past life and informs your future, aiding you in roleplay, but it does not completely define you. You can use the guidance in this chapter as inspiration for your past, but ultimately the details are up to you. What you will do to serve your Patron in this Dark Imperium is yet to be determined, and once you start playing and earning Experience Points you **can spend them on Talents and Advances** as you choose.

CHARACTER CREATION
1. Characteristics, page 50
2. Origin, page 51
3. Faction, page 54
4. Role, page 74
5. Equipment, page 118
6. Adding Detail, page 81
7. Bringing Your Character to Life, page 87
8. Finishing Touches, page 88

Advancement, page 90

CHARACTER SHEET SUMMARY

CHARACTERISTICS

Your Characteristics reflect your most basic abilities. They determine quite a bit about your Characters potential, but only rarely tested directly. For more, see page 50.

SKILLS

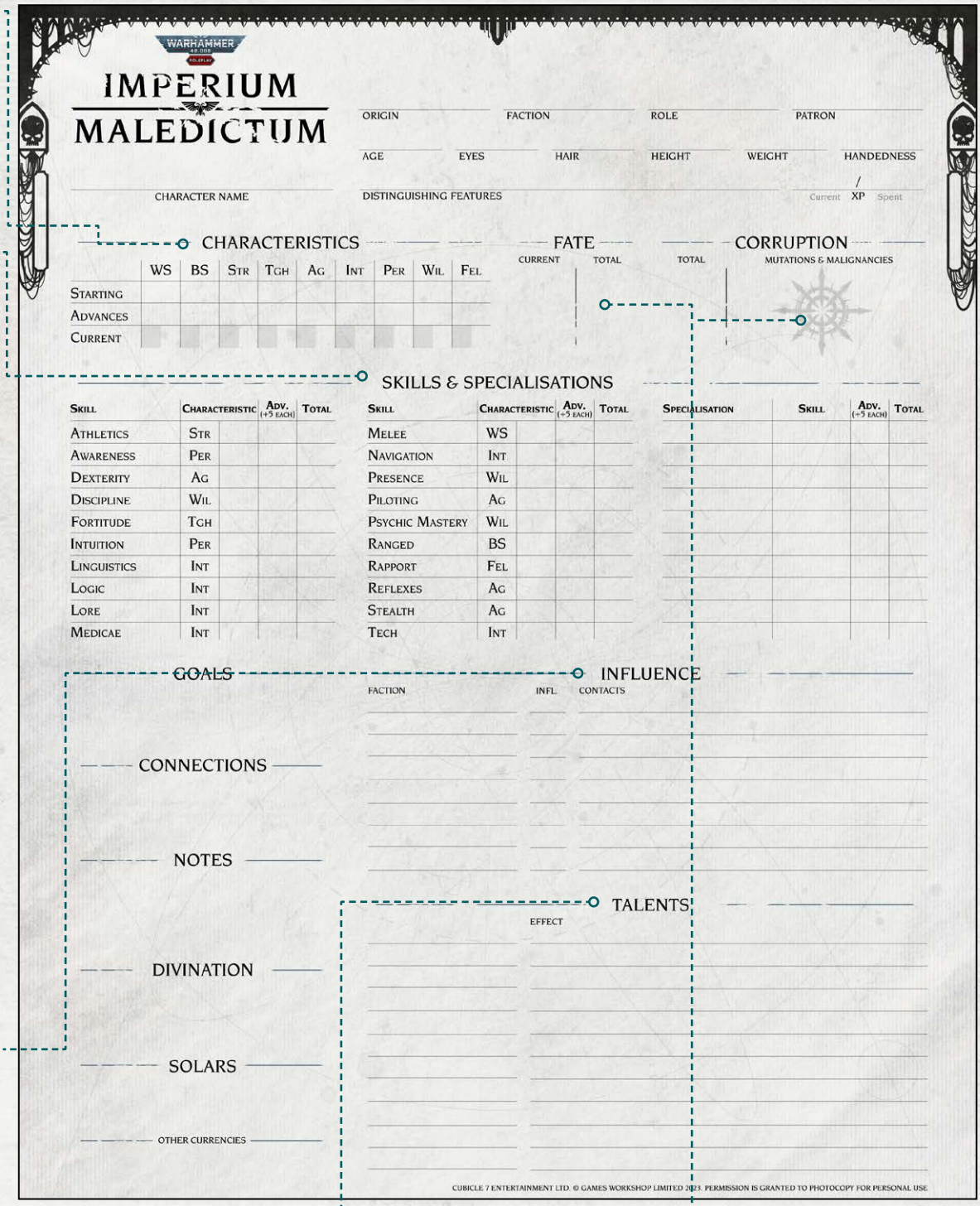
Skills increase your character's aptitude at performing certain tasks. When you Test a skill you must roll under the Skill's value on a d100. You improve Skills with Skill Advances. Each Advance grants +5 in the Skill. During character creation you can have a maximum of 2 Advances in a Skill, and a maximum of 1 Advance in a Skill Specialisation. For more on Skills, see page 91.

You can purchase additional Advances after character creation by spending XP you may have gained by choosing to roll randomly.

A Skill can never have more than 4 Advances (+20). Once you reach this threshold, you must take a Skill Specialisation instead.

INFLUENCE

Influence represents your reputation and experience in dealing with a specific Faction. You start with +1 Influence with your Faction. Each +1 grants you +1 SL on social Tests with NPCs of that Faction. You might also have Contacts within a Faction with their own Influence rating which can add to yours.



WARHAMMER 40,000 ROLEPLAY

IMPERIUM MALEDICTUM

ORIGIN | FACTION | ROLE | PATRON

AGE | EYES | HAIR | HEIGHT | WEIGHT | HANDEDNESS

CHARACTER NAME | DISTINGUISHING FEATURES | XP Current / Spent

CHARACTERISTICS

	WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
Starting									
Advances									
Current									

FATE — CURRENT / TOTAL

CORRUPTION — TOTAL | MUTATIONS & MALIGNANCIES

SKILLS & SPECIALISATIONS

Skill	Characteristic	Adv. (+5 each)	Total
Athletics	Str		
Awareness	Per		
Dexterity	Ag		
Discipline	Wil		
Fortitude	Tgh		
Intuition	Per		
Linguistics	Int		
Logic	Int		
Lore	Int		
Medicae	Int		

Skill	Characteristic	Adv. (+5 each)	Total
Melee	WS		
Navigation	Int		
Presence	Wil		
Piloting	Ag		
Psychic Mastery	Wil		
Ranged	BS		
Rapport	Fel		
Reflexes	Ag		
Stealth	Ag		
Tech	Int		

Specialisation	Skill	Adv. (+5 each)	Total

GOALS

CONNECTIONS

NOTES

DIVINATION

SOLARS

OTHER CURRENCIES

INFLUENCE

Faction	Infl.	Contacts

TALENTS

Effect

CUBICLE 7 ENTERTAINMENT LTD. © GAMES WORKSHOP LIMITED 2023. PERMISSION IS GRANTED TO PHOTOCOPY FOR PERSONAL USE

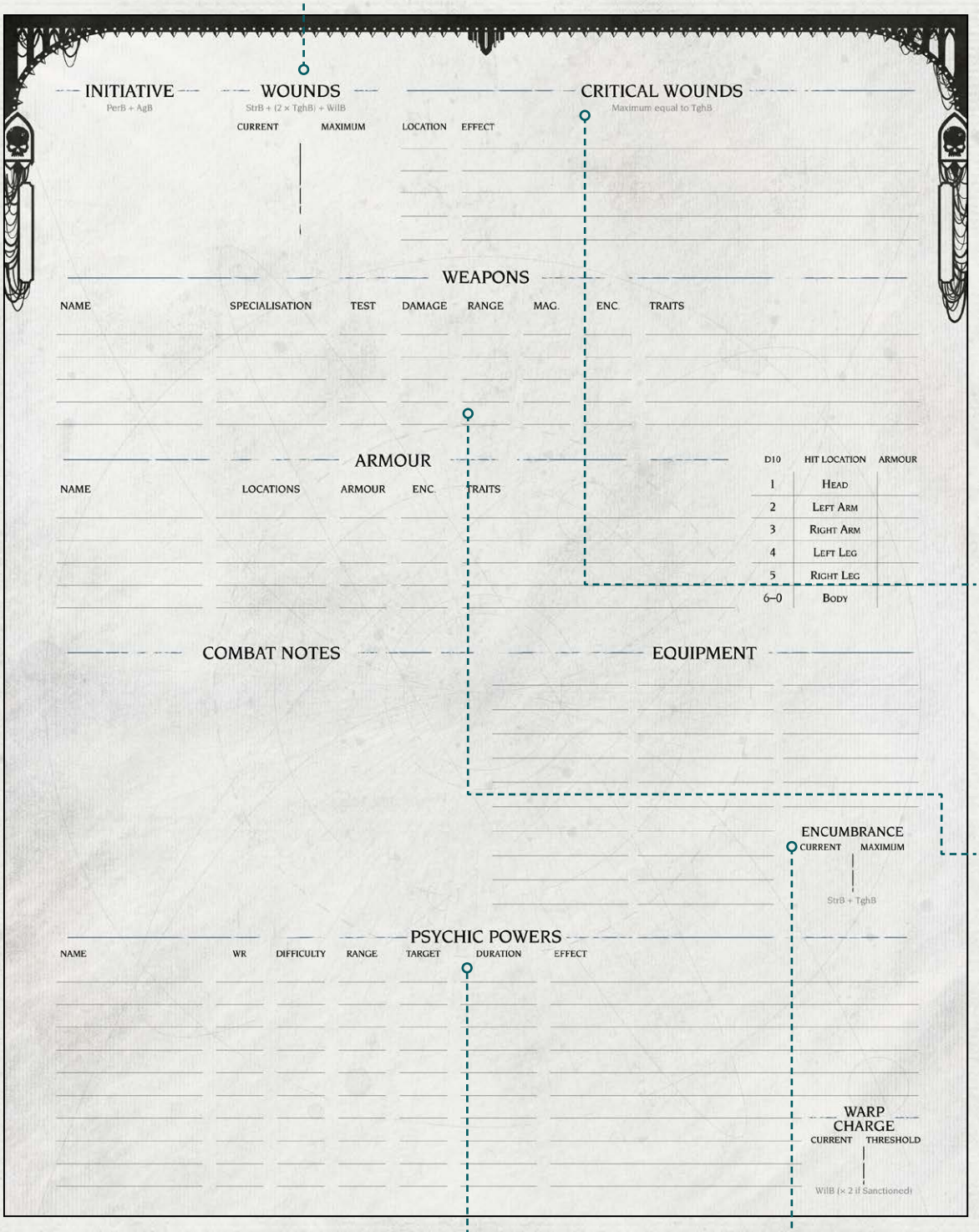
TALENTS

Talents represent special abilities, actions, and connections that provide unique advantages to your character. Your Faction and Role give you a choice of Talents. During character creation, you ignore most Requirements when choosing Talents. You can purchase additional Talents by spending XP. For more on Talents, see page 102.

FATE & CORRUPTION

Fate is a precious resource that represents your luck, your will to live, and perhaps even the plans a higher authority has for you. You can spend Fate to reroll a failed Test, among other benefits. You can burn Fate to avoid death. Spent Fate returns at beginning of a session, while burned Fate can almost never be recovered. You begin with 3 Fate.

Corruption respresents the influence of the Dark Gods of Chaos, and can be gained from exposure to chaotic beings, places, or things, or to warp phenomena. Corruption can ultimately lead to mutation.



WOUNDS

Wounds are the minor but significant injuries that your character can receive through combat or misadventure. To calculate your maximum wounds, add your Strength Bonus, your Willpower Bonus, and twice your Toughness Bonus together. Having completely filled your Wounds reduces your speed, can cause you to become unconscious, and makes you far more vulnerable to Critical Wounds.

CRITICAL WOUNDS

Critical Wounds are long lasting injuries that can require time, surgery, or even augmetic implants to heal completely. Leaving Critical Wounds untreated is a path that quickly leads to death.

WEAPONS & ARMOUR

Your can record your weapons and armour here, along with any Skill or Specialisation associated with them.

PSYCHIC POWERS

Characters with the appropriate Talent may purchase Psychic Powers, powerful but perilous abilities that can turn the tide of battle, but at a terrible risk. For more on Psykers and Psychic powers, see page 158.

ENCUMBRANCE

Your Character can only carry so much before they begin to suffer penalties. Your Encumbrance is equal to your Strength Bonus + your Toughness Bonus. Items you wear, such as armour or clothing, have their effective Encumbrance reduced by 1.

CHARACTERISTICS

Characteristics represent a character's raw potential and natural physical and mental attributes, such as strength, agility, intelligence, and combat abilities. Characters in **Imperium Maledictum** have nine Characteristics, which are used along with Skills when making Tests (see page 185). Characteristics range in value from 1 to 100, with the Human average being between 30 and 40. Well practised or augmented individuals exceed this average, with the towering Adeptus Astartes having average scores in the 60s and beyond. Since Characteristics set the base target number for all Tests, **high Characteristics** are always more favourable than low characteristics.

Both your Origin and Faction grant additional increases to your Characteristics

2) Origin, page 51
3) Faction, page 54
Advancement, page 90

Unlike Skill Advances, which grant +5 to a Skill, Characteristic Advances only grant +1 to a Characteristic.

Melee Attacks, page 211

CHARACTERISTIC BONUS

The first or 'tens' digit of each Characteristic is its Characteristic Bonus. Characteristic Bonuses are used in a variety of ways, such as determining weapon Damage, calculating Wounds, and as Requirements for Talents.

When a Characteristic Bonus is abbreviated in text, it uses the abbreviation listed for its Characteristic with an additional 'B' at the end.

Example: *Strength (Str) 39 equates to a Strength Bonus (StrB) of 3. Willpower (Wil) 51 equates to a Willpower Bonus (WilB) of 5.*

DETERMINE CHARACTERISTICS

To determine your Starting Characteristics:

- **Step 1:** Roll 2d10 + 20 for each of the nine Characteristics in order and make a note of the results. If you feel your character would be improved if you swapped some of the results between Characteristics, go to Step 2 below. If you are happy to keep your random results, note them on your character sheet, gain 50 XP, and move on to **2) Origin** on page 51.
- **Step 2:** Rearrange the nine numbers rolled in Step 1, assigning each to a different Characteristic. If you're happy with the new values, record them on your character sheet, gain 25 XP, and move on to **2) Origin** on page 51. If not, go to Step 3 below.
- **Step 3:** If you're still not happy with your results, roll again and swap the Characteristics around until you get something you like, but don't gain any bonus XP.
- Alternatively, instead of rolling, you may choose to assign points. Each Characteristic begins at 20 and you have 90 points to allocate across the Characteristics as you prefer, with a minimum of 4 and a maximum of 18 allocated to any single Characteristic. You do not gain bonus XP with this option.

Your **Origin** and **Faction** grant additional increases to your Characteristics. It is important to note that these increases are applied to your Starting Characteristics, and do not count as **Advances**. Atfter character creation, you can spend XP to purchase Advances to further **increase a Characteristic**.

WEAPON SKILL (WS)

Weapon Skill measures your competence in all forms of close-quarters combat. Characters with high Weapon Skill are excellent warriors, renowned with a chainsword or even their bare hands. Weapon Skill is used when making a **melee attack** and defending in melee combat.

BALLISTIC SKILL (BS)
Ballistic Skill measures your accuracy with all forms of ranged weapons. A high Ballistic Skill indicates a character is an excellent sharpshooter, someone to be rightly feared in any fire-fight or shootout. Ballistic Skill is used when making a **ranged attack**.

STRENGTH (STR)
Strength measures your muscle and physical power. Characters with high Strength can lift heavy objects, climb sheer surfaces with ease, and deal more damage with **melee weapons**.

TOUGHNESS (TGH)
Toughness measures your health, stamina, and resistance. Exceptionally tough characters are **hard to kill**, can withstand poisons and toxins, and survive in the harshest environments.

AGILITY (AG)
This measures your physical coordination, reflexes, and overall body awareness. High Agility allows a character to **move silently**, **act first** in dangerous situations, and **dodge incoming attacks**.

INTELLIGENCE (INT)
Intelligence is your acumen, reason, and general knowledge. A character with a high Intelligence can recall huge volumes of data, correlate esoteric clues, or determine if an ancient archaeotech relic is genuine or not.

PERCEPTION (PER)
This measures your awareness and the acuteness of your senses. A character with high Perception can pick out a stray bolter shell casing left amidst an underhive morass, tell when someone is being deceitful, or be the first to **spot danger**.

WILLPOWER (WIL)
Willpower measures a character's mental strength and resolve. High Willpower allows a character to overcome fear, and is called upon when wielding and resisting **psychic powers**.

FELLOWSHIP (FEL)
Fellowship measures your persuasiveness, ability to lead, and force of personality. Having a good Fellowship makes for a character who can ingratiate themself into a gathering of suspicious forge menials, make skilled trades with wily vendors, or cow others into obedience.

ORIGIN

The circumstances of your early life are known as your Origin, and determine some of your Characteristics and your chances of being recruited by a specific Faction. You were likely born in the Macharian Sector, one of untold billions who are part of the largest Human empire that has ever existed — The Imperium of Mankind.

Initiative, page 88

Ranged Attacks, page 212

Psychic Powers, page 158

Melee Weapons, page 126

Maximum Wounds, page 88

Hide, page 208

Dodge, page 208

ORIGIN

D100	Origin	Characteristics
01–10	Agri World	+5 Strength and +5 to either Toughness, Agility, or Willpower.
11–20	Feral World	+5 Toughness and +5 to either Weapon Skill, Strength, or Perception.
21–30	Feudal World	+5 Weapon Skill and +5 to either Strength, Willpower, or Fellowship.
31–40	Forge World	+5 Intelligence and +5 to either Ballistic Skill, Toughness, or Agility.
41–70	Hive World	+5 Agility and +5 to either Ballistic Skill, Perception, or Fellowship.
71–80	Schola Progenium	+5 Fellowship and +5 to either Weapon Skill, Ballistic Skill, or Toughness.
81–90	Shrine World	+5 Willpower and +5 to either Intelligence, Perception, or Fellowship.
91–00	Voidborn	+5 Perception and +5 to either Agility, Intelligence, or Willpower.

If you wish, you can roll 1d10 to determine the value of the Characteristic bonuses gained from your Origin and Faction. You do not gain additional XP for doing so.

The Imperium is astonishingly vast. Countless trillions toil across its unnumbered worlds, their every waking moment overseen by the arcane bureaucracy of the Adeptus Administratum, their endless labours dedicated to the blessed God-Emperor. The worlds of the Imperium are boundlessly diverse, and from each the Administratum extracts an onerous tithe. Some are formerly lush gardens meticulously over-farmed to provide mountains of nutrient dense sustenance, while others rich in minerals are pockmarked by vast quarries and mines that never cease their work. The overwhelming majority of mankind's populace are crammed into squalid conditions upon appropriately named hive worlds.

No two planets within the Imperium, much less the Macharian Sector are quite the same, however — each is home to institutions and idiosyncrasies. For instance, planets of special importance may be home to a Schola Progenium, harsh but efficient places of learning that indoctrinate their wards in unwavering loyalty and service to the Imperium.

Across all these worlds, the Imperium is held together by vast fleets of voidships, titanic vessels that ferry supplies, fight desperate wars, and host a substantial population of their own.

In an effort to organise the manifold worlds of the Emperor's expansive domain, the Administratum classifies each Imperial world into one of many broad categories. These categories give a shallow overview of the cultures and Factions that might be present planetside, but most importantly denote the resources the planet can provide for the Emperor's Tithe.

These resources define how a world's citizens can serve the Emperor, and so define their culture. A populace might be dedicated to mind-numbing industrial labour, backbreaking plantation farming, and much else besides, but all are united through their shared faith in the God-Emperor and the knowledge that their toil serves His great plan.

The following section gives an overview of some of the most common Origins in the Macharian Sector, though many others exist.

For more information on the Macharian Sector, see **Chapter 10**. To determine your Origin, choose either of the following options:

- Roll 1d100 to determine your Origin randomly, and gain 25 XP.
- Choose an Origin and apply the bonuses to your **Starting Characteristics**.

AGRI WORLD

Example Macharian Agri Worlds
Crultus, Harjus

You hail from an agri world, a planet dedicated to the sole purpose of producing food to satiate the teeming masses of the Imperium. Few industrialised planets have the resources to maintain their populace and require the output of Agri Worlds to fulfil their duty to the Emperor. Vast swaths of land are dedicated to the production of the most valuable crops or livestock, and millions of litres of potable water are extracted daily.

A heavy tithe is expected of every Agri World. Some meet these onerous requirements by means of technological wonders, their secrets long forgotten, though most rely on the backbreaking toil of their inhabitants. As an Agri Worlder, your early life was likely dedicated to preparation for some form of farming. Most agri worlders are physically strong, tough workers used to unrelenting toil. Others are dextrous, dedicated to delicate if monotonous tasks, while others still have minds for the detailed organisation required to optimise a planet of production and are sought out by the Administratum.

- You gain +5 Strength and +5 to either Toughness, Agility, or Willpower.
- You gain a *Shoddy* Entrenching Tool.

FERAL WORLD

Example Macharian Feral Worlds
Illisear, Omyr

You hail from a feral world, a planet with little to no technological development. Societies on feral worlds are often small, and may rely on hunting and gathering to survive. Though Adeptus Ministorum preachers ensure most at least know of the Emperor, life on feral worlds is far removed from the Imperial norm. Inhabitants battle against the elements, and deadly fauna may be common, resulting in a hardy and resourceful populace. Some question why the wider Imperium does not develop feral worlds to a more 'civilised' state that could result in greater Tithes. One answer is that they consistently produce remarkably strong willed and capable warriors — many Astra Militarum regiments draw from such worlds, as do a number of Space Marine Chapters. Another answer is simple mismanagement, or a sheer lack of the resources, time, and available personnel to do so while in a state of endless war.

- You gain +5 Toughness and +5 to either Weapon Skill, Strength, or Perception.
- You gain a *Shoddy* set of Survival Gear.

FEUDAL WORLD

Example Macharian Feudal Worlds
Somrot, Octavian Secundus

You hail from a feudal world, a place where technology has regressed to pre-industrial levels. Some worlds have fallen into this state via isolation, as invasion, warp storms, or even a clerical error by the Adeptus Administratum saw the world cut off from the wider Imperium for centuries or more. Here, all records of the Imperium may have passed into myth, and the Adeptus Ministorum often visits such worlds to ensure their faith in the Emperor has endured. Some worlds are deliberately kept in a state of technological regression by a ruling class who hoard what machinery exists to quell any challenge to their authority. Others are kept this way out of a belief that such conditions give rise to great warriors. Indeed, the tithe of most feudal worlds is paid in soldiers for the Astra Militarum, as they rarely have much else to offer.

- You gain +5 Weapon Skill and +5 to either Strength, Willpower, or Fellowship.
- You gain a *Shoddy* Writing Kit.

FORGE WORLD

Example Macharian Forge Worlds
Eskutchtax, Hexas Panan

You hail from a forge world, a planet controlled by the Adeptus Mechanicus, dedicated to the production of technology, the acquisition of knowledge, and worship of the Machine God. Forge worlds produce and maintain the advanced machinery of the Imperium, supplying it to other worlds on the basis of ancient treaties or recent pacts, in exchange for raw materials and the acknowledgement of their primacy in technological and scientific matters. The surfaces of most forge worlds are covered with manufactorums, tech-shrines, auto-foundries, macro-generatorums, data temples, and so on. These often extend deep into the planet, any ecosystem long ago purged by unrestrained industry, and as a result, most unaugmented Humans cannot survive on their surfaces. Most people that come from a forge world are members of the Cult Mechanicus and are familiar with advanced technology.

- You gain +5 Intelligence and +5 to either Ballistic Skill, Toughness, or Agility.
- You gain a vial of *Sacred* Unguents.

HIVE WORLD

Example Macharian Hive Worlds
Persepolis, Voll

You hail from a hive world, a planet dominated by one or more titanic vertical cities known as 'hives'. A hive is essentially hundreds of cities stacked one on top of the other, with the population of a single hive city often in the billions. No two hives are identical, but most are sealed environments where everything from the air citizens breathe, to their very bodies, are perpetually recycled — 'hivers' rarely leave the level they are born on, let alone the hive city itself. These massive populations are set to work in vast manufactora to fulfil the insatiable industrial labour needs of the Imperium. Life is strictly stratified, with the highborn living in the upper reaches with access to air and sunlight, and the middle levels devoted to perpetual toil. Those that will not accept a life of endless labour sink into the lawless bowels of the lower hive, where criminals and cults hold sway, and only the strong endure.

- You gain +5 Agility and +5 to either Ballistic Skill, Perception, or Fellowship.
- You gain a set of *Ugly* Filtration Plugs.

SCHOLA PROGENIUM

Example Macharian Schola
The Schola of Our Lord Solar on Macharia, The Schola of St. Isodore's Beneficence on St. Isodore's Rest

Wherever you were born, you don't remember it. You are Progena, an orphan whose parents died in service to the Imperium. You were brought to a Schola Progenium, one of many orphanages run by the Ecclesiarchy on various worlds of the Imperium, all designed to create the ideal servants of the God-Emperor of Mankind. Your memories of life before the schola were wiped from your consciousness, leaving you a blank slate, clay to be moulded into an uncompromising leader, a dauntless warrior, a zealous preacher — whatever the Imperium needed most. Your early years were an unyieldingly severe regime of religious indoctrination, physical conditioning, and exacting education. You emerged from the schola a disciplined exemplar of the Imperial Creed, ready to excel in His name.

- You gain +5 Fellowship and +5 to either Weapon Skill, Ballistic Skill, or Toughness.
- You gain a Chrono.

SHRINE WORLD

Example Macharian Shrine Worlds
Macharia, St. Isidore's Rest

You hail from a shrine world, a holy planet devoted to worship of the Imperial Creed. Shrine worlds are often crowded by cathedrums and temples merging into one another, fortified basilica towering miles high, and colossal shrines to the God-Emperor and a myriad of Imperial Saints. A shrine world is typically assigned its holy status due to a specific event believed to have occurred there, such as the birth or demise of a saint, a turning point in a crusade or War of Faith, or an alleged miracle. The Ecclesiarchy govern the shrine worlds of the Imperium, imposing the most rigid strictures of the Imperial Creed. As such, their denizens are often deeply devout, as well as experienced in dealing with diverse folk making holy pilgrimages to their home.

- You gain +5 Willpower and +5 to either Intelligence, Perception, or Fellowship.
- You gain a Holy Icon.

VOIDBORN

Example Macharian Vessels
The Iron Archipelago, Arrian's Wrath

You were born in the void; either aboard an Imperial spacefaring vessel, such as a colossal warp-capable voidship traversing the stars, or one of the many system-bound vessels that never leave the system they were constructed in, or even one of the countless stations around the sector. Voidships are commonly miles long, marvels of misunderstood technology, and function as makeshift cities during voyages that might take anywhere from days to decades. Void stations are even larger, ancient mechanical worldlets floating in a vacuum. Societies in these gargantuan artificial cities are influenced by their purpose, often defensive, and the history of the vessel itself. Entire cultures can form aboard a ship, spread throughout hundreds of its decks, and die out before any of its denizens ever set foot on a single world. Your life may have differed dramatically from that of someone born planetside, having dealt with problems such as zero-gravity, the vacuum of the void, and the nightmares of the warp.

- You gain +5 Perception and +5 to either Agility, Intelligence, or Willpower.
- You gain a set of *Shoddy* Mag Boots.

FACTION

Your Faction is the organisation that you belong to, the group that took you in and kept you alive through to adulthood, training and equipping you to perform a specific **Duty**.

Though ostensibly united in service to Humanity and the God-Emperor, the major Factions of the Imperium are deeply disparate. Each of these complex and expansive organisations is devoted to a specific purpose, and though their goals often overlap in furthering the survival of Humanity, they are sometimes in opposition to one another.

As you explore the Macharian Sector in **Imperium Maledictum** you will serve your Patron, but the Faction that moulded your past life will have left indelible marks. Before you met your Patron, you were utterly beholden to your Faction, which provided you with everything you had — your clothes, your equipment, even the skills and beliefs that define you are predominantly the result of the indoctrination and training provided by this all-consuming organisation.

Each Faction is so vast and multifaceted that they can almost be considered empires in and of themselves. Some, such as the Adeptus Mechanicus, exert total dominion over a substantial number of worlds within the Macharian Sector. Others, such as the Astra Militarum or Navis Imperialis, command armies of untold millions. Most Imperial citizens toil beneath one of these Factions, devoting their entire lives to a single function, taking on a specialised **Duty** that defines the narrow boundaries of their existence.

To determine your Faction, choose either of the following options:

- Choose a Faction and gain its benefits.
- Roll 1d100 to determine your Faction randomly, and gain 75 XP.

Ignore any requirements for Talents and Skill Specialisations gained from your Faction.

DUTY CALLS

Beneath each faction, you will find a description of various Duties. These are ways that the faction typically makes use of people. It represents one of the ways in which you may have served your Faction — the purpose of your miniscule cog in a galaxy-spanning machine.

Your Duty does not grant any additional benefits, but instead provides guidance on how to assign the bonuses gained from your Faction. Think of a Duty as a pre-made 'package' that can be used to speed up character creation.

WHAT'S A FACTION?

Imperium Maledictum uses the term Faction to refer to various organisations within the Imperium. Many of these are Adepta, organisations ruled by the High Lords of Terra, their authority derived from the Emperor. A Faction's leadership is rarely of one mind on any matter, and most have internal power blocs of one kind or another. In particular, Infractionists are anything but unified, with various gangs and cartels vying for control of even the lowest sub-level of a hive.

FACTION

	Agri World	Feudal World	Feral World	Forge World	Hive World	Shrine World	Schola Progenium	Voidborn
Adeptus Administratum	01-26	01-26	01-14	01-20	01-24	01-14	01-20	01-14
Adeptus Astra Telepathica	27	27	15	21	25	15	21	15-24
Adeptus Mechanicus	28-37	28-29	16-17	22-71	26-37	16-17	22-23	25-34
Adeptus Ministorum	38-51	30-45	18-30	72-73	38-49	18-57	24-45	35-38
Astra Militarum	52-65	46-79	31-82	74-74	50-69	58-71	46-67	39-52
Imperial Fleet	66-77	80-83	83-92	75-84	70-79	72-83	68-74	53-82
Infractionist	78-96	84-96	93-97	85-98	80-96	84-97	-	83-87
The Inquisition	97-98	97-98	98-99	99	97-98	98-99	75-94	88-89
Rogue Trader Dynasty	99-00	99-00	00	00	99-00	00	95-00	90-00

ADEPTUS ADMINISTRATUM

'Your request for a 5.20 II/6 is denied. That sanctions a problem elimination via Enforcer squad, which is an unnecessary waste of resources for a cooling unit. Perhaps a 5.20 VII/6? That requests a problem elimination via a minor Adeptus Mechanicus entreaty.'

— Maridol Kell, Data Curator for Hive Ardum, Opulus Major

While the Astra Militarum is doubtless the largest army in the galaxy, many are surprised that there exists another to rival it — though the adepts of the Adeptus Administratum are more familiar with scroll and auto-quill than with lasgun and frag grenade. These servants of the Emperor consist of billions of Scribes, Curators, Bureaucrats, and Menials, among countless other ranks. The power these Adepts wield is often underestimated by civilians until they deal directly with the Administratum. If anything is happening within the Emperor's realm, the Administratum has permits to allow it to happen, logs to say what was done, and significators to say who was responsible for it.

ADEPTUS ADMINISTRATUM BENEFITS

- You gain +5 Intelligence and +5 to either Perception, Willpower, or Fellowship.
- You have 5 Advances to spend on Dexterity, Linguistics, Logic, Lore, Medicae, and Navigation.
- You gain +1 Influence with the Administratum and a Contact (**Personal Influence**, page 193)
- You gain the *Data Delver* Talent.
- You gain a set of Robes, a Dataslate, a Writing Kit, 800 solars.
- You gain your choice of an Auto-Quill, a Chirurgeon's Kit, a Pict Recorder, or a Vox-Caster.

They ensure that no building is commissioned, no delivery unsigned, and no planetary invasion conducted without all the proper paperwork and invocations to back it up. Civilians generally believe that working for the Administratum makes for a safe and secure existence, but this couldn't be further from the truth. No one is safe in the Imperium — a single piece of misfiled paperwork, overdue tithe, or unsigned document can affect the lives of billions. The Administratum's power to hamper the swiftness of other organisations can put a target on the back of even the most mild mannered scribe.

Perhaps you didn't know when you signed up, but you are all too aware of the vastness of the Administratum's remit now. Starting at the bottom of the Administratum is the fate of most who enter service with it — the majority of whom inherited the position, or were nominated for it by an ancestor decades before their birth. Menials are required in each and every branch. You might have spent some time as a driver for a busy Cipher, or been a file clerk within an Imperial data vault, or even as a cleaner for an Officio Medicae facility. Climbing the labyrinthian ranks above you, or starting out at a higher position, is much more difficult. It's often more about who you know, than displaying what you are capable of. You may have been lucky enough to be born into the right lineage. A family patron may have brought you into the Administratum under their wing — a great deal of Adepts tend to follow in their parents footsteps. But it may have been what you know that laid out your path to the top. Did you learn something about your local Prefectus, and chose to hang those secrets over their heads? Did you exploit the failings of your superior, and used their corpse as a stepping stone? Perhaps you applied your devious nature and engineered a power vacuum that let you slide into your new position.

Your unenviable duties mostly consist of craning over a dimly-lit lectern covered in a sea of demanding paperwork. Under the Departmento Munitorum you inventory weapon stockpiles and make sure they arrive at the correct galactic front. For the Logis Strategos, you might collate the battlefield reports of a hundred commanders to formulate a concise report of losses and gains. For the office of the Departmento Exacta, you may assist the calculation of an Imperial Tithe for a planet of a sixty billion souls.

However, you were able to show that you were no mere paper shuffler, and your new Patron took an interest. They saw that you understood the ebb and flow of bureaucracy, or you possessed an incredible depth of knowledge. It might have been your position that they coveted: your ability to open certain doors for them, act in an official capacity, and otherwise speed up the effectiveness of their operation. It could even be that (and you may not wish to admit it) a family member struck a deal with them to make better use of you.

Duty

Rather than picking from the options in the Faction Benefits box, you can choose one of the following duties to quickly create your character. Additionally, you have +1 Influence with the Administratum, a Contact (**Personal Influence**, page 193) in a Faction of your choice, the *Data Delver* Talent, a set of Robes, a Dataslate, a Writing Kit, and 800 solars.

CLERK

Your duty is to preserve the data-vaults and archives of the Administratum, maintaining a working knowledge of huge amounts of information and applying it when required.

Characteristics: +5 Intelligence, +5 Fellowship
Skill Advances: Dexterity (1), Linguistics (1), Lore (2), Navigation (1)
Equipment: A Pict Recorder

OFFICIO MEDICAE

Your duty is to ensure an acceptable baseline of health in the Imperial populace, ensuring that Medicae are stocked and patients seen, in order to keep up productivity.

Characteristics: +5 Intelligence, +5 Perception
Skill Advances: Dexterity (1), Logic (1), Lore (1), Medicae (2)
Equipment: A Chirurgeon's Kit

SCRIVENER

Your duty is to correctly and meticulously record the ceaseless stream of data that the Administraum uses to manage the titanic bureaucracy of the Imperium.

Characteristics: +5 Intelligence, +5 Willpower
Skill Advances: Dexterity (1), Linguistics (2), Lore (2)
Equipment: An Auto-Quill

ADEPTUS ASTRA TELEPATHICA

'I just remember the fury that settled on me. So enraged I saw red. Nothing but red. The next thing I knew, they were all inside-out.'

— Interrogation transcript, following the massacre of Hab 19

Members of the Adeptus Astra Telepathica are responsible for the hunting, training, and application of all psykers in the known Imperium. The Adeptus Astra Telepathica is an organisation of two halves: the League of Black Ships and the learned Scholastica Psykana. The League of Black Ships scour the Imperium to collect tithes of unsanctioned psykers.

Those who display any sliver of psychic ability are usually reported to the authorities by former friends, fearful locals, or even their own family. These psykers are given over to the Scholastica Psykana for judgement.

ADEPTUS ASTRA TELEPATHICA BENEFITS

- You gain +5 Willpower and +5 to either Intelligence, Perception, or Toughness
- You have 5 Advances to spend on Awareness, Discipline, Intuition, Linguistics, Navigation, or Psychic Mastery
- You gain +1 Influence with the Adeptus Astra Telepathica. At the GM's discretion, you may instead have +1 Influence with a Faction of your choice to reflect your duty in the Imperium.
- You gain one of the following: the *Psyker* and *Sanctioned Psyker* Talents; the *Blank* Talent; or the *Condemn the Witch* and *Mental Fortress* Talents.
- You gain a Knife with the Mono-edge Weapon Modification, a set of Robes, an instrument of divination, and 500 solars.

Most are sacrificed to maintain the Astronomican, their psychic might expended to ensure the Emperor's Light endures. A scant few have the mental fortitude for their abilities to be exploited in others ways. Of these, most join the ranks of the Adeptus Astra Telepathica.

You were hauled from your home and stuffed into the hold of a Black Ship, counted as one among the many hundreds sent as levy. You withstood the maddening torture of being locked in a dark hold, surrounded by unstable psykers. Their cascade of despair filled your mind with untold horrors, a cacophony of suffering to which you added your own. Under the scrutinising gaze of your captors, you were judged worthy of further training. By managing to cling to the shreds of your sanity, you were allowed to live.

You were thrust into training under the Scholastica Psykana. From there, you survived their rigorous curriculum — an impressive feat itself. Your superiors taught you to control your powers, how to prevent you from destroying yourself, and how best to apply your abilities in service of the Emperor. Some amongst your ranks would have their minds fortified against the terrors of the warp by undergoing the soul-binding ritual, imbuing them with some of the power of the immortal Emperor Himself.

Once their training is complete, many Psykers leave the Astra Telepathica and join other Imperial Organisations. You may have been pressed into service with the Astra Militarum, recruited by the Inquisition, or sent to join the vital ranks of Astropaths across the Imperium. You may have been ordered to remain with the Telepathica — put to work as a warden for the damned upon The Black Ships, or reinstituted into the Scholastica Psykana so that you could train the next batch of unlucky souls. Your patron found you, believing you would be more useful in their employ.

Rarest of all amongst those cursed with "psychic mutation" are Pariahs, those lacking any connection to the warp. Less than one in a billion Humans are born with the Pariah Gene, utterly unaffected by psychic powers. Given their rarity, such individuals are highly sought after by many factions — in particular the Astra Telepathica, the Officio Assassinorum, and the Inquisition. However, the talent is so rare and the effects so devastating that most Blanks go unrecognised, and endure lives of isolation and misery.

The Astra Telepathica has many uses for such individuals, chief amongst them acting as wardens for the dangerous psykers they are often called upon to contain. Suitable candidates are recruited into the Sisters of Silence, the militant arm of the Adeptus Astra Telepathica.

There are few non-psykers that can withstand the heavy toll required to work with the Adeptus Astra Telepathica. Even the lowliest crewmember of a Black Ship must quickly develop some resistance to psychic phenomena — those that don't suffer intense waking nightmares, psychic backlash, and other potentially deadly phenomena. However, the rarity of Blanks and the unpredictable nature of psykers mean that the Adeptus Astra Telepathica must rely on individuals of unshakable conviction to aid in the capture, transport, and training of those touched by the Warp.

Duty

Rather than picking from the options in the Faction Benefits box, you can choose one of the following duties to quickly create your character. Additionally you have +1 Influence with the Adeptus Astra Telepathica, and gain a Knife with the Mono-edge Modification, a set of Robes, an instrument of divination, and 500 solars.

BLACK SHIP CREWMEMBER

Despite your lack of psychic ability, you have developed the mental fortitude to weather the terrors of the Warp. Your duty is to keep order on the ominous Black Ships of the Adeptus Astra Telepathica, the vessels that ferry captured psykers to the Scholastica Psykana on Terra.

Characteristics: +5 Willpower, +5 Toughness
Skill Advances: Awareness (1), Discipline (2), Intuition (2)
Talents: *Condemn the Witch* and *Mental Fortress*

SANCTIONED PSYKER

Your duty is to use your reality-bending powers to assist an Imperial Faction, typically by unleashing the devastating powers of the Warp in the theatre of war with the Astra Militarum.

Characteristics: +5 Willpower, +5 Perception
Skill Advances: Awareness (1), Discipline (2), Psychic Mastery (2)
Talents: *Psyker* and *Sanctioned Psyker*

SISTER-IN-WAITING

Your duty as a Blank is to become a Sister of Silence and hunt Rogue Psykers, though you have not yet sworn the Vow of Tranquillity and may still speak aloud.

Characteristics: +5 Willpower, +5 Toughness
Skill Advances: Awareness (2), Discipline (2), Navigation (1)
Talent: *Blank*

ADEPTUS MECHANICUS

'The rituals required to honour this machine spirit are simple. First, apply the blessed oils and unguents. Then intone the Prayer of Initial Appeasement, followed by the Appeal to Awaken precisely ten seconds later. Binharic prayers are desirable as they are more pleasing to the Omnissiah, but any gothic argot will do. Next…'

— Lexmechanic Jezail-Ohm/602

The Cult of Mars, worshippers of the Omnissiah, the machine god, and custodians of the Imperium's vital technology are essential to the daily life of most Imperial citizens — even if they do not know or appreciate that fact. They alone maintain the mechanisms that make life in the Imperium possible, from its vast voidships to the great banks of rendering vats that turn Human remains into sustaining corpse starch. It is the divine duty of all who serve the Adeptus Mechanicus to maintain every grand machine across the Imperium and manufacture more where there is demand. Some seek to discover and catalogue the lost mysteries of ancient technology, while others are content to carry out ritual maintenance and purification of machines without seeking to understand the underlying principles of function.

ADEPTUS MECHANICUS BENEFITS

- You gain +5 Intelligence and +5 to either Toughness, Agility, or Perception.
- You have 5 Advances to spend on Dexterity, Logic, Lore, Medicae, Piloting, and Tech.
- You gain +1 Influence with the Adeptus Mechanicus.
- You gain a set of Robes, a Dataslate, a vial of Sacred Unguents, and 100 solars.
- You gain one of the following: an Augur Array, a Vocal Implant, an Augmetic Respiratory System, or an Augmetic Sensory Organ.
- You gain one of the following: Augmetic Arm, Augmetic Tracks/Wheels, Augmetic Heart.

The common folk of the Imperium are unable to comprehend the mysteries of the Adeptus Mechanicus, as seeing how they manipulate technology is akin to witnessing an arcane miracle before their very eyes.

While members of the Cult Mechanicus labour throughout the Imperium, they also rule planets of their own — great forge worlds entirely given over to the holy sacrament of manufacture. Under a Fabricator General, each one has its own hierarchy, its own data temples, tech-shrines, and auto-foundries. Every forge world represents a hoard of accumulated esoteric knowledge— much of it jealously guarded by the planet's Tech-Priests.

As a member of the Adeptus Mechanicus you may have an insatiable thirst for knowledge, or you may find your calling in preserving knowledge in its current state and erasing the curse of innovation wherever you find it. You may desire to understand the mysteries of ancient technologies, or perhaps feel a deep connection to the Omnissiah, wishing to bring yourself closer to His divinity. In your beginnings, you may have been born or served on a Forge World, toiled in a manufactorum, or been part of a maintenance crew aboard a spacefaring vessel. You showed great aptitude, ingenuity, or piety for the machine god and were chosen to apprentice under the cult's many Tech-Magi, Generator, Logi, or Artisans. You toiled, day in and day out, knowing it was a small price to pay to receive the cherished knowledge and skills of your superiors. You learned that your flesh was a weakness, and in many cases, a liability. You were granted mechanical replacements for parts of your base organic matter, a reward for your devout service. Your natural abilities were improved and you now can directly interface with sacred technology, hearing the whispers of the machine spirits within..

After decades of training, you graduated into the Mechanicus proper. You received honours and were likely posted to a facility or ship that requires your attention and devotion. Your duties beyond your daily rites and rituals may have included servicing a city's macro-ventilators or tuning the efficiency of the machines within. Those assigned to a planet's Genetorium are tasked with ensuring a whole planet's survival by monitoring the balance and purity of its organic life.

Adepts assigned to a Librarium might be required to make a pilgrimage across the Imperium to obtain and catalogue recovered knowledge. Truly blessed members of the Adeptus Mechanicus may even be tasked with instructing those Astartes chosen to be inducted into the Machine Cult, teaching them the ways of technology that they might take that vital expertise back to serve their Chapter.

From one of these callings, your Patron discovered you. They singled you out for your obsessive interest in a specialised field, or for excelling in a specific set of technical skills, or simply because they needed one with your knowledge to maintain their vital machinery. You remain part of the Adeptus Mechanicus, still striving towards technological divinity, but your Patron's influence has drawn you into their service. You may have left with permission of your seniors, secure in the knowledge that this duty too must serve the Omnissiah — or you may have left of your own volition, answering a call that only you have heard.

Duty

Rather than picking from the options in the Faction Benefits box, you can choose one of the following duties to quickly create your character. Additionally, you have +1 Influence with the Adeptus Mechanicus, a set of Robes, a Dataslate, a vial of Sacred Unguents, and 100 solars.

APPRENTICE ENGINSEER

Your duty is to divine the mysteries of Machine Spirits and work with the Holy Engines of the Omnissiah, repairing and maintaining machines of war.

Characteristics: +5 Intelligence, +5 Agility.
Skill Advances: Logic (1), Piloting (2), Tech (2)
Augmetics: Augmetic Respiratory System and an Augmetic Arm.

APPRENTICE GENETOR

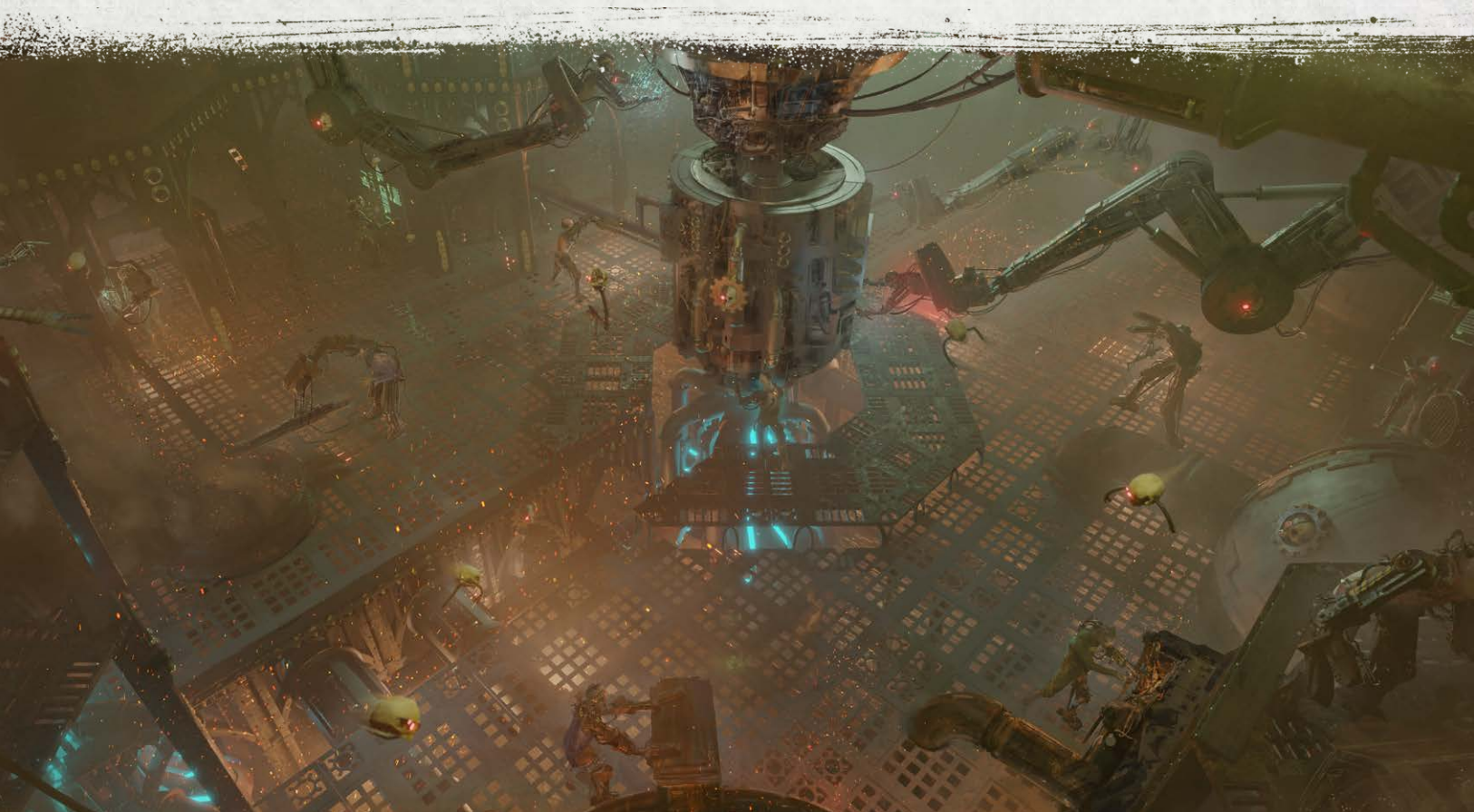
Your duty is to learn the intricacies of biological forms so that they may be improved upon by replacing the weakness of the flesh with the majesty of the machine.

Characteristics: +5 Intelligence, +5 Toughness
Skill Advances: Logic (1), Medicae (2), Tech (2)
Augmetics: Augmetic Sensory Organ (one eye) and an Augmetic Heart

APPRENTICE LOGIS

Your duty is to gather, protect, analyse, and apply information of all kinds in the Omnissiah's name.

Characteristics: +5 Intelligence, +5 Perception
Skill Advances: Logic (2), Lore (1), Tech (2)
Augmetics: Augmetic Sensory Organ (one eye) and Augmetic Tracks/Wheels



ADEPTUS MINISTORUM

'Rejoice! For these are indeed the End Times and you have lived to see them! Rejoice, for though our foes are legion, you will face them in glorious battle, and will surely soon stand at the Emperor's side forever!'

— Priestess Joss Ibnat Shahid

Members of the Adeptus Ministorum, or the Ecclesiarchy as they are sometimes known, are responsible for the enforcement and propagation of The Imperial Creed. The Imperial Cult serves to unite mankind across the vast distances of space, differing cultures, and language barriers — from the Ecclesiarchal Palace on Terra, to the smallest Feral World shrines. Unwitting citizens frequently believe there is a single canonical interpretation of the Imperial Creed and while this is true of the core tenets, the details are often bent and reforged by Cardinals to fit aspects of belief in the Diocese they oversee.

Often belief in the Emperor has supplanted some pre-existing planetary deity, local traditions co-opted to smooth the transition into the Imperium. Whether such local beliefs can be folded into the doctrine of the Adeptus Ministorum, or if they represent a heresy that must be burned out, is a matter of often surprisingly swift and callous debate.

ADEPTUS MINISTORUM BENEFITS

- You gain +5 Willpower and +5 to either Intelligence, Perception, or Fellowship.
- You have 5 Advances to spend on Discipline, Intuition, Lore, Medicae, Presence, and Rapport.
- You gain the *Faithful (Imperial Cult)* Talent.
- You gain +1 Influence with the Ministorum.
- You gain a set of Robes, a Holy Icon, a set of Slings, and 600 solars.
- You gain your choice of any two of the following; a Carapace Chestplate, a Chainsword, a Chirurgeon's Kit, a Laud Hailer, a Staff with the *Ornamental* Quality, or a set of Robes with the *Ornamental* Quality.

Whether bringing a newly rediscovered Human world to heel beneath the Imperial Creed or seeing to the purity of doctrine on a world already firmly within the Imperium, the Ecclesiarchy is never shy of proclaiming its own importance. Faith in the God-Emperor is purported to be one of Humanity's best shields against the depredations of heresy and sedition. To some sincere preachers this is a fervently held truth, though others pompously use their position to gather power and prestige.

Like most Imperial citizens, you have been exposed to the Imperial Creed since birth. You know that the God-Emperor protects the Imperium, his grace a balm that falls from his seat atop the Golden Throne. There is no greater transgression than to turn from the Emperor's glorious light, for to do so is to invite heresy, mutation, and corruption into his realm.

Your place in His divine plan may have begun with a strict upbringing in the Schola Progenium, an orphan of loyal Imperial servants who gave their lives to its glory. You could have grown up on a feral world, accepting the meaning and purpose of the Emperor beaten into you by fearsome shamans. You may have come from wealth and lost everything, realising your suffering was the Emperor's judgement at work, and for a long time had nothing but your rekindled faith to keep you warm. Against the odds, you may have had a pure upbringing, your family believing that your aptitude for scripture meant you were destined to guide mankind from a seat within the Ministorum, and here you are.

For most, years of devotion and training see them achieve a minor rank and deployment to some backwater planet where the faith is needed. Others are sent to bolster the faith of the Imperium's warriors in the Astra Militarum, often taking up arms themselves in the fight against the Imperium's enemies. Some have the zeal and the talent to root out heresy alongside the Adepta Sororitas or Inquisition. Others fight in the Frateris Militia, bands of fighters that seek out heretics and mutants to put to the torch, or seek death in service to the Emperor in a Redemptionist cult. Perhaps your work kept you from the battlefields, allowing you the opportunity to ruthlessly purge worlds of those who have strayed from the Imperial Creed, demanding terrible penances or fiery execution as you saw fit. Or you have been given the responsibility of upholding a far-off Imperial Shrine guiding the hearts and minds of its many pilgrims.

Your patron has given you greater chances to spread the Emperor's glory. Whether their faith is sincere is irrelevant: their resources allow your zeal and words to be heard by millions, and if your preaching assists them, then that is incidental. Perhaps, with time, you can sway an unbelieving patron back to the Emperor's light, one more lost soul back with the flock.

Duty

Rather than picking from the options in the Faction Benefits box, you can choose one of the following duties to quickly create your character. Additionally, you have +1 Influence with the Adeptus Ministorum, the *Faithful (Imperial Cult)* Talent, a set of Robes, a Holy Icon, and a Backpack.

MISSIONARY

Your duty is to spread the word of the Emperor's divinity across the stars, often on hostile worlds — and to hostile congregations.

Characteristics: +5 Willpower, +5 Perception
Skill Advances: Discipline (1), Lore (1), Presence (1), Rapport (2)
Equipment: An Autopistol, a Chainsword, a Laud Hailer, and 200 solars

PREACHER

Your duty is to deliver zealous oratory on the teachings of the Imperial Creed, inspiring, encouraging, and terrifying the masses into serving the Emperor.

Characteristics: +5 Willpower, +5 Fellowship
Skill Advances: Intuition (1), Lore (1), Presence(2), Rapport (1)
Equipment: a book containing extracts from the Lectitio Divinatus (a Holy Icon), a Staff with the *Ornamental* Quality, a Laud Hailer, and 590 solars

SISTER NOVITIATE

Your duty is to serve the faithful sisterhood of the Adepta Sororitas, as a diplomat, medic, or warrior, as your talents dictate.

Characteristics: +5 Willpower, +5 Intelligence
Skill Advances: Discipline (2), Lore (1), Medicae (2)
Equipment: An Autopistol, a Carapace Chestplate, a Chirurgeon's Kit, and 200 solars

ASTRA MILITARUM

'Sure this life is dangerous, but you can die on a manufactorum line just as easy. This way, I've at least a chance to put a few shots into the things that try to kill me. Can't shoot up a manufactorum line — that comes with consequences that don't bear thinking about.'

— Sergeant Sham Bausmon, Asterion 152nd

The Astra Militarum is the largest standing army in the known galaxy. They are known as the Emperor's Hammer, a brute force of billions of troops, divided into innumerable regiments, with specialists skilled at operating all manner of weapons, vehicles, and artillery — or simply with enough training to carry a lasgun and charge the enemy line. Certain Imperial Commanders have claimed there are enough enlisted guardsmen to win any battlefront by attrition alone, despite the great cost of life — a strategy that is put into practice often. Each guardsman is the frontline bulwark against the Imperium's enemies. On the one hand, a regiment knows they are but one deployment away from death, another set of coldly calculated fatalities on an Administratum report. On the other hand, many realise their actions could turn the tide of war and save the lives of billions, all in glorious service to the Emperor. There are Imperial Guard regiments garrisoned all across the galaxy on vital planets and lumbering voidships, working alongside every other organisation within the Imperium.

The Astra Militarum's standard recruiting process is extremely basic. The vast majority of Imperial Guardsmen are recruited by order of a Planetary Governor desperate to fulfil their tithe to the Imperium, drawing from slums, prisons, and hives alike. Most recruits would likely prefer to be almost anywhere else, though it is not unheard of for some to volunteer to serve. Though there are exceptions, typically only a uniform and essential equipment are provided and a bare minimum of training administered. Within a matter of days or less, raw recruits may find themselves on the front line of a conflict that has raged for decades before they arrived, and which will likely continue to do so long after they have fallen in battle.

This may have been your experience of the Astra Militarum, but it is not universal. An upbringing on a feral or feudal world may have seen you compete for the right to join the armies of your distant Emperor. You may see your commission as an honour to serve the Master of Mankind, showing your family that you've got true grit, or as a means of escaping a life of drudgery. One way or another, you'll have a story to tell your fellow Guardsmen about how you got here, unless it's a secret you'd rather keep to yourself.

An Imperial Guardsman's day is mostly filled with tedium, but it takes hard work and discipline to keep the Emperor's armies well oiled and ready for anything. Even on the hard days, where you're worn down and angry, you maintain your equipment, keep your uniform crisp and presentable for the Commissar, and fulfil your duty in whatever way your officers command. Such is the nature of service.

When deployed, you were digging emplacements on alien worlds, scouting forward positions, or keeping watch on the line for hours on end. Your patron found you among the countless ranks of Guardsmen, one among billions. They may have heard of the heroic acts that made you a battlefield legend among your fellows. You could be exceptionally skilled in fieldcraft, or known for going above and beyond the call of duty. They may need your knowledge of a particular style of warfare.

ASTRA MILITARUM BENEFITS

- You gain +5 Toughness and +5 to either Weapon Skill, Ballistic Skill, or Strength.
- You have 5 Advances to spend on Athletics, Discipline, Fortitude, Melee, Ranged, and Stealth.
- You gain the *Drilled* Talent.
- You gain +1 Influence with the Astra Militarum.
- You gain a Knife, a set of Astra Militarum Flak Armour, a Frag Grenade, and 300 solars.
- You gain your choice of any two of the following; a Lasgun, Laspistol, Las Carbine, Entrenching Tool, Cameleoline Cloak, or Chainsword.

Or perhaps you simply survived where so many did not, somehow emerging from the meatgrinder that killed so many of your fellow soldiers in their first hours and days of service. Regardless of how you were chosen, as an Imperial Guardsman of the Astra Militarum, you must go where the fight needs you.

Duty

Rather than picking from the options in the Faction Benefits box, you can choose one of the following duties to quickly create your character. Additionally, you have +1 Influence with the Astra Militarum, the *Drilled* Talent, a Knife, a set of Astra Militarum Flak Armour, a Frag Grenade, and 300 solars.

MELEE SPECIALIST

Your duty is to charge the enemies of the Imperium and engage them in melee combat, a responsibility often assigned to recruits from less technologically advanced worlds.

Characteristics: +5 Toughness, +5 Weapon Skill
Skill Advances: Athletics (1), Discipline (1), Fortitude (1), Melee (2)
Equipment: A Laspistol and a Chainsword

SCOUT

Your duty is to perform reconnaissance and covert operations for the Astra Militarum, ranging far behind enemy lines.

Characteristics: +5 Toughness, +5 Ballistic Skill
Skill Advances: Athletics (1), Melee (1), Ranged (1), Stealth (2)
Equipment: a Cameleoline cloak and a Las Carbine.

TROOPER

Your duty is to stand firm and fire your Lasgun as the enemies of the Imperium charge towards you. Follow orders in the face of the sanity-shredding terror and you'll make a fine Trooper.

Characteristics: +5 Toughness, +5 Ballistic Skill
Skill Advances: Athletics (1), Discipline (2), Ranged (2)
Equipment: A Lasgun and an Entrenching Tool

THE IMPERIAL FLEET

'This is the Captain. Our long range Auspices have sight of the Archenemy fleet. For too long they have eluded us, and for too long their depredations have gone unpunished. But no longer! Make ready the portside macro-battery. Armsmen, prepare to repel boarders. They bring with them a fleet, but the Emperor is with us.

— General Ship Announcement, Captain Hallas Tavo, prior to the disastrous second engagement of the Euryales Suppression

The Imperial Fleet is composed primarily of the militant Imperial Navy, and the trade focused Merchant Fleets. The Imperial Navy, also known as the Navis Imperialis, is responsible for the Emperor's immense fleet of Voidships, a galaxy-wide armada locked in ceaseless battle against xenos and heretic forces alike. Each of its capital vessels is a massive amalgamation of metres thick armour, crackling void shields, devastating weaponry, and powerful engines. Thousands toil to maintain each one, their work as endless as it is vital to victory over the Imperium's hated foes. Even a minor detachment of the Navy's forces is sufficient to raze whole worlds from orbit. Fleet engagements light the void like the birth of a new star.

Life aboard these ships is often as cruel and unrelenting as the void itself, and not all have the will to endure it. Death can come at the hands of distant unseen enemies, or it may come at the hands of boarding parties composed of the vilest xenos known and unknown to the Imperium. Even outside of combat one is not safe, for to reach the stars every ship must delve into the immaterium, a realm of chaos and horror navigated by the grace of the Emperor's light and kept at bay only by the ingenious Geller Field generators. The fields are imperfect however, and most veteran crews have experienced the dreams, visions, and even more visceral phenomena that can accompany a weakened Geller Field.

Still, all this peril is absolutely necessary if the Imperium is to survive, for if communication is lost between the Emperor's worlds they will all surely perish — precisely what many suspect has occurred in the benighted Imperium Nihilus, that half of the galaxy which the Emperor's light can no longer reach. The myriad servants of the Navis Imperialis are aware of just how important a role they play, even if most are blessedly unaware of how truly dire the Imperium's position would be should they fail.

Senior Officers, Pilots, Naval Armsmen, Non-Commissioned Officers, and all ranks among them are expected to know the ins and outs of their ship, and most have at least enough combat training to join in any attempt to repel boarders. Voidsmen-at-arms are specially trained for this purpose, or to take part in their own boarding actions on enemy ships. Of course, in the depths of the ship vital tasks are performed by menials with no hope of ever tasting anything so glorious. To them falls the back-breaking and dangerous tasks of hauling macrocannon shells into place, bearing radiation-laden fuel to the ship's generatorium, and generally seeing to those tasks that most are happy to ignore as long as they are performed without complaint. Such folk occasionally form societies all of their own, and it is not unknown for the truly massive ships to house isolated communities of labourers that hardly interact with the rest of the crew at all.

There are many routes into the Imperial Navy, and plenty of positions to be filled. Like the Astra Militarum, you may have been swept up in a planetary recruitment tithe, forced into service at the Emperor's behest, or you may have lived on a voidship your entire life, certain to join the Navis Imperialis before you were even born. Perhaps you romanticised the idea of becoming a void captain one day, in command of a ship and a merry band of voidsmen, and signed your life away to an ill-realised dream. The reality of your position had you working tirelessly — at least until your new Patron found you amongst the ranks.

IMPERIAL FLEET BENEFITS

- You gain +5 Agility and +5 to either Strength, Toughness, or Perception.
- You have 5 Advances to spend on Awareness, Logic, Navigation, Piloting, Reflexes, and Tech.
- You gain the *Void Legs* Talent.
- You gain +1 Influence with the Navis Imperialis.
- You gain a Laspistol or Pump-action Shotgun, a Void Suit or Flak Vest and Mag Boots, a Lascutter or Photo-Visors, and 500 solars.

They might be in need of a pilot of their own, a sturdy Armsman, or an officer with the experience to run a ship. Whatever they have in store for you can be no less dangerous than what life in the Navis Imperialis has already thrown at you.

Duty

Rather than picking from the options in the Faction Benefits box, you can choose one of the following duties to quickly create your character. Additionally, you have +1 Influence with the Navis Imperialis, and the *Void Legs* Talent.

AERONAUTICA PILOT

Your duty is to pilot aircraft for the Aeronautica Imperialis, a branch of the Navis Imperialis dedicated to providing in-atmosphere support for the forces of the Astra Militarum.

Characteristics: +5 Agility, +5 Perception
Skill Advances: Awareness (1), Navigation (1), Piloting (2), Reflexes (1)
Equipment: a Laspistol, Photo-visors, a Void Suit, and 500 solars.

ARMSMAN

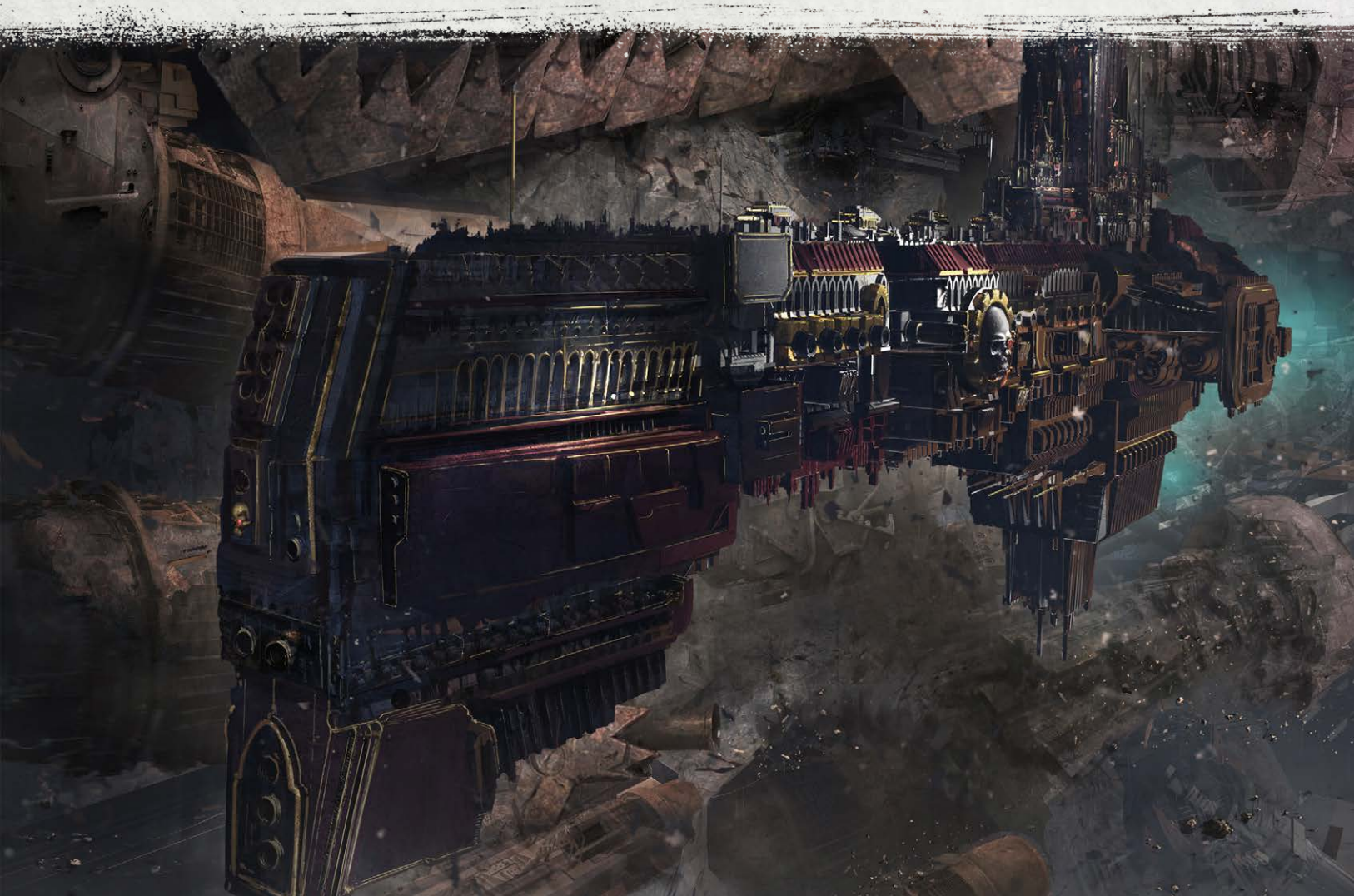
Your duty is to defend your voidship and follow your Captain's orders, performing any tasks they may require and laying down your life for the vessel if necessary.

Characteristics: +5 Agility, +5 Toughness
Skill Advances: Awareness (1), Logic (1), Navigation (1), Piloting (1), Reflexes (1)
Equipment: a Flak Vest, a Lascutter, Mag Boots, a Pump-action Shotgun, and 500 solars.

NAVIS OFFICER

Your duty is to aid in ensuring that discipline and the chain of command are maintained aboard a voidship. Though your rank is not high, you nevertheless form a vital part of your captain's command structure.

Characteristics: +5 Agility, +5 Perception
Skill Advances: Awareness (2), Navigation (1), Reflexes (2)
Equipment: A Laspistol, a Void Suit, Photo-contacts, an Officers Uniform (Light Leathers with the *Ornamental* Quality), and 480 solars.



INFRACTIONIST

'Kill 'im? Why? Revenge? There's no profit in revenge. No, we leave 'im where he is, live and sweating. One day, we may need an Enforcer's help, eh? That day, I'll show 'im a few picts I got of the things he done. He'll fold. His type always do.'

— Cutter Arlan of the Ten Truths Syndicate, Hive Skarthius

As the Imperium strives to find a utility for every servant of the God Emperor, there are some who slip between the web of endless toil and servitude. Those who reject or have been severed from society, who dwell in the darkest corners of civilisation, who the Imperium has ground under foot, chewed and spat out, or deemed as collateral damage. Apostates, convicts, gangers, and murderers. Fallen nobles, Imperial deserters, and confidence men. These citizens all come under the collective designation of Infractionists. They know their souls are unsalvageable, for what they have done or for simply who they are in the eyes of the great and powerful.

INFRACTIONIST BENEFITS

- You gain +5 Agility and +5 to either Toughness, Perception, or Fellowship.
- You have 5 Advances to spend on Athletics, Dexterity, Fortitude, Rapport, Reflexes, and Stealth.
- You gain the *Well-prepared* Talent.
- You gain +1 Influence with Infractionists.
- You gain a Knife, a Backpack, and 5d10 solars.
- You gain your choice of either a Stub Pistol or a Stub Revolver, and either a set of Light Leathers or Heavy Leathers.
- You gain a Mundane Weapon and a Common Tool of your choice. Both gain the *Shoddy* and *Ugly* item Flaws.

Infractionists know that the Imperium's authorities do not look kindly on those who act outside its laws. That the Imperium sees them as a problem to be solved or as leeches suckling on the resources they fight hard to protect, or simply as extra bodies to one day be tithed. Pessimists amongst them may not see a way out of this life, but those with even a spark of ambition learn quickly that they'll never have a future handed to them: they must take it for themselves.

Did you fall from grace, tumbling down into the depths of an Underhive, or were you born there? Maybe you fell in with a gang before you even knew it, started smuggling stolen goods or collecting for a protection racket. Did you try your best, toiling away for years in a manufactorum or serving on a ship, only to find yourself still at the bottom of society? Are you deadly with a sidearm from defending your life every day, for decades? Did you see the hypocrisy rife within the Imperium and decided to reject it? Or saw yourself as utterly incompatible with Humanity at large. Maybe you're anchored by inescapable habits or haunted by a pain that won't go away. Or are these all excuses you've collected, as justification for you to do whatever you want, and take from whoever you wish. You might think of yourself as a write-off, but that doesn't mean you're not useful to someone.

Your duties now only concern your own survival. You need to eat, you need a place to sleep, you need a heavy door to keep out others like yourself. Clean air and water may well be a luxury wherever you are. Beyond that, you might have debts that need to be repaid, and a painful deadline if you come up short. You may still serve a gang, people you've bled with that you see as family, who need to be protected. Maybe you're digging out intel on your next big score, the one that's supposed to set you up for life.

Down in the gutter, working a hustle, is likely where your new Patron found you. They might have offered you a deal you could not pass up, to clear those debts, to protect your extended family, or rescue you from the reach of the law. They most likely value you for your lack of morals, your ability to work and think outside of the Imperium's laws. Your knowledge and streetcraft may be invaluable to them. This patron believes they have you under their thumb, but what do they know? Even with someone footing your bill, you're still always looking out for number one.

Duty

Rather than picking from the options in the Faction Benefits box, you can choose one of the following duties to quickly create your character. Additionally, you have +1 Influence with Infractionists, the *Well-prepared* Talent, a Knife, a Backpack, and 5d10 solars.

FIXER

Your duty is to be the ganger who has a solution for everything. Someones got a problem, maybe needs a bit of obscura, or a misunderstanding cleaned up? You're the one they call.

Characteristics: +5 Agility, +5 Fellowship
Skill Advances: Athletics (1), Dexterity (1), Rapport (2), Stealth (1)
Equipment: A Stub Revolver, a set of Light Leathers, a Hammer with the *Shoddy* and *Ugly* Flaws, and a Lascutter with the *Shoddy* and *Ugly* Flaws.

GANGER

Your duty is whatever your gang leader tells you to do, be that bashing in heads, scaring snitches, or moving goods. You don't ask questions, you just get it done.

Characteristics: +5 Agility, +5 Toughness
Skill Advances: Dexterity (1), Rapport (1), Reflexes (1), Stealth (2)
Equipment: A Stub Pistol, a set of Heavy Leathers, an Axe with the *Shoddy* and *Ugly* Flaws, and a Stummer with the *Shoddy* and *Ugly* Flaws.

HIVERUNNER

Your duty is to move things quickly and quietly for your gang, be it information, messages, stolen goods, or illicit materials.

Characteristics: +5 Agility, +5 Perception
Skill Advances: Athletics (2), Fortitude (1), Reflexes (1), Stealth (1)
Equipment: A Stub Pistol, a set of Light Leathers, Brass Knuckles with the *Shoddy* and *Ugly* Flaws, and a Grapnel Launcher with the *Shoddy* and *Ugly* Flaws.

THE INQUISITION

'The people of Xenophon have lived lush lives for centuries. Too long, I think. Some of my agents suggest they may be engaged in the secret worship of false gods. In the Emperor's name, I charge you to cut into that world, and find out the truth of these matters. If you should find the corruption I suspect, burn their so-called paradise to ash.'

— Inquisitorial Order, Signed Inquisitor Konstan Spurius, Ordo Xenos

The Holy Orders of the Emperor's Inquisition are the left hand of the Emperor, a body shrouded in secrecy and spoken of only in fearful whispers. They are tasked with purging corruption from within the Imperium's borders and beyond, empowered to act in the Emperor's name and to interpret his will as it sees fit. Most Inquisitors act autonomously — their unique Inquisitorial Seals symbolise their authority, allowing them to recruit acolytes, often from within other Imperial organisations, and equipment as they wish. If the Inquisition has any level of organisation at all, it is within their numerous Ordos. These are not traditional structures of leadership, but are more akin to shared interests. For example, the Ordo Hereticus famously hunts witches, mutants, rogue psykers and their corrupt ilk. The Ordo Malleus focuses on hunting daemons and beings that dwell within the warp, whereas the Ordo Xenos investigates and catalogues non-Human threats. Various Ordo Minoris beyond those aim to combat even more highly specific threats, like the Ordo Scriptorum who confront the arguably insurmountable task of reducing disastrous bureaucratic errors within the Imperium — the death toll of which is estimated to dwarf certain moderate wars. Inquisitors and their retinues serve as the Imperium's last line of defence against the galaxy's most alien threats, in addition to threats fostered within itself.

You have a long way to go before you attain the rank and authority of an Inquisitor — and most never reach such lofty heights, perishing in the course of duty or simply never displaying the temperament for such a post. For the most part, the Inquisition recruits who they need from other factions within the Imperium, but there are some who are offered the rank of Acolyte outright. It is likely that the Inquisitor encountered you during one of their investigations and singled you out for your excellence. You may have been discovered by happenstance, investigating the same source of corruption as them. Perhaps you worked for someone who was in the Inquisitor's way, and now turned, you work for them as a double-agent.

THE INQUISITION BENEFITS

- You gain +5 Perception and +5 to either Toughness, Intelligence, or Willpower.
- You have 5 Advances to spend on Awareness, Discipline, Intuition, Logic, Lore, and Presence.
- You gain the *Ever Vigilant* Talent.
- You gain +1 Influence with the Inquisition.
- You gain a Laspistol, an Armoured Bodyglove, a Glow-globe, a set of Manacles, and 400 solars.
- You gain your choice of either an Auspex, a Comm Leech, or a Pict Recorder

The Inquisition has likely upended your life, and offered you redemption and a rare opportunity in exchange. Your capacity as a free thinker, your determination, and your staunch principals have marked you as a valuable servant. Pious dedication to the Emperor and a deep hatred for those you hunt is seen as a positive bonus. Regardless of your current position, you should believe that as an Acolyte, you are under constant surveillance. Those who inducted you to the order are always evaluating your decisions and progress, and without an Inquisitorial seal to hide behind, may cut you loose at any time.

As part of an Inquisitor's Retinue, you are taught ciphers and symbolism to prove your identity as an extension of the Inquisitor's wishes, and your talents are applied where they think is best. They may have you running an undercover cell on a distant world, rooting out heretics in a hive, or applying your talents as an interrogator to extract truths from disloyal Imperial citizens. The Inquisitor may simply have provided you with a list of names and a desire to see them crossed off for good, or you may have served among their personal circle, as bodyguard, driver or scribe.

You've done the dirty work you've been tasked with, proved yourself forwarding their goal of their Ordo. Now you have a new mission: Your former master has sent you into the employ of a new Patron. Maybe together, their missions align, and you are there to be used as a shared resource, or as a liaison. Or perhaps, the real reason you are there may be to keep tabs on your new Patron and report what they're up to, serving as the watchful eye of your true master.

Duty

Rather than picking from the options in the Faction Benefits box, you can choose one of the following duties to quickly create your character. Additionally, you have +1 Influence with the Inquisition, the *Ever Vigilant* Talent, a Laspistol, an Armoured Bodyglove, a Glow-globe, a set of Manacles, and 400 solars.

ACOLYTE

Your duty is to investigate on behalf of the Inquisition, working to deduce the identities of the enemies of the Imperium as well as where and how they are operating.

Characteristics: +5 Perception, +5 Toughness
Skill Advances: Awareness (1), Discipline (1), Intuition (1), Logic (1), Presence (1)
Equipment: A Comm Leech

EXORCIST

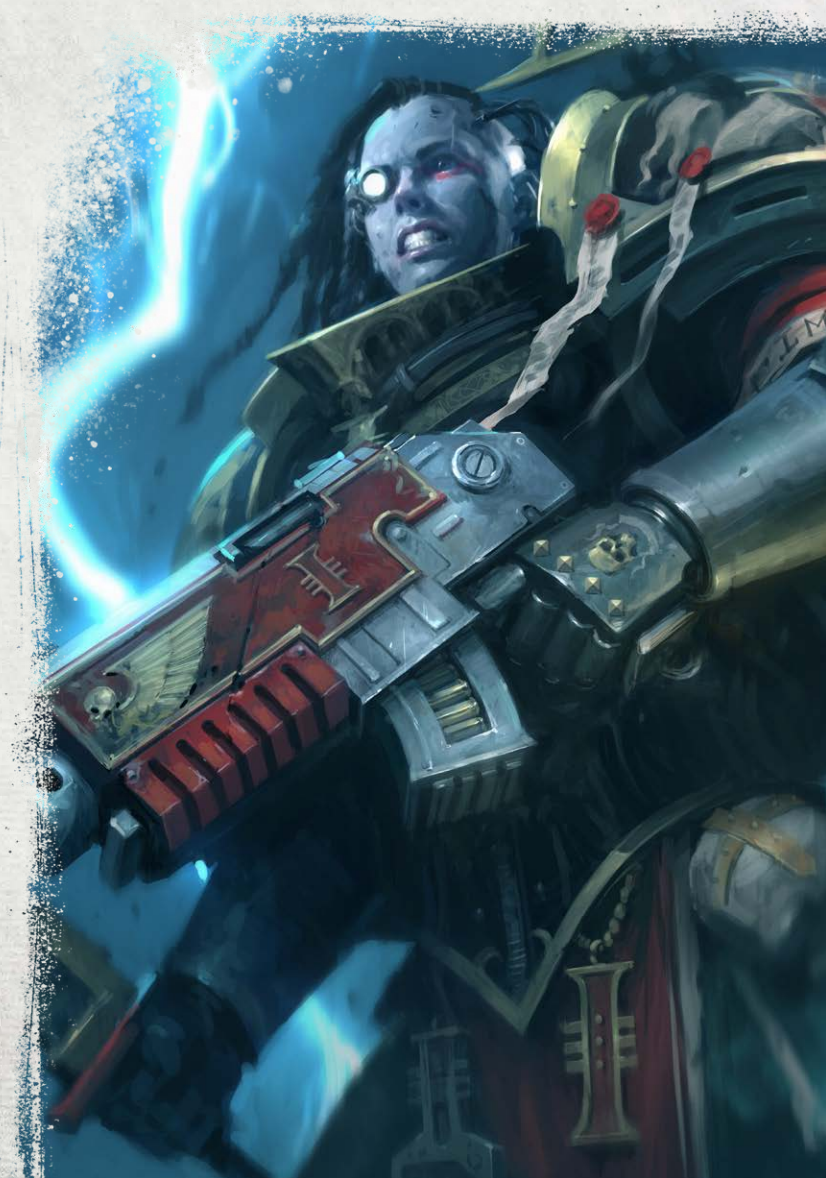
Your duty is to provide spiritual support to an Inquisitor's retinue, utilising your knowledge of scripture and your strength of will to combat the unholy enemies of the Imperium.

Characteristics: +5 Perception, +5 Willpower
Skill Advances: Awareness (1), Discipline (1), Intuition (1), Lore (1), Presence (1)
Equipment: An Auspex

SAGE

Your duty is to provide information to the Inquisition, using your vast knowledge to solve problems, make deductions, and provide context for clues.

Characteristics: +5 Perception, +5 Intelligence
Skill Advances: Intuition (1), Logic (2), Lore (2)
Equipment: An Auspex



ROGUE TRADER DYNASTY

'The Astra Cartographica has a record of Trax-IV, but an ancient misfiling by the Administratum meant our contact with the world was the first in generations. They barely remembered the Emperor, questioned the Imperium's existence, and outright scoffed at the idea of paying their tithe, now centuries in arrears. On concluding our trade I left the preacher Abraxis and a few other Ministorum volunteers to repair their fractured understandings. I will return in a few decades — either they will have mended their ways, or I will take more drastic measures.'

— Trader Ravia Silyorn

Rogue Trader Dynasties are families of interstellar highborne merchants who serve the Imperium of Man, though it cannot be denied that they tend to profit greatly from their duties. They bear ancient 'Warrants of Trade', documents granted by the Emperor and tied directly to their family lineage, affording them the freedom to explore uncharted territory outside the Imperium's reach, trade with strange xenos, and exterminate threats as they see fit. Inside settled sectors, they provide trade links to colonies, security escorts for civilian ships, and supply rare goods from far off worlds. The dynasties command voidships, fleets, and personal armies, and as they bring new worlds into the Imperium they often end up — at least temporarily — as the de facto ruler of large swathes of territory. As such, they are often seen as a dangerous rogue element in the otherwise regimented life of the Imperium. It's not uncommon for dynasties to fall on hard times, their coffers drying up, left with little more than a single ramshackle ship to command. Rogue Traders know that every day of their existence is a gamble, a wager of danger versus profit.

You have a claim to one of these lineages, though likely as a footnote in the roots of some tall family tree. You may be envious of those who sit far above you, this bitterness you harbour spurring you on — are you willing to do what is takes to climb up to the next branch? You may have decided to begin building your own base of power in the Emperor's service, to make yourself legitimate in your own right. You may have served time in the Imperial Navy or Astra Militarum, becoming accustomed to working on voidships or fighting on the frontlines, or you may have become embroiled in political machinations, gathering power and knowledge from serving in the Administratum. Though you have suffered greatly and likely lacked even the meagre privileges you were born to, all of this effort has been towards the higher purpose of securing a destiny of your own.

For now you remain fettered to your Dynasty, obliged to act according to your highborn status and fulfil your duties. Those above you ask for countless favours that you cannot deny. You might have spent some time running about the galaxy delivering precious freight, perhaps smuggling a few things for yourself on the side. If you served with the Astra Militarum or Navis Imperialis you may have been ordered to lead a pitifully small cadre of troops into combat, risking your own life so that the family crest could be seen on the front lines. Your Dynasty has found a use for you one way or another, as otherwise you'd just be another spoilt highborn mouth to feed.

Then, a new Patron appears and offers you even more opportunities for personal gain, setting the stage for the next chapter of your legacy. They might think they're getting the better end of the deal, but you have to make sure that's not the case: maybe you can take a cut of their business for yourself or perhaps you work for them to repay your Dynasty's debt, gaining favour from both camps? In the end, the balance of this arrangement should favour yourself and your Dynasty, either to rebuild a fallen house, or to forge the foundations for a new one.

ROGUE TRADER DYNASTY BENEFITS

- You gain +5 Fellowship and +5 to either Agility, Intelligence, or Perception.
- You have 5 Advances to spend on Intuition, Linguistics, Navigation, Presence, Piloting, and Rapport.
- You gain the *Dealmaker* Talent.
- You gain +1 Influence with Rogue Trader Dynasties.
- You gain an Armoured Bodyglove, a Multicompass, and 1,200 solars.

Duty

Rather than picking from the options in the Faction Benefits box, you can choose one of the following duties to quickly create your character. Additionally, you have +1 Influence with Rogue Trader Dynasties, the *Dealmaker* Talent, an Armoured Bodyglove, and a Multicompass.

ADVENTURER

Your duty is to expand the frontiers of the Imperium; through charm and negotiation if possible, by force if necessary.

Characteristics: +5 Fellowship, +5 Agility
Skill Advances: Intuition (1), Navigation (1), Presence (2), Rapport (1)
Equipment: an Autopistol and a Carapace Chestplate with the *Ornamental* Quality and the *Bulky* Flaw.

CATALOGIST

Your duty is to explore on behalf of a Rogue Trader Dynasty, documenting flora, fauna, individuals, and environments that might be profitably exploited.

Characteristics: +5 Fellowship, +5 Intelligence
Skill Advances: Intuition (1), Linguistics (1), Navigation (2), Piloting (1)
Equipment: an Auto-Quill, a Backpack, a Chrono, a Dataslate, a Pict Recorder, Robes, and 700 solars.

DIPLOMAT

Your duty is to negotiate on behalf of a Rogue Trader Dynasty, interacting with other Imperial Factions, outsiders, and potentially even xenos.

Characteristics: +5 Fellowship, +5 Perception
Skill Advances: Intuition (1), Presence (1), Linguistics (1), Rapport (2)
Equipment: A Chrono, a Regicide Set, Robes with the *Ornamental* Quality, a set of Slings, and 1,100 solars.

ROLE

Your Role is the manner in which you serve your Patron. Your Patron has elevated you from the rest of Imperial society, spending precious time and resources to ensure you can do what they need you to. Your Role may be what you naturally excel at, the logical evolution of your previous life, or something entirely different.

Your Role describes how you are most likely to approach challenges, and how you will contribute to the group's success. Your Role determines a lot about how you will play the game: when your Patron needs to gather information, a **Savant** might be their most valuable operative; they might need assistance from a **Penumbra** to procure secrets stealthily; an **Interlocutor** might be essential for negotiation when violence isn't an option, but the threat (or implementation) of violence from a **Warrior** might be necessary.

Your Origin and Faction are clear designations within the Imperium, but your Role is a more fluid term. Your Role is not usually a title, though some may describe you that way, but more of a broad classification of how you serve your group and your Patron.

Your Role gives you a choice of **Talents**, grants a number of **Advances** in Skills frequently associated with the Role as well as in a number of Skill Specialisations, and provides some equipment. To determine your Role, choose either of the following options:

- Choose a Role and gain its benefits.
- Allow your Patron to determine your Role as best fits their needs, and gain 50 XP.

Ignore any requirements for Talents and Skill Specialisations gained from your Role, though note that characters with the *Blank* Talent may not become Mystics.

If you wish to portray a standard citizen of the Imperium, yet to be chosen for a specific role and given additional training by a Patron, stop here — or rather, skip to page 81 without choosing a Role. Playing such a character in a prelude to a campaign can be an interesting way to develop your character's backstory!

Skills and Talents, page 91

Savant, page 77

Penumbra, page 78
Interlocutor, page 75

Warrior, page 79

You can have a maximum of 2 Advances in a single Skill during Character Creation, and 1 Advance in a Specialisation. See page 91 for more on Advances.

Your Role might seem to be at odds with your character's backstory, but that's a great opportunity for roleplaying and storytelling. Perhaps your Patron saw potential in you that you never considered, or they just needed someone with your skills to fill an unexpected capacity. Of course, if a combination doesn't make sense at all, pick whatever makes the most sense for your game.

RANDOM TALENTS

As an optional rule, your group may choose to use this **Random Talents** Table. This adds another element of randomness to character creation, representing the boundless variation of Humanity in the Macharian Sector. Each player rolls once on the table. The Talent your character randomly gains could have a substantial impact on who they are, so it's worth talking with the group about any potential changes based on the result — particularly if you become a Blank or a Psyker!

If you roll on a Talent you already have, you can choose any Talent you meet the Requirements for.

RANDOM TALENTS TABLE

D100	TALENT	D100	TALENT	D100	TALENT
01–10	*Acute Sense* (page 102)	28–29	*Eidetic Memory* (page 107)	65–66	*Secret Identity* (page 115)
11–13	*Adrenaline Acceleration* (page 102)	30–31	*Familiar Terrain* (page 108)	67–75	*Tenacious* (page 116)
14–15	*Ambidextrous* (page 102)	32–35	*Fated* (page 108)	76–88	*Unremarkable* (page 117)
16–17	*Artistic* (page 103)	36–42	*Flagellant* (page 109)	89–92	*Devoted Servant* (page 106)
18–19	*Gothic Gibberish* (page 111)	43–44	*Forbidden Knowledge* (page 110)	93–94	*Void Legs* (page 117)
20–21	*Holdout Expert* (page 112)	45–48	*Frenzy* (page 111)	95–98	*Well-prepared* (page 117)
22–23	*Contortionist* (page 104)	49–54	*Hatred* (page 112)	99	Roll twice again on this table
24–25	*Distracting* (page 107)	55–60	*Lickspittle* (page 113)	00	*Psyker* (page 114) or *Blank* (page 103)
26–27	*Disturbing Voice* (page 106)	61–64	*Inheritor* (page 113)		

INTERLOCUTOR

'Then by your own admission, you are guilty of heresy. I suggest you surrender. The alternative is far less pleasant for you.'

— Inquisitor Horst, over dinner with the Imperial Governor of Ramsil VI

Interlocutors prefer to solve problems with words, not weapons. In the ultra-militarized Imperium, some soldiers and even planetary leaders see this as weakness. The wise, however, know that a cutting word can be as ruthless as any chainsword. Although violence is very often a necessity in the 41st millennium, it is not always the first or even the best option. Sometimes, even a band of stone cold killers needs to navigate the social web of the Imperium. Whether in the vaulted halls of power or the darkest corners of the criminal underworld, wherever words are needed, Interlocutors ply their trade.

The approaches of an Interlocutor are as varied as any fighter, from honeyed words to cruel threats, and occasionally simple honesty. Some Interlocutors focus their skills on a single approach, while others adapt as the situation warrants. Some act as ruthless interrogators, while others can extract pertinent information from a target without them even realising they are under investigation.

Interlocutors can open doors, sway minds, and even change the course of wars with their words. As with any tool, the trick is knowing which words and approaches to employ in a particular situation. Successful Interlocutors are adept at reading people. Words are often merely a façade, while the truth hides amongst the flicker of an eye, the twitch of a lip, or the subtle shift of an expression from genuine confidence to false bravado. Success requires not only gauging a counterpart's reaction second-by-second, but picking up on any number of minor clues. The tomes in a noble's study might show their personal or professional interests, or the cut of a garment give away the wearer's hive of origin. These small details are powerful tools in the arsenal of an accomplished Interlocutor.

Interlocutors are not necessarily friendly or charming. Theirs are the skills of intimidation, ruthless negotiation, deception, and even brutal interrogation. In a party, the Interlocutor takes the lead in social engagements, or at least those falling within their strengths. Often, a discussion or negotiation can avoid combat — always a desirable outcome, except for characters eager to martyr themselves. Even in the din of combat, an Interlocutor's words can be a powerful weapon, spurring an enemy's surrender, or at least, a mutual ceasefire.

ROLE BENEFITS

Talents: Choose 4 Talents from *Air of Authority, Briber, Dealmaker, Distracting, Gallows Humour, Gothic Gibberish, Lickspittle,* and *Overseer.*

Skill Advances: You have 3 Advances to spend on Awareness, Discipline, Intuition, Linguistics, Presence, and Rapport.

Specialisations: You have 2 Advances to spend on any Specialisations for Intuition, Presence, and Rapport.

Equipment: You gain a Knife, a Laspistol or a Stub Revolver, a set of Survival Gear, a Vox Bead, and either a Laud Hailer, a Pict Recorder, or a Vox-Caster.

MYSTIC

'My inner eye has opened.... No, no, it is too much! Shut it, shut it!'

— Fyrthos the Forgotten

Beyond what many think of as reality, there is another realm. There the laws of realspace matter little, time and space blend together in unfathomable ways, and entities of overwhelming power and malice plot to throw the galaxy into ruinous fire and chaos. This is the warp, and it is poorly understood by some, and an enigma to most. A handful of people — a tiny fraction of the population, but one that is nevertheless growing each year — have a connection to the warp. They are known by many names — Witch, Psyker, Sorcerer, and worse, but some prefer the ancient title of Mystic.

Such individuals have power and insight that even they may not fully understand. These gifts are of use to powerful patrons in the Macharian Sector. Some psykers are as lethal as any Plasma Gun, while others are soothsayers and augurs of uncanny accuracy — even if their pronouncements are riddled with ravings and snippets of the listeners' own uncomfortable secrets.

Mystics can be broadly divided into two categories — that whose existence is permitted by the Imperium, and those who are not. The former consists mainly of Sanctioned Psykers and Astropaths, valuable if dangerous resources without which the Imperium would struggle to exist. The latter category consists of those the Imperium does not approve of, which is to say any psyker not under their direct control. All are classified as Rogue Psykers, though there is much diversity. Some understand the nature of their abilities, while others are ignorant of their source or do not even realise they possess them at all.

Whether a Mystic is an unwitting bridge to the warp or a trained weapon of the Imperium, their abilities may unnerve, confuse, or even frighten others. Yet Mystics are invaluable when their allies must deal with the mysteries of the warp, the threat of daemons or other psykers, or even more inexplicable phenomena. They can open previously hidden paths, overcome preternatural obstacles, and often succeed where all hope seems lost. They can also be a conduit for energies that only a fool would trifle with, and it is often up to their allies to know when to administer the Emperor's Mercy to those on the precipice of just such an event.

ROLE BENEFITS

Talents: You gain the *Psyker* Talent if you do not already have it. If you already have the *Psyker* Talent, you learn one Minor Psychic Power, and one Psychic Power from a Discipline you know. Choose 2 Talents from *Condemn the Witch*, *Fated*, *Forbidden Knowledge*, *Mental Fortress*, and *Sanctioned Psyker*.

Skill Advances: You have 3 Advances to spend on Awareness, Discipline, Intuition, Lore, Navigation, and Psychic Mastery.

Specialisations: You have 2 Advances to spend on Discipline (Fear), Linguistics (Forbidden), and Lore (Forbidden). You may spend Advances on Awareness (Psyniscience) and any Psychic Mastery Specialisation. If you have the *Forbidden Knowledge* Talent, you may spend Advances on any (Forbidden) Specialisation you have access to.

Equipment: You gain a Knife or a Staff, a Laspistol or a Stub Revolver, a set of Survival Gear, a Vox Bead, and either a Psy Focus or an Auspex.

PENUMBRA

'It is easier by far to kill a target that doesn't know you're there. Not nearly as fun, though.'

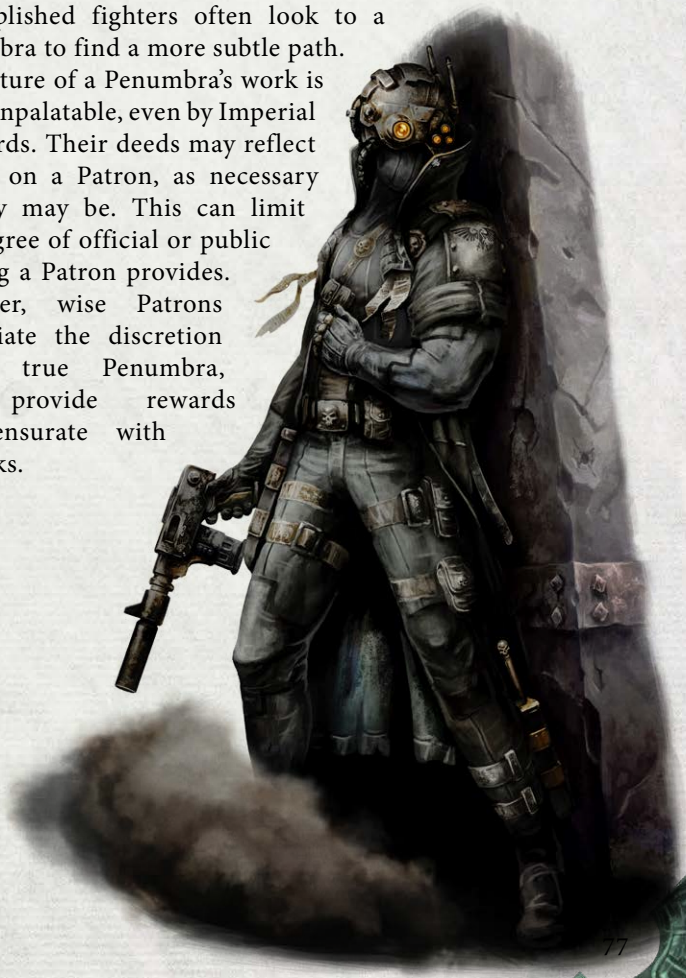
— Throgut Mourn, Grey Blade

Penumbras are those most comfortable in the dark corners of the Imperium. They are assassins, thieves, spies, covert operatives, and sleeper agents. Some are little more than common infractionists, albeit unusually successful ones, while others are Inquisitorial Acolytes, serving the Emperor's Inquisition in myriad subtle and unsavoury ways. All excel at evading detection in order to achieve their goals, whether this involves the covert retrieval of heretical tomes, or planting the same among the possessions of a recalcitrant cardinal. They are silent and subtle in their actions, with the very best passing like smoke through the air.

Access is tightly controlled in the Imperium — access to places, people, information, and technology. Sometimes, violating local regulations or even Imperial law is necessary for the sake of a mission, whether that means the Imperium's better interests or simply the interests of a Patron. Evading protective measures requires a combination of cunning, expertise, and physical aptitude. While some Penumbras prefer to work alone, most appreciate the additional skills and backup that can be gleaned by working with others — even if this sometimes brings unwanted attention.

The most adept Penumbras have diverse skills to employ in a range of situations. Blending into a crowded hive thoroughfare requires a very different expertise than breaking into a shrine-vault secured with the mysterious blessings of the Adeptus Mechanicus. While Penumbras may specialise in certain methods of troubleshooting, they are always equally ready to surreptitiously gather information, sabotage a facility, or make an enemy disappear.

Powerful individuals across the Macharian Sector rely on subterfuge to advance their agendas, particularly when those do not align with their organisation's stated goals or with acceptable Imperial practices. A Penumbra's actions will rarely lead them to glory, but on occasion a poisoned blade or a ruined reputation has averted the need for whole regiments of soldiers to perish in avoidable war. Battle always brings uncertainty and risk, and so even accomplished fighters often look to a Penumbra to find a more subtle path. The nature of a Penumbra's work is often unpalatable, even by Imperial standards. Their deeds may reflect poorly on a Patron, as necessary as they may be. This can limit the degree of official or public backing a Patron provides. However, wise Patrons appreciate the discretion of a true Penumbra, and provide rewards commensurate with the risks.



ROLE BENEFITS

Talents: Choose 2 Talents from *Burglar*, *Familiar Terrain*, *Read Lips*, *Secret Identity*, *Skulker*, and *Unremarkable*.

Skill Advances: You have 3 Advances to spend on Athletics, Awareness, Dexterity, Ranged, Reflexes, and Stealth.

Specialisations: You have 2 Advances to spend on any Specialisations in Ranged, Reflexes, and Stealth.

Equipment: You gain 2 Knives, an Autopistol or a Laspistol, a Long Las or a Sniper Rifle, a Silencer, a Smoke Grenade, a set of Survival Gear, and a Vox Bead. You also gain any two of the following: an Auspex, a Comm Leech, a Disguise Kit, a Grapnel & Line, a set of Magnoculars, a Multikey, a Pict Recorder, a set of Photo-visors, or a Signal Jammer.

SAVANT

'Ah, but note that this character is inverted, which changes the meaning significantly. Yes, the inscription is most certainly not a warning, but a threat.'

— Arch-Lexographer Gebis Shoal

Savants are experts and scholars in a broad range of fields and though many Savants specialise in particular areas, they are all widely versed. This combination of broad and specific knowledge allows Savants to draw connections and reach conclusions that would elude others. Such unique insights are the hallmark of the Savant.

The Imperium tightly controls knowledge, and so true Savants are exceedingly rare. What truly sets a Savant apart is not the possession of knowledge, but the desire for it, and the understanding of how to obtain it. The very act of edification is shunned across the Imperium, and even most scholars and so-called learned folk do little more than memorise facts and data. Savants go further; they see the way disparate facts fit together. They recognize the limits of their own knowledge, and know when and how to expand those limits.

There is no single method by which Savants expand their minds. Some teach themselves, perhaps left to their own devices with their noble family's libraries, perhaps neurally augmented to fulfil some specific function, or perhaps their curiosity was awakened by some singular event. The most successful Savants further their understanding in any way they can, plunging through data-crypts, perusing works of literature and philosophy, and listening to the harrowing stories of those with any experience beyond the Imperial norm.

Knowledge is power in the Imperium. Allies look to a Savant's guidance to know where and how best to apply their own particular abilities. Differentiating friend from foe can be a great challenge in itself, and a crucial one when navigating the halls of power in the Macharian Sector. When a Savant doesn't have the answers to a vital question, they know — or can deduce — where the necessary information lies, though taking possession of the knowledge often requires a quite different set of skills.

ROLE BENEFITS

Talents: Choose 2 Talents from *Artist*, *Attentive Assistant*, *Chirurgeon*, *Data Delver*, *Eidetic Memory*, and *Lawbringer*.

Skill Advances: You have 3 Advances to spend on Logic, Lore, Medicae, Navigation, Piloting, and Tech.

Specialisations: You have 2 Advances to spend on any Specialisations in Lore, Medicae, and Tech.

Equipment: You gain a Knife, a Laspistol or a Stub Revolver, a set of Slings, a Dataslate, a set of Survival Gear, and a Vox Bead. You also gain any two of the following: an Auspex, an Auto-quill, a set of Chirurgeon's Tools, a Combi-Tool, a Diagnostor, a Multicompass, or a Multikey.

WARRIOR

'A dozen to one, eh? Are you sure you don't want to wait for more of your friends to get here?'

— Mel Garver, just prior to the Honlin Massacre

The Imperial Guardsman, Lasgun clutched in trembling hands, facing down a chittering horde of xenos monsters. The Skitarii Ranger stalking their prey across the salt dunes of their forge world. Even the lowly ganger waving a rusted Autogun in the face of an Administratum adept to extort another crate of mouldering rations. All these are Warriors in service to one cause or another.

Warriors are as diverse a bunch as any other Role. They all have a common aptitude for violence, but may share nothing beyond this. Although any Warrior is comfortable with a broad array of armaments, many specialise in certain weaponry — those who survive long enough may even become known by their signature weapon alone, the sight of it sufficient to send their foes scrambling for cover. War has been the constant companion of the Imperium throughout the long millennia since its founding, and has a history that stretches back further still. In the wake of the Noctis Aeterna, there is perhaps a greater need of warriors than ever before. The tithes call up countless millions to serve in the Astra Militarum and aboard the ships of the Navis Imperialis, but true Warriors see themselves as a breed apart from common conscripts — even if that is where they first became acquainted with violence themselves.

Not all Warriors learned their trade this way, of course. Some came by their skills out of necessity — most citizens of Death Worlds learn to shoot from an early age, and those who live in the depths of of hive cities often do the same. Arbites, Macharian Vigilites, and Enforcers of all sorts are also usually Warriors — as is anyone with sufficient skill at arms and a willingness to turn to violence as a first and last resort.

The worthies of the Macharian Sector have an endless need for Warriors. Far from the battlefields and frontlines of a hundred war zones, Warriors skirmish in the shadows to advance the ends of their masters. They fight against and alongside one another, and today's comrade in arms may be tomorrow's enemy as alliances shift and erode.

In the shadow wars fought between the powerplayers of the Macharian Sector and against the hidden enemies of the Imperium, violence is often a last resort. Yet when violence erupts, as it inevitably does, it means life or death. Warriors earn their reputation when circumstances are at their most dire.

ROLE BENEFITS

Talents: Choose 2 Talents from *Deadeye*, *Disarm*, *Drilled*, *Duellist*, *Tactical Movement*, and *Two-handed Cleave*.

Skill Advances: You have 3 Advances to spend on Athletics, Fortitude, Medicae, Melee, Ranged, and Reflexes.

Specialisations: You have 2 Advances to spend on any Specialisations in Melee, Ranged, and Reflexes.

Equipment: You gain a Knife, any Mundane Melee weapon or a Chainsword, a Laspistol or a Stub Revolver, a Lasgun or a Shotgun (Combat), a Frag Grenade, Scrap-plate or a Flak Jacket, a Backpack, a set of Survival Gear, and a Vox Bead.

ZEALOT

'Rejoice! As I scour your unclean flesh from bone, I deliver you from the tyranny of sinful existence.'

— Artos the Pyresinger

A Zealot is known not by what they do, but how they do it. Whatever approach a Zealot takes to a problem, they commit fully. A Zealot does not take half measures — if a job is worth doing, it is worth dying for.

Faith drives a Zealot. For many, it is faith in the God-Emperor of Mankind. Indeed, the Adeptus Ministorum lauds zeal. However, a Zealot can be devoted to nearly any cause, so long as their devotion is total. A Zealot may be devoted to their patron, to the Omnissiah, to their faction, to their goal or cause, or to an ideal such as victory, warfare, or even faith itself.

Zealots pick up a variety of skills to help them conquer any obstacle fate sets in their path. A Drill Abbot is both a veteran and an exemplar of faith, one who believes there is no better means of serving the Emperor than by preparing future generations of soldiers. Others take to the pulpit and the streets, calling the common faithful to join a Frateris Militia and make war on the Emperor's behalf. Others, such as adherents of the Red Redemption, turn their uncompromising gaze on the faithless and the weak within the Imperium itself.

ROLE BENEFITS

Talents: Choose 2 Talents from *Faithful (Imperial Cult)*, *Flagellant*, *Frenzy*, *Hatred*, *Icon Bearer*, and *Martyrdom*.

Skill Advances: You have 3 Advances to spend on Discipline, Fortitude, Linguistics, Lore, Melee, and Presence.

Specialisations: You have 2 Advances to spend on any Specialisations in Discipline, Lore, and Melee.

Equipment: You gain a Knife, a Great Weapon or a Chainsword, a Laspistol or a Hand Flamer, a set of Heavy Leathers or a set of Robes, a Holy Icon, a Vox Bead, and a Laud Hailer or a Writing Kit.

For a true Zealot, success and service to the object of their devotion are more important than all other concerns. They do whatever it takes to succeed, counting on their physical and spiritual resilience to see them through. Zealots can achieve the seemingly impossible through their faith and devotion, even should it cripple or kill them.

Zealots may be unnerving to their allies. Even in the Imperium, where faith is a pillar of daily life, their single minded devotion can be difficult to comprehend. Yet having a Zealot at one's side is far less frightening than to have one as an enemy. Most allies appreciate a Zealot's commitment, and know that they can rely on them no matter the odds. A wise ally never forgets, however, that any connection or camaraderie they share means little should they find themselves in opposition to a Zealot's deeper beliefs.

Zealots accomplish their goals and help the group by sacrificing their mind and body. They fear neither pain nor death. Allies look to the zealot when all seems lost, when a challenge seems insurmountable. When expertise or knowledge fails, pure faith can overcome.

EQUIPMENT

Your character starts play with equipment determined by your Origin, Faction, and Role. Be sure to record everything you have on your character sheet so that you don't forget some important item when you most need it. For weapons and armour, note the statistics from **Chapter 5: Armoury** in the appropriate place, and add in any relevant bonuses. This ensures you don't need to slow down combat or other exciting scenes by looking up values. You begin the game with all of your firearms fully loaded, and a spare magazine for each of them.

In addition, you may purchase any number of items from **Chapter 5: Armoury** with an Availability of *Common*. You may also purchase a single *Scarce* item.

ADDING DETAIL

Choose a name for your Character, decide on their appearance, and consider what their Short and Long-term Goals should be. You may choose these details as you wish — the Macharian Sector is vast, its people varied, and on at least one world almost any combination of physical features and cultural practices is likely to be common.

If you prefer, some guidance on choosing names and features can be found on the following pages, along with random generation tables to use if you like. There is no XP benefit for choosing your Characters features in this way.

You should also decide what your connection is to the other Characters in your group. Your team may have been formed recently, or you may have served together for some time. You may even have a history that predates your Patron's interest in you, and about which they know nothing at all. The table on page 86 may help to inspire you, but be sure to discuss any results with all the players involved.

NAME

Your character's name is important, and it's going to come up a lot in the game. Pick a name you are happy with that feels right for your character. Don't get hung up on finding the perfect name; after some time, whatever you choose will feel natural.

There is no single naming convention or system in the Imperium. Different communities on a single world may vary wildly in approach, whether due to local tradition, religious practices, or formal rules enforced by the planetary government. Some citizens have a surname, but this is far from standardised. Many an Administratum scribe has cursed the inventiveness of Human nomenclature while attempting to reconcile records originating from different worlds.

The **Name** Table provides examples of names common to the Macharian Sector. Use these as inspiration, choose a name you like, or roll randomly. Your character can have as many names as you decide fits them, and they might have different names for different occasions.

- **Low Gothic:** Low Gothic names come from the Imperium's common tongue, a debased form of the official language of High Gothic. There is great variety among Low Gothic names, and they are common among the lowly masses.
- **High Gothic:** High Gothic names are drawn from the Imperium's most ancient and prestigious language, and are typical of those born into influence and authority. These names are encountered in halls of power, borne by individuals highly placed in the Adeptus Terra as well as among ancient noble lineages.
- **Archaic:** Many names predate the Imperium and its languages. These archaic names are revered, though their true meaning or history is often a matter of dispute. It is common practice for individuals who dedicate their life to the Ecclesiarchy to adopt a name heavy with pious history, such as that of a saint.
- **Informal:** People acquire informal names during the course of their life, usually bestowed by friends or peers. Such names can often tell more about a person than their official name, and are particularly common among criminals and outcasts.
- **Esoteric:** Codenames, pseudonyms, and aliases offer even more variety — anything could fit this category. With certain exceptions (such as mind-wiped agents of the Inquisition), an esoteric name is not a character's only name. Often an alias is only used with certain people or in certain situations, while the character uses the name officially recorded in Administratum records for day-to-day business.

NAME					
d100	Low Gothic	High Gothic	Archaic	Informal	Esoteric
01–04	Arz	Azararch	Aenisse	Able	Alpha
05–08	Barik	Baranoth	Barbosa	Axer	Bot
09–12	Canto	Castella	Caradoc	Beakie	Conscript
13–16	Cil	Davrus	Draco	Bones	Designate
17–20	Darrial	Fausta	Drusilla	Bolt	Diamond
21–24	Enoch	Flavia	Eizen	Burner	Exactius
25–28	Horst	Galliach	Genevieve	Crusher	Fatal
29–32	Gaius	Harthos	Hanette	Cutter	Gamma
33–36	Galatia	Icharus	Ingrita	Dokk	Grace
37–40	Kelle	Irissa	Jaq	Echo	Harrow
41–44	Kulem	Karpath	Jocasta	Flair	Incubus
45–48	Magdala	Lothos	Karollon	Grunt	Jewel
49–52	Merra	Lucindia	Killian	Lax	Killswitch
53–56	Mordicai	Mycandra	Lemant	Lho	Lumen
57–60	Narcia	Noctine	Lethe	Mag	Mortis
61–64	Noros	Novianna	Naveen	Marrow	Norn
65–68	Pennette	Octavia	Pollonia	Newt	Optima
69–72	Quinten	Partheos	Sabanth	Pincer	Promethium
73–76	Quineel	Regia	Tessera	Red	Reject
77–80	Rhia	Scythia	Tzarelle	Scab	Stalker
81–84	Silvanto	Severan	Verity	Shiv	The Unnamed
85–88	Sesselie	Tyruss	Wynnif	Starr	Vulture
89–92	Uri	Venria	Yasta	Steel	Whitenoise
93–96	Xandra	Ventium	Zadora	Tranq	X
97–00	Zariel	Yemmise	Zarkov	Wurm	Zilch

PHYSICAL APPEARANCE

Humanity shows an almost inconceivable degree of diversity, and your character's appearance is up to you. The tables in this section offer examples to inspire you, and of course you can roll dice to randomly decide specific features. The steps of character creation so far should help determine your character's appearance. Think about the traits common to their home world and how their path through life has shaped them. You can also look to their Characteristics for inspiration. Characters with high Strength or Toughness may be muscular and stout, while a high Agility could point to a lean and wiry appearance.

AGE

Your character's age can determine a lot about who they are, what they have experienced, and their outlook on the world. Age is a badge of honour for many in the Imperium, as life in the grim darkness of the 41st Millennium is mercifully short for most.

- Most starting characters in **Imperium Maledictum** will be **recruits**, pulled from the early years of duty to their Faction to serve their Patron.
- Some characters might be **veterans**, surviving the toil of their craft before catching their Patron's notice. Even the youngest Adeptus Astra Telepathica characters are likely to be veterans, as the gruelling and often deadly training regime required to become a sanctioned psyker can take years or even decades.
- A privileged few enjoy the benefits of a rare and valuable chemical treatment called **rejuvenat**, ensuring they look and feel young and vital well into a century of life. Elder high-ranking members of the Administratum, Ecclesiarchy, and Inquisition might have access to rejuvenat, as would the richest of noble families and Rogue Trader Dynasties.
- Augmetics are a ubiquitous necessity in the Imperium, replacing limbs lost in battle or during dangerous work. Many members of the Adeptus Mechanicus fully embrace the power of cybernetics, replacing the weakness of flesh with the reliability of steel and electricity, becoming **augmented** to extend their life span well beyond a century.

DISTINGUISHING FEATURES

Humanity in the 41st Millennium demonstrates a dizzying array of physical traits — natural, unnatural, and synthetic. The following table lists only a few of the strange and macabre features that might distinguish your character's appearance.

EYES

An ancient Terran proverb holds that eyes are windows to the soul. Even in the whirr of an Augmetic eyes adjusting its focus, there is often something to be seen of the being beneath.

HAIR

Humans across the Imperium style their hair to show social status, familial affiliation, and more. The meanings vary, and a hairstyle or colour considered regal on one world may be associated with poverty on another. You can roll on each column of the table to determine your character's hair colour and style, or if they have hair at all. If your character has facial hair, they may style it however they like.

HEIGHT

Humans vary greatly in height and build. Genetics, nutrition, activity, and environmental factors all contribute. Your physical Characteristics (Strength, Toughness, and Agility) determine your physique, though you can describe them however you feel is best. Your character's height is 4'9" + 2d10", or you may decide your character's height.

AGE AND WARP TRAVEL

The time-dilating effects of Warp travel greatly complicate matters for those who travel across the stars; a passenger may experience a journey of days or weeks before arriving at their destination months or years after departure.

All your works turn to ash and dust if they do not serve the Emperor.

AGE

Recruit	Veteran	Rejuvenat	Augmented
17+d10	17+2d10	50+5d10	100+5d10

EYE TYPE

d100	Type	d100	Type
01–05	Mournful	51–55	Warm
06–10	Hard	56–60	Dead
11–15	Old	61–65	Fiery
16–20	Focused	66–70	Judgemental
21–25	Wild	71–75	Mesmerising
26–30	Striking	76–80	Forlorn
31–35	Bitter	81–85	Curious
36–40	Hopeful	86–90	Cold
41–45	Suspicious	91–95	Haunted
46–50	Furious	96–00	Calculating

HAIR

d100	Colour	d100	Style
01–10	White/grey	01–10	Unkempt
11–20	Black	11–20	Braided
21–30	Brown/auburn	21–30	Mohawk
31–40	Red/orange	31–40	Transplanted from an equine or other animal
41–50	Blond	41–50	Long
51–60	Green	51–60	Cropped
61–70	Blue	61–70	Tight curls
71–80	Purple	71–80	Large and elaborate
81–90	Bare-headed	81–90	Metal wires or spikes
91–00	Multiple (roll twice and reroll further results of 81–00)	91–00	Rivets, wire mesh, or plate

DISTINGUISHING FEATURES

d100	Feature
01–03	You have a tattoo of the Aquila on your forehead.
04–10	You smell faintly of corpse starch.
11	You have an unexploded bolt shell lodged in your chest. It is certain to one day explode.
12–15	You have a faded electoo you'd rather forget about.
16–26	Pox marks or another lingering sign of an old illness marr your skin.
27	Your ears have been replaced with bulky but functional augmetics.
28	Your teeth are made of metal.
29–30	Your cornea is tattooed.
31–40	You are heavily scarred, perhaps from combat or an industrial accident.
41–42	Your teeth are filed to sharp points.
43–46	Parts of your skull are covered by a metal plate.
47	You bear an unexplained scar in the shape of the Aquila.
48–49	Your eyelids are heavily tattooed, inside and outside, with High Gothic script.
50	You have a birthmark in the shape of a skull. Decide where it is on your body.
51–54	You have been branded with the symbol of a sect or cult.
55–57	Your pupils are completely white.
58–65	Your skin is exceptionally pallid.
66–68	Your muscles are overly defined, perhaps through a life of strenuous labour or from synth-muscle.
69–72	Numerous cranial plugs jut from your scalp.
73–78	You are wrapped in scripture parchments and purity seals. You feel uncomfortable without them.
79–99	You are unremarkable, another infinitely replaceable cog in the endless machinery of the Imperium.
00	You are quite distinctive. Roll twice more, rerolling any results of 79 or higher.

CHARACTER GOALS

While your missions exist to advance your Patron's goals, your character also has their own personal goals. These may stem from some event in your past or arise during the campaign. You gain XP by achieving your goals.

CHOOSING GOALS

When choosing goals, look at your character's Origin, Faction, and Role, as well as all the other details you know about them. A goal should be something that excites you to play, no matter what emotion your character associates with it. Your goal is up to you, but you should discuss it with your GM, and probably the other players, to make sure it fits into the campaign.

SHORT-TERM GOALS

Short-term goals represent your immediate objectives. They are outcomes you wish to achieve within days and weeks, possibly sooner. Under normal circumstances, a short-term goal should take at least two or three sessions to complete.

Examples: *Take revenge against a local gang member, uncover the criminal behind a series of thefts, or acquire a replacement for your shattered chainsword.*

LONG-TERM GOALS

Long-term goals are ambitions that you will need to work on for months or years to complete, and may never be achieved at all, perhaps taken more as a description of a primary motivation in your life than a realistic outcome.

Examples: *Take control of a major criminal cartel, ruin a Rogue Trader Dynasty and acquire its warrant of trade, destroy a major cult of the Ruinous Powers.*

ACHIEVING YOUR GOALS

If you achieve your short-term goal, you earn 50 XP and should choose a new short-term goal at the end of the session.

If you achieve your long-term goal, you may either:

- Earn 500 XP and choose a new long-term goal at the end of the session.
- Retire your character — who becomes an NPC under your GM's control — and gain a bonus of half the earned XP of your current character to spend on your next character.

Heresy begets retribution.

Retired characters generally stay in place to take advantage of their achieved ambition. You can build them into the background of your new character, so that they may continue to help you. If you want to reactivate a retired character, talk to your GM about how best to bring that into the current story. Retiring characters allows you to build a network across the Macharian Sector, and can be a great source of mission leads.

Connections

Call no one happy until they are dead.

Connections are fragments of history and shared experiences that tie you to one or more other characters. These relationships help to create a shared background for the party, binding you together from an early stage. You can roll on the **Connections** Table or create your own.

We suggest you determine at least two connections — one to another player character and one to your Patron. If another player doesn't agree with your chosen (or rolled) connection, you should pick a different one. It is also worth bearing in mind that connections are from your character's point of view — they may not be entirely true in an objective sense.

When deciding on connections, it can be fun to randomly select another character and then work together to make sense of the connection. You can also choose a connection you think would fit well with a particular character.

BRINGING YOUR CHARACTER TO LIFE

The numbers on your sheet are only part of your character's story. The choices you have made so far paint a broad picture of your character — the type of world from which they originate, and the trajectory of their life so far. Now it's time to determine all the details that flesh your character out as a person, unique from any other character even with the same home world, origin, vocation, or role.

TEN QUESTIONS

One technique to create an interesting character background is to answer a series of questions about them. If any of these questions make you want to change something about the character you've created so far, do so! For instance, additional childhood details might change the choice you made in 3) Origin.

CONNECTIONS

D100	Connection
01–04	_____ owes me a significant sum of solars.
05–08	I owe _____ a significant sum of solars.
09–12	I heard _____ say something blasphemous, maybe even heretical.
13–16	_____ knows my darkest secret.
17–20	_____ knows that I hid a loved one from the Black Ships.
21–24	_____ and I fought on opposing sides in a battle long ago.
25–28	I inscribed _____'s name on my favourite weapon.
29–32	_____ and I grew up together.
33–36	_____ asked me to betray someone close to us.
37–40	I and _____ were involved in an incident we'd both rather keep quiet.
41–44	I am positive I saw _____ die.
45–48	I experienced a vision of _____.
49–52	I saved _____'s life.
53–56	_____ saved my life.
57–60	I once saw _____ reading a strange tome. It did not look wholesome.
61–64	I've heard _____ speaking one side of a conversation when they were alone. Their words were disturbing.
65–68	I carry something that belongs to _____, and they have something of mine.
69–72	_____ shared a terrible secret with me.
73–76	I have a single silvered bullet. It is engraved with several words in High Gothic and _____'s name.
77–80	I heard _____ questioning their beliefs.
81–84	_____ has something I want.
85–88	I know what _____ really is.
89–92	I worked with _____ before this.
93–96	_____ and I constantly compete to outdo each other.
97–00	I suspect that _____ is a traitor.

WHAT IS YOUR FAITH?

You are invariably faithful to the Emperor and the Imperium, but how does this faith manifest? Whether your beliefs follow orthodox Imperial Cult worship or the acceptable differences of the Machine Cult, what does faith mean to you? Does it manifest as righteous hatred seeking to eradicate all that would defy His will? Or is your faith a shining aegis, a protective light that guides you? Perhaps your belief pushes you to sacrifice, marching fearlessly into battle to become a martyr. You might feel a call to indoctrinate others, or to document the greatest of His miracles.

WHAT IS YOUR FAMILY?

Family is a luxury that many people do not know in the Imperium. The institutions of the Imperium do not place value on family, and may in fact see it as a potential distraction from duty or even a conflicting loyalty. Depending on your Origin and Faction, you may have known some sort of family growing up, but maybe you knew only training and toil. Some lucky few find a surrogate family in their comrades-in-arms. Or are you a loner who lives only for duty?

WHO IS YOUR CLOSEST ALLY?

Like family, friendship too is a luxury in the 41st Millennium, but in a dangerous galaxy , survival depends on forging alliances with the trustworthy few. Is one of your fellow operatives your most trusted comrade? Perhaps you have a close ally embedded in another organisation. Can you turn to your ally at any time for any need, or does their assistance have boundaries?

WHAT DO YOU FEAR?

There is much to fear in the 41st Millennium. Imperial citizens learn to fear and hate that which they do not understand, yet only the learned few know true fear. What does your character fear most? Does this fear drive you to destroy its source, or to avoid it at any cost?

WHAT DO YOU DESIRE?

The Imperium tells citizens to desire nothing more than a life in service to the Emperor. For the common masses, true ambition is almost inconceivable. But you are not common, and neither is your situation. Do you desire spiritual salvation or temporal power? Is there a clear and attainable goal that drives you, or do you fight for a higher ideal? What will you sacrifice to achieve your ambition?

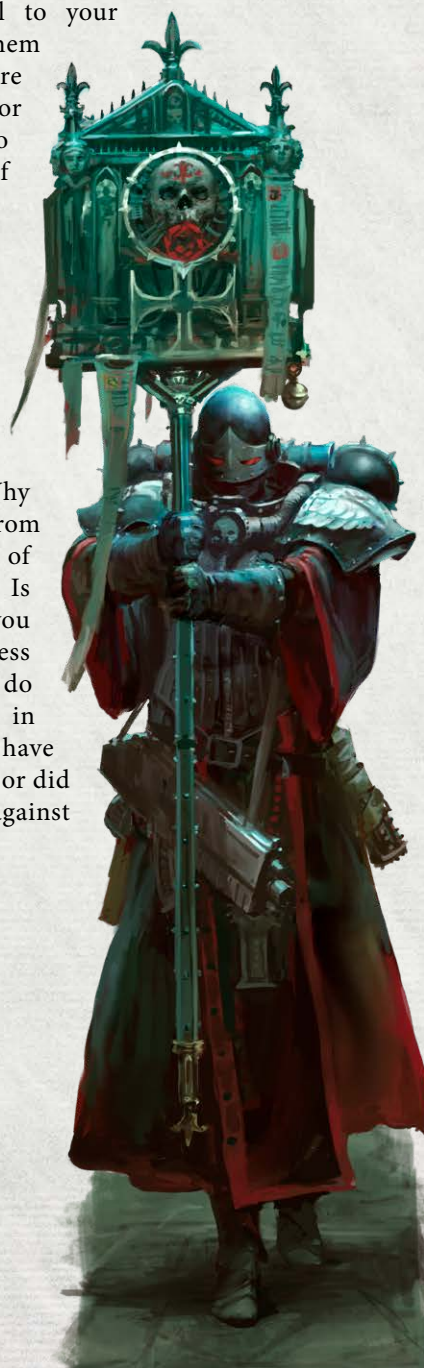
Even one who has nothing can still offer their life.

WHERE DOES YOUR LOYALTY LIE?

Loyalty is a high value in the Imperium — loyalty to the Emperor, to the institutions of His Imperium, and loyalty to one's masters. Are you loyal to your Patron, or do you see them as a means to an end? Are you loyal to your allies, or are they expendable? Do you do your duty out of loyalty or pragmatism?

WHY DID YOUR PATRON CHOOSE YOU?

Your Patron allows you to adventure beyond the bounds of your allotted station in life, but only for a reason. Why did they choose you from the countless people of the Macharian Sector? Is it some skill or talent you possess, or perhaps a less tangible quality? What do they expect you to do in their service? Did you have any choice in the matter, or did your Patron enlist you against your wishes?



Hatred is the Emperor's greatest gift to Humanity.

WHAT DO YOU THINK OF YOUR PATRON?

The experiences that led to your current patronage, and your initial meeting with your Patron, likely inform your opinion of them. Is your Patron a mysterious benefactor or something close to a friend? Do you fear their wrath or respect their drive? What do you really know about your Patron?

WHAT DO YOU HATE?

Hatred is a powerful drive for both the Imperium and its enemies. The Ecclesiarchy exhorts citizens to hate the heretic, the mutant, and the alien. Do you hold to these common Imperial teachings, or do you find such blind hatred unpalatable? Do you have some personal enemy you hate? Perhaps you harbour a secret hatred for an Imperial organisation that has wronged you.

WHAT WILL YOU SACRIFICE?

Your missions for your Patron are fraught with peril. It may not always be obvious, and it may threaten more than your life. How far will you go to fulfil your duty, and what cost are you willing to pay? The Imperium teaches that death is acceptable in the pursuit of your duty, but do you truly believe that? What of the lives of your compatriots? Will you sacrifice your reputation or honour to reach your goals? And what of your very soul?

Fate, see page 109

Using your off hand most often arises when you suffer an injury, such as a broken arm. See page 214 for more details on injuries.

Finishing Touches

Finally, you should determine your Character's derived stats. These are determined based on your Characteristics and other choices you've already made, and the method for doing so can be found below. You should also assign your character's starting Fate (3, unless you have taken a Talent that would change this), and decide whether your character is right or left handed.

Finally, if you wish you may choose a Divination — a prophecy you have heard at some point in your life that has resonated with you in some way.

MAXIMUM WOUNDS

Your Maximum Wounds measures how much physical and mental punishment your character can take before you start to suffer more grievous injuries.

- Your Maximum Wounds are equal to your Strength Bonus + (2 × Toughness Bonus) + Willpower Bonus.

CRITICAL WOUNDS

You can suffer a maximum number of Critical Wounds equal to your Toughness Bonus. If your Character has more Critical Wounds than your Toughness Bonus at the end of your turn, your Character dies at the start of your next turn.

INITIATIVE

Your Initiative decides when your Character acts in combat and other stressful situations. It is equal to your Perception Bonus + Agility Bonus.

FATE

Fate represents your character's destiny and perhaps the eye of some powerful entity upon them. It can help you succeed where you otherwise would fail, and even to avoid death. All player characters begin with 3 Fate.

HANDEDNESS

Choose a dominant hand (left or right). Whenever you make a Test using only your off hand, you make the Test with Disadvantage.

DIVINATION

Death is inevitable. Roll once on the table to determine your Divination — a powerful portent your Character received during their life, or perhaps a phrase of doctrine that has always seemed to resonate with them. If your Character's death reflects their Divination, your next character begins play with bonus XP equal to half of the deceased character's total XP.

DIVINATIONS

D100	Divination	D100	Divination
01–02	It is better to die for the Emperor than to live for yourself.	51–52	Death is the servant of the righteous.
03–04	Trust in your zeal — it is a weapon with no equal.	53–54	Success is commemorated; failure, merely remembered.
05–06	A small mind is a tidy mind.	55–56	Mercy is a sign of weakness.
07–08	To embrace the xenos is to welcome your own damnation.	57–58	Innocence proves nothing.
09–10	Duty prevails.	59–60	Blessed is the mind too small for doubt.
11–12	The wise learn from the deaths of others.	61–62	Burn the Unclean with the fires of Purity.
13–14	Destroy the xenos before it can speak its lies.	63–64	Reason is the cloak of traitors.
15–16	Logic is the enemy of faith.	65–66	Turn from the Emperor's light at your peril.
17–18	Thought begets heresy.	67–68	There is nothing to fear but failure.
19–20	Heresy begets retribution.	69–70	Doubt is a sign of weakness.
21–22	A mind without purpose will wander in dark places.	71–72	The greatest armour is contempt.
23–24	By the manner of our death are we judged.	73–74	The justice of your action is measured by the strength of your conviction.
25–26	Success is measured in blood: yours or your enemy's.	75–76	Hatred is the Emperor's greatest gift to Humanity.
27–28	The Emperor bestows upon us the gift of intolerance.	77–78	Doubt forms the path to damnation.
29–30	True faith is blind and justified.	79–80	Violence solves everything.
31–32	There is no substitute for zeal.	81–82	Suffering is an unrelenting instructor.
33–34	Even one who has nothing can still offer their life.	83–84	The Emperor will judge you not by your medals, but by your scars.
35–36	The blood of martyrs is the seed of the Imperium.	85–86	Hope is the first step on the road to disappointment.
37–38	Call no one happy until they are dead.	87–88	Forgiveness is a sign of weakness.
39–40	An open mind is like a fortress with its gates unbarred and unguarded.	89–90	Do not ask why you serve; only ask how.
41–42	In the blood of martyrs is the blade of the Imperium made strong.	91–92	All your works turn to ash and dust if they do not serve the Emperor.
43–44	A moment of heresy blights a lifetime of duty.	93–94	There are no bystanders in war, only soldiers and traitors.
45–46	Ruthlessness is the kindness of the wise.	95–96	Carry the Emperor's Will as your torch; with it destroy the shadows.
47–48	A coward seeks compromise.	97–98	Heresy grows from idleness.
49–50	Only in death does duty end.	99–00	Burn the Heretic! Kill the Mutant! Purge the Unclean!

ADVANCEMENT

If you have XP as a result of leaving character creation choices to the roll of the dice, you may spend it before beginning play. If you rolled to randomly generate every aspect of your character, you have a glorious 200 XP to spend! As you play **Imperium Maledictum** and grow in experience, you will gain more XP to spend. This is done in exactly the same way, paying the costs outlined below. Note that many Talents, and some Skills and Specialisations, have Requirements that must be met before they can be purchased.

Your character may gain some Talents from their Faction and Role that they do not meet the requirements for. This is the only exception to the rule, and whenever you purchase an Advance or a Talent with XP, you must meet the listed requirements.

- Each Advance in a Characteristic raises the Characteristic by 1. Unless stated otherwise, the Characteristics of a normal Human cannot rise above 60.
- Each Advance in a Skill increases the Skill by 5. You can have a maximum of four Advances in a Skill, and a maximum of four Advances in a Specialisation.
- Purchasing new Talents costs 100 XP.

CREATING EXPERIENCED CHARACTERS

If everyone agrees, you can create more experienced characters. Perhaps they were recruited later in their careers, or maybe you are beginning your game after the group has served their patron for a while. In this case, decide together how much bonus XP the characters begin with. For every full 500 XP, characters also begin with an extra 200 solars. For every full 1000 XP, they begin with +1 Influence Level and Influence with a Faction of the player's choice. The player and GM should decide how the character impressed or assisted the Faction.

Optionally, each player may choose to have negative Influence with one Faction in order to gain +100 XP per –1 Influence. The story behind this rivalry is up to the group.

CHARACTERISTIC IMPROVEMENT XP COST

New Value	Cost per Advance
20–25	20
26–30	25
31–35	30
36–40	40
41–45	60
46–50	80
51–55	110
56–60	140
61–65	180
66–70	220
71–75	270
76–80	320

SKILL AND SPECIALISATION XP COST

Advances	Skill Total Increase	XP Cost	Cumulative XP Cost
1	**+5**	50	50
2	**+10**	100	150
3	**+15**	150	300
4	**+20**	200	500

IV

SKILLS AND TALENTS

The Imperium would not survive without the endless toil of countless billions, all struggling to fill the bottomless needs of a galaxy spanning empire. This condemns most citizens to a life of endless toil and struggle. Only the truly exceptional can escape this fate, those with the **Skills** and **Talents** to rise above the teeming hordes and contribute something more. Luckily, your character is just such an individual.

Broadly speaking, Skills describe your character's basic capabilities, such as climbing or firing a gun, while Talents are unique abilities and traits that only a select few possess. To learn more about how Skills and Talents are used in play, see **Chapter 7: Rules**.

SKILLS

Where Characteristics represent your raw potential, Skills represent a level of expertise and training in a particular area, such as climbing, using a gun, or forbidden knowledge. Each Skill is associated with a Characteristic, which is noted in parentheses in the Skill's description on the following pages. As you gain XP (see page 90), you can purchase **Advances** to increase the odds of success with that Skill, or learn **Specialisations** to reflect your expertise with a specific aspect of a broader skill.

Advances

Your aptitude with a Skill is determined by the associated Characteristic plus any Advances you have in the Skill. Each Advance grants +5 to Tests made with the Skill. You can have a maximum of 4 Advances in each Skill and each Specialisation (page 92). Your Skills and Advances are noted on your character sheet.

Example: *Leo is determining his Reflexes Skill. Reflexes is associated with Agility, and Leo has an Agility of 42. He has taken two Advances in Reflexes, which each grant +5, so his Reflexes Skill is 52 (42 + 10).*

Specialisations

Each Skill represents a broad range of knowledge and understanding, but you can only go so far before your ability plateaus — **at most you can have four Advances in any Skill, for a total bonus of +20.** You might be a good all-around athlete, but eventually you will need to focus on an area of expertise, such as climbing, swimming, or strength. **Specialisations** represent this focus and more directed application of a Skill. Advances in a Specialisation are cumulative with the Advances in the parent Skill.

Example: *Later in his career, Leo has attained the maximum of four Advances in Reflexes, giving him +20 in the Reflexes Skill. Leo prefers to stay out of danger rather than crossing blades with his enemies, so he decides to take an Advance in the Reflexes (Dodge) Specialisation. He now has four Advances in Reflexes, and one Advance in Reflexes (Dodge), for a total of five Advances. With his Agility of 42, he has a total Reflexes (Dodge) Skill of 67 (42 + 20 + 5).*

Each Skill in this chapter includes a number of Specialisations. You do not need to have the maximum Advances in a Skill before purchasing a Specialisation, though it may be more beneficial to do so. The Specialisations section of the character sheet provides space to note down your Specialisations and any Advances you have acquired.

SKILL LIST

Skill	Page	Skill	Page
Athletics (Str)	93	Melee (WS)	97
Awareness (Per)	93	Navigation (Int)	97
Dexterity (Ag)	94	Presence (Wil)	97
Discipline (Wil)	94	Piloting (Ag)	98
Fortitude (Tgh)	95	Psychic Mastery (Wil)	98
Intuition (Per)	95	Ranged (BS)	99
Linguistics (Int)	95	Rapport (Fel)	99
Logic (Int)	96	Reflexes (Ag)	100
Lore (Int)	96	Stealth (Ag)	100
Medicae (Int)	97	Tech (Int)	101

NEW SPECIALISATIONS

The Specialisations in this chapter cover many of the most common Specialisations for each Skill, but the list is not exhaustive. If there is a Specialisation that you feel is important for your character that isn't covered here, speak with your GM about creating a new Specialisation. Likewise, if the GM feels there is a Specialisation that will be important during the campaign, they may add new Specialisations. Future supplements will also add new Specialisations.

Keep in mind that Specialisations are a way to do just that — specialise. It should not be too broad and should be easily tied to an existing Skill. By looking at the existing Specialisations and working with your GM and other players, you should have no trouble creating an appropriate Specialisation for your character.

Restricted Skills

Characters may learn any new Skill or Specialisation where that makes sense — for example, a character who has been firing a pistol in combat should be allowed to spend their XP on the Ranged (Pistols) Specialisation if they wish. On the other hand, the opportunities to learn Navigation (Void) are few and far between, and the GM should rule if it is appropriate for a character to learn this Specialisation, as very few outside the Navis Imperialis or Rogue Trader dynasties know anything of commanding a voidship.

Some Skills and Specialisations are quite literally restricted, however. They may require a certain event in your history to have occurred, such as being touched by the Warp (Psychic Mastery, page 98); or their study or practice may be considered heretical (Medicae (Forbidden), page 97). To use these Skills and Specialisations, you must meet the requirements listed. This typically means having a certain Origin or Faction, or purchasing the requisite Talent. The GM may waive these requirements at their discretion, but this should be agreed before play begins.

SKILL LIST

This section lists all of the Skills in **Imperium Maledictum**. Each Skill lists the associated Characteristic in parentheses, and includes a brief description of the Skill and its Specialisations. Restricted Skills and Specialisations list their requirements.

ATHLETICS (STR)

Athletics represents physical training and preparedness to overcome a broad range of obstacles, including many challenges that can be dangerous for the untrained. When learning Athletics, characters undertake training regimens that rely heavily upon physical aptitudes. Body awareness, muscle memory, and risk assessment all can play major roles. Athletics includes training with necessary survival tools to aid the practitioner in knowing not just how to use a tool most effectively, but when to choose the best one from an array of options.

SPECIALISATIONS

- **Climbing:** Practised ability to safely and efficiently traverse vertical surfaces. Frequently useful on both Feral and Hive Worlds. Valuable in combat if one has to scale the side of a servo-hauler to get the drop on a heretical demagogue.
- **Might:** Advanced capacity for moving greater weight, breaking physical objects, and enduring heavy loads. In appropriate circumstances, an Athletics (Might) Test can be used in place of a Presence (Intimidation) Test to achieve similar aims.
- **Riding:** Increased aptitude in piloting equines, or their xenos equivalents. All but essential for controlling such beasts in combat.
- **Running:** Greater capability for moving at speed over longer distances. Useful for catching fleeing foes, and escaping from dangerous opponents.
- **Swimming:** Better aptitude at swimming through liquids, typically water. Essential on some worlds with planet-spanning oceans, and almost unknown on others.

AWARENESS (PER)

Awareness measures a character's ability to notice their surroundings with all of their senses. This includes recognising when things change, but also when things seem contextually out of place due to social and environmental factors. Characters who focus on Awareness diligently hone their senses, often noting subtle changes that seem trivial to the uninitiated. This can include changes in pressure, temperature, subtle aromas, and even the patterns of a location's environmental noise.

SPECIALISATIONS

- **Hearing:** Facility for detecting and identifying unusual sounds that stand out from local ambient ones. Greater ability to determine where a sound originated from.
- **Sight:** Advanced capacity for perceiving important details and training in noticing elements that seem even a little incongruous.
- **Smell:** Aptitude for noting and identifying particularly distinct or unusual aromas. Some rare augmentations and genetic enhancements allow those imbued with them to track others entirely by scent alone.
- **Taste:** Superior ability to discern various flavours, including the signs of certain poisons and drugs.
- **Touch:** Capacity to feel unusual vibrations which indicate the passage of subterranean vehicles and weapon systems. Trained to discern the origin of fabrics and unusual materials by feel. Useful for detecting pickpockets.
- **Psyniscience (Restricted):** Psykers can be trained to use their connection to the immaterium in order to discern areas where realspace is being, or has been, disrupted due to the intrusion of the warp. This allows them to detect the presence of warp entities and even locate other psykers, so long as they draw on the empyrean to use their psychic abilities. Psyniscience requires the *Psyker* Talent (see page 114), though prolonged exposure to warp phenomena and at the GM's discretion may allow others to take a single advance in this skill.

DEXTERITY (AG)

Dexterity is a measure of a character's ability to perform delicate, fine motor function. This includes working with small tools and precise manipulations. The skill is vital for performing maintenance works on most technological devices, but some master the art for more nefarious purposes such as deception and thievery. The key connection between these distinct tasks is the ability to carefully and quickly make delicate small motions in a refined way.

SPECIALISATIONS

- **Lock Picking:** Experience in the art of opening mechanical locks without keys. Locks sophisticated enough to have a machine spirit likely requires a Tech (Security) Test to convince them to open.
- **Pickpocket:** Competence in pilfering the contents of others' pockets, bags, backpacks, etc. without their noticing. Can also be used in reverse to place (incriminating) items within. Pickpocket is usually opposed by Awareness (Touch).
- **Sleight of Hand:** Training in performing tricks of prestidigitation and secreting various items even while being observed. A master can conceal a weapon with the *Subtle* Trait even while being searched. Sleight of Hand is usually opposed by Awareness (Sight).
- **Defuse (Restricted):** Practical rote instruction in the various techniques and prayers used to harmlessly deactivate explosive devices and disarm trap mechanisms. Defuse requires at least 1 Advance in the Tech Skill (see page 101).

DISCIPLINE (WIL)

Discipline is a measure of a character's ability to stubbornly resist outside influences. This usually requires a high degree of self-control, particularly in stressful situations, and thus makes it a valuable tool in a person's arsenal to protect them from the dangers of the darkness. The daemon, the psyker, the mutant, and the xenos all offer temptations of the mind, the spirit, and the flesh, and succumbing to any of these can lead to irredeemable levels of corruption. The faithful must remain vigilant in their asceticism and self-control. Otherwise, even the slightest misstep toward comfort and complacency can grant a toehold to heresy.

SPECIALISATIONS

- **Composure:** Practised at resisting charm, intimidation, and other social pressures. Those with strong Composure are gifted at maintaining their integrity in the face of temptation.
- **Fear:** Mentally hardened to stand firm in the face of the unnatural fear caused by exposure to heretical and corrupt beings. Fear is often used to resist and recover from the *Frightened* Condition.
- **Psychic:** Advanced training in mentally resisting various psychic powers that can unduly influence or suborn one's mind.

FORTITUDE (TGH)

Fortitude is a measure of a person's ability to deal with physical suffering. This includes ailments, toxins, and exhaustion. Humanity makes its home on many harsh worlds within the Macharian Sector, and a lack of Fortitude can mean the difference between life and death. Actively training this skill can include toiling through pain, ingesting small amounts of various toxins, and extended fasting and exercises in sleep deprivation. In doing so, the body becomes better able to endure and overcome those dangers.

SPECIALISATIONS

- **Endurance:** Trained to go without sleep for significantly extended periods, pushing on through exhaustion due to greater stamina.
- **Pain:** Increased capability for resisting torture and doing one's duty despite injuries, due to extensive training in withstanding pain.
- **Poison:** Precise exposure to a variety of toxins helps build up resistance, as well as granting experience in how to focus and continue to act effectively, despite having been poisoned.

INTUITION (PER)

Intuition is the skill used when noting that something seems amiss with a person or place. It is used for reading social cues and body language, as well as noticing when the arrangement or the feel of a location is somehow wrong. Those trained at recognising when something is off can use the errant subtleties to discern something of what is actually going on. This skill covers detecting body language or similar patterns of behaviour. Examples include recognising social missteps or noting when the ceremonial murals have been hung incorrectly.

SPECIALISATIONS

- **Group (Various)**: As above, but for a group of people who are partly or entirely something other than Human. This includes heavily augmented Tech-priests, Space Marines, or even xenos.
- **People:** Extensive practice in studying patterns of Human behaviour, allowing one to notice when someone is lying, hiding something, or acting strangely. This skill is often used to oppose Rapport (Deception).
- **Surroundings:** Training in learning to continually read the surrounding environment, noting unusual mistakes in layout, furtive steps, concealed shapes, or ominous patterns of behaviour which indicate something is wrong.

LINGUISTICS (INT)

Linguistics measures the character's ability to understand and translate written and spoken languages. Those who are more adept at this skill are more fluent in the languages they know and may also know a broader range of tongues. Individuals study languages and their history. This improves their proficiency with the languages they use every day. It also helps them decipher localised changes and historic inconsistencies to reveal the author's intent. That knowledge is critical for reconciling confusing missives and decoding complex ciphers. All citizens of the Imperium are automatically fluent in spoken Low Gothic.

SPECIALISATIONS

- **Cipher:** Training in identifying, deciphering, and using secret writing codes. Some ciphers are clearly coded communications that may require a literary key of some kind to unlock, others are messages carefully disguised within other writings.
- **High Gothic:** Familiarity with the formal language of the Imperium, spoken only in rarefied circles. Knowledge of High Gothic is held within the various branches of the Imperium, the Adeptus Mechanicus, and some older noble houses. The eldest histories of the Imperium, along with its most ancient secrets, are often preserved within datavaults in formal High Gothic.
- **Forbidden (Various, Restricted):** Those possessed of this skill understand a language or form of communication that is either highly restricted or prohibited within the Imperium. With few exceptions, it is considered heretical to know the languages of aliens; however, the Sisters of the Orders Dialogus are frequently granted special dispensation from the Adeptus Ministorum to learn such in pursuit of their duties. Some xenos languages, such as the Kroot's, are unpronounceable by a Human tongue without augmentation. While some languages are considered too profane to speak, others are too holy for common knowledge. The Lingua-technis of the Adeptus Mechanicus is a forbidden language that few outside their order have ever learned, in part, because it is based on binary machine code that all but the most gifted individuals require cybernetic implants to speak. Thoughtmark, the form of sign language used by the Sisters of Silence, is also known to very few outsiders. Each Forbidden Language requires taking a corresponding *Forbidden Knowledge* Talent (page 110) in order to learn it.

LOGIC (INT)

Logic represents the character's ability to use deduction and understanding to analyse and resolve complex problems. It depends upon the knack to assemble observable information and identify the missing pieces or to puzzle out how they fit together. This includes a functional familiarity with mathematics, but also delves into swiftly assessing relative values and qualities.

SPECIALISATIONS

- **Evaluation:** The ability to assess relative worth based on perceived qualities. Useful for determining the value of practical goods and equipment, or the soundness of a given structure or device.
- **Investigation:** Training on how to read a crime scene for clues as to what occurred, including inferring whom the parties involved might be, as well as drawing pertinent information from any corpse present. Includes some forensic knowledge, such as knowing how to assess the angle of a strike and the sort of weapons used due to the angle of blood splatters, as well as time since the attack by studying how congealed the gore is.

LORE (INT)

Lore measures how much a character knows about a particular topic. While some of this knowledge can come from perception and practical experience, much of it must come from careful study. Ignorance is sometimes an effective defence against the Darkness, but understanding can also help one learn how to overcome it.

SPECIALISATIONS

- **Academics:** Grants the ability to write Low Gothic along with some knowledge of arts, economics, books, and local planetary culture. Generally reserved for more connected or well-to-do members of the Imperium.
- **Adeptus Terra:** Knowledge not only of the Adeptus Terra itself, but of the many Adepta that make up the structure of the Imperium. This specialisation does not necessarily confer knowledge of any but the most well known members of any particular organisation, but it does cover knowledge of the roles and responsibilities of these organisations and their position with the Imperium at large.
- **Planet:** Specific knowledge about a particular planet, which must be chosen when this specialisation is first taken. For example, Lore (Voll) knowledge about the world of Voll (page 280), its customs, governance, locations, hazards, and so on. It is possible to take this specialisation more than once. Each time you do so, choose another planet.
- **Sector:** Broad knowledge about a particular Sector, which must be chosen when this specialisation is first taken. For example, Lore (Macharian Sector) would cover the subsectors, power structures, important figures, and general place of the Macharian Sector within the wider Imperium. It is possible to take this specialisation more than once. Each time you do so, choose another sector.
- **Theology (Restricted):** Training in the Imperial Creed, including various sects and interpretations. Passing knowledge of the Cult Mechanicus. Only cursory knowledge at best of any heretical sects of the Imperial Creed and none whatsoever of any forbidden cults. Theology requires at least 1 Advance in Linguistics (High Gothic).
- **Forbidden (Various, Restricted):** Knowledge and training in a specific subject that is utterly suppressed within the Imperium. Knowing information about aliens or psykers without specific dispensation from a powerful individual or group can get you in serious trouble. True knowledge of daemons lead to summary execution. Any knowledge of the immaterium, beyond common myth, is typically strictly obscured within the Imperium, as is real knowledge about the Adeptus Astartes. Each Forbidden Lore requires taking a corresponding *Forbidden Knowledge* Talent (page 110) in order to learn it.

MEDICAE (INT)

Medicae represents knowledge of proper medical treatments, both in the field and in a fully equipped hospital. Immediate response to trauma can be a huge factor in recovery, and so recognising and appropriately treating an injury in the field — a wound, a burn, or a xenos poison — is often the difference between a minor inconvenience and an early grave. Most agents have basic training in first aid, but some are prepared to deal with far more complex injuries. Of course, not everyone who receives training is able to put those skills into practice in the field.

SPECIALISATIONS

- **Animal:** Studied in the medical arts that deal specifically with the prevention and treatment of disease and injuries to animals. Includes extensive knowledge of their anatomies, patterns of behaviour, and products derived from them.
- **Human:** Advanced training in treating disease and injuries in Humans. Used for first aid, stabilising the heavily injured, and stopping bleeding. Despite the name, it will work on Abhumans such as Ratlings, Ogryn, and Kin of the Leagues of Votann.
- **Forbidden (Various, Restricted):** Examples include knowledge of the installation and configuration of various radical Augmetics. Advanced medical training in treating disease and injuries in a specific species of xenos creature — typically used after a battle to stabilise one of them long enough for interrogation. Knowledge of diseases borne of the warp. Each Forbidden Medicae requires taking a corresponding *Forbidden Knowledge* Talent (page 110) in order to learn it.

MELEE (WS)

While battlefields of the 41st Millennium are often defined by exchanges of horrifically destructive ranged fire, many battles have been won or lost by the actions of brave or reckless soldiers who throw themselves into fierce melee. Away from the battlefield, fights often take place in cramped, dark confines — in dark alleys, cramped maglevs, or barrack blocks where there is neither space nor time to load a rifle or throw a grenade. Sometimes the best option is to stab, strangle, and gouge your way out of (or into) trouble.

SPECIALISATIONS

- **Brawling:** Experience in the brutal art of pugilism. Covers everything from fighting with bare hands or brass knuckles, through to inflicting devastating blows with a mighty Power Fist (page 128).
- **One-handed:** Extensive training in the use of swords, axes, maces, and other melee weapons that can be used with a single hand.
- **Two-handed:** Extensive training in the use of larger swords, bigger axes, heavier maces, and other melee weapons that require two hands to use, along with various polearms such as spears and halberds.

NAVIGATION (INT)

Navigation is the skill of reading maps and contextualising the information for everything from simple trips to complex logistics. Travel between locations is more complicated than simply looking at a map and drawing a straight line. Even for routine surface travel terrain, weather conditions, traffic patterns, roads (should they even exist), and local wildlife are all important criteria for considering the best route to reach a destination. Travel through space adds vastly more complexity to any calculations due to the movement of planets involved as well as any intervening bodies, while travel through the warp requires abilities far beyond normal Humans.

SPECIALISATIONS

- **Surface:** Training in plotting and following a likely course over land or sea in order to reach a chosen destination in the most efficient way possible.
- **Tracking:** Extensive training in how to read the marks left by the passage of others, in order to follow them, but also to determine information such as their numbers, if they are carrying a heavy load or travelling light, if they were in a hurry, and so on.
- **Void:** Capacity with the unusual knowledge of how to plot and follow a course between celestial bodies within a system.
- **Warp (Restricted):** The ability to plot a course through the uncertain eddies and currents of the immaterium. A skill based on feeling as much as knowledge, it is impossible to accurately navigate the warp without the ability to perceive it, which is why this skill is held exclusively by the mutant Navigators of the Navis Nobilite. Using this skill requires the *Inheritor (Navis Nobilite)* Talent (see page 113).

PILOTING (AG)

Piloting represents a character's knack for controlling the movements of a vehicle under stressful conditions. Dropping a kill team on a crumbling spiretop, outpacing xenos raiders, or ramming a Ridgerunner through the wall of a heretical cult's sanctum. An accomplished pilot ideally knows how and when to safely push their vehicle beyond the sacred recommended safety limits of the vehicle's Machine Spirit. Outside of such stressful situations, characters with this Skill can normally pilot a vehicle without requiring a Test.

SPECIALISATIONS

- **Aeronautica:** Advanced training in how to operate flying vehicles, from transports to combat aircraft. This specialisation is sufficient for taking capable craft from orbit down to a planet, but not for performing complex manoeuvres outside of a planet's atmosphere.
- **Civilian:** Advanced training in how to operate non-military ground vehicles such as cargo haulers or personal transports.
- **Military (Restricted):** Advanced training in how to operate military ground vehicles, such as tanks. Typically, training in this specialisation is given by Astra Militarum instructors, to characters of sufficient rank.
- **Minor Voidship (Restricted):** Advanced training in operating smaller space vessels, from void fighters to transports. Typically, training in this specialisation is given by Imperial Navy instructors, to characters of sufficient rank.
- **Major Voidship (Restricted):** Training in how to operate the truly vast ships of the Imperial Fleet — Cruisers, Destroyers, Frigates, and similar. Typically, training in this specialisation is given by Imperial Navy instructors, to characters of sufficient rank.

PRESENCE (WIL)

Presence measures a person's ability to direct the actions of others or extract information from them, simply through their comportment. Posture, dress, and style of speech all contribute to success in such attempts. The mere clip of a Commissar's boots is often enough to hush an entire barracks of Militarum troopers, while an icily delivered ultimatum may be all it takes for a seasoned Macharian Vigilite to disperse a crowd of desperate rioters. Ultimately, however, maintaining the correct bearing comes from practice, training, and familiarity with the subject.

SPECIALISATIONS

- **Interrogation:** Aptitude in a variety of techniques designed to elicit answers out of a subject. A skilled interrogator implies pressure in many ways, subtle and not, in order to discover as much information as they can, even when a subject is cooperative. Interrogation is not physical torture, though undergoing a long interrogation may certainly feel agonising. Interrogation is opposed by the target's Discipline (Composure) or Endurance (Pain).
- **Intimidation:** Applying pressure through threats, subtle or blatant, that physical chastisement and other dire fates await those that fail to do as they are told or confess all they know. Intimidation is often opposed by Discipline (Composure). If one party is of a larger Size (page 201) than the other, the larger creature gains Advantage on this Test.
- **Leadership:** Trained to inspire others to put in their best efforts to achieve a desired goal. This can range anywhere from motivating a few clerks to finish a long survey in record time, to giving a group of desperate soldiers the courage to charge a fortified enemy bunker.

PSYCHIC MASTERY (WIL)

Restricted: You must have the *Psyker* Talent (see page 114) to purchase Advances in Psychic Mastery and its associated Specialisations.

Psychic Mastery represents a character's abilities to call on the unnatural forces of the warp to do their bidding. Through these techniques, they attempt to carefully focus a finite portion of the boundless power that exists within the immaterium to transform reality as per their desires. In the process, they endanger their very souls—and often the bodies and souls of everyone nearby. While an accomplished psyker might mitigate this risk, every use poses danger.

SPECIALISATIONS

- Psykers may specialise in any of the following Disciplines: **Biomancy**, **Divination**, **Pyromancy**, **Telekinesis**, or **Telepathy**. For more information on Psychic Disciplines, see page 160.
- **Various (Restricted):** Many other Psychic Disciplines exist throughout the galaxy, more secretive or forbidden that even the abhorred practices of the Imperium's sanctioned psykers. Some of these will be explored in future supplements, and likely require a corresponding *Forbidden Knowledge* Talent in order to learn.

RANGED (BS)

Across the Macharian Sector and throughout the Imperium, the snap of a lasgun or the deafening explosion of a well aimed bolter shell have ended more disagreements than the efforts of every Administratum clerk could ever hope to count. From the well trained sniper ending the rousing sermon of a heretical preacher, to the ganger hastily spraying an alleyway with a burst of autogun fire to cover their retreat, expertise with a ranged weapon can mean the difference between life and death.

SPECIALISATIONS

- **Long Guns:** Extensive training in the use of longer firearms, such as lasguns, shotguns, bolters, autoguns, meltaguns, and similar ranged weapons.
- **Ordnance:** Extensive training in the use of heavier ranged weaponry, such as lascannons, heavy bolters, missile launchers, and similarly devastating means of causing death and destruction.
- **Pistols:** Extensive training in the use of handguns, such as laspistols, bolt pistols, autopistols, stub revolvers, and similar firearms.
- **Thrown:** Extensive training in the use of hurled weapons, such as grenades and throwing knives.

RAPPORT (FEL)

Rapport measures a character's knack for getting other people to do something they otherwise might not. Sometimes this requires promises of future favours—or at least the implication of them. In other cases, money or other assets may change hands. Typically, though, the negotiations become easier the more the subject of the persuasive efforts expects to benefit from the exchange. When the benefits become more one-sided, then negotiations can be far more challenging.

Rapport allows characters to get away with doing what they want without resorting to threats. A Militarum trooper wheedling an extra power pack from the stores should know just how to ask the quartermaster to ignore the oversight, while a Ministorum Preacher would do well to learn exactly which of his congregations fears to play upon in order to whip them into a frenzy. In some cases words alone are not enough, and a handful of solars or a promise of future aid must be supplied to seal the deal.

SPECIALISATIONS

- **Animals:** Aptitude for gaining the friendship and affection of simple beasts, along with the knowledge of how to care for them. Useful for interacting with guardian canids to, for example, issue one a command, or get a hostile one to stop barking.
- **Charm:** Skilled at being exceedingly agreeable and pleasant company, leading to increased ability to make 'reasonable' requests of one's new friends. Charm is often opposed by Discipline (Composure).
- **Deception:** Well-practised, or specifically trained, to deceive without flinching. Deception is often opposed by Intuition.
- **Haggle:** Versed in the ancient art of bargaining for the best deal. Haggle is often opposed by either Discipline (Composure) or Logic (Evaluation).
- **Inquiry:** Trained, or naturally skilled, at getting answers out of others via gossip, friendly conversation, or pointed questions. Inquiry can be opposed by either Discipline (Composure) or Presence (Intimidation).

REFLEXES (AG)

Sometimes the only way to avoid an attack, or survive an accident, is to not be there when it happens; Reflexes represents this ability as well as physical adroitness in general. Often this is enough to mitigate an injury, and sometimes it can mean the difference between disaster and triumph. Some who hone this skill learn to respond through muscle memory before they even fully recognise a threat.

SPECIALISATIONS

- **Acrobatics:** Training in gymnastic exercises, with increased capacity for gracefully jumping, rolling, and tumbling. Can be used to swiftly traverse otherwise difficult terrain.
- **Balance:** Practice in keeping on one's feet, despite uncertain ground, pools of slippery unguents, or treacherous walkways.
- **Dodge:** Capacity for avoiding injury or accident through quick movements designed to sidestep the danger. Can be used to defend yourself in combat against melee and ranged attacks. While the unaugmented cannot directly dodge bullets, they can avoid being shot by swiftly removing themselves from the line of fire.

STEALTH (AG)

Stealth is a measure of a character's ability to go unnoticed. In an open wilderness, this likely means blending in with the surroundings, whereas within a crowded hab it might mean clinging to the shadows or just attempting to look like everyone else. In either circumstance, the character has the opportunity to go places where they are not wanted and to uncover secrets without others recognising that they have surrendered them. Characters who can move freely without being noticed are often essential in many missions, especially where a measure of discretion is involved.

SPECIALISATIONS

- **Conceal:** Aptitude for knowing how to obscure places and objects so that others cannot easily find them. Conceal is often opposed by either Awareness (Sight) or Intuition (Surroundings).
- **Hide:** Competence at becoming unseen or unremarked by others, such as when camouflaged amidst xenofoliage or tailing someone through a crowd. Hide is usually opposed by an observor's Awareness (Sight).
- **Move Silently:** Trained facility for moving soundlessly and avoiding drawing attention. Move Silently is usually opposed by Awareness (Hearing).

OPTIONAL RULE: SILENT TAKEDOWNS

Quite often, characters will find themselves needing to silently remove an enemy sentry. This can be resolved in a number of ways — making the appropriate Stealth Test, perhaps followed by a Target Location action (page 210) to the head with an appropriately silent weapon, resolving damage, and so on. If you wish, you may simplify this by making a Stealth Test opposed by the target's Perception. If the attacker gains a number of SL equal to the target's Toughness Bonus, they silently take them out. This might involve silently slitting the throat of a lone cultist, but could just as easily represent subduing and gagging a dozing guard — the details are left up to the player and GM.

TECH (INT)

Tech is a measure of a character's ability to use and repair technological devices. Within the Imperium of Man, this falls squarely under the purview of the Adeptus Mechanicus. In spite of this, people outside that order can acquire a knack for using, repairing, and even modifying technologies. Those within criminal cartels, on feral worlds, or in areas without proper Mechanicus access are among such individuals, though they will likely never match the expertise and knowledge of the rote (but often quite effective) techniques of an actual Tech-Priest.

You can use the Tech Skill to repair equipment, such as armour damaged by the *Rend* Trait (page 125). Typically, repairing technology is an Extended Tech Test (page 190) requiring a number of SL equal to the value of the item in solars divided by 100, with one Test allowed per hour. For example, to repair a ruined Flak Vest you would make a **Challenging (+0) Extended Tech (Engineering) Test** requiring a total of 5 SL, with one Test allowed per hour. All of these variables may be modified by the Gamemaster.

SPECIALISATIONS

- **Augmetics (Restricted):** Studied in the use and repair of different types of augmetic devices. Most augmetics are mechanical or electrical augmetic substitutes for Human biological parts, many with enhanced capacities, though some offer entirely new capabilities. Augmetics requires at least 1 Advance in the Medicae Skill.
- **Engineering:** Knowledge of the construction, use, and restoration of technological and mechanical devices. Encompasses the crafting of such items, as well as weapons and explosives. Within the Imperium, the Adeptus Mechanicus considers this entire branch of knowledge to be their exclusive right and will punish those who use it, or even study it, without their sanction. Notably, an individual that knows only how to assemble or repair a device by rote need not have this Specialisation.
- **Security:** Knowledge of how to interact with the Machine Spirits that control security devices, along with whatever other systems have been linked to the same, such as doors, thermo-regulators, weapons systems, and so forth, in order to direct them in specific ways. Accomplished through the use of binary codes, modern and ancient, along with various techniques used to sift information from datavaults, secured or otherwise. A Specialisation known to few outside the Adeptus Mechanicus.

TALENTS

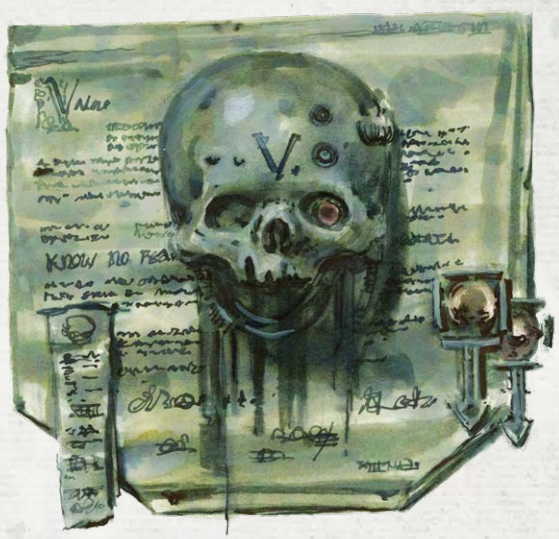
Characteristics represent your raw potential and natural physical and mental attributes, while Skills represent your training and expertise. Talents are distinct from these, and represent all of your tricks, quirks, and special abilities.

You will gain Talents during character creation through your **Role** (page 74), and potentially through your **Faction** (page 54) and through rolling on the **Random Talents** Table (page 74). After character creation, you can spend 100 Experience Points (XP) to purchase a new Talent, provided you meet its **Requirements**.

Requirements

Some Talents have Requirements you need to meet before you can purchase them. If you stop meeting the Requirements for a Talent, you lose the Talent. Requirements are typically one or more of the following:

- Above or below a certain Characteristic, such as 'Agility 45' or 'Less than 30 Intelligence'.
- A number of Advances in a Skill, for example '2 Advances in Melee'.
- A number of Advances in a Specialisation, for example '2 Advances in Melee (Two-handed)'. This does not require you to have 2 Advances in Melee.
- A lack of Advances in a Skill or Specialisation, such as 'No Advances in Presence or any Presence Specialisation'.
- Some Talents can only be taken during character creation, and cannot be purchased after you start playing **Imperium Maledictum**.
- Some Talents prevent or require you to taking other Talents, for example, you cannot be both a *Psyker* and a *Blank*.



ACUTE SENSE

One of your primary five senses is highly developed, allowing you to spot what others miss. You may make Perception Tests to detect normally imperceptible details with the associated sense, as dictated by the GM. This could include seeing a lone Servo-Skull at an incredible distance, detecting the presence of a near-odourless poison, hearing the breath of a motionless ganger hidden in the next room, reading printed text by touch, or knowing by taste alone that two ration packages come from different manufactorums.

ADRENALINE ACCELERATION

You are capable of impressive bursts of speed when your life is on the line. If you have a Critical Wound (page 214) your Speed increases by one step until the end of the Encounter, and you have Advantage on Athletics Tests made during a Pursuit (page 204) or while Fleeing (page 208).

AGILE ATTACKS

Requirements: Agility 45, 2 Advances in Melee

Speed and accuracy make your attacks more potent than powerful blows. You may use your Agility Bonus instead of your Strength Bonus when calculating damage for melee weapons with the *Subtle* Trait.

AIR OF AUTHORITY

Requirement: 2 Advances in Presence

You exude confidence and command, your mere presence influential to many. The first time you meet a group, you can make a **Challenging (+0) Presence** or **Rapport** Test. On a success, you gain +1 Influence with that group until the end of the mission.

AMBIDEXTROUS

You can use both hands equally well, and suffer no penalty for doing something with your 'off' hand. As a result, you may wield a one-handed melee weapon and a pistol at the same time without penalty to attacks with either.

APPLIED ANATOMY

Requirement: 2 Advances in Medicae

Your knowledge of physiology gives you a keen familiarity with injuries and how they are caused. Though that usually helps you treat them, it also aids your understanding of how to inflict them. When you inflict a Critical Hit or Critical Wound, you may increase its rolled severity by your Advances in the Medicae Skill.

ARTISTIC

You have a natural talent for the arts. This Talent can be taken multiple times, each time choose one of the following:

- **Literature:** +2 SL to any Test related to reading or writing, such as cataloguing a comprehensive and persuasive evidential case or recognizing which Imperial sagas are being referenced in an ingeniously coded message.
- **Painting:** +2 SL to any Test related to painting or drawing, such as creating a sketch of a person of interest or identifying the artist of an Imperial fresco and that it is a forgery.
- **Music:** +2 to any Test related to singing or performing music, such as leading a religious chorus or surmising which planet in a particular sub-sector someone is from based on the tunes they hum.
- **Theatre:** +2 SL to any Test related to acting or performing, such as dramatically depicting a character or identifying whether someone is wearing a uniform that was not made for them.

ATTENTIVE ASSISTANT

You are a dutiful assistant, rendering aid with efficiency and aplomb even when the activity would normally be outside your skillset. You can use the Help Action (page 208) to assist someone even if you do not have Advances in the Skill being Tested. Additionally, if you do have an Advance, they gain +1 SL on the Test.

BLANK

Requirements: Can only be taken during Character Creation. You can never be a *Psyker* and a *Blank*.

You are a Psychic Blank, one of the extremely rare Soulless. Psychic nulls like you carry the Pariah Gene, which denies you a psychic connection to the warp. Without that link, you have no presence within the immaterium, rendering you anathema to nearby psykers and daemons. You curtail access to the immaterium in your immediate area. Ordinary Humans find your presence disturbing, and may even suffer headaches or nausea from prolonged exposure to you.

This Talent includes the following effects:

- You automatically win any Opposed Test to resist a Psychic Power. Your result is always a Success (+1 SL).
- You cannot be detected through Psyniscience (page 93) alone.
- You are immune to Daemonic Possession.
- You never gain Corruption Points.
- You make Fellowship Tests when interacting with any creature with a connection to the warp with Disadvantage (i.e. all non-Blank Humans).
- Tests made to Manifest a psychic power that targets your Zone, an individual in your Zone, or made within Short Range of you suffer from Disadvantage.
- Daemons treat the Zone you are in as a *Minor Hazard (page 206)*.
- Individuals connected to a psychic hive mind (such as Genestealer Cultists) that enter or start their turn in your Zone must make a **Challenging (+0) Discipline (Composure)** Test or be *Stunned (Minor)* (see page 356).

THE BLANK'S BURDEN

Being a Blank comes with powerful advantages, but it is also a terrible stigma. It should only be taken after careful consideration from both the player and the GM. If one or more PCs are a Psyker, the group should take the time to plan around this. While the pairing of a Psyker and a Blank can be a powerful bane to Daemons, Rogue Psykers, and other enemies of the Imperium, a Psyker who cannot access their abilities is often more of a liability than an asset.

BONE BREAKER

Requirement: 2 Advances in Medicae (Specialisation)

Your medical training allows you to find faults in anatomy and exploit them with ease. As an Action, you can break the bone of a *Restrained* target that you have the relevant Medicae Specialisation for. Select a Hit Location. That Hit Location now has a *Broken Bone (Minor)* (page 216). If the Hit Location already has a *Broken Bone (Minor)*, it now has a *Broken Bone (Major)* (page 216).

Example: *Klaudia has 2 Advances in Medicae (Aeldari) and is Grappling (page 208) an* **Aeldari Ranger** *(page 347). As an Action, she uses* Bone Breaker *on the* Restrained *Aeldari Ranger and targets their Arm. The Aeldari Ranger now has a* Broken Bone (Minor) *on that limb, inflicting Disadvantage on any actions that use it.*

BRIBER
Requirement: 2 Advances in Intuition (People)

You have a natural instinct for who can be paid off, and how to manipulate them with an appropriate 'donation' of Solars. You have Advantage on all Intuition (People) Tests to gauge whether someone would be amenable to a bribe. Additionally, you decrease the cost of any bribe by 10% for every Advance in Rapport (Haggle) you have.

BULWARK
Requirement: 3 Advances in Reflexes

You are proficient in using a shield to deflect danger from multiple sources. When using a shield and taking the Defend Action, you may choose to Defend an additional ally that is within Immediate Range, or choose to Defend both an ally within Immediate Range and the Zone you currently occupy.

BURGLAR
Requirements: 1 Advance in both Athletics and Stealth

Breaking and entering comes naturally to you. You have Advantage on Tests related to breaking and entering a location, such as climbing the exterior of a building, quietly breaking windows, or unlocking doors or lockboxes.

CHIRURGEON
Requirement: 2 Advances in Medicae

You can use a Chirurgeon's Kit (see page 145) to perform surgery. You can perform Amputations (see page 217) and treat Critical Wounds that are beyond the skills of others. Additionally you gain Advantage when treating Critical Wounds in combat.

CLOSE QUARTERS DISCIPLINE
Requirements: 2 Advances in both Discipline and Ranged

Countless hours of practice, training, and drilling have taught you to focus on firing your weapon, even when you are mere inches from danger. An enemy within Immediate range of you does not impose Disadvantage on your Ranged Attacks.

COMBAT MASTER
Requirement: 2 Advances in Melee

Your accumulated years of combat experience allow you to keep lesser fighters at bay. You count as two people for the purposes of determining if one side outnumbers the other in combat.

CONDEMN THE WITCH
Requirements: Willpower 40, *Psyker* Talent

Simply denying a psyker access to the warp isn't enough for you. You twist their power, redirecting it to sear their mind, punishing them for their sorcerous transgressions and unforgivable blasphemies.

When you successfully use Deny the Witch (page 163) to prevent a psyker from manifesting a psychic power, that psyker suffers Wounds equal to the Warp Rating of the power they attempted to manifest.

EMPEROR'S AEGIS
With the Gamemaster's permission, you can take the *Condemn the Witch* Talent without requiring the *Psyker* Talent. Rather than reflecting any personal control over the energies of the warp, you instead enjoy some limited protection from psychic powers that even a psyker would struggle to explain. You may attribute this to unwavering faith, typically in the Emperor, or perhaps the protection of other, less beneficent entities. Whatever the result, you feel an instinctive abhorrence for Psychic Powers and may attempt to *Deny the Witch* using your Discipline (Psychic) Skill.

CONTORTIONIST
You can bend and twist your body to escape restraints and squeeze into smaller places. You are capable of fitting into unusually small or cramped spaces, such as the narrow pipes of a manufactorum. Additionally you have Advantage on Tests to resist or end the *Restrained* Condition or a grapple (page 208).

COUNTER ATTACK
Requirement: 3 Advances in Melee

Conforming to the idiom that 'the best defence is offence', you respond to an incoming attack with a lightning-fast counterstrike of your own.

If you are the target of a melee attack and win the Opposed Melee Test (page 211), you can choose to deal Damage to your opponent as if you made the attack.

You may purchase this Talent multiple times. You may Counter Attack once per round for each time you have purchased this Talent.

COUP DE GRÂCE
Requirement: 3 Advances in Reflexes

You know how to deliver a crushing final blow when you are dominating a situation. If you have 2 or more Superiority, you can take 2 turns in a row, sacrificing your turn next round.

DATA DELVER
Requirement: 2 Advances in Logic (Investigation)

You are naturally in tune with the flow of data and recorded information, effortlessly able to navigate the often byzantine records of the Imperium. You have Advantage on Tests made to find or retrieve information from a document or archive (whether analog or digital). Additionally, you read text in half the time it would normally take.

If you take this Talent again, you have Advantage on any Test made to determine where, when, how, or by whom a piece of information was created.

DEADEYE
Requirement: 1 Advance in Ranged

When you take the time to line up a shot in a practised manner, the benefits of your training flourish.

When you **Aim** (page 207) and make a Ranged Attack you gain +1 SL. If you purchase this Talent again, when you Aim you have Advantage on Tests to Target a Location (page 210).

DEALMAKER
Requirements: 1 Advance in both Intuition (People) and Rapport (Haggle)

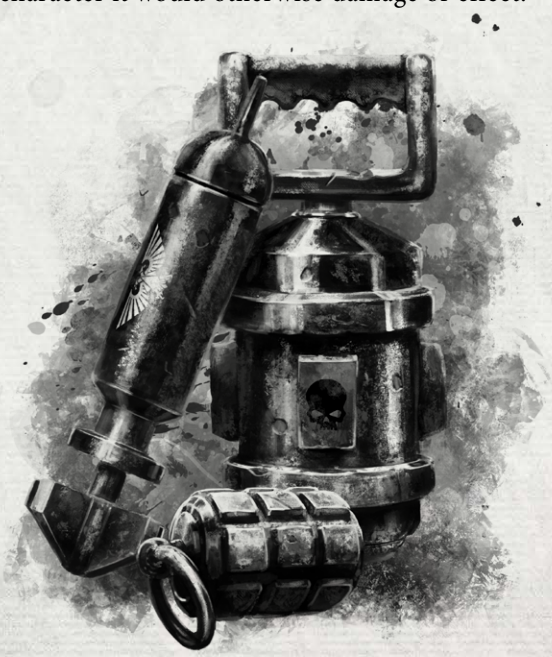
You are skilled in trading and know how to close a deal. During a negotiation you can make an Intuition (People) Test. If you succeed you gain the benefit of one of the following effects:

- You learn what the target would accept as a bribe, be it an object, specific information, or an amount of Solars. Not everyone can be bribed.
- You decrease the cost of anything you buy from the target by 10%.
- You increase the cost of anything you sell to the target by 10%.

DEMOLITION SPECIALIST
Requirements: 2 Advances in Ranged (Ordnance) or 2 Advances in Dexterity (Defuse)

Explosives are your area of expertise, and you've proved yourself able to use them successfully without blowing yourself up. Over the course of an hour, you can make a **Challenging (+0) Tech (Engineering)** Test to remove the *Unstable* Trait from an explosive. The GM determines the Difficulty. Additionally, when preparing delayed explosives (page 134) you may increase the Damage of those explosives by your Intelligence Bonus.

This Talent can be taken an additional time. If you do, each time you make an attack with a weapon with the *Blast* Trait you can aim it in such a way that it ignores one character it would otherwise damage or effect.



DEVOTED SERVANT

You are particularly talented at a form of honest toil. Select one of the options from the **Devoted Servant** Table. You gain Advantage on Tests related to your area of expertise.

DIRECTED STRIKES

Requirement: 3 Advances in Melee

You aim your weapons carefully in close combat, directing strikes to land where they can do the most harm. You do not have Disadvantage when you take the Target Location Action with a melee weapon.

DIRTY FIGHTING

Requirement: 2 Advances in Melee (Brawling)

You are proficient in the art of foul play. When you deal damage with a melee attack, you can choose to inflict the *Blinded* or *Deafened* Condition. If you succeed by +3 SL or more, you can choose to inflict the *Stunned* Condition instead (see Conditions, page 357).

DISARM

Requirement: 2 Advances in Melee

You are able to disarm an opponent with a careful flick of the wrist or a well-aimed blow to the hand. When you make a melee attack against an opponent who is the same size or smaller than you, instead of dealing damage you can choose to disarm them. If you succeed, your opponent drops a held object, which flies into a random adjacent Zone (with further effects as determined by the GM). If you win by +2 SL, you can determine which Zone the object lands in; if you win by +4 SL, you can take the object if you have a free hand, plucking it from the air with a flourish.

DISTURBING VOICE

The way you speak is unsettling, and to some, frightening. You gain +2 SL to Presence (Interrogation) and (Intimidation) Tests when using your voice. You suffer a −2 SL penalty to Fellowship Tests against someone that is disturbed by your voice, as determined by the GM.

DEVOTED SERVANT TABLE

Service	Description	Tests
Agronomist	You are talented with farming, fishing, grox herding, or some other method of industrialised sustenance production.	Tests related to food production or the provenance of food, such as identifying where the meat from a noble's dinner was sourced.
Custodian	You are a talented cleaner, a master custodian and expert sanitiser.	Tests related to cleaning or janitorial work, such as understanding how a crime scene has been cleansed to remove evidence.
Entertainer	You are a talented performer, practised in an artform of your choice that is designed to keep your superiors and their guests happy.	Tests related to entertaining someone, or attempts to identify another performer's skills and trainer.
Hunter	You are a talented hunter, showing proficiency in a self-sustaining lifestyle in uncivilised lands. Choose an environment you are experienced in, such as Forest, Wasteland, or Underhive.	Tests related to setting traps, or identifying animals. You can provide food for a number of people equal to your Perception Bonus when in your chosen environment.
Modiste	You are a talented clothier, experienced and skilled in making the robes and uniforms that denote status within the Imperium.	Tests related to production of clothing, for example, noticing whether an officer's uniform is tailored or a hand-me-down, or that a fine outfit was tailored to someone else.
Manufactorist	You are a talented manufactorum worker, experienced with production lines and industrial toil.	Tests related to the running of a manufactorum, worker shifts, records of outputs, or other relevant matters.
Mason	You are a talented architect or builder, an expert in orthodox and traditional Imperial construction.	Tests to ascertain the blueprint of a building, attempt to find secret rooms, or take stock of the stability of a construction.
Scullion	You are talented in preparing often unpalatable raw foodstuffs, making them both nutritious and enjoyable to consume.	Tests to prepare food, such as cooking a meal for your group or attempting to taste food for poison.

DISTRACTING

Regardless of your usual personality, you know how to be particularly vexing by interrupting people with disruptive, irritating, or offensive outbursts that are extremely effective distractions.

You can use this Talent once per encounter to interrupt another individual making a Test, imposing Disadvantage on their Test. In combat, this Talent is used as a Reaction (page 199).

If you purchase this Talent again, you can choose to gain one of the following:

- **Centre of Attention:** When you are within Immediate range of an individual that isn't your ally, you may choose to inflict Disadvantage on Tests that target makes with anyone other than you.
- **Stunning Interjection:** Once per encounter when you use the Distraction Talent, your target is *Stunned (Minor)* until the end of their next Turn.

DRILLED

Requirement: 1 Advance in Discipline

You've been trained to face down the innumerable dangers of the universe, especially if you are backed up by other trained warriors. You have Advantage on Tests to resist the *Frightened* Condition, and you gain +1 SL to Discipline Tests for every ally with the *Drilled* Talent in the same Zone as you.

If another member of your group has the *Drilled* Talent, you can both choose to purchase the *Drilled* Talent again to gain the following:

- **Kill Team:** When you are in the same Zone as another member of your party with the *Drilled* Talent, you can choose to act immediately after them in Initiative and gain +1 SL to all Tests.

DUAL WIELDER

Requirements: Ambidextrous, 2 Advances in Melee (One-handed)

You have learned to wield two melee weapons at once. You do not suffer Disadvantage when attacking with two melee weapons at the same time. See **Two-weapon Fighting** on page 214 for more information.

DUELLIST

Requirement: 2 Advances in Melee (One-handed)

You're a fantastic fencer when engaging an opponent one-on-one in armed melee combat. You treat all One-handed melee weapons that do not have the *Subtle* Trait as having *Defensive* Trait.

This Talent can be taken multiple times, each time after the first, choose to gain one of the following:

- **Duellist Feint:** When you successfully attack with a One-handed melee weapon, you can choose to deal no damage and instead impose Disadvantage on attacks the target makes against you until the end of your next Turn.
- **Duellist Guard:** When you make an attack with a One-handed melee weapon, you can choose to make that attack with Disadvantage to simultaneously make the Dodge Action.

EIDETIC MEMORY

You can recall things you've seen with incredible clarity and fidelity for much longer than most people. Once you see something, even briefly, you can recall an image of what you saw with virtually perfect accuracy. You do not need to make Tests to recall visual details about images you saw.

EVER VIGILANT

Requirement: 2 Advances in Awareness

Your senses are permanently engaged in a hunt for the enemies of the Emperor, to the extent that you sleep with one eye open. You gain +1 SL to Tests to detect hidden enemies, and you suffer no penalties from the *Unconscious*or *Blinded* Conditions while sleeping.

Additionally, whenever you leave a location that has an object of interest or clue that the group did not find or closely examine, the GM may make a secret Awareness Test on your behalf with a Difficulty they determine. If the Test is successful, the GM may reveal this clue to you.

EXPLOIT VULNERABILITY
Requirement: 2 Advances in Intuition (People)

You are ruthless in your use of information on your opponents. If you spend time to **Know Thy Foe** (page 196) before combat, you may choose the Hit Location of your first successful attack.

EXTENDED PROPRIOCEPTION
Requirement: 3 Advances in Pilot (Specialisation)

Your sense of your body's spatial movement and location extends to encompass the entirety of a vessel when you are piloting it. For vessels of your chosen Specialisation you always know their size and position in relation to their surroundings, meaning you will always know if the vessel will be able to fit through a gap, or feel if anything is off with the ship, such as a malfunctioning auspex or sabotaged void shield generator. Additionally, you do not suffer Disadvantage from being *Blinded* when you make a Pilot Test with your chosen Specialisation, and count as two people for the purposes of piloting a vessel that requires multiple crew to operate.

FAITHFUL (IMPERIAL CULT)
Prerequisites: You must be a member of the Adeptus Ministorum. If not, you must have +2 Ministorum Influence or 2 Advances in Lore (Theology).

You are a true believer of the Imperial Cult, a pious and devout member of the state religion of the Imperium and worshipper of the God-Emperor. You are capable of manifesting your faith as a light in the darkness of the 41st Millennium. This power can be used to further His divine will, but if it is misused, the Emperor is sure to punish such treachery.

Once per session you may add your Willpower Bonus in SL when you are making a Test related to your faith. For example:

- When interrogating a suspected heretic, invoke the God-Emperor's judgement to gain SL equal to your Willpower Bonus on a Presence (Intimidation) Test.
- If you are righteously striking down a foul xenos creature or a heretic, you can scream a benediction of the Emperor's fury to gain SL equal to your Willpower Bonus on your next attack.
- If you are attempting to recall information or locate a particular sacred text, you can make a prayer to the Emperor for guidance to gain SL equal to your Willpower Bonus on your Lore (Theology) Test.

FALSE RETREAT
Requirement: 3 Advances in Rapport (Deception)

You know how to use the confusion of battle to reposition yourself by feigning cowardice. As an Action, you can pretend to Flee (page 208). Reduce Superiority by 1 and remove yourself from the encounter. At the start of your next turn, you can choose any location within Long Range of your previous location. You are now in that location and hidden from your enemies. When — or indeed, if — you return to the Encounter, Superiority increases by 1.

FAMILIAR TERRAIN
You are so familiar with the particular environs of your upbringing that you can better find cover to protect yourself or disappear entirely. Choose an environment from the following list. Within that environment you have Advantage on Stealth Tests and gain +1 Armour from Cover (page 204) in addition to what that cover typically grants. You may take this Talent multiple times, choosing another type of terrain each time.

- **Agri:** Farmed fields, slaughterhouses, and other locations dedicated to food or water production.
- **Feudal:** Any Human civilisation that is not a hive city, on a Forge world, or on a Shrine World.
- **Forge:** Manufactorums, Omnissian forge-shrines, and the streets of Forge Worlds.
- **Hive:** Anywhere in a hive city, including the toxic sumps that often lie beneath.
- **Natural:** Forests, mountains, grasslands, plains, and other natural biomes untouched by civilisation.
- **Shrine:** Churches, cathedrals, tombs, and the streets of Shrine Worlds.
- **War zone:** Any location that is or was recently an active war zone, as well as military buildings and active encampments.
- **Wasteland:** The irradiated wastelands beyond hive cities, tundras, deserts.
- **Voidship:** Any void-faring vessel of Imperial design.

FATED
Requirement: Character creation only

You are innately lucky, enjoy the Emperor's grace, or perhaps have been chosen by the ruinous powers themselves for some great and terrible purpose. Regardless of the reason, you gain 1 point of Fate. You can only take this Talent once.

SAINTS OF THE IMPERIUM

While many convenient or unexplained events are proclaimed as miracles granted by the Emperor's grace, truly inexplicable occurrences are vanishingly rare. These so-called miracles are the stuff of legend, shrouded in mystery and superstition – acts of faith which are the purview of a handful of living saints across the history of the Imperium. With the GM's permission, a character who has displayed exemplary faith in the Emperor may take the Faithful (Imperial Cult) Talent a second time. If they do, they may Spend and Burn Fate in new ways.

GM's should be aware that many of these effects are quite powerful, and those capable of such miraculous feats are unlikely to remain unnoticed for long. Their very existence is something an entire campaign could be built around.

SPENDING FATE

You can spend Fate to form a minor miracle, saying a brief prayer to channel His divine light.

- As an Action, you may touch a Human and heal their Wounds by an amount equal to 1 + your Willpower Bonus.
- When a Human you can see suffers a Condition, you may allow that Human to ignore that Condition until the end of the encounter.
- When a creature within Long Range manifests a Psychic Power, you may subtract SL from their Psychic Mastery Test equal to your Willpower Bonus.

BURNING FATE

You can burn Fate to push your character beyond mortal limitations. Perhaps your character revives an apparently dead party member or lifts a vast weight of crumbling masonry to allow their friends to escape. Whether this is a miracle of the Emperor, or something else entirely lies between you, the GM, and any passing observers.

If your character has no remaining Fate, they can still perform one final mighty endeavour, at the cost of sacrificing their life to become a martyr to the God-Emperor.

FIELD MEDICAE

Requirement: 2 Advances in Medicae

There typically isn't time to properly treat wounds during a crisis, but a savvy healer like yourself knows how to patch up wounds and render immediate first aid to save lives under pressure. When you make a Medicae Test to heal a character (page 219), the Difficulty can not be harder than Challenging (+0).

FLAGELLANT

Your dedication to your faith is such that you have shed many of the concerns of your flesh. You are happy to endure as much pain as required in service to the Emperor, and may even come to see that suffering as a form of worship far more holy than even the most sweetly sung hymn or devout prayer.

You gain Advantage on any Test to resist the effects of pain or interrogation. Additionally, any time you suffer a Critical Wound you may make a **Challenging (+0) Lore (Theology)** Test. If you succeed, you may ignore the effects of that Critical Wound for a number of rounds equal to your Willpower Bonus. During this time your faith sustains your mortified flesh, allowing you to fight on where most others would have fallen. Once the duration of this effect is over, you suffer the full effects of the Critical Wound as normal.

FLANKING FIRE

Requirement: 2 Advances in Ranged

Your ally's attacks can open up your enemy's defences, allowing you to better place your shots. When you make a ranged attack targeting an enemy target in the same Zone as one of your revealed allies, your attack can bypass some of their cover. If your target is in Cover they reduce the Armour benefit that Cover grants by 2.

FLESH IS WEAK

Requirement: 2 Advances in Tech (Augmetics)

The Cult of the Omnissiah preaches that the flesh is inferior to the perfection of the machine, and you have fully internalised that teaching. The number of Augmetics (page 152) you can take is equal to double your Toughness Bonus.

FORBIDDEN KNOWLEDGE

Requirement: Character creation, or with GM permission (see **Forbidden Lore)**

Through accident, proscribed research, or by order of your Patron, you have gained access to unsanctioned information. Each time you take this Talent, you gain access to one of the following Specialisations. You may make Tests related to your chosen Specialisation and purchase Advances in the Specialisation.

- Linguistics (Forbidden)
- Lore (Forbidden)
- Medicae (Forbidden)

FORGER

Requirements: 2 Advances in both Linguistics and Lore

You are capable of forging documentation that allows you to wield Influence over a specific Faction. The Faction you are trying to gain Influence over determines the type of Test you must make when attempting to create the forgery, which takes a full day. Some example factions are listed below, though the GM may allow other options.

- **Adeptus Administratum:** Lore (Adeptus Terra)
- **Adeptus Ministorum:** Lore (Theology)
- **The Inquisition:** Linguistics (Cipher)
- **Rogue Trader Dynasty:** Linguistics (High Gothic)

The difficulty of the Test determines how much Influence the forgery will give you:

- Difficult (−10): +1 Influence
- Hard (−20): +2 Influence
- Very Hard (−30): +3 Influence

When you make the Test to forge the document, keep track of your SL. Anyone who inspects the document to discern its veracity makes an Opposed Test of their Logic (Evaluation) against the SL of your original Test.

FULL-AUTO FANATIC

Requirement: 3 Advances in Ranged

You are a fearsome foe when you wield a weapon with a high rate of fire. If your weapon has the *Rapid Fire* Trait (page 125), you can choose to spend double the number of ammunition required for its *Rapid Fire* Rating. If you do so the weapon's *Spread* Trait (page 125) affects all creatures within Close Range of the target rather than Immediate Range.

FORBIDDEN LORE

The GM is the arbiter of whether or not you can take the *Forbidden Knowledge* Talent. Keep in mind that possessing such expressly disallowed information effectively marks you for execution by the Inquisition, should they find out. In rare circumstances, you might be taught forbidden knowledge by your Patron, if they have the knowledge themselves and they place great trust in you. Some unlucky individuals encounter Forbidden Knowledge during particularly perilous parts of their lives, such as encountering a tainted artefact or extensive spying on a xenos foe. In either of these cases, or any other in which your GM agrees you are justified in taking this Talent, the expenditure of XP represents your efforts to comprehend and internalise such reprehensible thoughts.

Advances in a Forbidden specialisation come with special difficulties and risks. The Imperium knows that knowledge is power, but it also knows that some power is extremely perilous and must be contained to protect humanity. Such dangerous heresy is locked away, far from curious eyes, to be shared only with specific individuals in extraordinary circumstances.

Daring to learn such heretical and prohibited matters first means the character must have access to this information or someone to act as an instructor. Secondly, there are likely to be spiritual consequences which the GM may assign, up to and including assigning Corruption to the character (see page 220). Furthermore, displaying expertise in such areas may draw unwelcome attention from all manner of other characters, from Chaos worshippers to Inquisitors and everything in between.

FRENZY

You can work yourself into a frothing battle rage. As a Free Action you can make a **Challenging (+0) Willpower** Test to enter a frenzied state. While frenzied your Strength Bonus increases by +1 and you are immune to the *Frightened* Condition. On your turn, you must attempt to engage the nearest enemy in melee combat. You remain in this state until all enemies you can currently see have been defeated, or until you are affected by the *Stunned* or *Unconscious* Condition.

This Talent can be taken multiple times, each time choose one of the following:

- **Frenzied Control:** You can make a **Difficult (–10) Discipline (Composure)** Test as an Action, to halt your Frenzied state.
- **Frenzied Fearlessness:** Whenever you would become *Frightened*, you may immediately become Frenzied instead.
- **Frenzied Momentum:** One per Turn, when you kill an enemy whilst Frenzied, you may immediately Move or take another Action.

GALLOWS HUMOUR

Requirement: 2 Advances in Rapport (Charm)

You find humour in the darkest of places, and can use it to bolster the morale of your allies, keeping them alive in the direst of times. As an Action, you can use Charm (Rapport) to make a joke that can stabilise someone in a dire situation.

- If your target is *Fatigued* or *Frightened*, you can make a **Challenging (+0) Rapport (Charm)** Test as an Action to remove the Condition.
- If your target is *Stunned*, you can make a **Challenging (+0) Rapport (Charm)** Test as an Action to remove the Condition.
- If your target is Dying, you can make a **Challenging (+0) Rapport (Charm)** Test. If you succeed, your target does not die at the end of the round, and instead can survive for another 1 + SL rounds.

GOTHIC GIBBERISH

Requirement: 1 Advance in Linguistics

Gothic Gibberish is the appropriately verbose name given to the practice of talking rapidly and incessantly to confound a target by burying them beneath a deluge of obscure information.

You can use *Gothic Gibberish* by making a Rapport (Charm) Test opposed by the target's Discipline (Composure). Your target must share at least one language with you, and neither of you can be in combat. If you win the Opposed Test, your target is *Stunned* for as long as you continue to spout nonsense. Creatures *Stunned* by your *Gothic Gibberish* may do nothing other than stare at you dumbfounded as they try to catch up with or understand what you are saying. They may attempt another Discipline (Composure) Test opposed by your Rapport (Charm) at the end of each of their Turns, or whenever the GM deems it fitting — even *Gothic Gibberish* can't hold someone's attention if a firefight breaks out nearby!

GUARDIAN

Requirement: 3 Advances in Reflexes

You are quick enough to interpose yourself between your allies and harm. As a Free Action at the start of combat, choose one allied character within Medium Range. You are their guardian and are considered to be defending them for the duration of the combat (**Defend**, page 207). If the target is attacked and you are within Medium Range, you can immediately move to Defend them. If doing so causes you to break Engagement (page 212), your opponents have Disadvantage on their melee attack.

GUNSLINGER

Requirements: Ambidextrous, 2 Advances in Ranged (Pistols)

You have learned to wield two ranged weapons at once. You do not suffer Disadvantage when attacking with two ranged weapons at the same time. See Two-weapon Fighting on page 214 for more information.

HATRED

'Hate! Hate! Hate! An emotion as pure as it is deep!
Hate! Hate! Hate! Let it flow, let it run free!'

— Imperial Hymnal Vol. IV

You wield your fury as a weapon. Choose the object of your hatred — for example, xenos, heretics, or gangers.Whenever you come into contact with the the subject of your hatred, you must make a **Difficult (–10) Discipline (Composure)** Test. If you fail the Test, you have Advantage on any **Discipline (Fear) Tests** and +1 SL to any attack Tests you make against the target of your hatred. Whilst overcome by this hate, you must immediately attempt to destroy the hated group by the fastest and most deadly means possible. You may attempt another **Difficult (–10) Discipline (Composure)** Test at the end of each of your turns to end this effect. Otherwise, the effect ends when you fall unconscious or all visible subjects of your hatred are dead.

HIT AND RUN

Requirement: 3 Advances in Reflexes (Acrobatics)

When you strike an enemy, you can take advantage of their pain to acrobatically reposition yourself. As a Free Action, when you deal one or more Wounds or Critical Wounds, you can make a **Reflexes (Acrobatics)** Test to Disengage and move to an adjacent Zone.

HOLDOUT EXPERT

You are an expert at hiding small objects about your person — perhaps in a small compartment hidden in your clothing, or even in a hollow chamber inside an augmetic limb.

You can conceal one small item, no bigger than the palm of your hand. Anyone searching you must make a **Hard (–20) Awareness (Touch)**, **Dexterity (Pickpocket)** or **Logic (Investigation)** Test to discover the hidden object. If the individual searching you employs any technology, such as an Auspex or a Cyber-hound, this difficulty is reduced to **Challenging (+0)**.

HYPNO-INDOCTRINATION

Someone spent a great deal of time and effort hypnotically imparting you with specific training you could not consciously recall as it dwelt in your subconscious. Now it has revealed itself to you. Roll twice on the **Random Talents** Table (page 74). You now have those Talents. Hypno-Indoctrination can only be taken once.

ICON BEARER

Requirements: 1 Advance in Lore (Theology) and 1 Advance in Presence

When you lift a holy icon aloft it sends your companions' hearts soaring. When you are holding a Holy Icon (page 148) any ally within Medium Range that can see you gains the icon's benefit.

IGNORANCE IS MY SHIELD

Requirements: Less than 30 Intelligence, cannot have Advances in any (Forbidden) Specialisation

The Imperial Cult preaches that ignorance is the best defence against the horrors of heretical thought. You are particularly ignorant, warding you from the predations of the daemons of the warp. You gain +4 SL on all Tests made to resist Corruption (page 220), psychic powers, and the influence of daemonic forces. However, you also suffer a penalty of –4 SL on all Tests related to researching, tracking, or recalling information about daemons, psykers, and xenos.

INSPIRING PRESENCE

Requirement: 2 Advances in Presence (Leadership)

Your presence fills your allies with zeal. Allies in your Zone that can see you gain Advantage on Discipline Tests.

INHERITOR

Requirement: Must be taken at character creation

You are the heir to a lineage of some significance, be that the descendant of a Planetary Governor, the scion of a Rogue Trader Dynasty, the offspring of an influential Gang Leader, or something else entirely (see below). You gain +1 Influence with an appropriate Faction, provided you continue to live up to the legacy of your forebears. If the GM deems it appropriate to your circumstances, you may also be the beneficiary of **Inheritance**.

Also at the GM's discretion, this Talent may be taken to reflect more narratively impactful lineages, for your benefit or hinderance. For example, you may be a descendant of one of the vaunted Navis Nobilite, and therefore be able to access the Navigation (Warp) Specialisation (page 97). You may even be a member of one of the xenos-tainted bloodlines of the Genestealer Cults rumoured by some to exist in the sector.

INHERITANCE

The circumstances of your birth have placed certain burdens on you — an unwelcome duty, perhaps, or familial enemies you have never even met — but it also confers certain benefits. At the GM's discretion, you may claim an additional 5,000 solars of equipment, holdings, or investments (see page 231) when you take this Talent.

LAWBRINGER

Requirement: 2 Advances in Lore (Adeptus Terra)

The *Lex Imperialis* is composed of myriad inscrutable laws that keep the Imperium aloft, and you know how to wield them like a weapon — or at least have the confidence to threaten others with their execution. When you make a Rapport or Presence Test and know the target of your Test has broken some kind of law, you can reference that law to gain +SL to the Test equal to your Advances in Lore (Adeptus Terra).

LICKSPITTLE

You are a bootlicker, a brown-nose, a grovelling lackey and a sycophantic toady — but that almost always gets you what you want. You gain Advantage on any Test made to suck up to a superior.

INHERITORS OF WOE

Certain bloodlines, especially those of the Navis Nobilite and Genestealer Cults, will place a substantial narrative burden on the GM and other players, causing all sorts of challenges in the normal course of play. Navigators can all see into the Warp, are possessed of a third eye — the gaze of which kills most Humans on the spot — and are a carefully guarded Imperial resource unlikely to be allowed to roam freely. Likewise, Genestealer cultists are fanatical devotees of an alien cult, their minds leashed to an inhuman will, and many of whom cannot be seen in public. Both of these options should be discussed carefully with the GM, and are presented here as tools for parties looking to craft a unique gaming experience. After all, a party of Genestealer Cultists, serving a Magos Patron posing as a loyal Imperial citizen, carefully infiltrating and undermining the defences of an Imperial world would make for an exciting game of espionage and insurgency!

MARTYRDOM

Requirement: 2 Advances in Fortitude

You are unafraid to die in the God-Emperor's name. If you have at least one untreated Critical Wound received in the Emperor's service, you gain +SL to Tests equal to your Willpower Bonus. Only Tests made to directly confront your foes may benefit from this bonus.

MEDICAE MAVERICK

Requirements: 1 Advance in any Medicae (Forbidden) Specialisation

You have found forbidden ways of preserving the life and limbs of patients you treat, though your radical techniques are far from comfortable. As an Action, you may perform a quick procedure on an ally within Immediate Range. This operation can either turn a *Major Break* into a *Minor Break*, or fix a *Minor Break* instantly. This operation does not remove any Critical Wounds, and actually decreases the target's maximum Critical Wounds by 1, but they no longer suffer the negative effects of the *Major* or *Minor Break*.

MENTAL FORTRESS
Requirement: 2 Advances in Discipline (Psychic)

An open mind is like a fortress with its gates unbarred and unguarded, but the gates of your mind are sealed shut. Your mind cannot be read by psychic powers, and you reduce any Damage you would suffer from psychic powers by an amount equal to your Willpower Bonus.

MIMIC
Requirements: 2 Advances in both Awareness (Hearing) and Rapport (Deception)

Due to physiology-altering surgeries, inborn talent, or vocal training, you have the remarkable ability to mimic another person's speech patterns and voice. You can mimic a person's voice after you listen to them speak for at least one hour. This Talent does not allow you to speak a language you don't know.

OVERSEER
Requirement: 2 Advances in Presence (Leadership)

You're practiced in instructing others to work just as well as yourself. As an Action, you may make a **Challenging (+0) (Leadership)** Test to aid an ally or subordinate. If you succeed, your target may use your Skill instead of their own for the next Test they make.

PATHOLOGIST
Requirement: 2 Advances in Medicae (Human)

You have Advantage when performing autopsies to determine the cause and nature of someone's death, and analyse any medical imbalances in their system.

PHLEBOTOMIST
Requirement: 3 Advances in Medicae

You can perform phlebotomies and bloodletting, and are capable of examining an individual's blood to learn about their health. When you make a successful melee attack you can choose to inflict the *Bleeding* Condition instead of dealing Damage.

PORTER
Requirement: 2 Advances in Fortitude (Endurace)

You're strong as a grox, capable of carrying far more crucial gear than even those of similar strength. Your Maximum Encumbrance is equal to double your Strength Bonus, plus your Toughness Bonus.

PSYCHIC CASTIGATION
Requirement: The *Psyker* Talent

Those who dare intrude upon your mind find only the punishing lash of your psychic power when you repel their devious attacks. When you win an Opposed Willpower Test to resist a Psychic Power, the psyker manifesting the power suffers Wounds equal to the difference in SL you achieved on the Opposed Test.

PSYCHIC FLOOD
Requirement: The *Psyker* Talent

When you open yourself fully to the empyrean, you can channel a flood of its roaring power to amplify your gifts, though such power comes at great risk. When you manifest a psychic power, you can choose to gain a number of Warp Charge up to your Willpower Bonus. If you successfully manifest the power, add +1 SL to the result for each Warp Charge you gained using this Talent.

PSYKER
Requirement: Cannot have the *Blank* Talent. This applies even during Character Creation

The immaterium lies just behind reality, outside the perception of most creatures in the galaxy, but you are not most creatures. As a psyker, you are aware of the warp, though you may not understand it. You can access and unleash its tumultuous power into realspace.

Channelling such power is fraught with perils, however, and death is far from the most frightening possibility one might face. When you acquire this Talent, you gain the ability to manifest **Psychic Powers** (page 158). You can also purchase Advances in the Psychic Mastery Skill (page 98) and the Awareness (Psyniscience) Specialisation (page 93).

When you gain this Talent, you learn one Minor Psychic Power (page 166). Additionally, select a Psychic Discipline (page 160) and immediately gain one power of your choice from that discipline. You can spend 60 XP to purchase additional Minor Psychic Powers or 100 XP to purchase Psychic Powers from your chosen Discipline.

You can purchase this Talent a number of times up to your Willpower Bonus. Each additional time you purchase this Talent, you access a new Psychic Discipline and one power of that Discipline.

QUICKDRAW

Requirements: 2 Advances in both Ranged (Pistols) and Reflexes

You've trained yourself to ensure you always shoot first. When combat begins, you can draw and fire a Pistol before anyone else, regardless of Initiative order. If you are Surprised, you must make a **Hard (–20) Reflexes** Test to use this effect.

RAPID RELOAD

Requirements: 2 Advances in both Dexterity and Ranged

You can reload some weapons faster than most. This Talent can be taken multiple times. Each time choose a ranged Specialisation. You can reload weapons relating to those Specialisations as a Free Action.

READ LIPS

Requirements: 1 Advance in both Awareness (Sight) and Linguistics

You've practised analysing the physicality of speech, recognizing the sounds people make by visual observation alone. Even if you can't hear someone talk, you can understand what they're saying by reading their lips.

REGISTERED TRADER

Requirements: 2 Advances in Logic (Evaluation) and 2 Advances in Rapport (Haggle)

You are either a licensed member of a chartist captain's crew within the Merchant Fleet, a black market trader operating outside it, or are simply confident enough to pass yourself off as one of these. The base cost when you sell an item (page 120) is increased from 50% (rounded up) to 100%. Representatives of the Administratum or local infractionists may visit you Between Missions (page 228) to request a tithe to allow you to trade in such a way.

SANCTIONED PSYKER

Requirements: The *Psyker* Talent. Can only be taken during character creation.

From the multitude of Psykers identified within the Imperium each day, you were marked as having the potential to be more than a sacrifice to fuel the Golden Throne. You have been tested, tormented, and subjected to rites and rituals that you shudder to recall. The experience was mentally and physically scarring, but it left you more resistant to the dangers of the warp and in control of your power.

Your Warp Threshold is equal to double your Willpower Bonus. You also have a symbol to prove your sanctioned status.

SECRET IDENTITY

You maintain a secret identity that allows you to appear to be a member of another Faction. With your GM's permission, choose a Faction and a matching Duty in Chapter 3, or another reasonable duty in the Imperium. As long as you are dressed and behaving appropriately, you have +1 Influence with that Faction. Maintaining this masquerade requires **Rapport (Deception)** Tests when interacting with certain members of that faction.

NASCENT PSYKERS

The psyker mutation usually manifests early in life, but there have always been exceptions. So-called 'nascent' psykers may be born with the mutation, which lies dormant, or may mutate after exposure to the corrupting influence of the warp. In this current age, the baleful reach of the Cicatrix Maledictum awakens psykers in numbers never before seen. It sometimes seems as if anyone is a potential psyker.

In game terms, the *Psyker* Talent is available for purchase just as any other. However, to become a psyker represents a profound change for a character. If you are considering the Talent, think more carefully about it than you would for other advancements. To become a psyker is to pass through a gate from which there is no return.

When you take the *Psyker* Talent, you are, by default, unsanctioned. All psykers are unsanctioned until they undergo the ancient trials and trainings of the Adeptus Astra Telepathica. Whether you surrender yourself to the Black Ships or continue your work without sanctioning and risk the wrath of the Ordo Hereticus is a matter to decide with your GM and fellow players. The choice is sure to have a major impact on the campaign, and will not be compatible with many Patrons — some of whom count hunting unsanctioned psykers among their most important duties.

SHOCK ASSAULT
Requirements: Agility 45, 3 Advances in Stealth

Those who strike first strike hardest. You may take 2 Actions on your turn during a Surprise Round.

SKULKER
Requirements: 1 Advance in Navigation and Stealth

You have a talent for tailing people without being noticed. When you are attempting to follow a person or group using Navigation (Tracking), you do not need to make Stealth Tests to remain undetected by that individual. This loses effect if attention is drawn to you in some very obvious, or very foolish, way.

SLIPPERY
Requirement: 2 Advances in Reflexes

You're hard to pin down. When you move out of Engagement (page 212) and an opponent makes an immediate attack against you, they have Disadvantage on that attack Test. If you take this Talent twice you can Disengage as a Free Action.

SUPERIOR COMMANDER
Requirement: 4 Advances in Presence (Leadership)

You know how to take advantage of a dominant situation with precise commands. You can use your Action to give orders to your allies. Choose a number of allies equal to your current Superiority. Each ally can immediately Move or take an Action, other than use the *Superior Commander* Talent. No character can gain the benefit of this Talent more than once per round.

SUPPRESSING FIRE
Requirement: 2 Advances in Ranged

You've learned how to unleash a hail of fire to pin down your enemies. When you Rapid Fire (page 125) you can choose to deal no damage and attempt to suppress them instead. Your target and anyone within immediate range of them must make a Discipline (Fear) Test opposed by your Ranged Test. If you win, you inflict the *Restrained* Condition on your targets until the start of your next turn.

SURE-FOOTED
Requirements: 1 Advance in each of Athletics, Fortitude, and Reflexes
You're steady on your feet. If you have at least one point of Superiority you become Fast.

Additionally, you have Advantage on Tests to resist or end the *Prone* Condition, you can stand up from *Prone* as a Free Action once per Turn if you are not *Restrained*, and you have Advantage on Tests to resist being moved from your position against your will.

TACTICAL MOVEMENT
Requirements: 1 Advance in both Athletics and Discipline

You move in a calculated manner ensuring you can get into a safe position quickly. You can Take Cover (page 210) as a Free Action.

TENACIOUS
It's tough to keep you down. Whenever you suffer the *Stunned* Condition, you may immediately make a **Challenging (+0) Fortitude (Endurance)** Test to recover from the Condition.

TWO-HANDED CLEAVE
Requirement: 2 Advances in Melee (Two-handed)

You've practised wide swings with formidably large weapons, intent on clearing entire swathes of enemies with each broad stroke. When you wield a melee weapon with the *Two-handed* Trait, it also gains the *Spread* Trait (page 125). Attacks you make with such a weapon do not strike you.

This Talent can be taken multiple times. On the second and third time, choose one of the following:

- **Two-handed Brutalist:** When you wield a weapon with the *Two-handed* Trait, it also gains the *Rend (+1)* Trait (page 125).
- **Two-handed Sweep:** When you wield a weapon with the *Two-handed* Trait and hit a target in the leg you can choose to half the Damage dealt to force the target to make a **Hard (−20) Reflexes (Balance)** Test or fall *Prone*.

UNFLINCHING PRESENCE
Requirement: 3 Advances in Presence (Leadership)

Your stoic presence fills the hearts of those around you with bravery even in the face of disadvantage and imminent defeat. Whenever you would lose Superiority, make a **Hard (−20) Presence (Leadership)** Test. If you succeed, you do not lose Superiority.

UNREMARKABLE

Requirements: No Advances in Presence or any Presence Specialisation, unless acquired through the **Random Talents** Table (page 74).

Few pay attention to your existence — you appear without status, beneath notice, another face in the endless crowds of the Imperium.

When you are attired correctly, you can blend into an Imperial environment without making a Test, for example merging with a bustling throng, polishing a statue in a cathedral, or waiting on nobility at an event. Influential people will generally ignore you altogether unless attention is drawn to you. Though this Talent allows you to remain hidden and listen in on conversations it also imposes a Disadvantage on Presence and Rapport Tests targeting such high-status individuals. Additionally, the group does not lose Superiority when you suffer a Critical Wound or die.

VOID LEGS

You are an experienced Void Traveller and are all but immune to any void-sickness due to the shifting of a vessel. You do not suffer Disadvantage due to environmental effects specific to the void, such as a ship rocking or zero gravity.

You can take this Talent multiple times. Each time after the first choose one:

- **Attitude Control:** You have mastered movement in the void, capable of quickly pushing yourself from surface to surface. You are Fast when moving in zero-gravity environments.
- **Void Brawler:** You have experience fighting in the void. You have Advantage when making Melee Attacks in zero-gravity environments against characters who do not have the Void Legs Talent.

WELL-PREPARED

You are used to anticipating material needs to complete a mission. Once per mission you can find a piece of equipment you need in your backpack, pockets, or slings. The piece of equipment must be Encumbrance 0 and could feasibly have been acquired recently. This could be anything from a set of Photo-visors you need to explore the crypts beneath a shrine, or a Combi-tool to restore a broken cogitator containing crucial clues. When you use this Talent, you must deduct the cost of the 'prepared' equipment from your Solars, representing you spending it earlier.

V

ARMOURY

The 41st Millennium is a time of ever present violence and danger. The demands of your Patron must be met, and skill alone is insufficient to overcoming the perils of the Macharian Sector. Those investigating conspiracies, fighting heretics, and delving into the shadows of the Sector in search of centuries-old secrets must be adequately equipped for the task. This chapter presents a wide range of wargear, from common autopistols to arcane devices that call upon the Warp. It also includes details on transportation and provisions, as well as a range of augmetics, for when the flesh proves itself weak.

Macharian Sector Currencies

'NO SOLARS, NO SERVICE!'

— Sign above the door of 'Sump-side Arms'

With hundreds of worlds all ostensibly yoked into the Macharian Sector, each with their own cultural deviations and idiosyncracies, matters of currency and trade are understandably complex. The **Macharian Solar** is as close to an official currency as exists in the sector. It consists of metal coinage of various denominations, each brass disc forged from the shells of munitions expended during the Macharian Crusade, purportedly with certain impurities added by Adeptus Mechanicus metallurgists to prevent forgery.

Despite many attempts to encourage its use across the sector, its acceptance is far from universal. Some worlds, such as Macharia and Voll, make use of the Solar almost exclusively. Others cling to their own pre-crusade currencies and accept the Solar begrudgingly. On some remote worlds it is viewed with suspicion, and Solars usually have to be traded for local currency at a less than favourable rate.

The myriad of other forms of currency that exist across the sector takes many forms, ranging from discs of precious metals to hive credits, or exotic markers. Examples include the parchment strips encoded with royal blood used on Paleon, or the glowing scrimshaw tokens traded in the ice-rimed markets of Jotungarth.

In theory the Adeptus Administratum attempts to set the exchange rates between these local currencies and the Solar, but these rates are often decades out of date. In practice your players will usually be able to find some way to spend their Solars, or to exchange local currency for its equivalent value in Solars should the need arise. Exactly how difficult and obtuse to make this is up to the GM.

For the sake of clarity and in accordance with Administratum guidelines, all items in this chapter are priced in Solars.

TRADING EQUIPMENT

The following rules for buying and selling equipment are all optional. Depending on your location and situation, the GM may prefer to simply roleplay the group tracking down their sought-after gear, and narratively decide if it is available, what it costs, and if there are any Tests or narrative obstacles to secure it — such as strange barters, unsavoury favours, or intense haggling.

If your group would rather embrace chance and uncertainty in the markets of the Macharian Sector, they can use the following rules instead.

Availability

All equipment has an Availability: Common, Scarce, Rare, or Exotic.

- **Common** equipment can easily be found on almost all Imperial worlds and is assumed to always be readily available.
- **Scarce** and **Rare** equipment is less common, and you need to pass an Availability Test to find any in stock locally. The chance of passing the Test depends upon the specific type of world you find yourself on.
- **Exotic** items are so ancient or specialised that they are only available if the GM determines they are, or if you commission the item from a sanctioned artisan (perhaps with a *Commission* Endeavour, see page 232), or make it yourself (perhaps with a *Crafting* Endeavour, see page 232).

Once you know an item's Availability and the planet type you are seeking it out on, check against the **Market Availability** Table to see if it's in stock. When trading aboard Space Stations and Voidships, you can normally use the worlds they orbit or travel between to determine which goods are available. If there is a percentage chance the item is in stock, make an Availability Test by rolling 1d100. If the result is equal to or lower than the percentage chance, the item is in stock! If you fail the Availability Test, you can either reroll when you arrive at a new planet, or you can try again one week later, provided the world has open trade routes for new goods to arrive.

NON-STANDARD WORLDS

Note that the table presented here represents 'standard' Imperial worlds — such as they are. The GM is free to adjust the Availability of specific equipment to fit the world or even a specific city. For example, on Mahagan space stations, where hull-penetrating firearms are illegal, all ranged weapons are Exotic, but all melee weapons have their Availability reduced by one step. Meanwhile, the Feral World of Maleer hosts the technologically advanced Knight House Vandensarg, meaning that — at least for members of House Vandensarg — that location has a similar market availability as a Forge World.

MARKET AVAILABILITY

	Feral World	Feudal World	Agri World	Shrine World	Hive World	Forge World
Common	In Stock!	In Stock!	In Stock!	In Stock!	In Stock!	In Stock!
Scarce	15%	30%	45%	60%	75%	90%
Rare	Not in Stock	5%	15%	25%	35%	45%
Exotic	Not in Stock	Not in Stock	Not in Stock	Not in Stock	Not in Stock	Not in Stock

If an item is in stock, it's up to the GM to determine how many are available. In general, Feral and Feudal Worlds have a single item in stock, Shrine and Agri Worlds have 1d10 items, Hive and Forge Worlds have as many as the GM deems appropriate. These quantities are doubled for Common equipment, and halved for Rare equipment (rounding up).

Example: *Kalli is seeking to replace her ruined Mesh Vest after a nasty run-in with the local Enforcers left it full of holes and las burns. A Mesh Vest has a standard Availability of Rare and costs 240 solars. Kalli is currently operating in the Hive World of Voll, so the GM checks the Hive World column on the Market Availability Table. It lists a 35% chance of finding a Rare item. The GM thinks that sounds right, so they ask Kalli to make an Availability Test to see if they can locate a Mesh Vest. They roll a 22, success! The GM describes how Kalli manages to find a travelling merchant who deals in exotic arms and armour who is willing to sell them a Mesh Vest.*

Bargaining and Trading

Even within the strict confines of Imperial society, the allure of a good deal or a wicked con are hard to resist. After all, a couple of solars here or there can be the difference between a warm hab for a night or sleeping in a damp sump-drain. When buying equipment, there are two primary Skills to Test: Logic (Evaluation) and Rapport (Haggle).

Logic (Evaluation) is used to identify any Item Qualities or Flaws a piece of equipment might have (see **Craftsmanship** on page 121). A successful Logic (Evaluation) Test can also tell you how much a piece of equipment is actually worth, regardless of what the seller claims.

I KNOW A GUY

In certain situations the GM can rule that Influence — both personal or from a Patron — can be used to modify the Availability of an item by one step per level, or its cost by 10% per level. See page 192 for more on using Influence in Social Tests.

Rapport (Haggle) is typically an Opposed Test. Haggling is common on all planets, and most goods are marked up to account for it. Winning a Rapport (Haggle) Test reduces the listed price by 5% per SL up to a maximum reduction of 20%. Failing an Opposed Rapport (Haggle) Test may leave the cost as it is, increase its cost by up to 10%, or the offended seller may refuse to sell to the Character at all.

Example: *Having located a merchant with a Mesh Vest, Kalli enters negotiations. She makes a Logic (Evaluation) Test, and fails with –2SL. She will have to take the merchant's word that the item is as good as it looks and doesn't have any hidden Flaws. Kalli then makes an Opposed Rapport (Haggle) Test with the merchant to try and lower the price. Kalli manages to get +4SL on their Test, and the GM rules that this will grant a helpful 20% discount (48 solars). This takes the 240 solar Mesh Vest down to a final price of 192 solars, which Kalli is happy to pay.*

Selling

Selling equipment uses the same method as purchasing it, but you pocket the solars. You must check for the Availability of a buyer in your area in the same fashion as checking for in-stock items. You can then bargain and trade, using Logic (Evaluation) and Rapport (Haggle) Tests. Finally, you agree upon a price with your prospective buyer.

On some worlds commerce is more tightly controlled than others, but if it is not possible to find a trader with the proper Administratum or guild clearance, black markets for most goods are common. In either case, the base cost when selling a piece of equipment is half (rounded up) an item's listed price.

Lowering the Price

If you can't find a buyer, you can try lowering the price. Each time you halve (rounded up) the amount of money you are willing to accept, the Availability of a buyer increases by one step.

Example: *Kalli is looking to sell an old Chainsword to make up some of the money she spent on her Mesh Vest. The Chainsword has an Availability of Scarce, and a standard value of 500 solars, halved to 250 solars for selling second hand. As she is selling a Scarce item on a Hive World, she has a 75% chance of finding a buyer. Unfortunately she rolls an 81, finding no interested buyers.*

She could wait a week to try again, but she really needs the solars today, so she lowers her asking price. This increases the likelihood of finding a buyer to Common, meaning she is guaranteed to find a buyer, but only get 125 solars. Desperation has its price.

Bartering

The Imperium is a vast machine with complicated and baroque logistic chains. Many of these are resolved with the exchange of goods on a supply and demand basis, rather than hard currency — a fact that financially-driven individuals, such as Rogue Traders, exploit to amass vast wealth. This is known as bartering, and can take place at any scale, from haggling merchants on the street, to vast trade fleets exchanging millions of tonnes of raw materials.

To resolve bartering of this type, compare the Availability of the items being traded against those being acquired. The barter ratio indicates how many 'units' must be traded, and how many 'units' of the other commodity are acquired in exchange. 'Units' are defined by checking the equipment list prices of both items and grouping them into packages of roughly equivalent value.

Example: *Casseum has come into possession of 2 Frag Missiles for a missile launcher. As nobody in their party has a missile launcher, he decides to barter them for ammunition they will use, the ubiquitous Frag Grenade. Frag Grenades have a cost of 50 Solars, while Frag Missiles cost 200 each, meaning that 4 Frag Grenades are equal to 1 Frag Missile. Both are Common Availability, so they use a 1:1 bartering ratio. This means that for every 1 Frag Missile Casseum barters, he walks away with 4 Frag Grenades. He barters the 2 Frag Missiles, leaving his party with a healthy stockpile of 8 Frag Grenades.*

BARTERING

Traded Items	Acquired Items			
	Common	Scarce	Rare	Exotic
Common	1:1	2:1	4:1	8:1
Scarce	1:2	1:1	2:1	4:1
Rare	1:4	1:2	1:1	2:1
Exotic	1:8	1:4	1:2	1:1

Example: *Casseum has come into possession of 6 Blasting Charges. As nobody in their party has much use for industrial explosives, he decides to barter them for ammunition they will use, the ubiquitous Frag Grenade. Frag Grenades have a cost of 50 Solars, while Blasting Charges cost 40 each, meaning that 4 Frag Grenades are equal to 5 Blasting Charges. Both are Common Availability, so they use a 1:1 bartering ratio. This means that for every 5 Blasting Charges Casseum barters, he walks away with 4 Frag Grenades. He barters them away, leaving him with several useful Frag Grenades, and a single Blasting Charge. At the GMs discretion he may be able to haggle with the seller to throw in an extra Frag Grenade in exchange, but instead Casseum chooses to hold on to the industrial explosive. One never knows when a timed explosive might come in handy, after all.*

CRAFTSMANSHIP

Even in the Imperium, where weapons may see service for hundreds or even thousands of years, not all wargear is made equal. A bolt pistol fabricated in the sacred confines of a Forge World by a cabal of Adeptus Mechanicus artisans is a vastly different creation than one bolted together in an unsanctioned underhive forge, the same goes for augmetic limb replacements, tools, or any other crafted item. This can be represented using the **Item Qualities** and **Item Flaws** rules presented here.

An Item Quality makes the piece of equipment function better, but more difficult to find. An Item Flaw makes it functionally worse, but easier to find.

Item Qualities

Each Item Quality doubles the piece of equipment's listed price and reduces its Availability by one step. In general, if a piece of equipment has more Item Qualities than Flaws, it is regarded as high quality, and may suitably impress or cause covetous envy among observers.

LIGHTWEIGHT

This item employs lighter materials, slimline designs, anti-grav suspenders, or other ingenious methods to reduce its weight substantially. Reduce the item's Encumbrance by 1. If the item is reduced to or already has an Encumbrance of 0, the GM may instead grant the item the *Subtle* Trait (see page 125).

MASTER CRAFTED
These legendary items are works of art, handed down over generations as prized relics. Master Crafted weapons, gear, and tools grant +1 SL to all relevant Tests when using them. Master Crafted armour gains +2 Armour. Master Crafted items always cost at least 500 solars.

ORNAMENTAL
This item is resplendent with complex carvings, rare materials, or any other aesthetic improvements. This Item Quality can be taken multiple times, increasing the impressive nature of the equipment each time. At the GM's discretion, a suitably impressive item may grant +1 SL on Fellowship Tests with characters who would appreciate the item's aesthetics and style.

DURABLE
This item has been built with robust mechanisms or redundant systems, ensuring that it keeps working even under extreme stress. If the equipment is a weapon, it gains the *Reliable* Trait (see page 125). Otherwise, the first time this equipment would lose a point of Armour, or otherwise cease to function, it instead continues to operate as normal.

Item Flaws
Each Item Flaw halves (rounded up) the piece of equipment's listed price and improves its Availability by one step. Exotic equipment does not have its Availability modified due to Item Flaws — they are always prohibitively difficult to find, even poor quality examples. In general, if a piece of equipment has more Item Flaws than Qualities, it is regarded as poor quality and may incite derision or insults from others.

Many unscrupulous sellers attempt to conceal flaws in the items they sell. Short of actually using an item and finding out the hard way, a successful **Challenging (+0) Logic (Evaluation)** Test is required to reveal any Item Flaws a piece of equipment has.

BULKY
Whether crafted with heavy materials or lacking expertise, this item is more cumbersome than it needs to be. Increase the item's Encumbrance by 1. Bulky items lose the *Subtle* Trait (see page 125).

SHODDY
The item is well worn or made with inferior materials, making it difficult to use. Shoddy weapons and tools suffer –1 SL on all relevant Tests when using them. Shoddy armour has –2 Armour, to a minimum of 1.

UGLY
This equipment looks like it was dredged up from a hive sump — rusted, leaking, or held together with rotting adhesive strips. At the GM's discretion, a suitably ugly item may impose –1 SL on Fellowship Tests with characters to whom aesthetics or style matter.

UNRELIABLE
Whether a result of poor craftsmanship or a disgruntled machine spirit, this item always seems to impede, fail, or self-destruct at the worst possible moment. *Unreliable* weapons have the *Unstable* Trait (page 125). If you suffer a Critical Hit (page 213) to a location protected by *Unreliable* Armour, the Armour in that location is destroyed. Other *Unreliable* equipment breaks when you Fumble (page 213) whilst using it.

Encumbrance
Even the brawniest Feral worlder cannot carry a limitless amount of gear. To help you track how much you are carrying, all items are marked as weighing a number of Encumbrance points (sometimes abbreviated to 'Enc'). Encumbrance is typically 0–3, where 0 is a trifling item that's easily carried, and 3 represents something that's a struggle to heft. The total Encumbrance of items you can carry without penalty is equal to your Strength Bonus + Toughness Bonus.

For additional items you might find during your missions, your GM can extrapolate an Encumbrance value from the examples below.

ENCUMBRANCE EXAMPLES

Encumbrance	Example Item
0	Knives, Coins, Dataslate
1	Sword, Pistol, Sling Bag
2	Chain Axe, Lasgun, Demolition Kit
3	Eviscerator, Missile Launcher, Portable Reliquary

SMALL ITEMS
Common sense usually dictates the number of smaller items someone can carry before becoming Encumbered. As a rough guide, 10 small items of Encumbrance 0 are equivalent to Encumbrance 1.

OVERSIZED ITEMS
Certain large items have an Encumbrance of 4 or more. You may normally only carry one oversized object, and it likely requires both hands or a specialised harness.

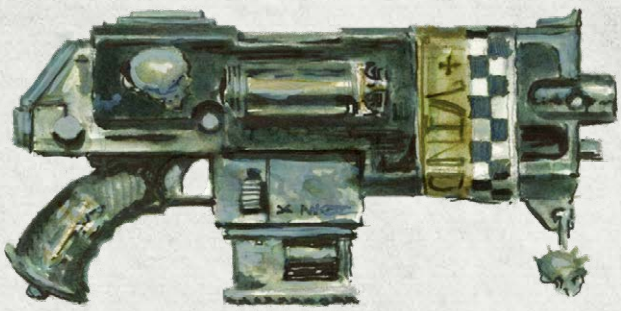
WORN ITEMS

Worn items which distribute their weight across your body, such as armour, clothing, and jewellery, reduce their Encumbrance by 1. This sometimes means they count as Encumbrance 0 when worn. Carried or wielded items such as weapons do not gain this benefit.

OVERBURDENED

If you carry items with a total Encumbrance value that exceeds your Strength Bonus + Toughness Bonus, you gain the *Overburdened* Condition. While *Overburdened*, you have Disadvantage on all Agility Tests and your Speed is reduced one step (usually to Slow).

If you carry items with a total Encumbrance more than twice your Strength Bonus + Toughness Bonus, you gain the *Restrained* Condition (see page 357) and cannot remove it until you reduce your Encumbrance.



WEAPONS

The Macharian Sector endures the legacy of the Macharian Crusade, a war that stained a wide swath of the galaxy red with the blood of countless millions. Though war is a constant throughout the Imperium, the Macharian Crusade (and subsequent heresy) was so vast and its soldiers so well supplied that even centuries later the weapons that were used to fight it remain common throughout the sector. Some Lasguns have been passed down generations from those who survived, and lost logistics caches are still being discovered on forgotten worlds. There is a substantial shadow trade in relic weapons said to be used by the Lord Solar's personal retinue — or even by Saint Macharius himself.

Even today the manufactorums founded to supply the war machine Macharius created continue to issue new weapons by the megatonnes each day. Even this staggering output is barely enough to support the sector as Imperial authorities desperately seek to reassert control. Statistics for a wide variety of melee and ranged weapons are detailed on the following pages. The **Melee Weapons** Table (see page 128) and **Ranged Weapons** Table (see page 132) list weapons in the following format:

Type: The weapons tables group weapons by Type, such as Chain, Power, Bolt, Las, etc. A weapon's Type may give a bonus, or refer to a collection of Traits, such as a Chain weapon having the *Rend* and *Loud* Traits.

- **Name:** The common name of the weapon. Players are encouraged to choose different names to represent a unique weapon pattern, forge name, or family name for a weapon passed down through generations.
- **Specialisation:** Each weapon has a Specialisation that indicates which Skill Specialisation is used when wielding it. For more information, see **Specialisations** on page 92.
- **Damage:** How much Damage the weapon inflicts when it hits. Many have extra values, such as adding the user's Strength Bonus for melee weapons. In the case of ranged weapons, the Damage value is representative of the standard ammunition for the weapon. Custom Ammunition (see page 132) may change this value. If a weapon has a Damage of – it deals no Damage, but instead affects the target with a Trait, such as *Inflict (Condition)*.
- **Range:** The distance at which ranged weapons can be used effectively. See page 202 for more information on Range.
- **Magazine:** For weapons without the *Burst* or *Rapid Fire* traits, this indicates the number of times a ranged weapon can be fired before it needs to be reloaded — usually as an Action (see page Reload). A weapon with the *Burst* or *Rapid Fire* trait only counts as consuming ammunition when taking advantage of either of these traits — otherwise, these weapons contain sufficient ammunition that tracking each individual shot is unnecessary.
- **Encumbrance:** Encumbrance, representing the weapon's weight and bulk. See page 122 for more information on Encumbrance.
- **Cost:** The standard price of the weapon in solars. The price shown in brackets is the cost for one standard load of ammunition, if required.
- **Traits:** Any Traits the weapon has.

Weapons and Armour Traits

Many weapons and armour have unusual qualities or effects known as Traits. The following are some of the most common Weapon and Armour Traits in **Imperium Maledictum**. Many Traits have ratings attributed to them, which changes the exact effect as shown in each entry.

BLAST

When you use a weapon with the Blast Trait to attack, target a Zone within range and make a single Ranged Skill (Ordnance or Thrown) Test, depending on whether the weapon is a Launcher or a thrown Grenade. All characters in the target Zone can use their Reaction to make an opposed Reflexes (Dodge) Test versus the result of your Test. If you win the Opposed Test, you deal Damage equal to your weapon Damage plus the difference in SL. This means that some characters in the target Zone may take severe damage, while others take none at all.

BURST

When you use a weapon with the *Burst* Trait, you may choose to declare that you are firing a burst rather than a single shot. If you do so, you may add +1 SL to your Ranged Test, and must reduce the ammunition in the weapon by 1.

Weapons with *Rapid Fire* are always treating as having the *Burst* trait, though you cannot use both of these Traits on a single attack.

CLOSE

Ranged weapons with this Trait can be used in Immediate Range without incurring Disadvantage on the attack roll.

DEFENSIVE

You have Advantage on Opposed Tests when defending from melee attacks (see page 211) with this weapon.

FLAMER

A *Flamer* weapon spews a stream of burning chemical liquid. The wielder can guide the flowing torrent of flame to set multiple foes ablaze. Attacks made with a *Flamer* have *Spread* and ignore *Cover* (see page 204).

Instead of targeting a creature with the Flamer, you can choose to target a Zone within range. The Zone becomes a *Minor Hazard* (see page 206) until the end of your next turn.

HEAVY (RATING)

Heavy equipment requires StrB equal to the rating to wield effectively. If you do not meet the requirement, you suffer the following penalty based on the type of wargear:

- **Armour** with this Trait impose Disadvantage on Agility Tests.
- **Melee weapons** with this Trait impose Disadvantage on Weapon Skill Tests.
- **Ranged weapons** with this Trait impose Disadvantage on Ballistic Skill Tests.

Instead of moving, a character can brace a Heavy ranged weapon on a suitable terrain feature such as a piece of cover. If they do so, they may ignore the Heavy trait until they next take a move action.

INEFFECTIVE

Some weapons are not very good at penetrating armour. All Armour is doubled against *Ineffective* weapons.

INFLICT (CONDITION)

If an attack with this weapon deals Wounds, the target suffers the Condition. If the weapon or attack does not list a damage rating, the attack only needs to hit to inflict the Condition. Conditions have a default duration and means of removal (pages 356-357), but specific equipment or Conditions may stipulate other durations or requirements to end the Condition instead. Otherwise, the Condition lasts for one round.

LOUD

The equipment is noticeably noisy. A weapon with the *Loud* Trait alerts everyone within Long Range of your presence when used to make an attack. Armour with the *Loud* Trait imposes Disadvantage on Stealth Tests.

SIMPLIFIED EXPLOSIONS

In situations where multiple creatures are caught in an explosion, instead of making an Opposed Test for each creature in a target Zone, the GM can choose to make a single Opposed Test for all targets that have the same **Reflexes (Dodge)** skill, and apply any resulting Damage to all targets. This saves the GM from making multiple rolls for similar or identical creatures.

PENETRATING (RATING)
This weapon's attacks ignore Armour equal to the rating.

RAPID FIRE (RATING)
When you fire this weapon, you can declare that you are Rapid Firing. If you do so, you may either choose to grant the weapon the *Spread* Trait, or you may gain Advantage on the attack roll and increase the weapon's damage by its *Rapid Fire* rating.

In either case, reduce the weapon's magazine by its *Rapid Fire* rating. You cannot *Rapid Fire* if your magazine currently contains less ammunition than its *Rapid Fire* rating. Weapons with *Rapid Fire* are always treated as having the *Burst* trait, though you cannot combine both. You must choose which Trait to use, or you may choose neither.

REACH
You can use a *Reach* weapon to attack any creature within your Zone without becoming Engaged (see page 212) with the target. When you are Engaged with an enemy, you have Disadvantage on Melee Tests to defend yourself with a *Reach* weapon.

RELIABLE
When using this weapon to attack, if you Fumble in combat (see page 213) roll 1d10. On a result of 4+, you ignore the Fumble result.

REND (RATING)
When an attack with this weapon that dealt one or more Wounds resolves, the outermost Armour on the Hit Location is reduced by the *Rend* rating until it is repaired. Armour can be reduced more than once in this way, and if it is reduced to 0 it is completely destroyed.

INCOMING FIRE!
Rapid Fire is a powerful tool, both for player characters and enemies. It is recommended that enemy characters use either the *Burst* or *Rapid Fire* Traits once per combat. Alternatively, each time an enemy uses *Rapid Fire*, they should spend their following Action reloading. This removes the burden of tracking ammunition from the GM, and reduces the chance that player characters are obliterated in a hail of gunfire. This can be explained by enemies having limited ammunition or poor weapon discipline.

SHIELD (RATING)
When you use this shield to brace against incoming fire (see page 142), you gain additional Armour equal to the Rating.

SPREAD
All creatures within Immediate Range of the target, other than the attacker, must make a **Challenging (+0) Reflexes (Dodge)** Test or suffer half Damage from the attack. If a weapon already has the *Spread* Trait and would gain it in another way, such as by using *Rapid Fire*, creatures within Immediate Range who fail their **Reflexes** Test suffer full damage instead.

SUBTLE
Weapons and Armour with this Trait are often silent and easy to conceal.

Weapons with this Trait are quiet and may be easily hidden, imposing Disadvantage on Awareness Tests to detect the weapon's use or find it hidden on your person.

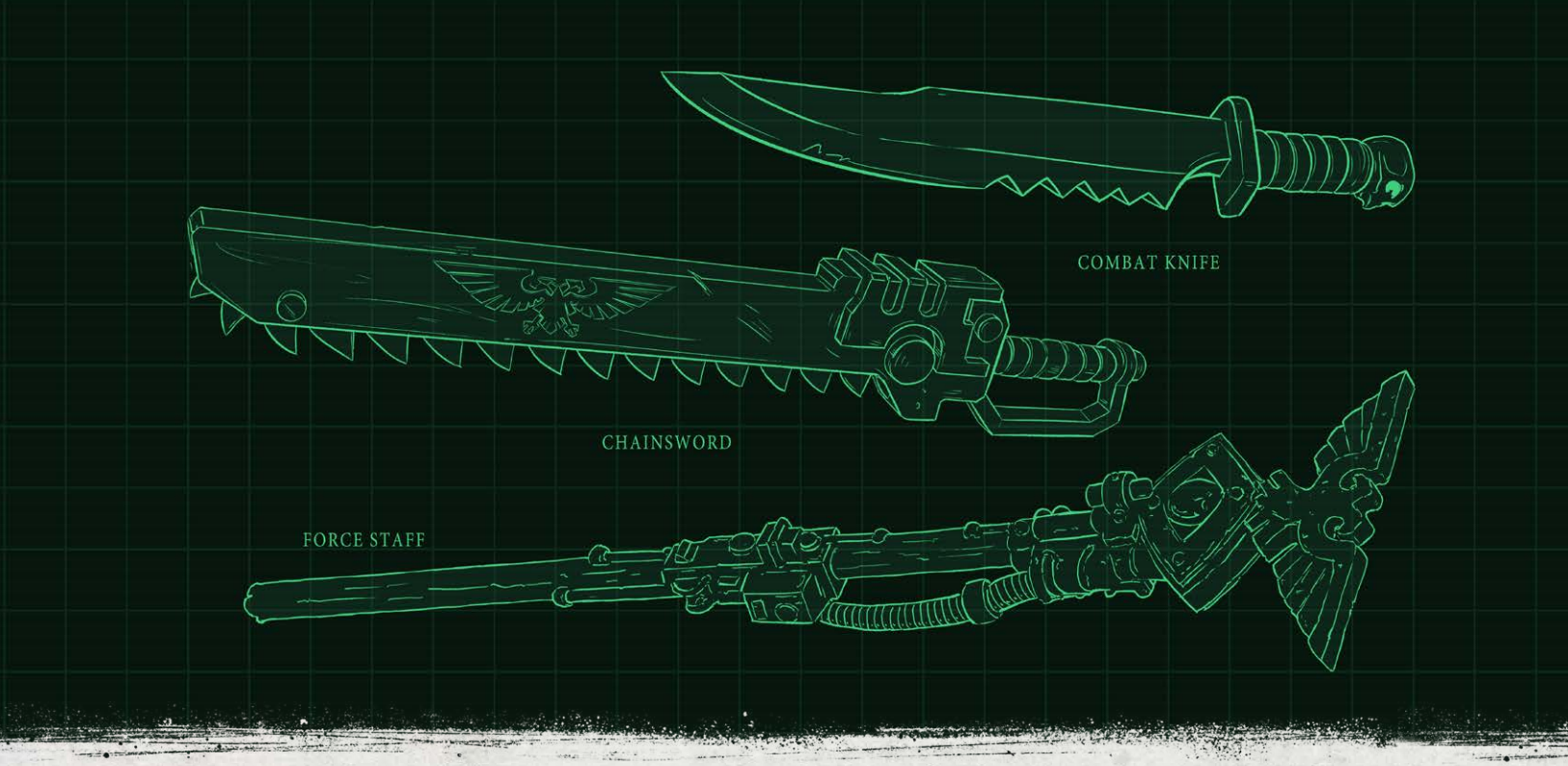
Armour with this Trait is not obviously defensive at first glance, imposing Disadvantage on Awareness Tests made to see if you are wearing armour. Additionally, Subtle Armour can be worn in addition to any other Armour that does not have the *Subtle* Trait. When worn in this way, add both Armour values together to determine total Armour in the appropriate location.

SUPERCHARGE (RATING)
When you fire this weapon, you can choose to *Supercharge* it. Doing so adds additional Damage to the attack equal to the rating, at the cost of doubling the ammunition expended.

THROWN (RANGE)
A melee weapon with the *Thrown* Trait can be used to make a ranged attack by throwing it. Thrown weapons list the Range they can be thrown at in parentheses. See page 212 for more on ranged attacks.

TWO-HANDED
A Two-handed weapon requires two hands to wield.

UNSTABLE
If you Fumble when attacking with this weapon (page 213), on a result of 5+ on the **Fumble** Table (page 355), the weapon self-destructs instead, typically dealing its Damage to the arm wielding the weapon, or a random arm if the weapon is Two-handed.



Melee Weapons

'Smirk all you like. You'll be begging for a blade in your hands when the lights go out.'

— Alibus Strachen, Hired Gun

In the dark, cramped confines of the Imperial worlds, the chorus of clashing blades rings just as loud as the snapping retort of guns. Those who rely too much on their firearms often find themselves white-eyed with fear, staring down the whirring teeth or crackling energy fields from some of mankind's most deadly weapons. The following section presents but a few of the many types of melee weapons that can be found in the Imperium.

MELEE WEAPON TYPES

Melee weapons in the 41st Millennium can be roughly separated into the following categories, normally based on the mechanisms inherent in their design, and the horrifying effect they have on flesh and bone.

Note that all Chain, Power, and Shock weapons are powered by micro-reactors, usually built into the handle, or an external pack in less sophisticated models. Activating the power source is a Free Action, and is usually required for a weapon to benefit from its unique Traits.

MUNDANE WEAPONS

Examples: *Flail, Great Weapon, Hammer, Improvised Weapons, Knife, Staff, Sword, Unarmed, Whip.*

Though these weapons pre-date the Imperium itself by untold millennia, their simple designs and dependable nature makes them favourites for many warriors. Most are simple tools of metal or wood, shaped with deadly purpose, others feature strange materials, ceremonial ornamentations, or other outstanding features.

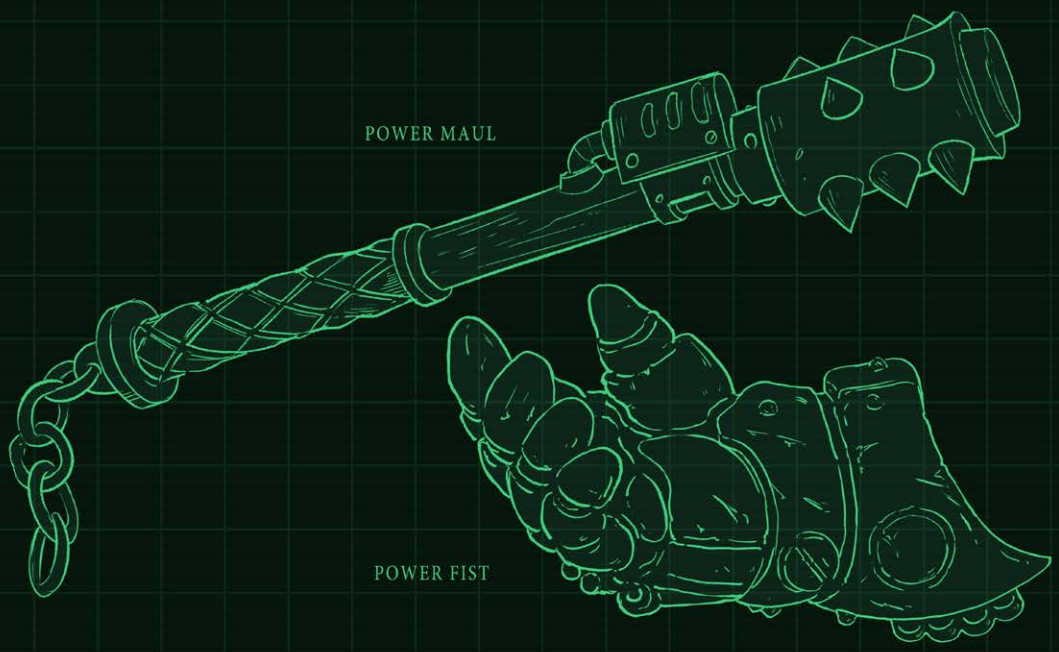
Mundane weapons typically have only a single Trait.

CHAIN WEAPONS

Examples*: Chainaxe, Chainsword, Eviscerator*

These weapons employ rapidly spinning lengths of serrated teeth that rip open metal and tear apart armour. Loud, savage, and visibly dangerous, chain weapons come in a variety of sizes: from the razor-toothed Chainswords wielded by Astra Militarum officers, to the massive, two-handed Eviscerators Ministorum fanatics wield against heretics.

Chain weapons have the *Rend* and *Loud* Traits while they are activated. Additionally, while active, chain weapons impose Disadvantage on Stealth Tests.



FORCE WEAPONS

***Examples**: Force Sword, Force Staff*

Through the addition of psychoactive circuitry and arcane runes, Force weapons allow psykers to add their psychic strength to their attacks as well as discharge baleful Warp energies that have gathered around them. In their hands, what might appear to be an otherwise ordinary sword or staff becomes a weapon that can cleave asunder the finest suit of power armour and send daemons howling back to the immaterium.

When a Force weapon is used by a character with the *Psyker* Talent, it deals additional Damage equal to their current Warp Charge. This additional Damage is doubled if the target is a daemon.

SHOCK WEAPONS

***Examples**: Electro Flail, Shock Maul*

Upon striking their target, Shock weapons deliver powerful and debilitating electrical blasts that overwhelm their victim's nervous system, causing intense pain and temporary incapacitation. Aside from mild surface burns and lingering pain, Shock weapons leave little lasting damage. This makes them prized tools for law enforcement, who make judicious use of Shock Mauls in keeping order, and many overseers, who deploy Electro Flails in the hope of mustering fear-induced efficiency from their workers.

Shock weapons have the *Inflict (Stunned)* Trait while activated.

POWER WEAPONS

***Examples**: Power Axe, Power Fist, Power Knife, Power Sword*

When activated, the striking surfaces of Power weapons are ensheathed in a field of disruptive energy that greatly magnifies their lethality. Where hits from swords might cut flesh, those from Power Swords easily sever limbs; blows from Power Fists can similarly punch holes in rockcrete barricades or tank hulls. Power weapons are often a sign of status in Imperial society; within the Macharian Adeptus Mechanicus, for example, the number of brass windings along the haft of an Omnissian Axe denotes rank within a forge's priesthood.

Power weapons often deal high Damage and have the *Penetration* Trait while activated.

MELEE WEAPONS

Name	Specialisation	Dam	Enc	Cost	Avail	Traits
Chain Weapons						
Chainaxe	One-handed	3+StrB	1	600	Rare	Loud, Rend (3)
Chainsword	One-handed	3+StrB	1	500	Scarce	Loud, Rend (2)
Eviscerator	Two-handed	5+StrB	3	800	Rare	Heavy (4), Loud, Rend (4), Two-handed
Force Weapons						
Force Staff	Two-handed	1+StrB	2	7000	Exotic	Defensive, Two-handed
Force Sword	One-handed	2+StrB	1	8000	Exotic	–
Mundane Weapons						
Axe	One-handed	2+StrB	1	80	Common	Rend (1)
Brass Knuckles	Brawling	0+StrB	0	30	Common	Subtle
Flail	Two-handed	3+StrB	2	200	Common	Heavy (3), Two-handed
Great Weapon	Two-handed	4+StrB	2	300	Scarce	Heavy (4), Two-handed
Hammer	One-handed	2+StrB	1	25	Common	–
Improvised (One-handed)	One-handed	1+StrB	1	–	–	Ineffective
Improvised (Two-handed)	Two-handed	2+StrB	3	–	–	Ineffective, Two-handed
Knife	One-handed	0+StrB	0	50	Common	Subtle, Thrown (Short)
Staff	Two-handed	1+StrB	2	25	Common	Defensive, Two-handed
Sword	One-handed	2+StrB	1	150	Common	–
Unarmed	Brawling	0+StrB	0	–	–	Ineffective
Whip	One-handed	0+StrB	1	60	Scarce	Loud, Reach
Shock Weapons						
Electro-Flail	One-handed	0+StrB	1	500	Scarce	Loud, Reach, Inflict (Stunned)
Shock Maul	One-handed	2+StrB	1	250	Scarce	Loud, Inflict (Stunned)
Power Weapons						
Power Axe	Two-handed	6+StrB	2	3400	Rare	Heavy (4), Penetrating (6), Two-handed
Power Fist	Brawling	6+StrB	2	4000	Rare	Heavy (4), Penetrating (6)
Power Knife	One-handed	2+StrB	1	2000	Rare	Penetrating (2), Subtle, Thrown (Short)
Power Maul	One-handed	5+StrB	1	3000	Rare	Penetrating (2)
Power Sword	One-handed	4+StrB	1	3000	Rare	Penetrating (4)

Ranged Weapons

'Sir, I've finished the inventory. A pair of lasguns, a flamer, and a battered plasma gun that, judging by the scorch marks, might be more dangerous to us than it is to them. Not much, but enough that we can all go down fighting. Thank the Emperor for small mercies.'

— Excerpt from the final mission briefing of Inquisitorial cell [REDACTED].

Life in the 41st Millennium is filled with guns of all types, and few would consider themselves properly attired without at least one pistol (possibly concealed) on their person.. For those tasked with confronting the sector's many dangers — be they bonded bounty hunters in pursuit of escape infractionists or Silent Trade heavies facing down enraged Xenos — a reliable weapon is essential.

The choice of sidearm also sends a message. Wearing a priceless heirloom plasma pistol dating back to the Macharian Crusade may so impress the nobles at an upper-hive soiree that it need ever be drawn. Bringing such a weapon into the lower hive however, where a rusted stub gun would be more fitting, makes one little more than a target.

RANGED WEAPON TYPES

Ranged weapons can be broadly distinguished by the type of ammunition they consume or the effect they have upon their targets.

BOLT WEAPONS

***Examples**: Bolt Pistol, Boltgun, Heavy Bolter*

Bolt weapons are iconic of the Imperium's finest warriors, the Space Marines of the Adeptus Astartes, and they carry with them an air of authority that few dare question. If they should, the weapon is capable of inflicting an utterly brutal death — one befitting any enemy of the Imperium. Bolt Weapons fire large calibre self-propelled rounds, known as bolts, filled with mass-reactive explosives capable of penetrating most armour and detonating inside their target. These lethal weapons often develop reputations and legacies of their own, with some becoming venerated relics of great warriors or momentous campaigns. Even the sight of a bolt weapon being prepared for combat is enough for some opponents to rethink their actions before facing such terrifying weaponry.

Bolt Weapons loaded with standard ammunition have the *Penetrating* and *Spread* Traits — the latter a result of the exploding shrapnel released from these devastating, explosive rounds.

FLAME WEAPONS

***Examples**: Hand Flamer, Flamer*

These weapons commonly use canisters of highly flammable promethium as their ammunition and are popular for a variety of reasons, most notably that they can inflict fiery death upon a bunker full of foes with a single gout of purifying flame. They are also relatively easy to manufacture and operate, such that hive gangs can cobble them together from salvaged tech. For holy warriors of the Ecclesiarchy, though, flame weapons ensure heretics and other foul enemies are properly eradicated with cleansing flames. Nothing is left but charred bones as warnings of what becomes of those who face the Emperor's Wrath.

Flame weapons always have the *Flamer* and *Inflict (Ablaze)* Trait, but have limited magazines.

LAS WEAPONS

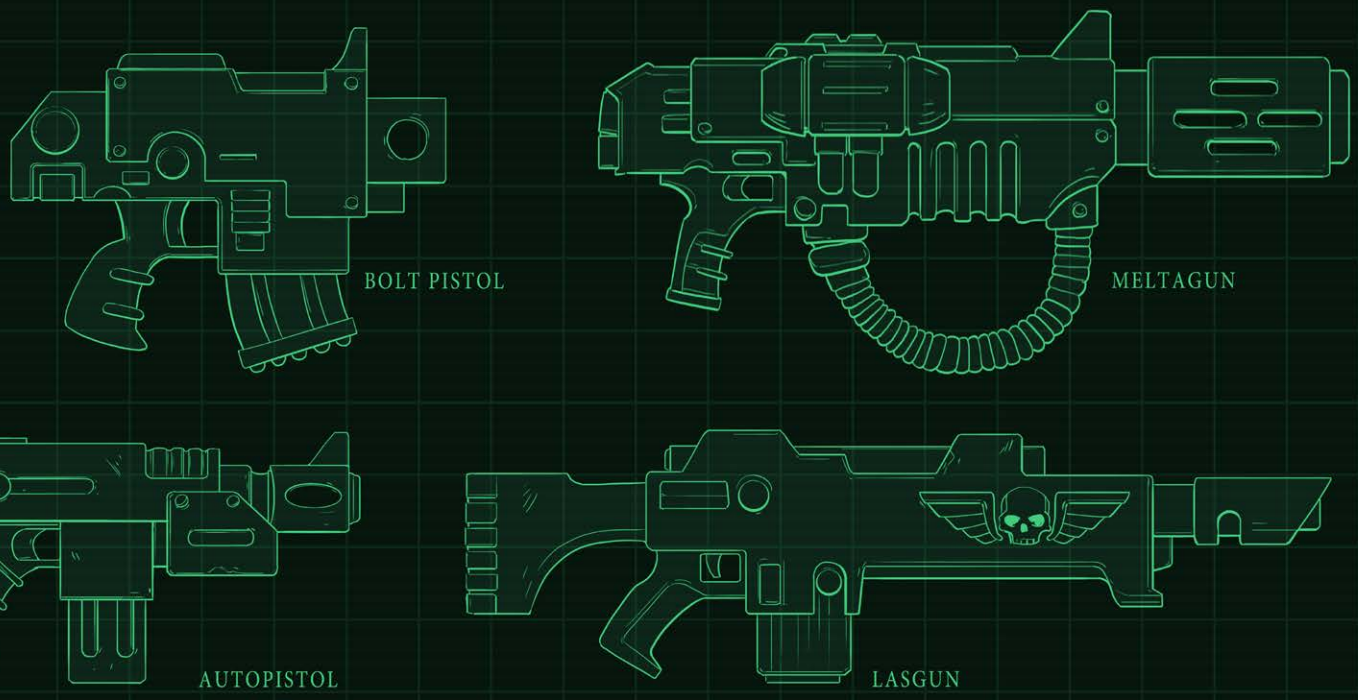
***Examples**: Laspistol, Lasgun, Las Carbine, Long Las, Hot-Shot Laspistol, Lasgun*

Las weapons are perhaps the most common ranged weapon in the Imperium as they are the standard weapon for untold billions of Astra Militarum troopers. They are durable, simple to manufacture and maintain, and have easily-rechargeable power packs. Each Las weapon shot emits a pulse of concentrated energy with a distinctive whip-like crack that signals the end of one of the Emperor's foes.

Las weapons typically have large Magazines and come with the *Reliable* Trait.

RITE OF THE ENDURING LIGHT

Provided a character has access to an Imperial energy source, such as an Imperial vehicle or a hab power system, a standard las weapon magazine can be recharged without a test. In dire circumstances, however, the humble pack is designed to be recharged in a number of field-expedient ways. The most common of these is to toss a pack into a fire. This requires an **Routine (+20) Tech** Test to complete efficiently. It takes four hours to reload the magazine in this way, or eight if the Test was failed. On a fumble however, the charging cell is damaged, and the pack is permanently rendered useless.



LAUNCHER WEAPONS

***Examples**: Grenade Launcher, Portable Missile Launcher*

Launcher weapons fire powerful explosive munitions of all kinds. When facing hordes of foes with little or no armour, frag rounds are ideal as they explode in a burst of anti-personnel shrapnel, while the armour-penetrating Krak rounds are more suited against vehicles and foes wearing protective gear — but this is just the beginning of the exotic and deadly explosives available in the Imperium.

Launchers' effects change dramatically depending on what Grenade or Missile they are loaded with. See page 134 for more on Grenades and Missiles.

MELTA WEAPONS

***Examples**: Inferno Pistol, Meltagun*

Though usually short ranged, Melta weapons are powerful and can turn most armour and even the toughest of foes into molten liquids. They commonly use highly pressurised, unstable sub-molecular gases that are fired in beams of intense heat, so strong that the air itself burns to steam along the path only to be overshadowed by screams of agony. They use a focused beam of intense energy to induce sub-molecular thermal agitation in their targets, and excel at melting through the stout armour of bunkers or combat vehicles. These specifics are lost on most users, who care only that the weapons destructive capabilities are outstripped only by the targets brief screams of agony.

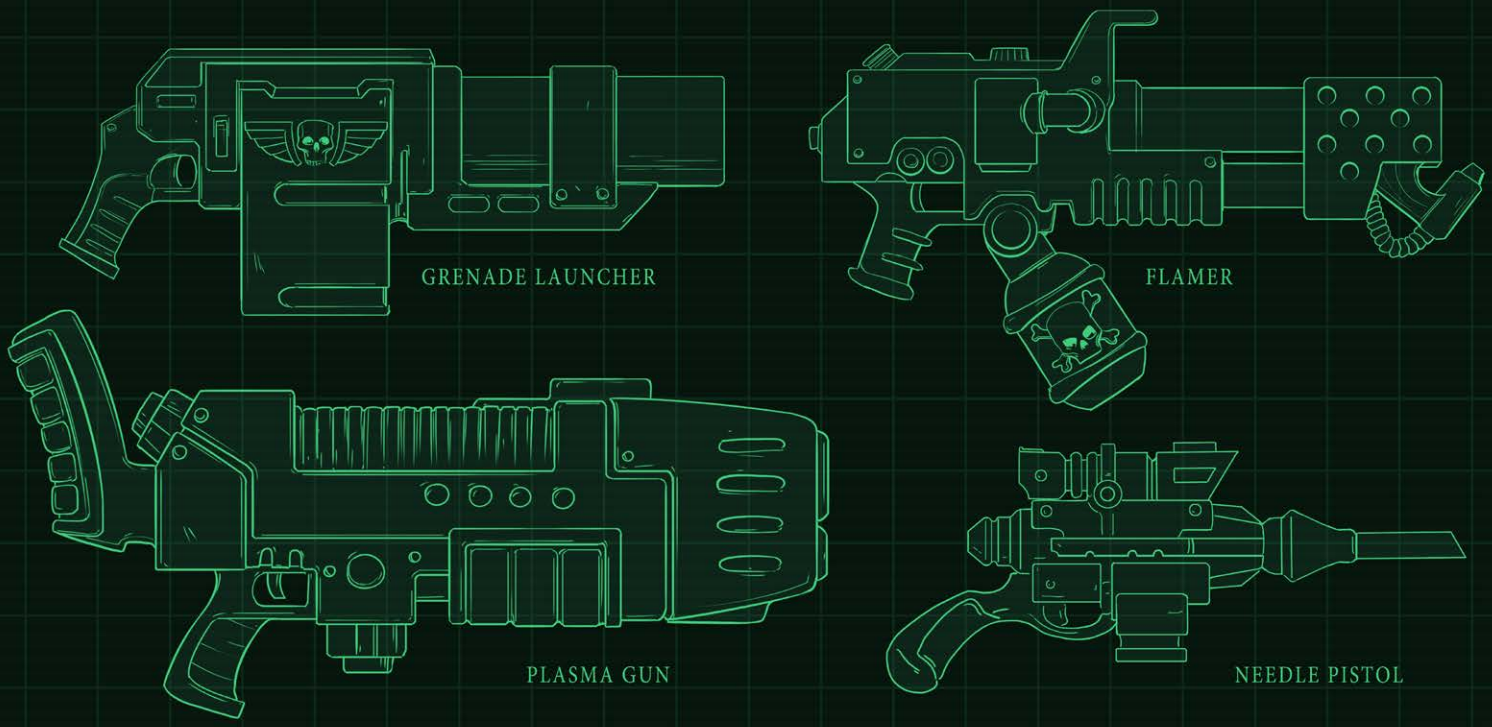
Melta weapons have high damage and the *Rend* Trait, but suffer from limited range.

PLASMA WEAPONS

***Examples**: Plasma Pistol, Plasma Gun*

The secrets of Plasma weaponry are lost to most Tech-priests, and a carefully guarded secret to those who can still manufacture and repair these ancient devices. Perhaps because of this, or perhaps due to some inherent animosity in the machine spirits of such lethal relics, Plasma weapons are temperamental, difficult to manufacture, and dangerous to use. Most examples in Imperial armouries are poorly maintained, and the knowledge of their safe operation is also rare. As a result they commonly suffer from plasma leakage, usually an unpleasant annoyance, but it can occasionally cause severe burns or even catastrophic explosions.

Plasma weapons deal high damage and have the *Supercharge* and *Unstable* Traits. If the weapon jams while using *Supercharge*, it automatically fails its Unstable Test and detonates.



SOLID PROJECTILE WEAPONS

***Examples**: Autopistol, Autogun, Hand Cannon, Heavy Stubber, Shotguns, Sniper Rifle, Stub Pistols, Stub Revolvers*

While the Imperium relies heavily on energy weapons for war, the equally lethal battles in the shadows are often fought with solid projectile weaponry. Stubbers, Autoguns, and shotguns come in a variety of forms and firing modes; stub weapons alone can be seen as single-shot stub revolvers to heavy stubbers, which can only be fired in barely-controlled cascades of bullets.

Many Militarum regiments used for planetary defence favour Autoguns over Las weapons for their ease of manufacture of both the weapons and their ammunition. Enforcers across the Macharian Sector carry a shotgun on their patrols. Solid projectile weapons can also be fitted with an almost endless array of ammunition types, making the same weapon able to fill a variety of combat roles from penetrating armour to incinerating flesh.

Solid projectile weapons vary wildly in their statistics and Traits and tend to accept a wider variety of Custom Ammunition (see page 132).

SPECIALISED RANGED WEAPONS

***Examples**: Needle Pistol, Needle Rifle, Web Pistol, Webber*

Some weapons employ bespoke ammunition or operate in such highly specialised ways that they are rare sights on the battlefields and in the back-alleys of the Imperium.

Web weapons, often called 'glue guns' fire a wide net of sticky fluid which constricts and solidifies on contact — making them perfect tools for Arbites officers or bounty hunters. Webbing material is designed to dissolve in minutes or hours after use. Webbers inflict the *Restrained (Minor)* Condition (page 357), or the *Restrained (Major)* Condition if the final result of the Ranged Test is at least +4 SL.

On the other hand, Needle weapons project an almost imperceptible beam of light, along which they project a venom-tipped needle to strike their targets with stealth and precision — ideal for espionage and assassinations. They inflict the *Poisoned (Minor)* Condition (see page 356), or the *Poisoned (Major)* Condition if the attack hits the targets head.

Specialised Ranged Weapons always come with unique combinations or Traits.

AMMUNITION

All ranged weapons require ammunition to function. Standard ammunition for a ranged weapon has an Availability one step lower than the weapon itself, to a minimum of Common. The standard cost of purchasing one full magazine is show in brackets after the weapon's listed price. When you buy a weapon it comes with two magazines of standard ammunition.

In addition, some weapons can load custom ammunition. These can drastically enhance or change the functionality of a weapon — turning a normal shotgun into a flame-spitting terror or making a mere Autopistol powerful enough to pierce thick armour.

These specialised ammunition types have higher costs, typically 2-3 times as much as standard loads, and are less commonly available. See the **Custom Ammunition** Table for more information.

Example: *Kalli is searching a local market for ammunition for her trusty Combat Shotgun. Since a Combat Shotgun has an Availability of Scarce, its standard magazine would have an Availability of Common and cost 30 solars. If she were looking for some Executioner rounds, it would instead have an Availability of Rare and a cost of 60 solars.*

RANGED WEAPONS

Name	Spec.	Dam	Range	Mag	Enc	Cost(Mag)	Avail	Traits
Bolt Weapons								
Bolt Pistol	Pistol	8	Medium	2	2	4,000 (400)	Rare	Burst, Close, Loud, Penetrating (4), Spread
Boltgun	Long Gun	8	Long	4	3	5,000 (500)	Rare	Loud, Penetrating (4), Rapid Fire (2), Spread, Two-handed
Heavy Bolter	Ordnance	10	Long	6	4	9,000 (900)	Rare	Heavy (4), Penetrating (5), Loud, Rapid Fire (3), Spread, Two-handed
Flame Weapons								
Hand Flamer	Pistol	7	Short	2	1	500 (25)	Rare	Close, Flamer, Inflict (Ablaze), Loud
Flamer	Long Gun	8	Medium	4	2	1,000 (50)	Scarce	Flamer, Inflict (Ablaze), Loud, Two-handed
Las Weapons								
Laspistol	Pistol	5	Medium	4	0	400 (100)	Common	Burst, Close, Loud, Reliable
Lasgun	Long Gun	6	Long	8	2	600 (150)	Common	Burst, Loud, Reliable, Two-handed
Las Carbine	Long Gun	5	Medium	6	1	800 (200)	Common	Loud, Rapid Fire, Reliable, Two-handed
Long Las	Long Gun	6	Extreme	4	2	1,000 (250)	Scarce	Burst, Loud, Penetrating (1), Reliable, Two-handed
Hot-Shot Laspistol	Pistol	8	Medium	2	1	900 (225)	Rare	Burst, Close, Loud, Penetrating (2)
Hot-Shot Lasgun	Long Gun	8	Long	4	3	1,000 (250)	Rare	Burst, Loud, Penetrating (2), Two-handed
Lascannon	Ordnance	18	Extreme	5	4	8,000 (2000)	Rare	Heavy (4), Loud, Penetrating (10), Two-handed
Launcher Weapons								
Grenade Launcher	Ordnance	–	Long	6	2	1,000	Rare	Loud, Two-handed
Portable Missile Launcher	Ordnance	–	Extreme	1	3	2,000	Rare	Heavy (4), Loud, Two-handed

RANGED WEAPONS

Name	Spec.	Dam	Range	Mag	Enc	Cost(Mag)	Avail	Traits
Melta Weapons								
Inferno Pistol	Pistol	16	Short	3	1	8,000 (400)	Exotic	Close, Loud, Rend (5)
Meltagun	Long Gun	16	Medium	5	2	9,000 (450)	Rare	Loud, Rend (5), Two-handed
Plasma Weapons								
Plasma Pistol	Pistol	10	Medium	6	1	7,000 (500)	Rare	Close, Loud, Penetrating (6), Supercharge (4), Unstable
Plasma Gun	Long Gun	10	Long	12	2	8,000 (550)	Rare	Loud, Penetrating (6), Supercharge (4), Two-handed, Unstable
Solid Projectile Weapons								
Autopistol	Pistol	5	Medium	3	0	400 (20)	Common	Close, Loud, Rapid Fire (3)
Autogun	Long Gun	6	Long	5	2	600 (30)	Common	Loud, Rapid Fire (3), Two-handed,
Hand Cannon	Pistol	8	Medium	4	1	550 (12)	Scarce	Close, Heavy (4), Loud, Penetrating (2)
Heavy Stubber	Ordnance	8	Extreme	8	3	2,000 (60)	Scarce	Heavy (4), Loud, Penetrating (3), Two-handed, Rapid Fire 4
Shotgun (Combat)	Long Gun	6	Medium	12	2	600 (15)	Scarce	Inflict (Prone), Loud, Spread, Two-handed
Shotgun (Pump Action)	Long Gun	6	Medium	8	1	400 (10)	Common	Inflict (Prone), Loud, Spread, Two-handed
Sniper Rifle	Long Gun	8	Extreme	6	2	1,000 (40)	Scarce	Loud, Two-handed
Stub Pistol	Pistol	6	Medium	2	0	250 (20)	Common	Burst, Close, Loud
Stub Revolver	Pistol	6	Medium	6	0	200 (5)	Common	Close, Loud, Reliable
Specialised Ranged Weapons								
Needle Pistol	Pistol	1	Medium	4	1	1,500 (200)	Exotic	Close, Inflict (Poisoned), Penetrating (6), Subtle
Needle Rifle	Long Gun	1	Long	6	2	1,700 (220)	Exotic	Inflict (Poisoned), Penetrating (6), Subtle, Two-handed
Web Pistol	Pistol	–	Short	3	1	1,300 (130)	Rare	Close, Inflict (Restrained)
Webber	Long Gun	–	Medium	6	2	1,500 (150)	Rare	Inflict (Restrained), Two-handed

CUSTOM AMMUNITION

Name	Dam	Cost	Avail	Used With	Traits
Bleeder Rounds	+0	x2	Rare	Solid Projectile Weapons, excluding Shotguns	Inflict (Bleeding)
Executioner Rounds	+0	x2	Rare	Bolt weapons, Shotguns	Range (Extreme)
Hot-Shot Las Pack	+2	x3	Scarce	Las weapons with the *Reliable* trait	Penetrating (2)
Inferno Shells	+0	x2	Rare	Bolt weapons, Shotguns	Inflict (Ablaze)
Man-Stopper Bullets	+0	x3	Scarce	Solid Projectile Weapons, excluding Shotguns	Penetrating (3)
Tox Rounds	+0	x3	Scarce	Any Bolt weapon or Solid Projectile weapon, excluding Shotguns	Inflict (Poisoned)

BLEEDER ROUNDS
Bleeder rounds are a particularly cruel and effective form of projectile designed to induce catastrophic haemorrhaging in a target. These include intense anti-coagulants and other chemicals to keep even the slightest of wounds profusely gushing blood.

EXECUTIONER ROUNDS
These solid slugs contain tiny guidance cogitators that track targets, greatly extending the weapon's range, while simultaneously making micro-adjustments to circumvent cover or locate weak points in armour. If Executioner rounds are fired from a Shotgun, the Shotgun loses the *Spread* Trait for that attack.

HOT-SHOT LAS PACKS
Hot-Shot Las Packs are overcharged magazines or bulky power packs that upgrade standard Las weapons with greater power and armour penetration at the cost of increased ammunition expenditure and reduced reliability. Hot-Shot Las Packs have a magazine size equal to half that of the weapon they are purchased for, and remove the *Reliable* Trait.

INFERNO SHELLS
These shells contain partially stabilised flammable chemicals, igniting on impact to spread a gel of adhesive flame across the target.

MAN-STOPPER BULLETS
Designed primarily to defeat personal protection, Man-stopper bullets are ideal when facing armoured foes such as Enforcers, Militarum troopers, and very successful criminals.

TOX ROUNDS
Tox rounds are coated or filled with lethal poisons, chemicals, and even local fungi. These ensure that even if a hit doesn't take down the target, the harmful toxins will finish the job.

Grenades, Missiles, and Explosives
'Offer a prayer to the Omnissiah and boldly remove the brass securing cap. Begin the Incantation of Sacred Priming and cast forth the explosive at the crescendo of verses I, II, or III, depending on the distance to the intended target.'

— Skitarii Combat Manual

The weapons in this section are each single-use explosive devices designed to be thrown, launched, or set next to a target. Their effects range from violent explosions, armour penetrating detonations, the release of toxic or debilitating chemicals, and other effects to impact an enemy's ability to fight.

All explosives have the *Unstable* Trait. If an explosive has the Thrown Specialisation, it can be used as a standard hand-held grenade. Rolling a Fumble (page 213) may cause a thrown grenade to deviate from its intended target at the Gamemaster's discretion. If it has the Ordnance Specialisation, it can be loaded into a Grenade or Missile Launcher. Finally, if an explosive has the Engineering Specialisation, it must be detonated by setting a **Delayed Explosion**, or using a **Remote Detonator** (see page 144).

DELAYED EXPLOSIONS
You can make a **Difficult (–10) Tech (Engineering)** Test to set up an explosive device to detonate at a specified time. On a failure, the explosive detonates a number of rounds early or late equal to SL (the GM should keep this a secret until the explosion occurs). The GM may rule that more complex explosives, linked explosives, or delays longer than 10 minutes increase the Difficulty of this Test.

FIRE IN THE HOLE
Grenades can be used to circumvent the *Cover* Environmental Trait (see page 204) by lobbing them over barricades, around corners, or through narrow gaps in defences. Circumventing *Cover* increases the Difficulty of the Ordinance or Thrown Test used to **Difficult (–10)** for *Light Cover,* **Hard (–20)** for *Medium Cover,* and **Very Hard (–30)** for *Heavy Cover*.

BLASTING CHARGE
Ostensibly designed for mining operations, blasting charges are most often bulky tubes filled with compact explosives. Though they are designed to be linked together and detonated from a distance, they are nonetheless favoured as improvised explosives by gangs and dissidents on industrial worlds, where knowledge of their operation is widespread and are found in bulk. Blasting charges are powerful but have a limited radius.

CHOKE GRENADE

These grenades release clouds of noxious gases, enough to bring the sturdiest rioter gasping to their knees. Enforcers often use them to disperse mobs and clear taverns of suspects, consequently many outlaws carry filtration masks to counter their debilitating effects.

When a Choke Grenade hits a Zone, all creatures in that Zone must make a **Hard (–20) Fortitude (Endurance)** Test or suffer the *Stunned (Minor)* Condition for three rounds. Additionally, anyone who enters or starts their turn in that Zone for the next three rounds must make the same Test. This duration can be extended or shortened depending on the ventilation, such as enclosed spaces or strong winds.

DEMOLITION CHARGE

Repurposed industrial devices, demolition charges are most often heavy packs or containers filled with shaped explosives that must be placed against their target rather than thrown. They use a variety of delays, from standard det chords to electronic timers, to ensure the user is far enough away when they detonate.

A Demolition Charge always comes with a linked **Remote Detonator** (see page 144).

FIRE BOMB

Fire bombs are ancient explosives, dating back to the unknowable past when Humans first discovered that certain liquids were flammable. Promethium or other exotic substances are placed in fragile containers, fitted with burning cloth or electronic igniters, and hurled. The container bursts on impact, spreading flaming liquid across a wide area. Due to their ease of construction, crude bombs are found on almost all Imperial worlds, and the flames they spread are often the first signs of an uprising.

You can make a Ranged Attack to target an enemy with a Fire Bomb. The target is set *Ablaze*. Alternatively, you can target a Zone with a Fire Bomb. A Fire Bombs turns a Zone it hits into a *Minor Hazard* (page 206) for three rounds. This duration can be extended or shortened depending on the amount of flammable material in the Zone, such as arid forests or rain-slicked spires.

FRAG MUNITIONS

Perhaps the most widely used Imperial military-grade munitions, Frag munitions are most commonly found in grenade and missile form. Both explode in showers of shrapnel and other lacertaing metals, making them ideal for anti-infantry duties. Almost every warrior in the Imperium, from Militarum troopers to elite Space Marines, carries frag grenades to aid in assaulting positions, with grenade launchers providing longer range infantry suppression. Frag missiles are the more powerful version, with a greater range to soften up distant positions such as heavy weapon teams.

Frag grenades have a large radius, and deal decent damage.

KRAK MUNITIONS

Krak grenades and missiles are found throughout the Imperium war machine. They are designed for armour penetration and overwhelm most personal protective gear with ease. Krak rounds also excel at blowing apart bulkheads, vehicle hulls, and fortifications, leaving those inside exposed and vulnerable.

Krak munitions have high damage and the *Penetrating* Trait, but a limited radius.

MELTA BOMB

These powerful but unwieldy explosives are generally affixed to stationary targets via magnetic adhesion. They use technology similar to Melta weapons but concentrate their effects into a shaped charge; this makes them exceptionally lethal against even the strongest of armour plating and tank hulls.

Melta bombs deal very high damage and have the *Rend* Trait, but only affect the target they are attached to.

PHOTON FLASH GRENADE

These stunning grenades detonate with searing bursts of light that blinds and disorients those not wearing adequate eye protection. These explosives are so bright that they can reflect off matte plasteel and concrete, blinding those who turn their backs from the explosion itself.

When a Photon Flash Grenade hits a Zone, all creatures in that Zone must make a **Hard (–20) Reflexes** Test or suffer the *Blinded* Condition for three rounds.

SMOKE GRENADE

Smoke grenades release plumes of thick gas that obscure the vision of most species (especially Humans). They don't block infrared, sound, or other means of detection, and so are easily mitigated by prepared combatants.

Smoke grenades make the target Zone *Heavily Obscured* for three rounds. This duration can be extended or shortened depending on the ventilation, such as enclosed spaces or strong winds.

WEB GRENADE

These grenades employ the same constricting filament gel as webbers, but are rigged to explode in a wide area. Their effect is similar; the strands expand through the air, ensnaring anyone and anything in a nearly impenetrable net that pulls tighter the more they struggle, perfect for capturing bounties and other prey.

When a Web Grenade hits a Zone, all creatures in that Zone must make a **Hard (–20) Reflexes** Test or suffer the *Restrained (Minor)* Condition. Escaping the webbing requires a **Challenging (+0) Extended Athletics (Might)** Test requiring a total of 10 SL, with one Test allowed per turn.

Weapon Modifications

'I offer a prayer to the Omnissiah, that I might cleanse this righteous tool and grant it newfound power, that this loyal machine might transcend the limitations of its pattern, and bring about His will with renewed purpose.'

— Adeptus Mechanicus Explorator K-34-009

Unsanctioned modification of a weapon's holy pattern is seen as harmful to its Machine Spirit and an affront to the Omnissiah himself. Even so, there are a handful of common attachments that may be applied to standard pattern weapons which are common throughout much of the Imperium. On some Forge Worlds, this is interpreted not as altering the divine form of the weapon, but as liberating the true essence of the machine's spirit.

GRENADES AND EXPLOSIVES

Name	Specialisation	Dam	Enc	Cost	Avail	Traits
Blasting Charge	Thrown	10	0	40	Common	Loud, Spread, Thrown (Medium), Unstable
Choke Grenade	Thrown, Ordnance	–	0	40	Scarce	Inflict (Stunned)*, Thrown (Medium), Unstable
Demolition Charge	Engineering	16	2	50	Common	Loud, Spread, Unstable
Fire Bomb	Thrown	–	1	10	Common	Blast, Loud, Inflict (Ablaze)*, Thrown (Medium), Unstable
Frag Grenade	Thrown, Ordnance	6	0	50	Common	Blast, Loud, Thrown (Medium), Unstable
Frag Missile	Ordnance	8	1	200	Scarce	Blast, Loud, Unstable
Krak Grenade	Thrown, Ordnance	12	0	60	Scarce	Loud, Penetrating (4), Spread, Thrown (Medium), Unstable
Krak Missile	Ordnance	16	1	400	Scarce	Loud, Penetrating (6), Spread, Unstable
Melta Bomb	Engineering	16	2	1,000	Exotic	Rend (12), Spread, Unstable
Photon Flash Grenade	Thrown, Ordnance	–	0	200	Rare	Blast, Loud, Inflict (Blinded)*, Thrown (Medium), Unstable
Smoke Grenade	Thrown, Ordnance	–	0	30	Common	Blast*, Thrown (Medium), Unstable
Web Grenade	Thrown	–	0	150	Rare	Loud, Blast, Inflict (Restrained)*, Thrown (Medium), Unstable

Explosives that have Traits marked with asterisks (*) have additional effects, detailed in their respective text entries.

Weapon attachments have three types: sights, combat attachments, and support attachments. A weapon can only have one sight and one combat attachment, and cannot have duplicate support attachments. Unless otherwise mentioned, Modifications can be applied to a weapon by spending one hour and passing a **Challenging (–10) Tech (Engineering)** Test.

BACKPACK AMMO SUPPLY

Backpack Ammo Supplies utilise back-mounted drum magazines, thrumming power packs, or oversized fuel canisters to drastically increase the amount of ammunition a weapon can hold. Unfortunately, they are both heavy and dangerous, as carrying so much volatile material into battle makes every stray shot potentially fatal.

A Backpack Ammo Supply quadruples a linked weapon's Magazine size, but adds +1 Enc when worn. The Backpack Ammo Supply takes 5 minutes to reload. In addition, if you suffer a Critical Hit (see page 215) while wearing a Backpack Ammo Supply, roll 1d10. On a result of 7+, the backpack detonates, dealing double the weapon's Damage to your Torso. The Backpack Ammo Supply is permanently destroyed if it explodes in this way. A Backpack Ammo Supply has the same Availability and Cost as the linked weapon. Enough ammo to fill the Backpack costs four times the listed price for reloads for the linked weapon.

BIPOD

A bipod is among the simplest of weapon attachments. It allows users of weapons with the Heavy trait to brace them anywhere they wish, without requiring cover or another suitable terrain feature.

EXTERMINATOR CARTRIDGE

An Exterminator Cartridge is a stripped-down Flamer with enough fuel for a single use. They are popular among Imperial fanatics and zealots, who attach them to roaring Chainswords to douse their foes in cleansing fire as they charge in a blazing embodiment of the Emperor's fury.

An Exterminator Cartridge is a Flamer (see page 129) that can be attached to any melee or ranged weapon. It can be fired as an Action, counting as a Ranged Attack. Once an Exterminator Cartridge has been fired, the Exterminator Cartridge is expended and takes 5 minutes to reload. Reloads can be acquired for 5 solars, and are Common.

FIRE SELECTOR

Fire Selectors employ complex magazines that can be loaded with a mix of ammunition that can be toggled at the flick of a switch.

When loading a weapon with a Fire Selector, you can choose to load up to three different types of ammunition (see page 132 for ammunition types). Divide the Magazine between the loaded ammunition types as you desire. You can switch between loaded ammunition using the Fire Selector as a Free Action. Any weapon modified with a Fire Selector loses the *Reliable* Trait if it has it.

WEAPON MODIFICATIONS

Name	Cost	Avail	Used With
Combat Attachments			
Exterminator Cartridge	100	Common	Any Melee or Ranged weapon with the *Two-Handed* Trait.
Melee Attachment	50	Scarce	Any Ranged Weapon with the *Two-Handed* Trait.
Mono-edge	250	Rare	Mundane melee weapons
Sights			
Laser Sight	50	Scarce	Any Ranged Weapon without the *Blast*, or *Flamer* Traits.
Omnispex	200	Rare	Any Ranged Weapon without the *Blast*, or *Flamer* Traits.
Omniscope	50	Common	Any Ranged Weapon without the *Blast*, or *Flamer* Traits.
Support Attachments			
Backpack Ammo Supply	–	–	Any Ranged Weapon
Bipod	30	Common	Any Ranged Weapon
Fire Selector	140	Rare	Bolt, Launcher, Low-Tech, and Solid Projectile ranged weapons
Silencer	400	Common	Solid Projectile ranged weapons

MELEE ATTACHMENT
Most commonly known as bayonets, melee attachments affix a long blade to the end of a ranged weapon such as a Lasgun, Autogun or Flamer. Oft times these humble attachments can be the difference between life and death when the enemy bears down upon a warrior.

A melee attachment functions as a Mundane Sword (see page 128) when affixed to a Ranged Weapon with the *Two-handed* Trait. It may be attached or removed as an Action. Wielding a ranged weapon with a melee attachment counts as a melee weapon for the purpose of defending yourself (see Melee Attacks, page 211). Note that when not attached to a weapon, a typical Melee Attachment counts as a knife.

MONO-EDGE
Popular among assassins and other fighters who need to pierce armour with ease, Mono-edges are molecule-thin superfine blades that never dull.

A Mono-edge can be applied to any Mundane bladed melee weapon, granting it the *Penetrating (2)* Trait, or increasing its *Penetrating* rating by 2 if it already has the Trait. At the GM's discretion, they may allow other Mundane weapons to use this modification. In this case, the modification takes the form of a powerful pneumatic spike or kill-plate.

LASER SIGHT
This attachment uses a low-power laser to pick out a target so that the user can more easily make a kill shot. Others (including the target) may notice the appearance of the small red dot, though, revealing the shooter's presence.

A Laser Sight adds +1 SL to Ranged Attacks made with the weapon, but targets have Advantage on Awareness Tests to spot the wielder. An unaware target who notices the dot may attempt to Dodge the ranged attack. The sight may be switched on or off once per round as a Free Action.

OMNISPEX
An Omnispex uses spectral sensors to analyse wavelengths outside of Human perception, so that even in darkness few can hide themselves from detection.

A Omnispex can be attached to most ranged weapons and removes Disadvantage when firing into a Zone that is *Dark* or *Poorly Lit* (see page 205-206).

OMNISCOPE
A basic but most often bulky arrangement of lenses in a sturdy casing, Omniscopes allow the user to see distant targets with greater clarity and precision.

This sight increases the Range of a compatible ranged weapon by one step, but it loses the *Close* Trait if it has it. An Omniscope can also be used as Magnoculars (see page 148).

SILENCER
Silencers use sonic bafflers and other devices to reduce the often loud and piercing retorts of weapons fire.

While attached, a Silencer removes a ranged weapon's *Loud* Trait.

PROTECTION

'Reporting incoming fire on sector Theta-6. Requesting Immediate— Stop bloody screaming! Look! Barely made a scratch. That's finer carapace than you deserve. So pick up that weapon and return fire!'

— Astra Militarum Communications Transcript: Rardan sector Theta-6

With exploding bolt rounds and steel-melting Flamers, it is no wonder that personal protection has also become an integral part of life in the 41st Millennium. These can range from studded fabric jackets that can turn aside similarly unsophisticated blades to mechanised suits that not only protect from powerful energy blasts but also augment the user's strength. Even venturing to an upper-spire gala demands protective wear, though this might take the form of a custom Bodyglove or a Refractor field made part of a dazzling necklace. As so many troopers during the Macharian Crusade were taught, the Emperor protects — but He protects more diligently when wearing armour.

ARMOUR
Armour is commonplace in the Imperium; even the ubiquitous Imperial robes worn by countless billions offer a modicum of protection. Hive gangers might favour stitched leathers of uncertain origins while some Rogue Traders would never been seen without exotic xenos hides. Militarum officers swear by their polished, Munitorum-issued carapace chestplates. Those operating in the shadows often mix armour in unique ways to match their equally unique approaches.

BRUTE SHIELD

FLAK HELMET

FLAK ARMOUR

Statistics for a wide variety of armour are detailed on the following pages. The **Armour** Table on page 141 lists Armour in the following format:

- **Type:** The table groups armour by Type: Basic, Flak, Mesh, Carapace, or Power.
- **Name:** The common name for the piece of Armour.
- **Locations:** The areas for which the armour provides protection. 'All' indicates the armour covers all locations.
- **Armour:** The physical protection provided by the armour. Incoming Damage is reduced by this amount.
- **Encumbrance:** The Encumbrance of the armour when worn. The number in brackets is the Encumbrance of the armour when carried.
- **Cost:** The cost of the armour in solars.
- **Availability:** The Availability of a standard version of the armour.
- **Traits:** Any Traits the Armour has.

While armours are presented in broad categories, we encourage you to create your own armour forms, colour schemes, stains, and marks of memorable combats just as you would for your character's clothing and weapons.

MUNDANE ARMOUR

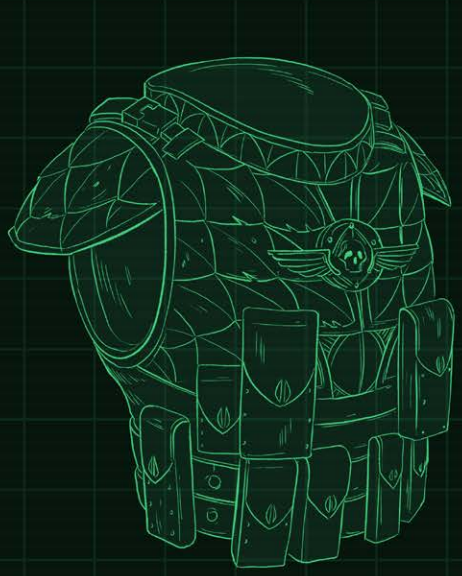
The widest category of armour, this can include everything from the hand-made vests of lower-hive heavies to the armaplas rad-shielded plates worn by mechanised followers of the Adeptus Mechanicus. Similarly, their costs range from the inexpensive robes of Imperial servants to those made from the hides of rare beasts imported from distant worlds.

Basic Armour comes in all shapes and sizes, with varying Traits depending on its design.

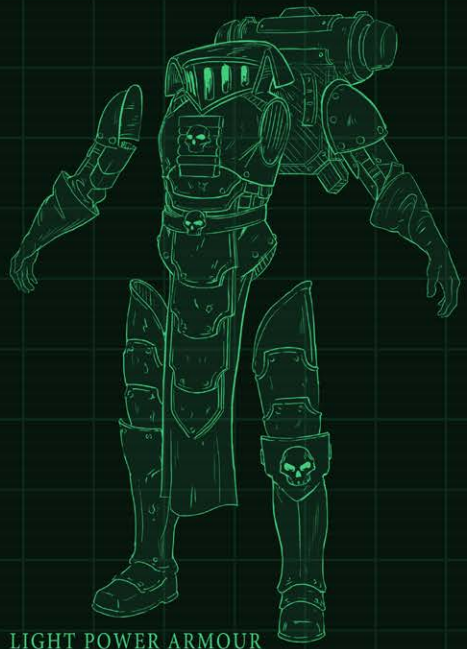
FLAK ARMOUR

The standard armour of Astra Militarum troops across the galaxy, this is formed from multiple layers of ablative, impact-resistant materials that can be fashioned into almost limitless shapes. Some patterns are thought to have been used in the days of the Imperial Army that helped conquer the galaxy many millennia ago. The Macharian Crusade also left countless samples from lost, misdirected, and stolen deliveries as well as on the bodies of those who fell to reclaim over a thousand worlds in His name.

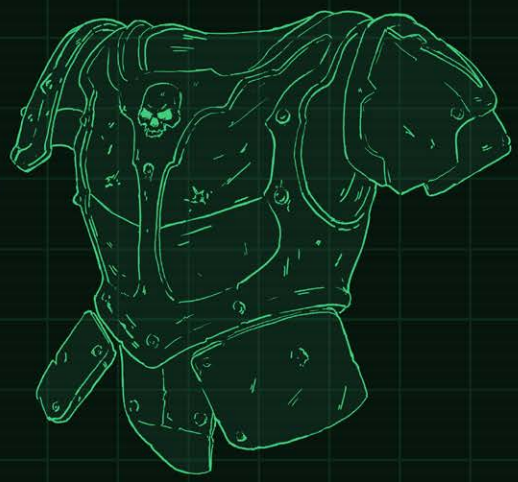
Flak armour provides an additional +1 Armour against Damage from explosives and grenades with the *Blast* or *Spread* Traits.



MESH ARMOUR



LIGHT POWER ARMOUR



LIGHT CARAPACE ARMOUR

MESH ARMOUR

Formed from thousands of miniscule, interlinked thermoplas rings, mesh armour might appear merely as thick cloth to those unfamiliar with such exotic techniques. The material becomes momentarily rigid on impact, harmlessly spreading the energy across a wide area. The finest versions have xenos origins, though many are willing to ignore such possible heresies for such lightweight and effective protection.

Mesh armour always has a lower Encumbrance than traditional armour, making it the perfect protection for agile individuals.

CARAPACE ARMOUR

Carapace armour is a rightly feared sight among imperial citizenry, as it is most often worn by Enforcers or Tempestus Scions, elite soldiers of the Militarum Tempestus. Carapace armour is made from multiple heavy plates of plasteel or ceramite which can be easily removed and replaced if damaged. Its bulk and weight mean that it often requires special training or prodigious strength to wear unhindered.

Carapace Armour offers high protection, but normally comes with the *Heavy* Trait.

POWER ARMOUR

Power Armour relies on internal energy sources to allow users to move and fight in the heavy ceramite plates. Suits of Power Armour are exceedingly difficult to manufacture, and some are relics dating back thousands of years or more with unique lineages more impressive than the person wearing them. Light versions are rarely seen outside of powerful individuals such as Inquisitors and Rogue Traders, with the warriors of the Adepta Sororitas using their own pattern. The best known, though only through Imperial propaganda for the vast majority of Imperial citizens, are those of the Angels of Death — the Emperor's Space Marines. These huge suits are a class unto themselves, much like their transhuman wearers, and utilise unique technologies to link a Space Marine to their armour so they can operate with unrivalled agility and speed.

Power Armour grants unparalleled protection and the augmented strength required to wear it into battle. While Power Armour is active, it has an Encumbrance of 0 and grants the wearer +10 Strength. If the power source — usually a back mounted power pack — is severely damaged, deactivated, or drained, these bonuses are lost. The rare Power Armour packs found outside of the Adeptus Astartes or the Adeptus Sororitas are often of inferior quality, and last for a number of hours equal to its Armour value. Additionally, if an attack that inflicts a Critical Hit does not Wound you, you ignore the Critical Hit.

ARMOUR

Name	Locations	Armour	Enc	Cost	Availability	Traits
Basic						
Robes/Light Leathers	Arms, Body, Legs	1	1 (2)	10	Common	Subtle
Heavy Leathers	Arms, Body, Legs	2	2 (3)	60	Common	–
Armoured Bodyglove	Arms, Body, Legs	2	1 (2)	1,200	Rare	Subtle
Armoured Greatcoat	Arms, Body, Legs	2	2 (3)	500	Rare	Subtle
Scrap-plate	Body	3	4 (5)	300	Rare	Heavy (3)
Scrap-shield	Special	-	1	50	Common	Shield (1)
Combat Shield	Special	-	1	300	Common	Shield (2)
Boarding Shield	Special	-	2	800	Rare	Shield (4)
Xenos Hide Vest	Body	6	1 (2)	5,000	Exotic	–
Flak						
Flak Boots	Legs	2	1 (2)	100	Common	–
Flak Helmet	Head	2	1 (2)	150	Common	–
Flak Gauntlets	Arms	2	0 (1)	100	Common	–
Flak Vest	Body	3	2 (3)	500	Common	–
Flak Jacket	Arms, Body	3	2 (3)	800	Scarce	–
Astra Militarum Flak Armour	All	4	4 (5)	1,000	Rare	Loud
Mesh						
Mesh Boots	Legs	3	1 (2)	600	Rare	–
Mesh Cowl	Head	3	1 (2)	800	Rare	–
Mesh Gauntlets	Arms	3	0 (1)	600	Rare	–
Mesh Vest	Body	4	1 (2)	500	Rare	–
Xenos Mesh	Arms, Body, Legs	4	2 (3)	5,000	Exotic	–
Carapace						
Carapace Helm	Head	5	1 (2)	400	Rare	–
Carapace Gauntlets	Arms	5	1 (2)	300	Rare	–
Carapace Greaves	Legs	5	1 (2)	300	Rare	–
Carapace Chestplate	Body	6	3 (4)	800	Rare	Heavy (4), Loud
Enforcer Carapace	All	5	4 (5)	1,800	Rare	Heavy (4), Loud
Tempestus Carapace	All	6	5 (6)	4,000	Exotic	Heavy (4), Loud
Power						
Light Power Armour	All	8	7 (8)	500,000	Exotic	Loud
Power Armour	All	10	9 (10)	1,000,000	Exotic	Loud

SHIELDS

From simple slabs of scavenged plasteel carried by filth-encrusted Scum, to the reinforced boarding shields of the Navis Imperialis breechers, a shield may be all that stands between you and the relentless attacks of your enemies. Wielding a shield takes one hand, and grants a number of benefits.

- When you make an Opposed Test to defend against a melee attack (see page 211) you do not suffer Disadvantage if you are not wielding a melee weapon.
- If you are wielding a melee weapon and a shield at the same time, your melee weapon gains the *Defensive* Trait (see page 124).
- You gain Advantage on Opposed **Athletics (Might)** Tests to Defend a Zone (see page 207).
- Once per round, when you are the target of a ranged attack from outside your Zone, you can brace yourself against incoming fire from the attacker's Zone. If you do so, you gain bonus Armour equal to the Rating against that attack, and all subsequent attacks originating from that Zone until the beginning of your next turn.
- If you use a shield to protect yourself from a melee or ranged attack which has the *Rend* Trait, the shield is destroyed. If the attack's *Rend* Trait was higher than the Rating, you take damage as normal. Otherwise the attack has no further effect.

Force Fields

'And he strode through the battlefield sheathed in divine light, turning aside the blades and bullets of the heretic hordes with the blinding flares of a vengeful sun, and the unwavering gaze of righteous command.'

— From the Book of Macharia: Revised Edition

While armour offers protection through thick materials and nigh-impenetrable plating, Force Fields utilise sacred, arcane technologies that employ energy barriers to absorb and negate attacks. Many are small and easily worn as jewellery or incorporated into ceremonial badges and sigils, carefully sanctified before wearing lest their ancient Machine Spirits become truculent if taken for granted.

Unless stated otherwise, a Force Field protects all locations and works against all attacks. They can be activated or deactivated as a Free Action. You can have only one field active at a time.

When you would suffer Damage from an attack, roll the dice indicated for the field's Protection value and reduce the Damage taken by that amount before applying Damage reduction from Armour.

Should the incoming Damage equal or exceed the field's Overload value, the Damage is still negated but the field collapses and is rendered non-functional until it is repaired. Unless otherwise stated, this is a **Very Hard (–30) Tech** Test that requires at least 8 hours of work.

REFRACTOR FIELD

Refractor Fields emit a soft glow and crackle while active, a sure sign that the user has far more than the Emperor's protection to ward them from harm. While often a glorious radiance, the light is detrimental to most covert activities.

While the field is active, the user automatically fails most Stealth Tests.

CONVERSION FIELD

These devices convert energy from an attack into a powerful burst of light, and for that reason are also called 'flare fields'. In the Macharian Sector, honoured members of the Ecclesiarchy are sometimes bestowed a variant known as a rosarius, some of which date back to the preachers who first accompanied the Lord Solar in bringing the Emperor's light to untamed worlds during the conquest of the Macharian Sector.

If a Conversion Field reduces 10 or more Damage from a single attack, it erupts in brilliant light, inflicting the *Blinded* Condition on all creatures in the Zone for one round. This renders any attempt at stealth a failure, but does not otherwise affect the user.

FORCE FIELDS

Name	Protection	Overload	Enc	Cost	Avail
Refractor Field	1d10	10	0	1,000	Exotic
Conversion Field	2d10	20	0	6,000	Exotic

TOOLS AND EQUIPMENT

'Guns and gas masks, my friend. Better to have and not need, than need and not have.'

— Underhive junk-trader

The Imperium is filled with a seemingly endless amount of useful gear that could make or break an operation. From unique attire and reliable respirators, to complex tools and powerful drugs, sometimes you simply need the right gear for the right job.

Clothing and Personal Equipment

These items are generally worn in some manner, such as specialised outfits to aid in harsh environments or deadly atmospheres, as well as items worn to aid in carrying and storing gear while in the field.

CLOTHING AND PERSONAL GEAR

Name	Cost	Avail	Enc
Backpack/Slings	20	Common	1
Cameleoline Cloak	500	Rare	0
Explosive Collar	150	Scarce	0
Filtration Plugs	20	Common	0
Photo-Visors/ Contacts	300	Scarce	0
Rebreather	200	Scarce	1
Respirator/ Gas Mask	50	Common	0
Survival Gear	50	Common	3
Synskin	3,000	Exotic	0
Void Suit	2,000	Scarce	5

MACHARIAN CLOTHING

Imperial attire is defined by three factors: tradition, function, and decay. Outside of the nobility and affluent merchant classes, an Imperial citizen would count themselves lucky to own more than one set of clothes. In most cases, citizens are handed a uniform by the faction they serve, to wear until their final breath, after which it is peeled from their cooling corpse and handed to the next citizen in line. Most Imperial attire is generations old, patched, stained, and modified over centuries of bare-minimum maintenance — the deteriorating funeral garb of a dying civilisation. A great deal of Imperial attire is simply made, often inherited, old, patched, stained, and modified over years of use — the deteriorating funeral garb of a dying civilisation.

Still, for those who have the right privilege, the Macharian Sector is home to an interesting array of clothing styles. In keeping with tradition, many are the product of the uniforms worn during the Macharian Crusade. Some nobles, for example, wear the ceremonial armour from storied ancestors, or emulate the dress uniforms of Macharius's senior staff — tall boots and long coats with lion motifs in tribute to the Lord Solar. Pilgrims often adopt a similar, though less elegant, garb as they travel in the footsteps of Saint Macharius.

BACKPACKS/SLINGS

When worn, a backpack or sling increases your maximum Encumbrance by 4.

CAMELEOLINE CLOAK

The choice of garb for snipers and thieves alike, this cloak covers the entire body and uses exotic mimic fibres that automatically shift colouration to match the surroundings. If you do not move during your turn while wearing a Cameleoline Cloak, you gain +2 SL on Stealth Tests until you move or make a loud noise.

EXPLOSIVE COLLAR

Though most often seen around the necks of penal legionnaires such as the infamous Ghasts of Voll, explosive collars are often also part of the standard kit for many bounty hunters and even for transporting dangerous Macharian psykers onto the Black Ships. These devices are exactly what their name suggests; each has an integral grenade or other explosive within it which can be detonated if improperly removed or via remote action.

Explosive collars come with a Remote Detonator which sets off a miniature Krak Grenade placed against the back of the neck, automatically killing the wearer. Attaching an Explosive Collar requires that the target is unconscious or *Incapacitated* (see page 356) for at least 1 minute. Removing the collar requires a **Very Hard (–30) Tech (Engineering)** Test; this Test is made with Disadvantage if the wearer is attempting this.

FILTRATION PLUGS

These items are simple to manufacture and use. They come in pairs and are each set within the nostril to eliminate noxious pollutants and harmful gases (so long as the user remembers to not breathe through their mouth).

While using filtration plugs, you gain +2 SL on Fortitude Tests made to withstand the effects of harmful gases, such as in Zones with the *Hazard* Trait.

PHOTO-VISORS/CONTACTS

Worn either as covering over both eyes or directly on the cornea (where they might be less obvious to others), these devices amplify ambient light to a degree similar to normal illumination.

While wearing Photo-Visors or Photo-Contacts, you ignore penalties from Zones with the *Poorly Lit* and *Dark* Environmental Traits, and gain Advantage on Tests to resist effects that cause the *Blinded* Condition.

REBREATHER

Rebreathers employ small air tanks as well as recycling systems so that the user can breathe normally for some time in toxic atmospheres and even underwater.

While using a rebreather, you ignore penalties due to poisonous, deadly, and otherwise unhealthy air, and can breathe underwater. Rebreather tanks last for an hour before they need to be replaced as an Action. Additional tanks cost 20 solars. A set of two spare tanks are 1 Encumbrance.

REMOTE DETONATOR

Remote Detonators can come in a variety of forms, from a simple roll of det-tape, to complex hand-held cogitators that allow the synchronisation of countless explosives.

A Remote Detonator can be linked to an explosive to cause a **Delayed Explosion** (see page 134) from range.

RESPIRATOR/GAS MASK

A basic item for operating for extended durations in toxic atmospheres, respirators and gas masks cover the majority of the face and offer much greater protection than Filtration Plugs, at the cost of being bulky and obscuring the senses.

While wearing a Respirator, you automatically pass any Tests to resist the effects of airborne pathogens but suffer Disadvantage on Awareness (Sight) Tests.

SURVIVAL GEAR

Survival Gear encompasses a wide range of equipment designed for long durations in wilderness areas, including the crumbling habways of destroyed cities and other areas where basic necessities are unavailable. Though bulky, they can mean the difference between life and death in areas where no one might ever find the remains.

Each Survival Gear pack includes items such as a bedroll, insulated tent, canteen, rope, firestarters, candles, hydro-purifier tabs, and other basics except for actual food and water. Survival Gear can be used in combination with Fortitude (Endurance) to endure Exposure (see page 218).

SYNSKIN
Synskin is a highly advanced tight-fitting body glove made of spectrally inert non-reflective fabrics that also dissipate or mask heat signatures to allow the wearer to disappear into the dark as well as provide a modicum of protection against attackers who do manage to detect them.

Synskin counts as an Armoured Bodyglove (page 141). If it is not worn in addition to other clothing or armour, the Synskin grants +1 SL to Stealth (Hide) Tests.

VOID SUIT
Though most commonly found on ships that ply the spaces between planets and stars, the ability of Void Suits to provide air and other support in a vacuum means they are also worn in extremely hazardous manufactorum areas when breathable air might be lost at any moment. Though usually uncomfortable to wear, the alternative is always worse.

A Void Suit allows you to ignore the effects of vacuum and airborne pathogens through an integral Rebreather system that lasts 10 hours. Recharging the air supply takes 3 hours while the suit is in a normal atmosphere or by replacing the oxygen canister as an Action. Each canister costs 30 solars and are 1 Encumbrance each.

A Void Suit also contains micro-thrusters and Mag Boots that let the user navigate in Zero Gravity with relative ease. Additionally, Void Suits are armour, granting 2 AP to all locations and are typically Encumbrance 4 when worn.

Tools
'Oh just pass the cutter before they come back. Throne save me, you're slower than an Ogryn in a swamp.'

— Transcribed security recording from Macharia Palace Vent TY: 9731

Tools allow a character to augment their abilities or accomplish things not possible without such technological assistance. A fully equipped character can have access to more information than they might comfortably memorise, illuminate darkness, and dampen warp powers. In many cases, simply having the correct tool is necessary to overcome Disadvantage on certain Tests.

AUSPEX/SCANNER
A standard tool of many Imperial agents and warriors, these sensory devices can detect motion, energy emissions, light outside of Human vision, signs of life, and more. They are generally easy to use and invaluable when scouting unfamiliar terrain.

Using an Auspex or Scanner as an Action reveals energy, life signs, movement, and other data within Medium Range, potentially revealing Hidden (page 208) creatures. The GM may call for a Tech Test to detect specific phenomena or overcome interference, with the GM determining the Test Difficulty based on the distance to and strength of the source.

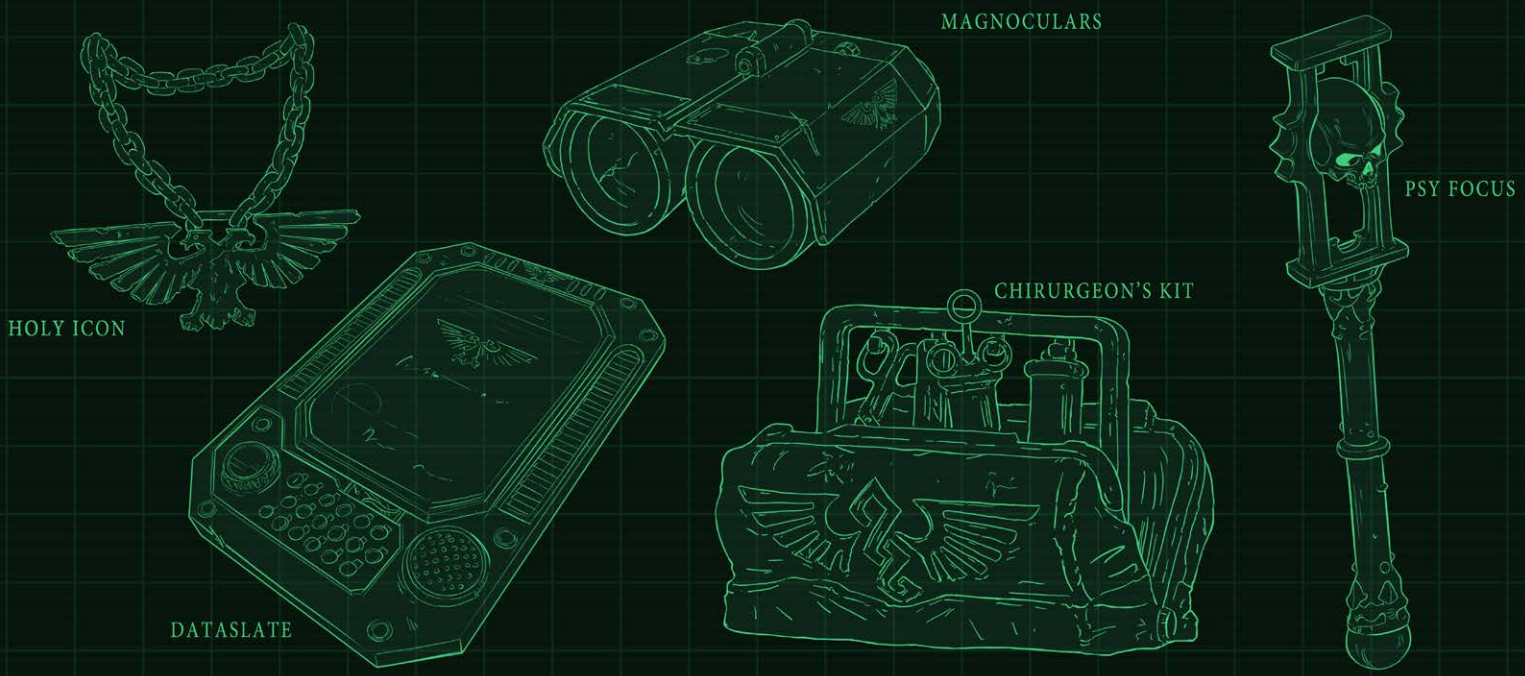
AUTO-QUILL
These items allow you to transcribe spoken words or copy written ones onto parchment. Auto-Quills work through an impossibly complex system of brass mechanisms, ink generators, and vat-grown quills, all with a great exactitude and faster than even a literate scribe.

While you have an Auto-Quill on your person, you can use it to dictate and transcribe spoken word onto parchment, or copy written text and diagrams onto fresh parchment.

CHIRURGEON'S KIT
This is a small, portable pack of autoscalpels, haemo-staunchers, wound sealers, bandages, and other items to aid surgical efforts done outside of proper facilities. Even those with little skill in these matters might be able to save lives with this kit.

A Chirurgeon's Kit is required to treat many Critical Wounds (see page 214) as well as certain Injuries (see page 214). A Chirurgeon's Kit is also required to gain the benefits of the *Chirurgeon* Talent (see page 104).

You can use the Chirurgeon's Kit five times before it must be replenished. The cost to replenish the Chirurgeon's Kit is equal to half the cost of a Chirurgeons Kit based on its availability (see page 119). You may expend one use of the kit to remove a *Bleeding* Condition not gained from a Critical Wound with a **East (+40) Medicae** Test. Using the Chirurgeon's Kit to treat a wound or injury, or to remove a *Poisoned* Condition, also requires a Medicae Test. Unless stated otherwise, the Difficulty of the Test is **Challenging (+0)**. On a failure, one use of the supplies is consumed to no effect.



CHRONO

A Chrono is a basic, though often overlooked, item used to determine the time. Resourceful folk use Chronos to synchronise their actions.

Chronos display the current time and, if the planet supports it, automatically adjust to local time after only a few seconds on the ground.

CLIMBING HARNESS

This tool set uses a coil of thin but robust rope, an attachment harness, and a multi-anchor to allow the user to rappel or climb with much more safety than they would have otherwise.

A climbing harness line is 50 metres in length and can support the weight of a Medium-sized creature or object. It takes an Action to set up a climbing harness. Additionally, the harness automatically arrests its payload should it detect the user falling too fast.

COMBI-TOOL

These items feature a plethora of probes, blades, socket plugs, cleaning hooks, and other aids to appease stubborn Machine Spirits and awakening slumbering ones to service.

COMM LEECH

Comm Leeches tap into airborne signals, whether they are vox messages or data transmissions.

You can use a Comm Leech to make a **Challenging (+0) Tech** Test to intercept electronic signals out to 3 miles, with the GM making the final determination of Test Difficulty and distance based on the current circumstances. You can intercept messages a number of minutes long equal to the SL. On a failure, the leech attempt is detected by the transmitter.

DATASLATE

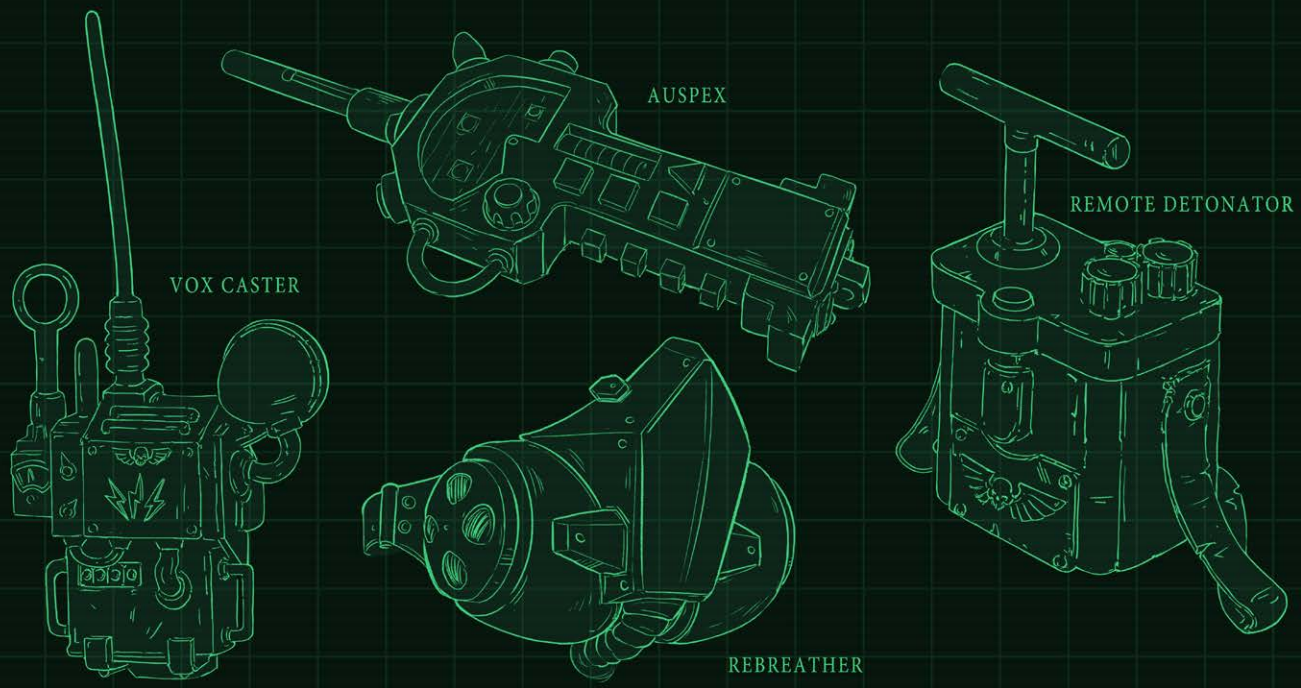
Dataslates can be found everywhere in the Imperium and are the most common way to store recorded data of all kinds. They can be used to interface with many machines by making a Routine (+20) Tech test, though obscure or well-protected machinery might require a more difficult Test, or may simply lack the necessary interfaces entirely.

A Dataslate can store and display multiple text data, picts, and vid files. Each can be locked with a biometric password, requiring a **Hard (–20) Tech** Test to bypass.

DIAGNOSTOR

Diagnostors are handheld medicae scanners that can detect and identify most known ailments Humans can suffer from. They are relatively simple to operate, and small enough that they can be mounted onto Servo-Skulls or the wrist.

You can use a Diagnostor in combination with Medicae and Perception Tests to reveal an illness or disease in a Human, with the GM determining the Difficulty depending on how rare or exotic the ailment is.



DISGUISE KIT

Disguise Kits are filled with makeup sets, facial prosthetics, skin and hair dyes, wigs and facial hair appliances, and more. A Disguise Kit is essential when merely altering your voice and clothing isn't enough to fool guards and pict scanners. It takes 10 minutes to alter your appearance using a Disguise Kit. No Test is required to simply make yourself look different. However, if you are trying to alter your appearance to appear as a member of a particular faction or to impersonate a specific individual, the GM can ask for a **Challenging (+0)** or harder **Dexterity** Test.

EMPEROR'S TAROT

A seemingly ancient set of cards that takes many forms, these tarot decks are said to allow divination of the future. The 'classic' deck consists of 78 psychically-charged liquid-crystal wafers that are said to be linked to the prophetic visions of the Emperor. Each is unique, however, the makeup varies across the galaxy; in Macharian, many decks are said to have fleeting afterminages of Lord Solar that fade before recognition. They are known to change images, which can shift their interpretations and meanings.

Reading the Emperor's Tarot takes one hour, and you must make a **Difficult (–10) Discipline** Test. You may never spend Fate to modify the results of this Test. If you succeed by +2 SL or more, you glimpse vague portents of a promising future, and immediately recover 1 Fate point. If you fail by –2 SL or more, you glimpse dark paths before you, and immediately lose 1 Fate point. If you Fumble, you must instead burn one Fate point — the Emperor's Tarot is not to be trifled with, and some futures were never meant to be known.

You can only read the Emperor's Tarot once per session. If you wish, you can read the Tarot of another willing character, in which case you make the Discipline Test, but apply any modifications to Fate to the character who's Tarot you read. Reading the Emperor's Tarot for a Character who has burned all of their Fate has no effect — whatever their destiny, it is sealed and well beyond the reach of any mortal soothsayer.

INSTRUMENTS OF DIVINATION

Psykers who draw upon the power of the Warp to scry the future make use of a variety of tools in the attempt. These instruments of divination are as strange and varied as the psykers who bear them. Only the rare Psyker with enough power and influence can acquire a true set of the rare and precious Emperor's Tarot. Others might use a bag of sand from blessed Terra to run their fingers through as they meditate, or dice inscribed with mysterious runes. Work out what this will be, how your character came to possess, and how well it works, with the GM.

ENTRENCHING TOOL

Perhaps the most basic tool in the Astra Militarum, the standard model has a wide blade ideal for digging trenches, pits, and simply moving sand and dirt from one location to another. Most types are compact and can fold to a size that can be stowed away when marching or fighting.

An Entrenching Tool can also be used as an Improvised (One-handed) melee weapon. A properly sharpened Entrenching Tool counts as an Axe instead.

EXCRUCIATOR KIT

Not all subjects readily divulge crucial information, making these kits very useful as a way to encourage them. Excruciator Kits contain chems, needles, neural probes, blades, and other implements to extract essential data when combined with training to separate revealed truths from desperate lies.

You can use an Excruciator Kit in combination with Presence (Interrogation) Tests to gain information from an unwilling prisoner.

GLOW-GLOBE/STABLIGHT

The dark spaces within the Macharian Sector demand purifying light, both figuratively and literally. Stablights are hand held and dependable, having illuminated caverns and voidship underdecks for millennia, while glow globes are usually mounted in ceilings or along walls.

Using this device removes the Poorly Lit and Dark Traits from your Zone. The device can shine for 5 hours and recharges after 2 hours of non-use, or almost immediately when connected to a standard Imperial power source.

GRAPNEL LAUNCHER

This set combines a Climbing Harness (see page 146) with a pistol-like launcher that fires a magnetic hook on a line. Once the hook adheres to a wall or other spot, the grapnel's motor lifts the user plus one other person to the top for a rapid ascent.

The Grapnel Launcher can reach 50 metres and, once affixed, can lift two Medium-sized creatures or objects at a rate of 5 metres per round. Using the Grapnel Launcher is an Action, and requires an **Routine (+20) Ranged (Pistols)** Test.

GRAV CHUTE

Often used by elite Astra Militarum units as part of airborne assaults, these items are worn around the torso and use small anti-grav units to allow for a relatively safe descent. They are not powerful enough to allow hovering or ascension.

While active, a Grav Chute allows a Medium-sized creature to ignore falling damage (see page 203) for 10 minutes. After that time the chute must be recharged, which requires 10 hours connected into a standard Imperial power supply.

HOLY ICON

A Holy Icon might take any number of forms depending on an individual's faith and the specific version of the Imperial Creed they follow. For many it is a small Aquila, perhaps hand-made or gained during a pilgrimage to a sacred location. Icons carved from the ground upon which Saint Macharius trod are popular as well.

A character with a Holy Icon who has shown sufficient faith may add +1 SL to Discipline (Fear) Tests.

LASCUTTER

Mainly used for cracking apart ore, slicing through voidship bulkheads, and tearing open stubborn doors. Lascutters employ a high-powered, short-range cutting beam that few things can withstand.

A Lascutter can be used in combination with Tech (Engineering) Tests to cut through solid objects such as bulkheads, vault doors, or walkways. If employed as a weapon, treat a Lascutter as a one-handed Improvised Weapon with the following traits: Inflict (Ablaze), Loud, Rend (3).

LAUD HAILER

A Laud Hailer greatly amplifies a person's voice such that they can be heard above crowds of chanting pilgrims, screaming cultists, and hive firefights. They are favourite items for preachers, Enforcers, and others who insist on being heard no matter the situation.

When using a Laud Hailer, your voice or other sounds you play or generate can be easily heard up to 100 metres away.

MAG BOOTS

Mag Boots are commonly part of Void Suits (see page 145) but are also useful on their own when working in pressurised vessels with failed or damaged grav plates.

As an Action, you can activate the Mag Boots to stick to a ferromagnetic surface. This allows you to ignore the effects of zero or low gravity, but your Speed is reduced to Slow. In normal gravity, you can make a **Challenging (+0) Athletics (Climbing)** or **Reflexes (Acrobatics)** Test to walk on metallic walls and ceilings. Your Speed is Slow when doing so.

MAGNOCULARS

Compact and designed for dangerous settings, Magnoculars amplify visual images allowing both Militarum spotters and adepts seeking new fauna species for cataloguing to more easily pick out their targets.

You can use Magnoculars in combination with Awareness (Sight) Tests to detect objects at Long Range or further.

MANACLES

The essential tool of bounty hunters and Enforcers alike, Manacles help ensure a bounty, criminal, or heretic remains helpless and more easily transported to their awaiting fate.

You can use an Action to apply Manacles to an unresisting character's wrists or ankles, including those with the *Restrained (Minor)*, *Stunned*, or *Unconscious* Conditions. While Manacles are in place, that target is *Incapacitated*. Manacles come with keys or a code to lock and unlock the heavy steel cuffs. Otherwise, a **Very Hard (–30) Dexterity (Lock Picking)**, **Athletics (Might)** or **Tech (Security)** Test is needed to remove them. This Test is made with Disadvantage if the user is attempting to unlock themself.

Manacles can be destroyed by dealing 10 Damage to them.

MICRO-BEAD/VOX BEAD

Designed to fit inside the user's ear, these communication tools let someone effortlessly talk to and hear others on the same vox channel. As their range is far beyond shouting, and work in situations where shouting would call dangerous attention, they are almost essential for mission outfitting.

This item allows the wearer to communicate with other users on the same channel within a mile, though dense metallic obstructions and violent weather can lessen or disrupt the ability.

MONOTASK SERVO-SKULL

Servo-Skulls are the blessed remains of loyal Imperial servants who have been honoured to continue their service to the Emperor even after death. Each Skull is carefully cleaned and anointed, its machine spirit coaxed into action by arcane ritual, and miniature anti grav plates for flight. An attendant Servo-Skull is often a sign of status in the Imperium and especially the Tech-Priesthood; some Macharian leaders have Skulls thought to date back to the Crusade.

- **Additional Rules:** A Servo-Skull hovers at roughly eye level and unless instructed otherwise keeps near its assigned user. Each has a specific ability as described below:
- **Illuminator:** The Skull has electric candles, burning torches, or other light sources mounted to its form and acts as a glow globe or stablight (see page 148).
- **Laud Hailer:** The Servo-Skull has a laud hailer (see page 148) which can amplify pre-recorded sounds or the voice of anyone at Immediate range.
- **Medicae:** The Skull is fitted with devices to aid in medical efforts, and grants +10 to Medicae Tests made within Immediate range.
- **Scanner:** This Servo-Skull is fitted with an auspex (see page 145) and allows a character at Short range to gain the benefits of that device.
- **Utility:** The Servo-Skull has a mix of tools to aid in mechanical tasks, which acts as a Combi-Tool (see page 146) for a character at Immediate range.

The Quality of Servo-Skulls can vary the abilities of any implanted devices in the same manner as that device, or can have other effects such as it hovering erratically or drifting away from the characters at times. Greater designs might anticipate their user's needs, be able to carry out simple commands, or subtly move towards possible dangers or heresies through the Omnissiah's Will.

MULTICOMPASS

A valuable device when exploring frontier wilderness, crumbling hivescapes, and other areas lacking directional features, a Multicompass employs a variety of sensors and gyroscopic cogitators to signal axial and magnetic north on a planet.

You can use a Multicompass in combination with Navigation (Surface) or other Tests relating to making your way across unfamiliar terrain.

MULTIKEY

A Multikey is a very useful, though often highly illegal, tool. As so much Imperial technology is standardised, including most lock technology, each has integrated probes, rakes, and picks specifically designed to defeat most locks a user might encounter.

You can use a Multikey in combination with Dexterity (Lock Picking) Tests to bypass locks of Imperial design.

PICT RECORDER

Pict Recorders essentially have one use: capturing still pict images and vid scenes. Most can also play the recorded media to the user and are generally lightweight and durable enough to be used in rough climates and rougher taverns. A Pict Recorder can record and store hundreds of images and roughly 10 hours of video.

Operating a handheld Pict Recorder requires an Action for each round it is in use, but does not require a Test.

PSY FOCUS

These small, simple trinkets might be mistaken for detritus littering a habway, oddly glowing crystals, or elaborately carved icons, but in the hands of a psyker they allow for greater mental clarity when accessing the powers of the Warp. Some might be made personally during training on Terra, others passed down from one rogue psyker to another as a part of joining a cult. All possess a special value their owner might treasure above all else.

When using a Psy Focus, you gain +1 SL to Psychic Mastery Tests. You can not benefit from more than one Psy Focus at a time.

SCREAMER

These basic alarm devices set out screeching sonics when a predetermined condition such as movement, sound, or pressure is detected. They can be activated and set as watchdogs against invaders when groups cannot set guard themselves or to supplement their own watch.

Setting a Screamer requires a **Routine (+20) Tech (Security)** Test. On a failure, the Screamer immediately goes off and alerts everyone within Long Range. On a success, the Screamer is set and begins to monitor its Zone or an adjacent Zone. Note the SL of the successful Test. When setting the Screamer, the user's can choose for it to monitor for either sound, movement, or pressure.

When a creature enters the Screamer's Zone, they must make a **Challenging (+0) Stealth** Test to avoid detection, suffering −SL equal to the SL of the Test to set the Screamer. For example, if the Test to set the Screamer succeeded with +3 SL, any Stealth Test to avoid detection would suffer −3 SL. If the Screamer detects a change in the condition chosen, it erupts loudly, alerting everyone within Long Range.

SACRED UNGUENTS

These Omnissiah-blessed lubricating oils can calm even the most recalcitrant of Machine Spirits, allowing them to operate with ease and ignore slights against their forms.

You can use Sacred Unguents 5 times. As an Action, you can make a **Challenging (+0) Tech (Engineering)** Test to apply Sacred Unguents to an Imperial technological item, vehicle, or weapon. If you succeed, the next time you fail a Test using the affected item, you re-roll the Test. After this re-roll, or if one day passes, the applied Sacred Unguents dry up and this effect ends. If you fail the Test to apply Sacred Unguents, you incorrectly apply the Unguents, or the machine spirit demands more to be appeased, either way you waste one use of Sacred Unguents.

SIGNAL JAMMER

Signal Jammers overload airborne electronic transmissions such as vox messages and data feeds, completely severing the connection. There is usually no attempt at subtlety and everyone with access to the transmissions can tell something is interfering, but if simple ceasing of communication is the goal, then Signal Jammers do the job quite well.

You can activate the Signal Jammer as a Free Action. While active, the Signal Jammer disrupts vox and data transmissions within 1 mile. If not connected to a power source, a jammer can operate for 2 hours before its battery is depleted.

STUMMER

Stummers cancel ambient noise through integral cogitators using sonic sensors and waveform dampeners. They are quite useful for covert operations but as they cancel all sound this means team members must rely on non-verbal communication.

When activated as a Free Action, a Stummer increases the Difficulty of sonic Awareness Tests made to detect unexpected sounds in the same Zone by three steps.

Its power lasts for 20 minutes; recharging takes several minutes once connected to a standard Imperial power source. Multiple Stummer effects do not stack.

VOX-CASTER

This is the standard Imperial communication device, based on especially reliable STC patterns, used across the galaxy for untold centuries. A Vox-Caster allows messages to be sent over long distances, even reaching vessels in low orbit.

A Vox-Caster allows transmission to other Vox-Casters and small units, such as Vox Beads, within 100 miles.

WRITING KIT

These basic kits are ideal in areas where technology is unreliable or where foul machine spirits dominate and interactions with them is suspect at best. Each has parchment, quills, ink, and other items for recording information to be kept away from prying data sniffers and comm leeches and stored in a manner more permanent than most technologies allow.

Each writing kit contains the necessities for several dozen pages of penmanship, either by hand or Auto-Quill (see page 145).

TOOLS

Name	Cost	Avail	Enc
Auspex/Scanner	1,000	Scarce	1
Auto-Quill	150	Scarce	2
Chirurgeon's Kit (5 uses)	500	Rare	1
Chrono	20	Common	0
Climbing Harness	100	Common	0
Combi-Tool	300	Rare	0
Comm Leech	1,000	Rare	1
Dataslate	100	Common	0
Diagnostor	2,000	Rare	1
Disguise Kit	100	Exotic	1
Emperor's Tarot	10000	Rare	0
Entrenching Tool	20	Common	1
Excruciator Kit	500	Exotic	1
Glow-Globe/ Stablight	30	Common	0
Grapnel Launcher	550	Common	0
Grav Chute	2,000	Rare	2
Holy Icon	10	Common	0
Inhaler/Injector	65	Common	0
Instruments of Divination	200	Rare	0
Lascutter	170	Common	2
Laud Hailer	100	Scarce	1
Mag Boots	400	Rare	0
Magnoculars	30	Common	0
Manacles	50	Common	0
Micro-Bead/ Vox Bead	150	Common	0
Monotask Servo-Skull	2,000	Rare	0
Multicompass	400	Exotic	0
Multikey	200	Scarce	0
Pict Recorder	200	Common	0
Psy Focus	100	Exotic	0
Regicide Set	40	Common	0
Sacred Unguents (5 uses)	100	Rare	0
Screamer	170	Scarce	1
Signal Jammer	250	Rare	1
Stummer	1,000	Common	1
Vox-Caster	1,000	Scarce	0
Writing Kit	20	Common	1

AUGMETICS

'With every pound of flesh I shed,
I inch closer to the divine.'

— Magos Cyrus Fulm

The 41st Millennium is utterly unforgiving, and service to a Patron is always filled with risks. Even apparently routine operations can explode into lethal gun fights, and unwary characters can stumble into traps that threaten life and limb.

Augmetics are a common part of life across the Imperium, either as replacements for horrible injuries suffered in a manufactorum or as a means to create transhuman warriors to destroy the Emperor's enemies. For the followers of the Machine God, they are signs of devotion and the assurity that the Flesh is indeed Weak.

Adding augmetics is usually done via **Medical Services** (see page 156), with the cost of the augmetic replacement or augmentation added to the service's cost.

Augmetic Replacements

A common sight across the Imperium, most augmetic limbs and other implants prioritise function over all else. As a result, most are brutally practical, eschewing aesthetics in favour of utility. There are some exceptions to this, especially among the highborn, and such gilded augmetics are often used as a sight of status and wealth.

AUGMETIC REPLACEMENTS

Name	Cost	Avail
Augmetic Arm	1,000	Scarce
Augmetic Heart	3,000	Rare
Augmetic Leg	1,000	Scarce
Augmetic Respiratory System	2,000	Rare
Augmetic Sensory Organs	4,000	Rare
Augmetic Tracks/Wheels	1,500	Scarce

REPAIRING AUGMETICS

Though often more durable, augmetic replacements can be damaged just as biological body parts can. For augmetic limb replacements, treating Injuries (see page 214) caused by Critical Wounds requires a Tech (Engineering) Test instead of a Medicae Test. The Difficulty of the Test is listed in the relevant entry on the Critical Wound Table. If a Critical Wound says it requires a Chirurgeon's Kit, it instead requires a Combi-Tool (see page 146).

If an augmetic replacement suffers a *Broken Bone* Injury, it does not heal naturally over time. Instead, use the following rules. Once repairs are complete, the augmetic is fully functional.

- Repairing a *Broken Bone (Minor)* requires 5 successes on an extended **Routine (+20) Tech (Augmetics)** Test, with one Test made every hour. Additionally, replacement parts equal to 25% of the cost of the augmetic must be acquired.
- Repairing a *Broken Bone (Major)* requires 5 successes on an extended **Challenging (+0) Tech (Augmetics)** Test, with one Test made every hour. Replacement parts equal to 50% of the cost of the augmetic must be acquired.

If an augmetic replacement suffers the *Amputation* Injury, it is damaged beyond repair and must be replaced.

A character's number of augmetics cannot exceed their Toughness Bonus. This can be increased by taking the *Flesh is Weak* Talent (see page 110).

AUGMETIC ARM

Among the more common augmetic parts in the Imperium, these limbs can be seen everywhere from battlefields to manufactorums. An Augmetic Arm has the following effects:

- The arm grants +1 Armour, which is added to any other Armour in the location.
- You gain +1 SL to all Strength-based Tests using the arm, and melee attacks with the arm deal +1 Damage.
- If you have two augmetic arms, you gain +2 SL to Strength-based Tests using both arms, and deal +2 Damage with *Two-handed* melee weapons.

AUGMETIC HEART

Augmetic hearts are rare outside of the Adeptus Mechanicus, as severe damage to the heart usually spells death too quickly for surgical replacement. Thus, those with augmetic hearts usually have them by choice, and pay a steep price for the privilege. An Augmetic Heart has the following effects:

- As an Action, you can make a **Challenging (+0) Fortitude** Test to remove the *Bleeding (Minor)* Condition.
- As an Action, you can make a **Hard (–20) Fortitude** Test to remove the *Bleeding (Major)* Condition.

AUGMETIC LEG

Legs are sometimes lost to industrial accidents, or infections contracted in the deathworld swamps. Augmetics restore a users locomotion, and tend to be more robust than their owners original limbs.

The leg grants +1 Armour, which is added to any other Armour in the location.

You gain +1 SL to all Strength-based Tests using the leg, such as kicking in a door.

AUGMETIC RESPIRATORY SYSTEM

These artificial lungs and filtration-fibres are valued replacements that can repair organs lost due to inhaling smoke, flames, acidic gases, and other dangers (a common occurrence in many manufactorums).

- You gain +2 SL to Fortitude Tests to resist the effects of airborne toxins and poisonous gases.

AUGMETIC SENSORY ORGANS (EYES, NOSE, EARS)

Sensory augmetics can be subtle or quite obvious, especially in the case of augmetic eyes which are a highly regarded sign of status on many worlds. In most cases, however, these augmetics exist to replace features lost to war or accident. All have neurological interfaces to pass sensory information in the same manner as natural organs.

- You gain +1 SL to Tests using that sense.
- If you have two augmetic eyes or two augmetic ears, you gain +2 SL instead.

AUGMETIC TRACKS/WHEELS

Commonly seen on several forms of Servitors, track or wheel assemblies are occasionally issued to those who have lost both their legs, and whose duties might still be performed — or enhanced — by a more robust form of locomotion. Your new form of locomotion grants +1 Armour, which is added to any other Armour in the location. In clear Zones suitable for tracks or wheels, your Speed is now Fast. However, the GM may rule that cluttered Zones count as Difficult Terrain for you.

Your Augmetic tracks or wheels use the mechanical rules for the Leg Critical Wound (page 362) and the Broken Bones and Amputations rules (page 216 onwards) just as Augmetic Legs would. However, you are free to describe any such Wounds as best suits your character's unique physical form, for example an Amputated Toe might be a tear in your treads or a punctured wheel.

Strength in Steel

While many augmetics exist simply to replace parts of a body that fail due to the weaknesses of flesh, others add entirely new capabilities. These are particularly beloved by Tech-priests of the Adeptus Mechanicus who wish to rid themselves of failing flesh, replacing it with the pristine augmetic perfection favoured by the Omnissiah. These augmetics are available only to Tech-priests or their servants within the Adeptus Mechanicus Faction, though at the GMs choice they may be made available to others who have performed some notable service for the priesthood of Mars.

AUGMETICS

Name	Cost	Avail
Augur Array	6,000	Rare
Ballistic Mechadendrite	2,000	Rare
Biomechanical Interface	10,000	Rare
Calculus Logi Upgrade	10,000	Rare
Manipulator Mechadendrite	1,400	Rare
Medicae Mechadendrite	1,400	Rare
Optical Mechadendrite	1,200	Rare
Utility Mechadendrite	1,000	Rare
Vocal Implant	400	Rare

AUGUR ARRAY

This complex cortical implant enhances the user's sensory detection in ways otherwise impossible for mere flesh.

The user's senses gain the abilities of an Auspex (see page 145) revealing energy, life signs, movement, and other data within Medium Range. The user also gains +5 Perception.

BIOMECHANICAL INTERFACE

This implant allows its bearer to issue basic orders and commands to suitably configured systems such as cogitator arrays, basic automated industrial equipment and even some Servitors. Similar to the enhanced modules used by Tech-priests to control Skitarii maniples and Kataphron Battle Servitors on the battlefield, a Biomechanical Interface allows an adherent of the machine cult to issue these commands with silent efficiency.

The user gains +1 SL to Tech Tests when operating a machine with a suitable connection, or issuing orders to a suitably equipped cybernetic servant.

CALCULUS LOGI UPGRADE

A Calculus Logi Upgrade adds cogitator mechanisms to the brain, aiding and speeding the recall and processing of information. Several sects of the Macharian Tech-Priesthood hold this as the most important first step towards fully embracing the Machine God.

The user can perform simple mathematics instinctively, gaining +1 SL on any Logic (Mathematics) Tests. The user also gains +5 Intelligence.

MECHADENDRITE

These snake-like metal devices are affixed to the chest, back, or shoulders and act as additional manipulators. They are only found among adepts of the Adeptus Mechanicus, and extend roughly 2 metres in length. Each is fitted with its own special mechanisms. Using any Mechadendrite requires an Action.

Each Mechadendrite counts as a separate augmentation towards the maximum number a character can possess. If a character with Mechadendrites would suffer a Critical Wound to the Body location, roll a d10. If the result is less than the number of functioning Mechadendrites the character has installed, one of those is damaged instead. Damaged Mechadendrites cannot be used until they are repaired.

The following are some of the more common types found in the sector:

- **Ballistic:** The Mechadendrite is fitted with a Laspistol (see page 132) that never needs reloading.
- **Manipulator:** This hefty Mechadendrite aids in heavy lifting. When using a Manipulator Mechadentrite, you gain +2 SL to Strength-based Tests, and −1 SL to Dexterity Tests. It can also be used as an Improvised Melee Weapon (Two-handed).
- **Medicae:** This device includes scalpels, bonesaws, and skin-sealants for surgical support. The Mechadendrite counts as having a Chirurgeon's Kit (see page 145) for Tests that require one. Unlike a standard Chirurgeon's Kit, a Medicae Mechandendrite's advanced tools do not have a limited number of uses and only need to be replaced if the device is broken.
- **Optical:** Optical Mechadendrites are usually a metre longer than typical mechadendrites, allowing them to pass through crowded mechanisms and cramped areas to gain visual data. When using the Optical Mechadendrite, you gain +1 SL to Awareness (Sight) Tests and ignore the effects of *Poorly Lit* and *Dark* Zones due to the integrated Stablight (see page 148). You can also use these to look around corners, over the heads of a thronging crowd, and in many other, inventive ways.
- **Utility:** These are fitted with several devices for repairing and renovating machines, and are the most common form of Mechadendrite. They count as a Standard Quality Combi-Tool (see page 146), granting +2 SL to Tech Tests, and can be used in melee combat as an Improvised Melee Weapon (One-handed).

VOCAL IMPLANT

These implants allow for stentorian vocal effects and see impressive use in a variety of factions, such as in Macharian priests who lead services to many thousands of chanting pilgrims and riot control Enforcers, who need both hands free for their shotguns while they bark commands above the din.

When using a Vocal Implant, your voice or other sounds you play or generate can be easily heard up to 100 metres away.

SERVICES

Services represent the many needs that characters might have beyond items they can purchase. Their mission might require them to travel extensively and so they would seek out means of transportation to travel through a hive or even to another world. They often need a place to act as their command centre or simply as a place to rest for the night, thus requiring rooms and other facilities. Services come into play for these reasons and more, and while they are usually temporary in nature, each can be expanded into the basis of new missions.

GMs should adjust the Quality levels of some Services based on the current location. For example, high in the spire of Hive Oberyl on the wealthy planet Leonova there may not be any Standard Quality accommodations, or finding them might be harder than finding the more common Excellent Quality versions.

Transportation

'I don't care what you say, I'm not getting back into that thing until someone has washed the blood out and a Tech-Priest has re-sanctified the landing gear!'

— Bree Talus, Imperial Navy Shuttle Pilot

While travel on foot may suffice for short voyages, often this is impractical (travel across a desert), untimely (the destination must be reached quickly), or impossible (travel through the Void). The following are some of the more common methods across the sector. Costs listed in the transportation table represent service for each individual traveller.

CITY/HIVE

Each hive or basic city venue has its own ways to move across its habways (as well as vertically for hives).

PLANETARY (AIR, LAND, SEA)

This represents travel for long distances, such as between hives, across vast seas, or through the air. Some are used even for short distances in cases of inhospitable terrain or hostile inhabitants.

SYSTEM (ORBITAL, INTERPLANETARY)

Travelling into orbit and to other worlds is not even a dream for the vast majority of Imperial citizens, who cannot conceive of life outside their immediate surroundings. Still, orbital stations and mining installations must be crewed and defended, and the Imperial Navy and others transport whoever they must to ensure the demands of the Imperium — or their own greed — are met.

INTERSTELLAR (VOIDSHIPS)

Travel through the Warp is unpleasant at best, and for those who have some understanding of the nature of the Warp, it is terrifying. Temporal uncertainties and the risks of Warp storms make estimating durations difficult as well. Voyages may take hours or days from the point of view of those aboard the ship, while weeks or even longer may have passed in real space. It is not unknown for vessels to arrive before they departed, leading to much confusion.

Even for those who can afford it, Interstellar Travel is incredibly uncommon for most citizens of the Imperium. Only those with truly substantial wealth, the support of a powerful Patron, or some other Imperium-recognised need for it, will ever set foot aboard a voidship.

Accommodations and Lodgings

'It's not much, but it'll keep the acid out your hair. Glow globes are two solars extra. Clean water is five.

— Larsun Beck, Hive Voll landlord

Even the shortest mission usually requires a place to rest, tend to wounds, and plan. Some could be locations found on the fly, but Good and Excellent rooms might demand Influence of 1 or 2 with the owning faction to access. Lodging costs are for a day's stay for one person.

Provisions and Meals

'Bolt-heart Amasec — 393.M41. One of only 10,000 bottles in existence. Bottled in celebration of Lord Solar Macharius' miraculous recovery from the battle of Zaga IV. A fine vintage with a bold bouquet.'

— Itonius Sol, Macharian Amesac Merchant

Faith might sustain the soul, but as hard as the Administratum may try to stretch the definition and frequency of 'sustenance', the body requires food to function.

Additional Rules: A character who dines on only Poor Quality meals for an entire week must make a **Challenging (+0) Fortitude (Endurance)** Test or gain the *Fatigued* Condition until they can consume a higher quality meal.

TRAVEL

Quality	Cost	Examples
City/Hive Travel		
Poor	3	Rickshaw, habway tube, vertical lift-plate
Standard	8	Mass conveyor, transit carriage, riding beast
Good	20	Autocarriage, mag-chariot, Servitor-drawn rickshaw
Excellent	50	Enclosed autocarriage with driver, opulent palanquin, seats on jump shuttles
Planetary Travel		
Poor	200	Transport autocarriages, windsailers, megafauna trawlers
Standard	500	Interhive conveyor, land train, bulk transport aircraft
Good	1,000	Passenger aircraft, personal land train car, hired convoy
Excellent	5,000	High-speed shuttle, light gunship, armoured airship
System Travel		
Poor	500	Empty decks on ore transporters, pilgrim ship devotional rooms
Standard	1,000	Passenger shuttles (standing), merchant ship quarters
Good	5,000	Passenger shuttles (seats), shared rooms on light freighters
Excellent	10,000	System ship gilt-level suites, military-grade shuttlecraft
Interstellar Travel		
Poor	5,000	Steerage, bilges, and pilgrim decks on bulk haulers
Standard	10,000	Massed passenger quarters on merchant ships
Good	50,000	Multi-person suites aboard passenger transporters
Excellent	100,000	Private rooms on Chartist Captain vessels

ACCOMMODATIONS AND LODGINGS

Quality	Cost	Examples
Poor	20	Tavern back rooms, communal hab floors, barns
Standard	50	Shared hab quarters, mid-hive worker rooms
Good	100	Single hab room, mid-hive hostelry with staff
Excellent	200	Private upper-hive suites, linked rooms with servants

PROVISIONS AND MEALS

Quality	Cost	Examples
Poor	5	Runoff water, corpse-starch, acynadi paste
Standard	10	Basic recaf, orza loaf, fresh mala, fried klop cubes
Good	40	Persepolis recaf blends, grilled grox steak, ovana soup
Excellent	80	Vintage Kothir, marinated cloud-ray flank, seasoned yixtail

Medical Care

'Sir, I must sincerely request that you keep your screams to below 100 decibels. You are causing vibrations in the instruments, which is detrimental to my work.'

— Galvanius Tam, Unlicensed Medicae

Characters may be able to deal with minor medical issues in the field, but serious injuries and wounds often require specialised medical care — expertise that the characters may lack.

If you need medical care, you can find varying levels of expertise depending on where you are searching or what you are willing to spend. The **Medical Care** Table lists a number of options that may be available, but these may change based on your location. Each entry lists the cost per Test performed; the Medicae Skill of the vendor; any additional resources they may have, such as a Chirurgeon's Kit, or training in the *Chirurgeon* Talent; and some examples of those offering such services.

See Medical Treatment on page 219 for more information on treating injuries and wounds.

MEDICAL CARE

Quality	Cost	Medicae	Additional Resources	Examples
Poor	100	30	—	Hive gang bonecutter, frontier apprentice healer
Standard	200	40	Chirurgeon's Kit	Manufactorum medic, Militarum medicae
Good	600	50	Chirurgeon's Kit, and the *Chirurgeon* Talent	Trained hive medicae, feudal ruler's learned chirurgeon
Excellent	1,200	70	Chirurgeon's Kit, the *Chirurgeon* Talent, and a Medicae Servo-Skull	A noble's personal medicae, Rogue Trader's Med-Servitor

MACHARIAN FOOD AND DRINK

The sector is home to bountiful varieties of foodstuffs and liquid refreshments. Some of these are native while others were introduced during the Crusade and are now grown on numerous agri worlds. The following are a small sample of what characters might find in their travels.

Amasec
A distillation found across the Imperium, Amasec can be made from almost any local wine or other fermented beverage. Macharian vintages have a pronounced bouquet and unsubtle flavour. A bottle of Amasec costs 80 Solars.

Acynadi Meat
The acynadi of the Hive planet Voll are so varied in their forms that attempts to classify various species have failed, as no two are truly alike in form. The taste, however, is uniformly bland. On Voll, acynadi meat forms part of many Standard quality meals.

Corpse-Starch
This tasteless grey paste is a synthetic food source made from rendered Human corpses. Found on some hive worlds scattered across the Imperium and the unluckier Astra Militarum regiments, it serves the dual purpose of disposing of the innumerable dead and providing the survivors with sustenance. The production process carefully supervised and highly intensive, resulting in a uniform meal completely divorced from whatever — or whoever — may have gone into its creation. Many Poor quality meals are nothing but corpse starch.

Recaf
A common Imperial beverage made from boiled leaves, recaf offers a mildly stimulating and pleasant (if acquired) taste. A standard serving of Recaf costs 5 solars, though exotic blends can fetch much more.

Yixtail
This gigantic avian species is found throughout the Yix Sub-Sector, presumably spread by pre-imperium, or pre-human, starfarers. Their eggs are a prized delicacy, and can both travel well and survive many years when properly stored. Yixtail eggs cost 40 solars and provide a Standard quality meal for four.

VI

PSYCHIC POWERS

Beyond physical reality, there is another realm that permeates existence yet remains blessedly unknown to most. It is a timeless expanse of roiling power, an endless ocean of impossibilities and infinite potential. Though it has many names — the immaterium, the Empyrean, the Aether, and the Realm of Chaos — it is most commonly known simply as the Warp.

Psykers are rare individuals with both an innate connection to the Warp, and some measure of ability to channel and manipulate the raw power of the immaterium to spectacular, and often ruinous effect. Drawn from this endless sea of chaotic energy, a psyker's powers can be unpredictable and dangerous. A powerful Psyker can unleash devastating manifestations, but the more potent the Psyker, the stronger their connection to the warp. This causes their souls to shine all the more brightly there, blazing bonfires among the flickering candles that are ordinary Humans. Daemons are drawn to these souls as moths to a flame, hoping to tear into the materium through their fragile mortal frames.

PSYKERS IN THE IMPERIUM

The vast majority of the Imperium's population knows nothing of the Warp and little more about psykers outside the Imperial Creed's teachings. The Creed brands psykers as dangerous witches, consorts of daemons, and a danger to all of Humanity. The Ecclesiarchy calls for its faithful to "Suffer not the witch," hunting down and shunning psykers. This combination of fear and hatred means that most psykers live in reviled obscurity, but they are a necessary malignancy, fundamental to the functioning of the Imperium itself. Astropaths are necessary to transmit messages between the stars, while sanctioned psykers contribute their powers to the Astra Militarum. The Emperor is, of course, the most powerful psyker Humanity has ever known. His will powers the Astronomican, the immense beacon of psychic might that allows the Imperium to travel through the Warp.

The Emperor is sustained through the Golden Throne, thanks to the sacrifice of a thousand psykers every day, immortal and undying in his ceaseless vigil across the million worlds of the Imperium. Psykers are essential to the Imperium as it is today.

New psykers are born across the Imperium every day and in increasing numbers. Most are found and offered up to the Black Ships of the Adeptus Astra Telepathica, their sacrifice marked against the planet's onerous tithe to the Imperium. The Sisters of Silence evaluate and classify the captive psykers. Those found too weak or too dangerous to be useful can still serve as fodder for the Golden Throne, but those deemed worthy are taken by the Scholastica Psykana for specialised training, where brutal lessons prepare them for life as a sanctioned psyker.

As part of their training, psykers are subjected to a harrowing ritual that fortifies their souls. Known as Soul Binding, this ordeal brings the mind of the psyker close to the psychic greatness of the Emperor. In the process, some of the Emperor's vast energy is transferred to the psyker. This experience is traumatic, and not all survive. Even those who live do not always retain their sanity, and many suffer damage to their sensitive optic nerves. Astropaths in particular are almost universally blind, though their increased psychic skills allow them to 'see' in spite of their distorted, sunken and empty eye sockets.

Those not assigned to join Astropathic choirs often serve within the Astra Militarum, or act as advisors to Imperial nobility. Some individuals, such as Space Marine Librarians or certain recruits to the Inquisition, may be strong enough to forgo soul binding, but this is rare. All are monitored carefully for the remainder of their days.

Those who would avoid the Black Ships usually attempt to conceal their abilities to avoid being branded as a witch. As a result, agents of the Inquisition's Ordo Hereticus scour the Imperium, searching the populace for signs of unnatural power in a ceaseless witch hunt. Those few who slip away are classified as Rogue Psykers, and rank among the most dangerous hazards facing the Imperium. Their unprotected minds are an open invitation for daemons or worse, and whole worlds have fallen to incursions sparked by the reckless act of a single Rogue Psyker.

An Age of Witches & Miracles

The Cicatrix Maledictum's arrival changed the galaxy irrevocably. As the Great Rift bleeds energy from the immaterium, Humanity's ongoing psychic awakening has accelerated, causing psykers to emerge in greater numbers and with stronger powers. The Black Ships fill beyond capacity at an alarming rate, their protective wards pushed to the brink, and the Imperium strains to manage the ever-increasing numbers of psykers both within and beyond its control.

As in all times of strife, faith remains a bastion against the growing darkness. Along with a growing number of psykers, rumours abound that the Emperor answers the pleas of his faithful with greater frequency than ever before. Most are eager to accept these tales as a mote of hard earned hope amidst the roiling darkness of the age, but none can say for sure if there is any truth to them.

Psykers in the Macharian Sector

When Lord Solar Macharius began laying plans for his great conquest, he knew his forces would face enemies the Imperium had never encountered before and was certain he would need to employ every available weapon. Though the well-founded fears surrounding the Scholastica Psykana's troops gave him pause, he ultimately decided to include a sizable psyker detachment within his own First Army Group, and this choice brought many victories. The Psyker Corps proved themselves time and again during the crusade, though they continually suffered heavy casualties. The names of the most famous still loom large in the sector's history, but so do their sordid fates. The band of Wyrdvane Psykers who saved Macharius's life, known as the Accursed Third, were ultimately torn apart by uncontrolled Empyrean energies. The Calumset Chorus who defeated a corrupt Titan were executed as a mercy. The legendary Primaris Psyker Shadaz Jun, called the Tireless Blade and the Battalion of One, destroyed himself after over four hundred battles, choosing death over the possibility of letting the Warp drive him to betray Macharius.

Macharius's conclusion, which Saint Sejanus firmly shared, was that psykers were incredibly useful but required special handling. Sejanus recorded many lessons learned during the crusade, and these are still common practice in the Macharian Sector.

Macharian Astra Militarum soldiers are taught that Wyrdvane Psykers are to be respected as fellow soldiers serving under difficult burdens but are also not to be fraternised with, while Primaris Psykers are regarded as commissioned officers. Neither their actions nor the odd occurrences around them are to be questioned by common soldiers.

Commissars serving with Macharian units typically find this laxity in the vigilance of the common soldier to be abhorrent — viewing it as little more than witch-sympathy and heresy. While certain allowances may be made in the heat of battle, most Commissars are swift in delivering the Emperor's mercy to any psyker that appears to have lost control of the terrifying power they command.

Anyone displaying psychic powers in the Macharian Sector invariably draws attention and suspicion, though affiliation with the Astra Militarum or another Imperial agency typically grants at least a modicum of leeway before screaming accusations of witchcraft. Nobles, Administratum Adepts, and high-ranking Ecclesiarchy members routinely interact with Astropaths, and though most have little understanding of how they operate, they understand an Astropath has witnessed the Emperor's light firsthand, and that demands some measure of awe. Macharian crime syndicates tend to have a more pragmatic take on psykers. Some view psykers as an asset to exploit, while others avoid them for fear of drawing attention from the Arbites or Inquisition — not to mention their own safety. To be a psyker in the Macharian Sector is to be occasionally respected, always feared, and forever cursed.

PSYCHIC DISCIPLINES

Though the immaterium represents limitless potential, channelling it through a living mind constrains its nature somewhat, allowing for some degree of categorisation. Along with the Minor Powers common amongst even untrained psykers, scholars of psychic phenomena group powers into distinct disciplines, each specialising in a particular type of psychic manifestation. To learn a power from a specific Psychic Discipline, you must have access to that discipline through an appropriate Talent. Characters with the *Psyker* Talent (page 114) can spend 60 XP to purchase additional Minor Psychic Powers or 100 XP to purchase Psychic Powers from their chosen Disciplines.

Minor Psychic Powers

Minor powers are available to all Psykers and typically cost fewer XP than specialised discipline-specific powers because they are easier to learn. These powers are also easier to use and require less contact with the warp to manifest them, so they also tend to be less dangerous than other disciplines — though this is strictly in a relative sense.

Biomancy

Biomancy focuses on manipulating living flesh and biological processes. Biomancers can heal wounds, alter physical characteristics, and perform lethal acts of biological sabotage.

Divination
Divination specialises in gleaning information and using it to turn fortune in your favour. Diviners find useful insights everywhere, manifesting extrasensory abilities and glimpsing the future.

Pyromancy
Pyromancers understand better than anyone that a single spark can set everything alight. Pyromantic powers grant the ability to create and control heat and flame through Warp-empowered will.

Telekinesis
Telekinesis allows those who wield it to manifest their thoughts as physical force. Telekinetic psykers can manipulate objects at a distance, erect invisible barriers, and tear enemies apart.

Telepathy
Telepaths reach through the Warp to connect minds together and tamper with thoughts. Telepathic powers facilitate communication, control behaviour, and manipulate thoughts and emotions.

MANIFESTING PSYCHIC POWERS

In game terms, a psyker is any character with the *Psyker* Talent, whether they are sanctioned or unsanctioned. Those of sufficient will, once trained and authorised by the Imperium, have the Sanctioned Psyker Talent. This brings them both increased control over their powers and the constant scrutiny and suspicion that comes with being a known psyker, but they are also considered important enough to exist openly in Imperial society. Gaining this Talent is a long and arduous process, and most Characters who do not start with this Talent are unlikely to be able to acquire it during play. Psykers who avoid sanctioning lack the control it imparts, but they remain unknown to Imperial authorities, lacking the perpetual oversight inherent to sanctioned psykers. Should the Imperial public or authorities discover an unsanctioned psyker, they will likely have to contend with the full force of the Imperium's paranoia and prejudice. Sanctioned or not, no psyker is ever fully safe or trusted. Wise psykers must consider which powers they use, who witnesses them, and what phenomena they manifest, lest they garner unwanted attention.

Using a Psychic Power
To use a psychic power, a psyker must open their mind to the warp, channelling its energies to useful effect while desperately clinging to their own sanity. Each attempt to manifest a psychic power requires a Psychic Mastery Test with a difficulty decided by the power in question. This is referred to as a Manifest Test. Manifesting a power is an Action, unless a power's rules state otherwise.

If you successfully Manifest a power, you draw energy from the Warp into the material universe, shaping it into your desired result: the power works as intended. Failure means you are unable to properly contain and direct the immaterium to enact your power: the power fails to manifest, but the psychic energy drawn upon still leaks into you.

To Manifest a power, follow these steps:

1. Choose a power to Manifest.
2. Make a Psychic Mastery Test using the Difficulty listed.
3. Gain Warp Charge.
4. If the Test succeeds, apply the power's effects.

1: Choose Power
First, choose a power from amongst those available to you. For details on gaining access to powers, see the *Psyker* Talent on page 114.

The power's entry details the target of a power and at what range you can target them. To choose a target, you must be aware of it and know its exact location. This usually means you have line of sight to the target, though you could also target something you are aware of through extrasensory means (such as other psychic powers that reveal the locations of creatures or objects).

2: Make Psychic Mastery Test
The Difficulty of your Psychic Mastery Test to Manifest a power depends on the power, as stated in its entry. If you succeed on your Test, you successfully Manifest the power. The Psychic Mastery Test you make to Manifest a power is referred to as your Manifest Test.

Example: *Reeta attempts to Manifest the power Smite. As its difficult is Difficult (–10), her effective Psychic Mastery is reduced by 10, making it 45. She rolls a 34 — succeeding with +1 SL!*

3: GAIN WARP CHARGE

If you successfully Manifest the power, you immediately gain Warp Charge equal to the Warp Rating of the power. If you fail, you gain 1 Warp Charge per −SL of your Manifest Test, up to the power's Warp Rating.

Example: *If you attempt to Manifest Sear (Warp Rating 1) and fail with −3 SL, your Warp Charge only increases by 1. If you attempt to Manifest Vortex of Doom (Warp Rating 4) and fail with −2 SL, your Warp Charge only increases by 2.*

Talents and situational factors may modify the amount of Warp Charge you gain. The amount of Warp Charge you can safely contain is referred to as your **Warp Threshold**. The consequences of exceeding this are grave, and are explained in more detail on page 163.

CRITICALS AND FUMBLES

If your Manifest Test results in a Critical, reduce the power's Warp Rating by your Willpower Bonus, to a minimum of 1. Psychic Powers do not cause Critical Hits, but can still cause Critical Wounds by exceeding the target's Maximum Wounds as normal.

If your Manifest Test results in a Fumble, double the amount of Warp Charge you would normally gain.

4: APPLY EFFECTS

If you successfully manifest the power, apply the effects described in the power's entry. Note that Psychic Powers cannot typically be Dodged, unless otherwise stated by the power or another effect.

If you fail to manifest the power, usually nothing happens, but some powers specify an additional consequence when you fail to Manifest them.

Regardless of your success or failure, the attempted use of any psychic power is a taxing affair, and characters will likely display nosebleeds, tremors, or some other physical sign of the incredible stress they are enduring. Some of these signs are entirely unnatural, such as glowing eyes, a sudden shift in the tenor of their voice, or random static discharges leaping from their body.

Sustained Powers

Some psychic powers have lingering effects the psyker can sustain as long as they concentrate on maintaining the flow of psychic energy powering the effect. These are referred to as Sustained powers and are identified by a duration of 'Sustained' in the power's entry.

When a Sustained power's duration would end, you can choose to extend its duration as a free action. You may do so indefinitely, but you must be conscious to do so. No Test is required to Sustain a power, and you may Sustain as many powers as you wish. However, sustaining a power requires you to continually channel energy from the Warp. You cannot have less Warp Charge than the total Warp Rating of each power you're sustaining, even if you attempt to reduce it through Purgation(see page 163).

If you trigger Perils of the Warp, all your Sustained powers end immediately.

Pushing

The Warp is an endless source of power, and psykers desperate or foolish enough to reach deeper than necessary into that source can access extra energy when manifesting a power. Though the influx of power makes manifesting a power easier, it also allows the Warp to flood into reality unpredictably, increasing the risk of disaster.

When you attempt to manifest a power, you may decide to Push your Manifest Test before rolling. If you do so, you make your Manifest Test with Advantage, but regardless of success or failure, you also gain 1d10 Warp Charge in addition to the amount you would normally gain. Additionally, if you fail to Manifest the power and Fumble, you immediately trigger Perils of the Warp (see page 164).

Overt Powers

Many psychic powers manifest subtly and leave little obvious evidence that something occurring is the work of a psyker. A slight drop in temperature, a flicker of unnatural light, or a deepening of shadows might be all that visibly occurs. The more powerful the effect the more obvious these signs become. Unless a power is noted to be Overt, then it is very difficult to detect without the use of supernatural senses like Psyniscience. Even if small physical clues are noted, it will be difficult to conclusively prove unnatural powers were at work.

Some powers, however, are impossible to deny, their effect and origin immediately obvious to all who witness them. Such powers are noted as being Overt. An Overt power has obvious effects and leaves no doubt about who manifested it. Overt Powers are denoted by an asterisk next to the power's name in its entry.

For example: *Gallidia manifests Haemorrhage (not an Overt power) on a target, causing it to very obviously bleed, but she displays no obvious link between her and the effect — any number of terrible afflictions might make someone bleed, after all. Observers may have their suspicions, but Gallidia didn't point or waggle her fingers at her target — she manifested the power through thought alone. She later manifests Bio-Lightning, blasting an arc of electricity between her and her target. Anyone witnessing this outward display of psychic might may not understand what exactly she is doing, but they'll certainly know she's responsible and will likely believe it to be witchcraft.*

Given the stigma around psykers and the dangers their powers represent, psykers invariably attract a great deal of attention when using Overt powers around witnesses. Consequences resulting from overt uses of psychic powers depend on many factors, such as who the psyker is, their status and reputation, but they will always attract attention. This is usually not ideal for almost any psyker.

Deny the Witch!

All Psykers can feel and influence the ebb and flow of the Warp to some degree. When a Psyker attempts to manifest their powers, they seek to shape these eldritch energies and impose some form of order upon them. Doing so invites nearby hostile Psykers to interfere with this attempt, ripping power away from their manifestation or overwhelming their nascent psychic construct with a wild gout of energy.

All Psykers may attempt to **Deny the Witch!** whenever another Psyker within Short range attempts a Manifest Test. The Psyker attempting to deny the power must make a **Challenging (+0) Psychic Mastery** Test. Every +SL they receive reduces their target's Manifest Test by −1 SL.

The first attempt to use **Deny the Witch!** against an enemy Psyker is made as normal. Further attempts to prevent the same Manifest test are made at a penalty of −1 SL, which increases by a further −1 SL for each subsequent attempt.

WARP CHARGE

When a psyker uses their powers, they draw Warp energy into the universe, and they must manage that energy as it accumulates lest it slip from their control with disastrous consequences. This energy is referred to as Warp Charge.

Every Psyker has a **Warp Threshold** equal to their Willpower Bonus, which can be adjusted by certain effects (such as the *Sanctioned Psyker* Talent). Attempting to Manifest a power generates Warp Charge. As long as your Warp Charge is equal to or less than your Warp Threshold, you are relatively safe. When your Warp Charge exceeds your Warp Threshold, you risk unleashing the **Perils of the Warp** (see page 164).

Purgation

During combat and other fraught situations, Psykers must take the time to manage the horrendous powers they are attempting to control lest they be overwhelmed by them and destroyed. This is called Purgation in game terms, but individuals and groups may have other names for the practice. Purgation takes many forms, but essentially involves the Psyker centering their mind, ridding themselves of excessive warp energies, and shrouding themselves from the attention of entities in the warp. Some learn these techniques from a master, others must learn by trial and error. Those who neglect to develop such practices are inevitably destroyed.

When your character builds up a dangerous amount of Warp Charge, you should turn to Purgation to get rid of it. As an Action, make a **Challenging (+0) Discipline (Psychic)** Test. A successful Purgation Test removes an amount of Warp Charge up to your Willpower Bonus +SL. A failed Test removes no Warp Charge. You cannot reduce your Warp Charge below zero, or below the total Warp Rating of any powers you're Sustaining (see page 162).

Whenever you make a successful Purgation Test, roll on the **Psychic Phenomena** Table (page 164) and apply the effect. No Purgation Test is required outside of stressful situations, such as combat — instead, simply remove all Warp Charges and make a single roll on the Psychic Phenomena Table without applying any modifiers.

Psychic Phenomena

Purgation is hardly safe, though most psykers consider it preferable to containing the roiling power of the warp within their minds. When you successfully Purge, roll once on the Psychic Phenomena Table, add +10 to the result for each Warp Charge shed, then apply the result. Unless specified otherwise, Psychic Phenomena affect your current Zone and last for 1d10 minutes or until the Encounter ends (at the GM's discretion). If a Psychic Phenomenon occurs in a Zone already affected by that phenomenon, reality there permanently manifests a lasting anomaly, noted as the Lingering result under each entry.

PSYCHIC PHENOMENA

D100	Phenomenon
11–45	**Hoarfrost:** The area is covered with a thin layer of frost. Breath fogs in the air, and an unnatural chill infiltrates past even the thickest clothing and armour. **Lingering:** The effect becomes permanent. The area can be heated temporarily by a huge expenditure of heat and energy, but eventually entropy and the chill of the grave reclaims it.
46–49	**Banshee Howl:** Loud screeching fills the area, periodically making it impossible to hear other sounds. **Lingering:** Deafening screeches occur daily. The voice seems familiar to all who hear it.
50–52	**Bloody Tears:** Images such as pictures, icons and statues in the area appear to weep blood. **Lingering:** The weeping becomes permanent. Any who drink the viscous blood dream of terrible portents.
53–55	**Breath Leech:** The air is sucked from the lungs of everyone present. Characters in your Zone must succeed at a **Challenging (+0) Fortitude (Endurance)** Test or become *Stunned* for one round. **Lingering:** The air becomes permanently stale and difficult to breathe. Treat the Zone as though it were under the permanent influence of a Choke Grenade (page 135).
56–58	**Dark Foreboding:** An whispering breeze fills the area, giving those nearby a feeling of nameless dread. **Lingering:** The area becomes permanently unsettling. Characters entering the Zone must make a **Challenging (+0) Discipline (Fear)** Test or become *Frightened*.
59–62	**Distorted Reflection:** Reflective surfaces in the area distort whatever they reflect, showing a twisted and disturbing version of reality. **Lingering:** Surfaces in the area never quite reflect what is truly present. Individuals may draw unholy inspiration from the strange images they perceive.
63–67	**Falling Upwards:** Gravity reverses for a few seconds. Characters in your Zone must succeed at a **Challenging (+0) Reflexes (Acrobatics)** Test or suffer a 10 metre fall. **Lingering:** Gravity permanently shifts in the area. Unnaturally high gravity inflicts the *Overburdened* condition one anyone in the Zone. Occasionally gravity reverses without warning, as for Falling Upwards above.
68–71	**Grave Chill:** Nearby surfaces become cold to the touch, and breath fogs in the air. **Lingering:** The area remains frigid in spite of attempts to warm it, and counts as a Cold enviornment (page 218).
72–76	**Memory Worm:** Everyone in the area finds it difficult to recall minor things such as people's names or the time. **Lingering:** The area becomes a permanent place of forgetfulness. It is difficult to recall most facts when in the area, and spending more than an hour there causes someone to forget something substantial.
77–81	**Mounting Paranoia:** Everyone in the area has the sudden unshakeable sensation that they are being watched. **Lingering:** The area becomes mired in a permanent aura of mistrust and paranoia. Anyone spending more than an hour in the area begins to suspect everyone around them of malign intent.
82–85	**Rot and Decay:** Any perishable goods in the area become stale and unpalatable, and insects and small animals nearby quickly perish. **Lingering:** The area gains a permanent faint smell of lingering rot. Living plants, small creatures, and foodstuffs all perish or decay here in hours, and new diseases crop up frequently in the surrounding area.
86–95	**Veil of Darkness:** All light sources dim substantially, causing the Zone to become *Poorly Lit*. **Lingering:** The effect becomes permanent.
96–100	**Warp Echoes:** Everyone in the Zone hears echoing voices and sounds from past events and things yet to be. Characters who hear this bewildering cacophony must pass a **Challenging (+0) Discipline** Test or be *Stunned*. **Lingering:** Whispering and distant voices haunt the Zone forever. They may mislead or inform listeners.
101–125	**Psychic Breakthrough:** Roll again on this table, rerolling results of 101+, and apply both the standard and Lingering effect of that result.
126+	**Perils of the Warp:** Something has gone terribly wrong. Roll again on the Perils of the Warp Table, exactly as if you had failed a test to control your accumulated Warp Charge.

PERILS OF THE WARP

D100	Corruption	Effect
11–40	**1**	**Rattled:** You catch a glimpse of something in the Warp that sends shivers down your spine. Gain the *Frightened (Minor)* Condition.
41–45	1	**Gritted Teeth:** The power surges through you, and you suffer 3 Wounds.
46–50	1	**Psychic Discharge:** Any powered devices on your person, such as lasgun clips, dataslates, and vox-casters immediately lose their charge. You must recharge or repair these before they can be used again.
51–55	1	**Warplight Cascade:** Power gushes from you in arcs of iridescent light. All other characters within Short Range suffer a hit that deals 1d10+6 Damage. Targets may attempt to Dodge this hit as if it were a Ranged Attack with 1 SL.
56–60	2	**Backlash:** A violent burst of energy from the warp smashes your mind and you are sent reeling. You are *Stunned*.
61–65	2	**Stolen Tongue:** The capricious whims of the warp rob you of the ability to speak for 1d10 hours.
66–70	2	**Photosensitivity:** For 1d10 hours you become incredibly sensitive to light. You can see easily in almost pitch darkness. You do not suffer the effects of *Obscured* or *Poorly Lit* environments, but you are *Blinded* while in Zones without those Traits exposed to bright light.
71–75	2	**Feature Creep:** Some element of your appearance — your eye or hair colour, your height, or your gait, changes subtly and permanently. The details of this are up to the GM.
76–80	2	**Gibbering Wreck:** You scream in pain as terrible insights from the Warp twist your mind. You are *Stunned* and exposed to a source of moderate Corruption.
81–85	2	**Soul Sear:** Warp power courses through your body, leaving a permanent scar on your soul. For the next 1d10 hours you may not use any Psychic Powers.
86–90	2	**Locked In:** Warp energy floods your body, making it almost impossible to control. You are *Restrained* by an invisible force with Strength 50 for 1d10 rounds.
91–95	3	**Concussive Blast:** With an explosive crack of power you are rendered *Unconscious*. Characters in Short Range must pass a **Challenging (+0) Fortitude (Endurance)** Test or be *Stunned*.
96–100	3	**Blood Rain:** An unnatural psychic storm erupts, covering your Zone with a downpour of blood. In addition to this distressing effect, all Psychic Powers have their Warp Charge rating doubled if used inside this area.
101–105	3	**Timeslip:** Time flows oddly around you, and you are flung 1d10 rounds into the future. From everyone else's point of view you simply disappear for 1d10 rounds.
106–110	3	**Daemonic Emergence:** A daemon tears its way out of the Warp and emerges within Short Range of you. Roll a d10 to determine what kind of daemon appears: 1-3, a Plaguebearer (page 352), 4-6, a Bloodletter (page 351), 7-8 a Daemonette (page 352), or a Pink Horror (page 353) appears.
111–140	3	**Cataclysmic Blast:** Power erupts forth from you in great arcs of coruscating energy. You and all other characters within Short Range suffer a hit that deals 3d10 Energy Damage. Additionally, all of your gear is destroyed on the spot, leaving you standing in a smoking crater.
141–150	5	**Mass Possession:** You scream in an unnatural, heretical tongue as daemonic entities attempt to use you as a bridge to enter the material universe. Roll a d10 at the beginning of each of your Turns — on a roll of 8 or more the effect ends. While the effect is in progress, you cannot Move and must spend your Action attempting to hold back the daemonic horde. You are a source of moderate Corruption while this effect persists.
151–170	10	**Daemonhost:** You must immediately pass a **Very Hard (–30) Discipline** Test or be possessed by a daemon. The details of this remain up to the GM, but it is almost certain that the being will attack all those around it regardless of their relationship to you. While you are most likely effectively dead, destruction of the Daemonhost may free your soul, if not save your life.
171+	5	**Eye of Terror:** A substantial gate to the immaterium opens, and something truly terrible emerges. The nature of this remains up to the GM, but a Greater Daemon stepping through or an ancient Space Hulk appearing in orbit would be appropriate.

Perils of the Warp

At the end of your Turn, if your current Warp Charge exceeds your Warp Threshold, you must immediately make a **Challenging (+0) Psychic Mastery** Test. If you succeed, you manage to contain the growing Warp energy inside you, though the presence of barely constrained power within you becomes obvious. Your eyes may begin to weep lightning, your feet may lift off the ground, and any powers you manifest in such a state count as Overt.

If you fail this Test, the power of the Warp floods through you, and the raw, unconstrained horror of the immaterium rushes into the material universe. As above, the presence of this power becomes obvious as it wracks your body, but anyone who passes a **Routine (+20) Intuition** Test can tell you are no longer in control of it. At the beginning of your next turn, if you are still alive, roll once on the Perils of the Warp Table, adding +10 to the result for each Warp Charge you have over your Warp Threshold. Consult the Perils of the Warp Table and apply the result. You also gain Corruption as indicated by the table.

After determining the Perils of the Warp effect, your Warp Charge resets to 0, and any powers you are Sustaining end.

PSYCHIC POWERS

This section presents psychic powers divided into disciplines. This is merely a sample of the strange, wondrous, and terrible powers psykers can wield in the 41st Millennium. **Imperium Maledictum** supplements may present new disciplines and powers, and the GM may devise their own.

Psychic powers are presented in the following format:

- The name of the power. Powers marked with an asterisk (*) are Overt powers (see page 162).
- **Warp Rating:** The base amount of Warp Charge you gain each time you Manifest the power (see page 163). Certain effects can modify this.
- **Test:** The Difficulty of your Psychic Mastery Test to manifest the power (Manifest Test).
- **Range:** The range at which the power can be manifested. You can only choose targets within this range. This is usually Self (if it affects or is centred on you), Immediate Range, Short Range, Medium Range, or Long Range, though some powers specify other ranges.
- **Target:** What you can target with the power. This is You, a number of objects or creatures, or a number of Zones. If the target is your Zone, the effect applies to the Zone you are currently in and moves with you if its effect has a duration longer than instant.
- **Duration:** How long the power's effect lasts. Instant means the effect occurs immediately and then ends. Some powers last for a specific length of time (hours, minutes, etc.). Sustained means the power lasts for a specified interval, but you can Sustain it for another interval before it ends (see page 162).
- The Psychic Power's effect.

Minor Psychic Powers

Minor powers are powers which all Psykers are capable of learning without training. They are typically easier to learn and wield than more specialised discipline-specific powers, and they require less contact with the Warp to manifest their effects. Regardless of any other factors, all Psykers know the Smite power.

CALL VERMIN

Cognomens: Verminspeak, Rat-tongue, Crawlers Plea
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Medium
Target: Special
Duration: Sustained

You summon and compel simple creatures to fly or scurry at your whim. Until the start of your next turn, you gain control of vermin in the area (you don't need to see them), amassing them as a swarm that fills one Zone within Medium Range. If the vermin crawl, the swarm's Zone is *Difficult Terrain*. If the swarm flies, its Zone is *Lightly Obscured*. As a free action once on your turn, you can command the swarm to move to an adjacent Zone within Long Range of you.

Alternatively, you can summon and control a single vermin, which emerges within Medium Range. As a free action once on your turn, you can direct it to perform a simple task, such as fetching a keycard or gnawing through bindings.

You immediately lose control of vermin beyond Medium Range. This power does not grant you the ability to communicate with vermin, only command them.

Specialisation in Telepathy applies to this power's Manifest Test.

COMBUSTION

Cognomens: Spark, Inflame, The Will to Fire
Warp Rating: 2
Difficulty: Routine (+20)
Range: Medium
Target: 1 Object
Duration: Instant
Your connection to the Warp momentarily manifests an intense mote of flame, seemingly from nothing. Choose a flammable object within Medium Range. The target catches fire and burns normally. If the target is held or worn by a creature, the creature must drop or remove the item before the end of its next turn or become *Ablaze* until it or another creature within Immediate Range uses an Action to extinguish it.

Specialisation in Pyromancy applies to this power's Manifest Test.

DREAD PRESENCE*

Cognomens: Death's Visage, The Emperor's Gaze, Unsettle
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Self
Target: Your Zone
Duration: Sustained
You invoke the Warp's terrifying nature to exude a dreadful presence, inciting irrational fear in enemies near you. Until the start of your next turn, the first time an enemy enters your Zone in a round or starts its turn there, it must win a **Challenging (+0) Discipline (Fear)** Test Opposed by your Manifest Test or become *Frightened* of you until the start of its next turn. If a creature wins the Opposed Test, it is immune to this power for the next hour.

Specialisation in Telepathy applies to this power's Manifest Test.

DULL PAIN

Cognomens: Endure Mortification, Numbflesh
Warp Rating: 2
Difficulty: Routine (+20)
Range: Short
Target: SL Creatures
Duration: Sustained
You disrupt a creature's nociceptors, dulling its sensitivity to pain. Choose a number of creatures (including yourself) up to the SL of your Manifest Test within Short Range. Until the start of your next turn, the target feels no pain, and gains one point of Armour to all hit locations.

Specialisation in Biomancy applies to this power's Manifest Test.

FLOAT*

Cognomens: Mercurial Suspension, Arcane Lofting
Warp Rating: 2
Difficulty: Routine (+20)
Range: Self/Immediate
Target: Self/1 Object
Duration: Sustained
You free yourself from gravity's constraints, floating weightlessly. Until the start of your next turn, you float suspended in space. While floating, you can move at Slow Speed in any direction, ignoring Difficult Terrain.

Alternatively, you can touch an object within Immediate Range and reduce its Encumbrance by 1 per SL until the start of your next turn.

Specialisation in Telekinesis applies to this power's Manifest Test.

IGNITE*

Cognomens: Cup the Embers, Firemote
Warp Rating: 1
Difficulty: Easy (+40)
Range: Self
Target: Self
Duration: Sustained
A mere thought summons a mote of flame into your hand. Until the start of your next turn, you create a small flame in one of your hands which does not burn you and cannot be extinguished by conventional means. Otherwise the flame functions as a normal flame, casting light, scorching creatures and objects, and igniting flammable materials it touches.

Specialisation in Pyromancy applies to this power's Manifest Test.

ILL OMEN

Cognomens: The Wyrding Fear, Empyrean's touch
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Medium
Target: 1 Zone
Duration: Sustained
You allow the borders of the immaterium to bleed through into reality, twisting the physical realm to unsettle, amaze, or threaten those who experience the Warp's horrible nature. Roll on the Psychic Phenomena Table once per SL of your Manifest Test and choose one of the results. Choose a Zone within Medium Range. The chosen psychic phenomena appears in the target Zone until the start of your next turn.

Specialisation in Divination applies to this power's Manifest Test.

JINX

Cognomens: The Evil Eye, Fools Luck
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Medium
Target: 1 Creature
Duration: Instant
You invoke the maleficent nature of the Warp to curse your target with impending misfortune. Choose a creature within Medium Range. The first Test the target makes within the next hour is made with Disadvantage. If a target is under the effect of this power, being afflicted with it a second time extends the power's duration but has no other effect.

Specialisation in Divination applies to this power's Manifest Test.

LUCK

Cognomens: Emperor's Guidance, Warp fluke
Warp Rating: 1
Difficulty: Challenging (+0)
Range: Self
Target: Self
Duration: Instant
You invoke the fickle nature of the Warp to tilt probability in your favour. When you must make a Test, you can attempt to manifest this power immediately before making that Test. If you manifest it, you make the Test with Advantage. If you fail to manifest it, you make the Test with Disadvantage. This power cannot be used to augment Psychic Mastery Tests, and it cannot be used more than once per Round.

Specialisation in Divination applies to this power's Manifest Test.

LULL

Cognomens: Tranquilise, Quieten
Warp Rating: 3
Difficulty: Difficult (−10)
Range: Short
Target: 1 Creature
Duration: Sustained
You're able to reach inside a creature with your mind, interfering with the biochemical systems keeping them awake. Choose a creature within Short Range. The target must win a Difficult (−10) Fortitude (Endurance) Test Opposing your Manifest Test or fall Unconscious until the start of your next turn. The target has Advantage on the Test if they are actively performing a strenuous or stressful task or involved in combat. If the target suffers Damage, this power ends. The target regains consciousness immediately when this power ends.

Specialisation in Biomancy applies to this power's Manifest Test.

NOVA*

Cognomens: Ring of Purification, Searing Blast
Warp Rating: 3
Difficulty: Difficult (−10)
Range: Self
Target: Your Zone
Duration: Instant
You channel the Warp's destructive power, blasting everything around you with an expanding ring of searing energy. Each creature (excluding you) in your Zone suffers Damage equal to 4 + your Willpower Bonus + the SL from your Manifest Test, and must win a **Routine (+20) Athletics (Might)** Test Opposing your Manifest Test or be knocked *Prone*.

Specialisation in Pyromancy applies to this power's Manifest Test.

PRETERNATURAL SENSES

Cognomens: Daemon's Eyes, Part the Veil
Warp Rating: 2
Difficulty: Routine (+20)
Range: Self
Target: Self
Duration: Sustained
You augment your biology to grant yourself enhanced senses beyond those typical of your species. Until the start of your next turn, you gain the following effects:

- You ignore penalties from Zones with the Poorly Lit and Dark Environmental Traits
- You can see the heat patterns of living creatures through solid walls up to medium range.
- You gain Advantage to Perception Tests.

Additionally, if you score at least 5 SL on your Manifest Test, you can sense creatures, objects, and movement using senses other than sight, allowing you to ignore the *Blinded* condition.

Specialisation in Biomancy applies to this power's Manifest Test.

PSYCHIC SCRUTINY

Cognomens: Assess, Numeromantic Index
Warp Rating: 1
Difficulty: Easy (+40)
Range: Short
Target: 1 Creature
Duration: Instant

You can scrutinise a creature's soul, glimpsing shreds of its future and past to glean vital information about its current state of being. Choose a creature within Short Range. For each SL of your Manifest Test, you learn one of the following pieces of information about the target:

- Current and Maximum Wounds
- Highest and Lowest Characteristic
- One Characteristic's Value (your choice)
- Most advanced Skill (GM's choice)
- One Talent or Trait (GM's choice)

Specialisation in Divination applies to this power's Manifest Test.

PSYCHIC STATIC

Cognomens: Shroud, Witching Ward
Warp Rating: 1
Difficulty: Easy (+40)
Range: Self
Target: Self
Duration: Sustained
You emanate imperceptible psychic static, shrouding you from notice and detection. Until the start of your next turn, a creature or device doesn't perceive you unless it wins an Easy (+40) Awareness (Any) Test Opposing your Manifest Test. Those you are shrouded from look past you, do not register your voice or footsteps, and otherwise act as though you aren't there. If a creature or device takes Damage or you interact with it, it becomes able to perceive you.

Specialisation in Telepathy applies to this power's Manifest Test.

SCALDING GLANCE

Cognomens: Bloodboil, The Vaporous Gaze
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Medium
Target: Special
Duration: Sustained

With a simple glance, you pour pyromantic energy into a nearby liquid, causing it to spontaneously boil. Choose up to 20 gallons of liquid per SL of your Manifest Test within Medium Range. The liquid instantly boils and continues to do so until the start of your next turn. When this power ends, the boiling subsides, but the liquid still retains heat, cooling over time at a normal rate. This power can't target liquid inside a living creature. Confined liquids may cause the container they are in to explode.

Specialisation in Pyromancy applies to this power's Manifest Test.

SEAL WOUNDS*

Cognomens: Divine Ministration, Fleshstitch, Succor
Warp Rating: 2
Difficulty: Routine (+20)
Range: Immediate
Target: 1 Creature
Duration: Instant
You perceive the biomantic energy in a creature's body, bolstering it with your psychic power to speed the restoration of damaged tissue. Touch a creature (including yourself) within Immediate Range. The target heals Wounds equal to your Willpower Bonus + the target's Toughness Bonus + the SL from your Manifest Test, and if the target is *Bleeding*, the Condition is removed. The influx of biomantic energy from this power taxes the target's body, so if it receives the benefit of this power again before it Rests, it becomes *Fatigued*.

Specialisation in Biomancy applies to this power's Manifest Test.

SEAR

Cognomens: Handscald, Emblaze
Warp Rating: 3
Difficulty: Difficult (−10)
Range: Medium
Target: 1 Object
Duration: Sustained
You channel psychic energy into an object until it glows with searing heat. Choose an object with an Encumbrance no greater than the SL of your Manifest Test within Medium Range. Until the start of your next turn, the object becomes burning hot and glows dimly. A creature touching the object when you manifest this power suffers Damage equal to your Willpower Bonus, and suffers the Damage again at the end of its turn if it's still touching the object. If the object is a piece of Armour a creature is wearing, its Armour Value does not reduce the Damage. When the power ends, the heated object cools at a normal rate. At the GM's discretion, materials that can withstand the heat may become somewhat malleable while heated, while less robust materials may simply melt.

Specialisation in Pyromancy applies to this power's Manifest Test.

SMITE*

Cognomens: Blast, Empyric Screech, Eldritch Undoing
Warp Rating: 2
Difficulty: Difficult (−10)
Range: Medium
Target: 1 Creature
Duration: Instant
You unleash a corruscating blast of raw psychic power against a foe, rending flesh and spirit. Choose a Creature within Medium Range. The target suffers Damage equal to 2 + your Willpower Bonus + the SL from your Manifest Test, which ignores Armour.

Specialisation in Telepathy applies to this power's Manifest Test.

SOULSIGHT

Cognomens: Lifesense, The All Seeing Eye
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Medium
Target: Self
Duration: Sustained
Souls burn like flames in the darkness of the Warp, and you can attune your senses to detect them. Until the start of your next turn, you can sense the presence of living creatures within Medium Range according to the Soulsight Table. You can exclude specific creatures, such as you and your allies, from what this power detects. Additionally, you have Advantage to Psyniscience Tests to detect or identify daemons or psykers while this power is active.

Specialisation in Divination applies to this power's Manifest Test.

SOULSIGHT TABLE

SL	You know... (cumulative)
+1	How many sentient creatures are within range.
+2	The species of each sentient creature within range.
+3	How many sentient creatures are in each Zone within range.
+4 or more	The exact location of each sentient creature within range.

SPASM

Cognomens: Neuromantic Overload, Limbsever
Warp Rating: 2
Difficulty: Routine (+20)
Range: Short
Target: 1 Creature
Duration: Sustained
You disrupt the neuro-muscular system of a creature, causing it to momentarily lose control of one of its limbs. Choose a creature within Short Range. The target must win a R**outine (+20) Fortitude (Endurance)** Test Opposing your Manifest Test or lose the use of one of its limbs (your choice) until the start of your next turn. At the end of the target's turn, it may make another **Routine (+20) Fortitude (Endurance)** Test Opposing your Manifest Test, to end this power.

The affected limb cannot be used to perform any Action. If the limb is a leg, the target's Speed decreases one step (minimum Slow). If the limb is holding an item, it drops it. If the limb is Grappling a creature, the Grapple is released.

Specialisation in Biomancy applies to this power's Manifest Test.

SPECTRAL HANDS

Cognomens: The Emperor's Reach, Fargrasp
Warp Rating: 2
Difficulty: Routine (+20)
Range: Short
Target: Special
Duration: Sustained
You manifest telekinetic forces to manipulate objects and move them. Choose any number of objects within Short Range with a total Encumbrance no greater than the SL of your Manifest Test. Until the start of your next turn, you can manipulate those objects as though they were held by invisible hands under your control. Fine, precise manipulation is not possible — only gross movements. The objects float in place, but as a Free Action once on your turn, you can move each of the objects within your Zone. Objects leave your control and fall to the ground if they are outside your Zone.

Additionally, you can use your Action to Attack a target within your Zone with an object manipulated by this power. Make a Psychic Mastery (Telekinesis) Test as a melee weapon attack against the target. Regardless of what the object is, it deals 1 Damage per point of Encumbrance and is treated as an Ineffective weapon. Specialisation in Telekinesis applies to this power's Manifest Test.

BIOMANCY

There are beings in the Warp which delight in twisting and moulding living flesh. Biomancers harness that same power, using it to transform physiologies and alter biological processes to gain new capabilities or reduce foes to screaming piles of meat. Specialisation in Biomancy applies to the Manifest Test of any power within this discipline.

AFFLICTION

Cognomens: Empyric Blinding, Grandfather's Curse
Warp Rating: 3
Difficulty: Difficult (−10)
Range: Short
Target: 1 Creature
Duration: Sustained
You psychically wreak havoc with a creature's biology to hinder and debilitate them. Choose a creature within Short Range. The target must win a **Difficult (−10) Fortitude (Endurance)** Test Opposing your Manifest Test or gain one of the following conditions until the start of your next turn: *Blinded*, *Deafened*, *Fatigued*, *Poisoned*, or *Stunned*. At the end of the target's turn, it makes another **Difficult (−10) Fortitude (Endurance)** Test Opposing your Manifest Test, ending the power immediately if it wins. Once a creature wins the Opposed Test, it is immune to this power for the next hour.

BIO-LIGHTNING*

Cognomens: Ball Lightning, Harmful Fulminations
Warp Rating: 3
Difficulty: Hard (–20)
Range: Medium
Target: 1 Creature
Duration: Instant
You alter your physiology to generate vast amounts of electrical current, discharging it in a devastating electrical arc. Choose a creature within Medium Range. The target and creatures within Immediate Range of the target suffer Damage equal to 4 + your Willpower Bonus + SL from your Manifest Test. A creature Damaged by this must also win a Hard (–20) Fortitude (Endurance) Test Opposing your Manifest Test or be Stunned until the beginning of your next turn.

CLEANSE*

Cognomens: The Cleansing of Flesh, Awaken
Warp Rating: 3
Difficulty: Difficult (–10)
Range: Immediate
Target: 1 Creature
Duration: Instant
You pour Psychic power through a creature's body to purge it of harmful disease vectors and restore healthy function. Touch a creature within Immediate Range. If the target is Poisoned or Stunned, those Conditions end. If the target is afflicted with a disease, it adds the SL from your Manifest Test to its next Test to resist it.

FERROCRETE FLESH*

Cognomens: Steel Skin, Eldritch Endurance
Warp Rating: 3
Difficulty: Challenging (+0)
Range: Immediate
Target: 1 Creature
Duration: Sustained
You rapidly modify a creature's flesh with psychic directives, thickening its skin, increasing the density of its flesh, and fortifying its bones while increasing its bulk. Touch a creature (including yourself) within Immediate Range. Until the start of your next turn, the target gains an amount of Armour equal to its Toughness Bonus to all hit locations.

If the creature's Toughness Bonus is greater than its Strength Bonus, the target's Speed decreases by one step (minimum Slow), and the target makes Agility Tests with Disadvantage.

The target can use an Action to make a **Challenging (+20) Fortitude (Endurance)** Test Opposing your Manifest Test, ending this power immediately if it wins.

HAEMORRHAGE

Cognomens: Phlebotomise, Bloodwrath
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Short
Target: 1 Creature
Duration: Instant
You force a surge of psychic power through your victim, rupturing blood vessels and re-opening scars to cause bleeding throughout their body. Choose a creature within Short Range. The target must win a **Challenging (+0) Fortitude (Endurance)** Test Opposing your Manifest Test or suffer 2 Damage, ignoring Armour, and begin *Bleeding (Major)*. The bleeding continues until it's stopped through medicae treatment or other means.

IRON LIMB*

Cognomens: Strongarm, The Emperor's Might
Warp Rating: 1
Difficulty: Easy (+40)
Range: Self
Target: Self
Duration: Sustained
You fortify your musculature with an influx of psychic energy, thickening muscles and strengthening tendons, augmenting your physical prowess with the boundless power of the Warp. Until the start of your next turn, you have Advantage on Strength and Weapon Skill Tests. Additionally, whenever you reference your Strength Bonus to calculate a number (such as melee weapon Damage), you may use the SL from your Manifest Test instead of your Strength Bonus.

LIFE LEECH*

Cognomens: The Unfair Trade, The Withering
Warp Rating: 4
Difficulty: Very Hard (–30)
Range: Medium
Target: 1 Creature
Duration: Sustained
Attuned to the rhythms of life, you form a psychic link to another creature's body, latching onto it like a parasite syphoning its vitality. Choose a creature within Medium Range. The target must win a **Very Hard (–30) Fortitude (Endurance)** Test Opposing your Manifest Test or become linked to you until the start of your next turn.

While linked, you can use a Free Action once on your turn to deal Damage equal to your 3 + your Willpower Bonus to the target, which ignores Armour. When this power deals Damage, you heal a number of Wounds equal to half the Damage dealt (rounding up).

At the end of the target's turn, it repeats the Opposed Test, ending the power immediately if it wins. Once a target wins the Opposed Test, it is immune to this power for the next hour.

METABOLIC OVERDRIVE*

Cognomens: Fast Step, Eldritch Alacrity
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Short
Target: SL Creatures
Duration: Sustained

Pushing creatures' endocrine systems into overdrive, you flood their bodies with potent hormones that quicken their movements and reflexes. Choose a number of creatures (including yourself) within Short Range up to the SL of your Manifest Test. Until the start of your next turn, each target's Speed increases one step, and it makes Reflexes Tests with Advantage.

SHAPE FLESH*

Cognomens: Fleshmould, Abhorrent Alterations
Warp Rating: 1
Difficulty: Easy (+40)
Range: Immediate
Target: 1 Creature
Duration: Permanent

Psychic manipulation of flesh allows you to sculpt a creature's body and features as you envision them. Touch a creature within Immediate Range. Over the course of 10 minutes, you psychically manipulate the target's anatomy and appearance, permanently changing them according to the Shape Flesh Table. If the target is unwilling, it opposes your attempt with an **Easy (+40) Fortitude (Endurance)** Test. Willing or not, the more substantial the alterations you make, the more pain the target experiences, leaving them Stunned for 1d5 rounds.

If alterations from this power deliberately mimic the appearance of another specific creature, it can be used as part of a disguise to impersonate that creature. In that case, the Difficulty of Tests to detect the disguise is modified by −10 per SL of your Manifest Test.

WITHER*

Cognomens: Empyrean's Rot, Eldritch Aging
Warp Rating: 2
Difficulty: Routine (+20)
Range: Self
Target: Your Zone
Duration: Instant

You bathe your surroundings in the anathema of life, necrotising living creatures with entropic force that desiccates plants and renders flesh withered and ashen. Each creature in your Zone must make a **Routine (+20) Fortitude (Endurance)** Test Opposing your Manifest Test. If you win the Opposed Test, the victim suffers Damage equal to the difference in SL. This Damage ignores Armour. If a creature suffers Damage greater than its Toughness Bonus, it is also Poisoned until the start of your next turn.

SHAPE FLESH TABLE

SL	You can... (cumulative)
+1 — +2	Alter minor cosmetic features such as hair/eye/skin colour, facial features, or blemishes.
+3 — +4	Moderately alter height, weight, natural posture, and physique.
+5 or more	Drastically alter features and body structure. This includes rebuilding, removing, or disabling body parts such as limbs and sensory organs. You can cause or repair one Injury or Amputation (see page 217).

Divination

Rather than experiencing a linear flow of time as realspace does, the Warp twists time irrationally, turning it back upon itself or casting it adrift amongst a sea of roiling improbability. Divination is a psychic discipline that exploits the Warp's loose definitions of time and space, granting its practitioners extrasensory perception to glimpse the future, perceive hidden truths from arcane perspectives, and glean insight from events as yet unrealised in the physical world. Specialisation in Divination applies to the Manifest Test of any power within this discipline.

ARMOUR BANE

Cognomens: Shatter, The Seeking Blade
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Short
Target: 1 Weapon
Duration: Sustained

You guide a weapon with psychic foresight, subtly directing it to seek weak points in armour. Choose a weapon within Short Range. Until the start of your next turn, that weapon gains the Penetrating (X) Trait where X equals the SL of your Manifest Test. If the weapon already has the Penetrating Trait, it uses whichever rating is higher (they do not stack).

DOWSING

Cognomens: Unnatural Consultation, The Fettered Hunt
Warp Rating: 3
Difficulty: Difficult (–10)
Range: Special
Target: Special
Duration: Sustained

If you can imagine something in your mind's eye, you can follow the Warp's currents to it as though they were strings tangled throughout reality, tethering everything together. Choose a specific object or creature you have observed firsthand. Until the start of your next turn, if the target is within 1 mile per SL, you know which direction and how far it is from you, allowing you to follow this power to the target.

Rather than choosing a specific quarry, you can choose a type of object, a material, or a species, such as detpacks, water, or Aeldari. Until the start of your next turn, you can sense if your quarry is within Long Range. You do not learn its location or how many instances of it are present, simply that it is in the area.

FOREWARNING

Cognomens: Glimpse, Prickle
Warp Rating: 2
Difficulty: Routine (+20)
Range: Self
Target: Self
Duration: Sustained

Flashes of foresight warn you of impending danger, allowing you the chance to manoeuvre out of harm's way. Until the start of your next turn, you can take the Dodge Action as a Free Action on your turn.

PERFECT TIMING

Cognomens: Seize the Moment, Precision's Grasp
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Short
Target: SL Allies
Duration: Instant

You alter an ally's perception of time, stretching moments without slowing their thoughts, giving them time to consider their actions. Choose a number of allies (including you) up to the SL of your Manifest Test within Short Range. At the end of each target's next turn, they can Seize the Initiative as a free action. Additionally, each target gains Advantage on the first Test they make before the end of their next turn.

PRESCIENCE

Cognomens: Auger, Foresee
Warp Rating: 1
Difficulty: Easy (+40)
Range: Self
Target: Self
Duration: Special
You dare consult the Warp to gain insights into the possible futures awaiting you, preparing you for what's to come. During a Rest, you can spend 10 minutes in a Divinatory trance to examine the possible futures presented to you by the Warp. At the end of the trance, you gain a number of Prescience Points equal to the SL from your Manifest Test.

After you make a Test, you can spend one of your Prescience Points to reroll one or both dice from the Test, using the result of the new roll to resolve the Test. Advantage and Disadvantage apply after the roll as normal. You can't spend more than one Prescience Point on a Test.

Prescience Points do not expire, but you lose any unspent Points the next time you manifest this power.

QUESTION THE WARP*

Cognomens: Daemonic Plea, Echos of the Empyrean
Warp Rating: 1
Difficulty: Challenging (+0)
Range: Self
Target: Self
Duration: 1 Minute
You enter a minute-long trance, casting your soul into the immaterium to search for answers, but the Warp is home to manipulative forces and should never be fully trusted. Within the roiling power of the Warp lies every truth, every lie and the knowledge of past, future and present. A psyker who is desperate enough can attempt to pluck a sliver of knowledge from within the Empyrean, although whether it is a glimpse of the future, a skein of wisdom or the lies of daemonkind are anyone's guess…

When you manifest this power, ask the GM a question you don't know the answer to. The GM secretly rolls 1d10 and compares it to the sum of your Willpower Bonus + the SL from your Manifest Test (maximum 9). If the d10 roll is less than the sum, the GM answers truthfully. If the d10 roll is greater than or equal to the sum, the GM's answer is false. Regardless of the veracity, once this power provides an answer, you can't ask the same question again.

PSYCHOMETRY*

Cognomens: Empyric Inspection, Vox Objecta
Warp Rating: 1
Difficulty: Easy (+40)
Range: Immediate
Target: 1 Object or Zone
Duration: 1 Minute
Emotions experienced in the physical world boil into the Warp, but those same experiences linger where they occurred, simmering just beneath the surface of reality. This psychic residue seeps back into realspace, and properly attuned Diviners can witness these past events echoing back through time. Over the course of a minute, you enter a trance and attune your senses to an object you are touching within Immediate Range or your current Zone. You receive insight into the target's history depending on the SL of your Manifest Test according to the Psychometry Table.

PSYCHOMETRY TABLE

SL	Results (cumulative)
+1	You receive general, vague impressions of the most recent strong emotions creatures felt while nearby or interacting with the target.
+2	You know how recently the emotions were experienced.
+3	You witness a hazy memory of the events that caused the strong emotions.
+4	You witness a clear, detailed memory of the events.
+5	You learn the identities of the people who left emotional impressions on the target.
+6 or more	You gain a deep understanding of what transpired involving the target. Ask the GM a single question about the event, which they answer truthfully.

SCRYING GAZE*

Cognomens: Farseeing Gaze, Eyes of the Warp
Warp Rating: 1
Difficulty: Easy (+40)
Range: Special
Target: 1 Creature
Duration: 1 Minute
Physical distance has little meaning in the Warp, so you can peer through that dimension to locate and observe targets anywhere. Choose a creature, object, or location you've observed firsthand. Over the course of a minute, you send your senses through the Warp to observe the target. You can see and hear the target. If you score 4 or more SL on your Manifest Test, you know the target's approximate direction and distance from you and can also see and hear the Zone surrounding it.

A Psyker or daemon senses it is being observed if its Perception Bonus is higher than your Willpower Bonus. If it's aware of your observation, it can use an Action on its turn to make a **Easy (+40) Discipline (Psychic)** Test Opposing your Manifest Test, ending the power immediately if it wins. If the target wins the Opposed Test, it can't be targeted by this power again for the next hour.

TWIST FATE

Cognomens: Tabula Rasa, Arcane Equalisation
Warp Rating: 2
Difficulty: Routine (+20)
Range: Short
Target: 1 Creature
Duration: Instant
The Warp doesn't distinguish between good and bad fortune, and you invoke that cosmic ambivalence to blur the line between them. Once during a round when a creature within Short Range (including you) makes a Test with Advantage or Disadvantage, you can attempt to manifest this power as a Reaction. If successful, the creature makes the Test with neither Advantage nor Disadvantage. If you fail your Manifest Test, you fall victim to the Warp's fickle nature, forcing you to make Tests with Disadvantage until you have 0 Warp Charge.

WATCHWARD

Cognomens: Hermit's Boon, Isolatarium Glorificus
Warp Rating: 2
Difficulty: Routine (+20)
Range: Self
Target: Self
Duration: Sustained
You open your awareness to the subtle quantum changes that occur when you are observed. Until the start of your next turn, you can detect if any creature or device is currently observing you by any means, granting you information depending on the SL of your Manifest Test according to the Watchward Table. You can exclude specific creatures, such as your allies, from what this power detects.

WATCHWARD TABLE

SL	Results (cumulative)
+1	You know you're being watched by *something*.
+2	You know how many beings or devices are watching you.
+3	You know the means of observation (such as natural senses, technological, or psychic).
+4	You know generally which direction and how far your observers are from you.
+5	You know the exact location of your observers.
+6 or more	You know what your observers look like.

Pyromancy

Pyromancers translate the destructive power of the Warp into realspace as incandescent flame. Like all fire, these manifestations have substantial utility that can be used in many applications, but even the most helpful tool serves as a weapon in the right hands. Pyromancers must never lose sight of their power's destructive potential as they invite consuming flames into the physical world. Specialisation in Pyromancy applies to the Manifest Test of any power within this discipline.

CAUTERISE*

Cognomens: Hemopause, Fiery Grasp
Warp Rating: 3
Difficulty: Difficult (–10)
Range: Immediate
Target: 1 Creature
Duration: Instant

You produce a momentary flash of carefully-modulated searing heat through your hand, allowing you to staunch bleeding or shock a senseless ally back into focus. Touch a creature within Immediate Range. You remove the following Conditions from the target: *Bleeding*, *Frightened*, *Stunned*, or *Unconscious*, but the target also suffers Damage to the body part you touched equal to 4 minus the SL of your Manifest Test. This Damage ignores Armour.

COMMAND FLAMES

Cognomens: Pyrowhisper, The Dance of Flame
Warp Rating: 3
Difficulty: Difficult (–10)
Range: Long
Target: Special
Duration: Instant

Your thoughts shape flames, directing their course and intensity or snuffing them out at your command. As a Free Action this turn, you can manipulate fire within Long Range a number of times up to the SL of your Manifest Test. You can manipulate fire as follows:

- Extinguish all fires within one Zone. This reduces the severity of any *Hazard* Trait due to fire by one step, and removes any *Ablaze* Conditions.
- Intensify or dampen flames within one Zone to double or halve the amount of light they cast.
- Change the colour of flames within one Zone.
- Amplify isolated flames within one Zone to grant that Zone the *Minor Hazard* Trait.
- Spread the fire from a burning Zone to grant an adjacent, suitably flammable Zone the *Minor Hazard* Trait.
- Make flames within one Zone take on the appearance of figures or shapes until the start of your next turn.

FIRE STORM*

Cognomens: Emblazoned Demise, The Emperor's Fiery Judgement
Warp Rating: 3
Difficulty: Hard (–20)
Range: Medium
Target: 1 Zone
Duration: Instant

You focus intently on a point, invoking the power of the Warp to manifest an unstable mote of starfire that incinerates its surroundings as it explodes. Choose a Zone within Medium Range. Creatures in the Zone suffer Damage equal to 6 + the SL of your Manifest Test and must win a **Hard (–20) Reflexes (Dodge)** Test Opposing your Manifest Test or become *Ablaze* until it or another creature within Immediate Range uses an Action to extinguish it. Flammable objects in the Zone are also ignited by the flames, giving the Zone the *Minor Hazard* Trait at the GM's discretion.

INFERNO*

Cognomens: Warpfire, Hel Fire
Warp Rating: 3
Difficulty: Hard (–20)
Range: Long
Target: SL Zones
Duration: Sustained

The power of the raging Empyrean courses wildly through you, superheating the air until it combusts into fiery Warp-fueled infernos. Choose a number of Zones within Long Range up to the SL of your Manifest Test. Until the start of your next turn, the target Zones become *Minor Hazards*. Additionally, a creature Damaged by one of these Hazards must succeed on a **Hard (–20) Reflexes (Dodge)** Test or become *Ablaze* until it or another creature within Immediate Range uses an Action to extinguish them. When this power ends, all fire within the Zones is extinguished as it is snuffed out by the receding Warp.

MOLTEN BEAM*

Cognomens: The Undoing of Flesh and Steel, Volcanic Visions
Warp Rating: 3
Difficulty: Hard (–20)
Range: Long
Target: One Creature or Object
Duration: Instant
You emit a coherent beam of fusion-intense heat from your eyes or hands, super-heating the air in its path with a thunderous crash as it lances through armour and flesh with pinpoint accuracy. Choose a creature or object within Long Range. The target suffers Damage equal to 7 + the SL of your Manifest Test. If the target is a creature, you can choose the location that suffers Damage. After damage is applied, any Armour on the target location has its Armour Value permanently reduced by your Willpower Bonus.

PLASMA TORCH*

Cognomens: The Searing Touch, Arcane Arclight
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Self
Target: Self
Duration: Sustained
Your hand becomes wreathed in a nimbus of crackling plasma, allowing you to cut and weld metal or scorch foes with a superheated touch. Until the start of your next turn, your hand manifests a cloud of plasma around it that is harmless to you. The plasma sheds bright light in your Zone and allows your hand to function as a conventional plasma torch that can cut or weld metal. Additionally, you can use your hand as a melee weapon with the following profile.

Name	Specialisation	Dam	Enc	Traits
Plasma Torch	Brawling	4+WilB	0	*Inflict (Ablaze)*, *Loud*, *Rend* (WilB)

PYRELIGHT*

Cognomens: The Fire Within Revealed, Blinding Revelation
Warp Rating: 3
Difficulty: Hard (–20)
Range: Special
Target: Self
Duration: Sustained
Your flesh glows from within with psychic power, radiating incandescent light and heat. Until the start of your next turn, your skin glows with noticeable warmth, casting bright light in your Zone and dim light into adjacent Zones. As a Free Action on your turn, you can increase the intensity of the light and heat, or revert it to warm, dim light. While intensified, you cast bright light within Medium Range, and your Zone becomes a Minor Hazard (you are unaffected by the Hazard). Additionally, when a creature enters your Zone for the first time in a round or starts its turn there, it must win a **Hard (–20) Fortitude (Endurance)** Test Opposing your Manifest Test or be Blinded until the start of your next turn.

SMOULDERCLOUD*

Cognomens: Embers and Soot, Summons of Smoke
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Medium
Target: SL Zones
Duration: Sustained
You create smouldering heat in surfaces and substances around you, just enough to shed thick clouds of soot, smoke, or steam. Choose a number of Zones up to the SL of your Manifest Test within Medium Range. Until the start of your next turn, each Zone becomes Heavily Obscured. Additionally creatures begin to suffocate (page 218) if they end their turn within the Zone.

SUNBURST*

Cognomens: Sol's Cleansing Light, The Emperor's Light
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Long
Target: 1 Zone
Duration: Instant
Opening a pinhole-sized rift into the Warp for the merest instant, you unleash a flash of blinding light, searing retinas and damaging sensitive optics. Choose a Zone within Long Range. Creatures within the Zone must make a **Challenging (+0) Fortitude (Endurance)** Test Opposing your Manifest Test. If the target loses, it is *Blinded*. A *Blinded* creature repeats the Opposed Test at the end of each of its turns, removing the Condition if it wins. If a creature loses the Test more than 3 times in a row, it is permanently *Blinded*. Extensive medicae treatment, augmetics, or other powerful healing is required to restore sight to the permanently blind.

THERMAL SHROUD*

Cognomens: Death's Caul, Armour of Ice
Warp Rating: 2
Difficulty: Routine (+20)
Range: Short
Target: Allies in Range
Duration: Sustained

You envelop your allies in a shimmering field of entropy that consumes flames and heat, shunting the energy into the immaterium before it reaches you. Until the start of your next turn, Damage you and your allies within Short Range suffer from fire and heat, such as Flame and Melta weapons, is reduced by your Willpower Bonus + 1 per SL of your Manifest Test. This reduction occurs before applying Armour. It also becomes impossible to detect your presence through a thermally sensitive auspex.

Telekinesis

The Warp mocks mundane physics, as demonstrated by the Telekinesis discipline. Its powers translate mental impulse into motion, turning Warp energy into kinetic might. A Psyker skilled in Telekinesis fears neither bolter nor the blade because either can be turned aside with a thought. Enemies are torn asunder by invisible bolts of force, and gravity becomes merely a quaint notion. Specialisation in Telekinesis applies to the Manifest Test of any power within this discipline.

Abjuration Mechanicum

Cognomens: Omnissiah's Invocation, Arcane Emulation
Warp Rating: 2
Difficulty: Routine (+20)
Range: Short
Target: 1 Machine
Duration: Instant

Your thoughts sabotage a machine with minute telekinetic manipulations, tampering with its inner workings until it no longer functions correctly. Choose a machine, including those operated by servitors, within Short Range. The maximum effect you can manifest is determined by the SL of your Manifest Test, but you can choose to inflict a less severe effect.

Exceptionally large or complex machines, such as vehicles, voidships, titans, or industrial machinery may, at the GM's discretion, be considered multiple smaller machines, in which case this power can only target a specific component within the larger construct.

ABJURATION MECHANICUM TABLE

SL	Results
+1	The machine becomes momentarily glitchy. Until the start of your next turn, roll 1d10 each time it should function. On a result of 6+, the machine does nothing.
+2	The machine jams, unable to function until the start of your next turn.
+3	The machine breaks, unable to function at all until it's repaired.
+4	The machine suffers irreparable damage and is destroyed.
+5 or more	The machine is destroyed and fails catastrophically, inflicting 4 Damage to everything within Immediate Range.

Breach

Cognomens: Sunder, The Rite of Unmaking
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Medium
Target: 1 Object
Duration: Instant

You imagine solid matter furiously torn apart, and the Warp manifests your vision through telekinetic savagery. Choose a Large or smaller object within Medium Range. If the GM rules the object is one you can destroy (using the Breach Table as reference), the object is violently torn apart and destroyed. Alternatively, you can target a piece (one hit location) of Armour. Its Armour Value permanently decreases by 1 for each SL of your Manifest Test.

BREACH TABLE

SL	You can Destroy...
+1	a fragile object, such as a glass window or pict-recorder.
+2	a common object, such as a plastic tray or wooden stool.
+3	a rugged object, such as a Lasgun or a wooden door.
+4	an exceptionally sturdy object, such as a Bolt Pistol or a compressed gas canister.
+5	an object designed to withstand severe stress, such as a plasteel wall or ferrocrete pillar.
+6 or more	an object made from nigh-unbreakable materials like ceramite or adamantium.

CRUSH

Cognomens: The Emperor's Closed Fist, The Final Rending
Warp Rating: 3
Difficulty: Hard (–20)
Range: Medium
Target: 1 Creature
Duration: Sustained
You focus psychokinetic pressure on your enemy, applying force to hold them in place while you crush their flesh and bones. Choose a creature within Medium Range. The target suffers Damage equal to 3 + Willpower Bonus + the SL of your Manifest Test, and it must make a **Hard (–20) Athletics (Might)** Test Opposing your Manifest Test. If it loses, it becomes Restrained until the power ends. At the end of the target's turn, it makes another **Hard (–20) Athletics (Might)** Test Opposing your Manifest Test, ending the power immediately if it wins.

DEFLECTION*

Cognomens: Warding, The Aegis of Arms
Warp Rating: 1
Difficulty: Easy (+40)
Range: Self
Target: Self
Duration: Sustained
You've learned to swat aside weapons and projectiles with a thought, deflecting them to reduce their destructive potential. Until the start of your next turn, all your body parts gain Armour equal to the SL of your Manifest Test. This Armour is cumulative with existing Armour. Energy-based weapons ignore this additional Armour; only physical objects like melee weapons, shrapnel, and projectiles are mitigated by this power.

GATE OF INFINITY*

Cognomens: The Last Mistake, Empyrean Portal
Warp Rating: 2
Difficulty: Challenging (+0)
Range: 1 Mile per SL
Target: Special
Duration: Sustained
In a mind-bending display of telekinetic supremacy, you tear a hole in reality, reach across the Warp, and open another rift elsewhere in realspace, connecting the two locations by a doorway with no physical distance between them. Choose a point within Immediate Range, then choose another point within 1 mile per SL of your Manifest Test. The second point must be one you can see, remember, or describe in terms of direction and distance from you.

Until the start of your next turn, a Large shimmering portal opens at both points. Anything passing through one portal emerges from the other as though passing through an open doorway. Moving and attacking with a ranged weapon from one Zone into another through the portal counts as moving or attacking from one Zone into an adjacent Zone, but nothing physically traverses the space between the Zones.

GRAVITY WELL*

Cognomens: Singularity, The Eye of Horror
Warp Rating: 1
Difficulty: Easy (+40)
Range: Self
Target: Your Zone
Duration: Sustained
You subtly increase the gravitational attraction between your mass and that of creatures around you, drawing them closer and preventing them from leaving your orbit. Until the start of your next turn, your Zone becomes Difficult Terrain for creatures other than you, and creatures in your Zone (excluding you) can't move into another Zone unless they win a **Easy (+40) Athletics (Might)** Test Opposing your Manifest Test.

Additionally, if you move into another Zone while this power is active, creatures in your Zone are dragged along with you into the new Zone unless they resist by winning an **Easy (+40) Athletics (Might)** Test Opposing your Manifest Test.

IMPEL

Cognomens: Cast Out, Arcane Impulse
Warp Rating: 2
Difficulty: Routine (+20)
Range: Short
Target: 1 Creature or Object
Duration: Instant
Your power propels objects and creatures with sudden, violent force. Choose an object within Short Range. If the object's Encumbrance is less than or equal to the SL of your Manifest Test, the object is pushed into an adjacent Zone of your choice. If its Encumbrance is greater, it does not move.

Alternatively, you can target a creature within Short Range. The target must win a R**outine (+20) Athletics (Might)** Test Opposing your Manifest Test or be pushed into an adjacent Zone of your choice and knocked *Prone*.

PSYCHIC BARRIER

Cognomens: The Fortress Empyrean, Shimmer-shield
Warp Rating: 3
Difficulty: Difficult (−10)
Range: Medium
Target: 1 Zone
Duration: Sustained
Your will coalesces into an invisible barrier of telekinetic force that resists the passage of matter and energy, protecting your allies and containing threats. Choose a Zone within Medium Range. Until the start of your next turn, you erect an invisible wall or bubble around the Zone. Creatures can't cross the barrier into or out of the Zone unless they use an Action to win a **Difficult (−10) Athletics (Might)** Test Opposing your Manifest Test.

Additionally, the barrier hinders Ranged Attacks. Ranged Attacks that cross into or out of the target Zone deal 2 less damage for each SL of your Manifest Test.

PSYCHIC MAELSTROM*

Cognomens: The Warp Unleashed, Blind Judgement
Warp Rating: 2
Difficulty: Routine (+20)
Range: Self
Target: Your Zone
Duration: Sustained
You manifest a swirling maelstrom of tangible force around you, battering everything nearby in a storm of psychokinetic energy.

Until the start of your turn, your Zone becomes Difficult Terrain, and when a creature enters your Zone for the first time in a round or starts its turn there, it must win a R**outine (+20) Athletics (Might)** Test Opposing your Manifest Test or be knocked Prone. Creatures who Attack within or through the Zone do so with Disadvantage.

The maelstrom also buffets and knocks over unsecured objects with Encumbrance equal to or less than the SL of your Manifest Test. Unsecured objects with 0 Encumbrance are borne aloft and swirled wildly around your Zone.

VORTEX OF DOOM*

Cognomens: Circle of Oblivion, The Warp's Dread Touch
Warp Rating: 4
Difficulty: Very Hard (−30)
Range: Medium
Target: 1 Zone
Duration: Sustained
You open yourself to a moment of reckless carnage, tearing a barely-contained wound through reality's surface and exposing realspace to the hellish depredations of the Warp. Choose a Zone within Medium Range. Until the start of your next turn, the Zone becomes Difficult Terrain, Warp-Touched, and a Deadly Hazard. Additionally, when a creature takes Damage from this power, it must win a **Very Hard (−30) Discipline (Psychic)** Test Opposing your Manifest Test or be Stunned.

When you stop sustaining this power, roll 1d10. If the result is greater than or equal to your Willpower Bonus, you stop sustaining it, but the vortex remains, and its effects still apply to its Zone. The vortex remains open until a Psyker within Medium Range uses an Action to attempt to close the rift, requiring a successful Very Hard (−30) Psychic Mastery (Telekinesis) Test.

Telepathy

The minds of all living beings — save a handful of mutant abominations — are connected to the Warp. Telepaths can reach through the immaterium to exploit those connections, touching minds to communicate, while more sinister Telepaths are able to wrench thoughts from minds, tamper with memories, or rob creatures of their free will. Specialisation in Telepathy applies to the Manifest Test of any power within this discipline.

BEACON

Cognomens: Mind Call, Warpmark
Warp Rating: 3
Difficulty: Hard (–20)
Range: Medium
Target: 1 Creature
Duration: Sustained

Reaching out with your mind, you sink a telepathic hook into the mind of another creature, creating a beacon that constantly broadcasts its location and movements to you at the speed of thought. Choose a creature within Medium Range. Until the start of your next turn, you know the target's exact location within a number of miles equal to the SL of your Manifest Test. Additionally, you have Advantage on Attack Tests made against the target.

COMPEL

Cognomens: Irresistible Command,
The Emperor's Voice
Warp Rating: 2
Difficulty: Routine (+20)
Range: Short
Target: 1 Creature
Duration: Instant

You issue a simple psychic command to your victim, compelling them to obey against their will. Choose a creature within Short Range. The target must make a **Routine (+20) Discipline (Psychic)** Test Opposing your Manifest Test. If you win, you immediately declare one Action or Movement the target will take on its next turn, and the target must carry it out before it does anything else. Whether you win or lose the Opposed Test, the target is aware that you compelled them.

DOMINATE

Cognomens: Soulshackle,
The Chains of Duty Undeserved
Warp Rating: 3
Difficulty: Hard (–20)
Range: Medium
Target: 1 Creature
Duration: Sustained

Your psychic influence overrides a creature's autonomy, subjugating it to your will. Choose a creature within Medium Range. The target must win a **Hard (–20) Discipline (Psychic)** Test Opposing your Manifest Test or fall under your control until the start of your next turn. While the target is under your control, you dictate its behaviour, including what it does during its turn.

Whenever the target takes Damage and at the end of its turn, it repeats the Opposed Test, ending the power immediately if it wins. Once a Creature wins the Opposed Test, it is immune to this power for the next hour. The target is aware of your attempt to control them whether you win or lose the first Opposed Test.

ERASURE

Cognomens: Nostrum Mentis,
The Blessing of Ignorance
Warp Rating: 2
Difficulty: Routine (+20)
Range: Short
Target: 1 Creature
Duration: Instant

With surgical precision or brute force, you reach into your target's mind to excise a specific memory, leaving no trace of it. Choose a creature within Short Range. The target resists your attempts with a **Routine (+20) Discipline (Psychic)** Test Opposing your Manifest Test — if it fails you may permanently remove one memory from its mind. The length of the memory you erase can be up to 10 x your Willpower Bonus in minutes. This leaves a gap in the target's memory they cannot account for, though they don't realise it's missing until something highlights its absence.

MENTAL INTERROGATION

Cognomens: Violate Mind, Arcane Inquisition
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Short
Target: 1 Creature
Duration: Sustained

You dive into your target's mind, sifting through their memories and subconscious, uncovering their private thoughts and deepest secrets. Choose a creature within Short Range. The target must make a **Challenging (+0) Discipline (Psychic)** Test Opposing your Manifest Test. The target makes the Test with Disadvantage if it is unconscious, but it makes the Test with Advantage if it is hostile to you. If you win, you gain access to the target's mind until the beginning of your next turn. If you win the Opposed Test but the target succeeds, it becomes aware of your intrusion. The difference in SL determines how deeply you penetrate according to the Mental Interrogation Table.

The power ends if the target is ever beyond Short Range from you. While you have access to the target's mind, you can use a Free Action once on your turn to learn a number of pieces of information about it equal to your Intelligence Bonus, and memories play out in realtime, so you may need long-term access to the target to explore its mind thoroughly.

MENTAL INTERROGATION TABLE

SL	Results (cumulative)
+1	You can learn basic information about the target, such as name, age, mood, and general physical/mental health, as well as surface thoughts in the target's mind, such as opinions about you, overarching motivations, immediate concerns, and conscious lies.
+2	You can learn about an object, location, or creature significant to the target and the nature of its importance.
+3	You can access the target's memories of the last day from their perspective.
+4	You can access the target's memories of the last year from their perspective.
+5	You can reveal the target's innermost thoughts, feelings, motivations, fears, relationships, secrets, and agendas.
+6 or more	The target is an open book to you. You have full access to the target's mind and the information within.

NIGHTSHROUD*

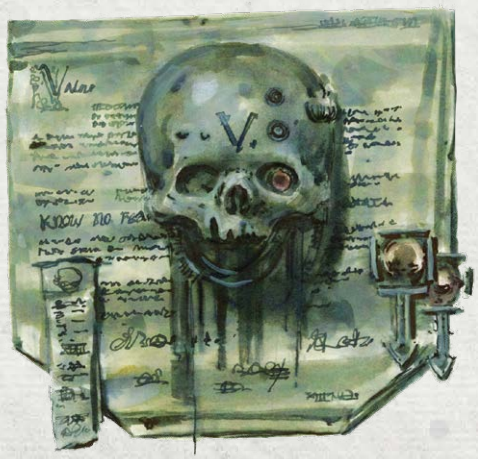
Cognomens: Invocation of Shadows, Unbidden Umbra
Warp Rating: 2
Difficulty: Challenging (+0)
Range: Self
Target: Your Zone
Duration: Sustained

Drawing on the Warp's limitless darkness, you cast an illusion of ethereal shadows around you so your enemies see only inky darkness when they look your way. Until the start of your next turn, your Zone becomes Heavily Obscured. You and your allies can see through the Zone normally while within the Zone. A creature that notices the darkness and tries to see through it can use its Action on its turn to try to defeat the illusion. If it wins a **Challenging (+0) Discipline (Psychic)** Test Opposing your Manifest Test, the creature can see through the Zone normally and ignores the effects of this power for the next hour.

PSYCHIC FORTITUDE

Cognomens: Mindwall, Righteous Resistance
Warp Rating: 3
Difficulty: Hard (−20)
Range: Short
Target: SL Allies
Duration: Sustained

Drawing from the bottomless well of the Warp, you reach out with your mind to bolster your allies' force of will with your own. Choose a number of allies (excluding you) up to the SL of your Manifest Test within Short Range. Until the start of your next turn, the targets may use your Willpower score in place of their own when making Willpower Tests, and they have Advantage on Willpower Tests.



PSYCHIC SHRIEK*

Cognomens: Vox Daemonicus, The Cursed Bellow
Warp Rating: 3
Difficulty: Difficult (–10)
Range: Medium
Target: 2 Zones
Duration: Instant

Drawing a deep soul-breath, you unleash a scream that is silent in realspace but ripples through the underlying Warp with searing power, rending souls from bodies in an arc in front of you. Choose a Zone within Medium Range. Creatures (excluding you) in the target Zone and your Zone must make a **Difficult (–10) Discipline (Psychic)** Test Opposing your Manifest Test. If you win, the target suffers Damage equal to your Willpower Bonus plus the difference in SL, which ignores Armour. Daemons and Psykers suffer double Damage, but creatures without a Warp presence (such as Necrons and Nulls) are immune to this power.

TELEPATHIC LINK

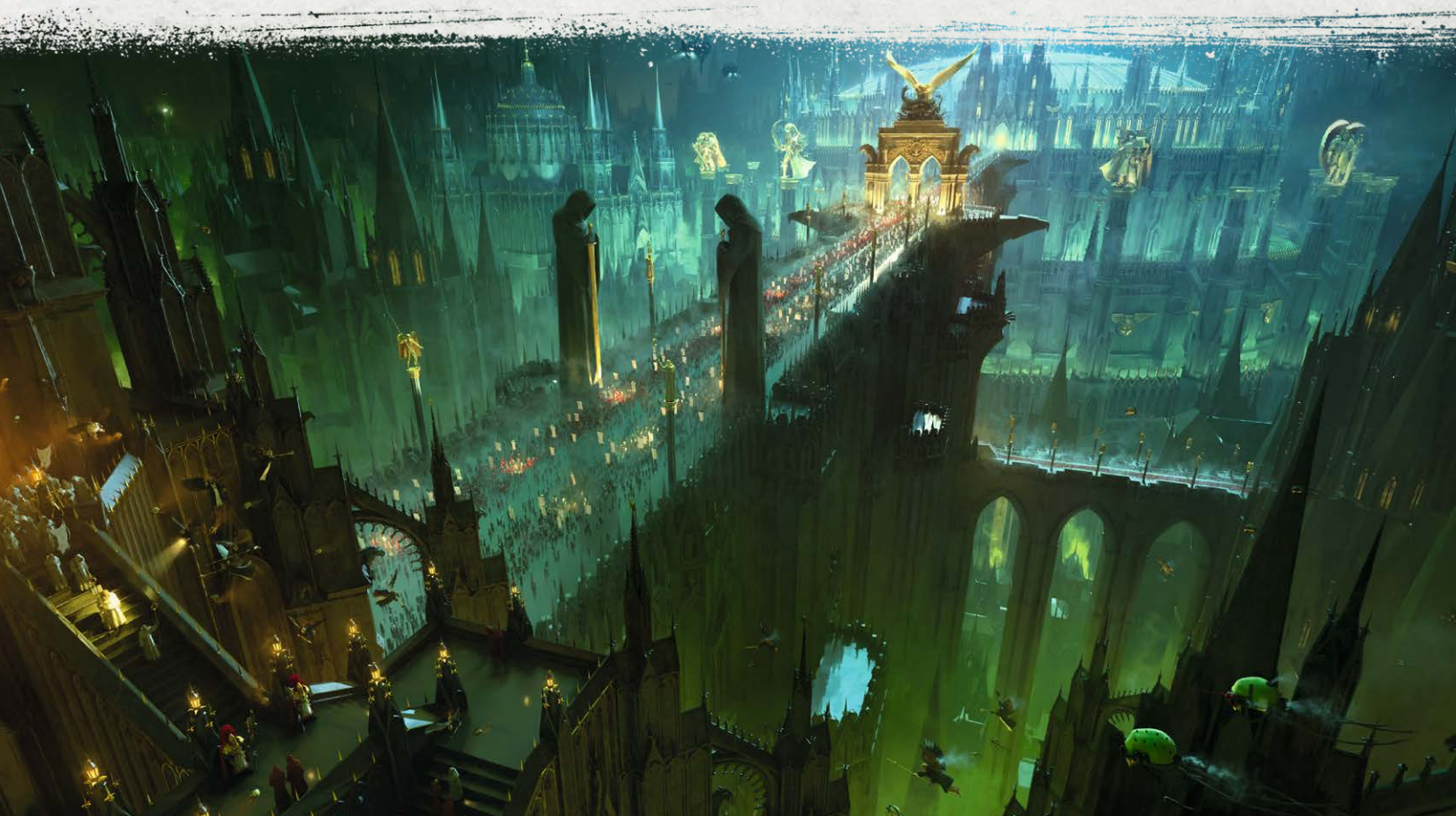
Cognomens: Mind Share, The Bridge of Souls
Warp Rating: 3
Difficulty: Hard (–20)
Range: Long
Target: SL Allies
Duration: Sustained

You forge a telepathic link through the Warp between you and your allies, allowing you to communicate words and ideas with swift, silent efficiency. Choose a number of allies within Long Range equal to the SL of your Manifest Test. Until the start of your next turn, you and the target creatures can communicate telepathically. You can mentally share messages, emotions, and ideas instantaneously across any distance. If you and all your allies in an Encounter are telepathically linked, your Superiority can't be less than 1.

TERRIFYING VISIONS

Cognomens: The Truth Unvarnished, The Fourfold Fear
Warp Rating: 3
Difficulty: Hard (–20)
Range: Medium
Target: 1 Creature
Duration: Sustained

You turn an eldritch key to unlock your target's deepest fears, confronting them with the most nightmarish recesses of their mind. Choose a creature within Medium Range. The target must win on a Hard (–20) Discipline (Fear) Test Opposing your Manifest Test or become Terrified until the start of your next turn. Only the target can see the illusory source of their fear, and it appears within Immediate Range of the target at all times, even when the target moves. At the end of its turn, the target repeats the Opposed Test, ending the power immediately if it wins. Once a Creature wins the Opposed Test, it is immune to this power for one hour.



RULES

The rules of **Imperium Maledictum** define the impact your characters' abilities have within the game. They provide a way to decide if your actions succeed or fail, and what happens as a result. Rules support the story and the fun of the game as a fair framework for resolving situations. If the rules ever get in the way of those objectives the GM should arbitrate the situation as they see fit.

The rules in this chapter can be used to resolve any action with an unclear outcome, as well as when characters are in combat, when injured, if attempting to influence someone, or when exposed to the foul corruption of Chaos.

TESTS

As you play **Imperium Maledictum**, you will face countless challenges. Can you persuade the adept to give you access to the records you need, or disarm a Melta Bomb before your transport ship is blown into the cold void of space?

A lot of the Actions you take will succeed automatically; things like drawing a weapon, or climbing a ladder, or a routine use of a Skill you are trained in. For situations where the success of an Action is in doubt or is opposed by another party, you'll need to make a Test.

MAKING A TEST

The GM asks you to Test a specific Skill or Characteristic. What do you do?

Roll two 10-sided dice, commonly called a d100

If the result is equal to or less than the Skill being tested, you succeed!

***Example**:Stealth Test*

This result is 37. If your Stealth is 37 or more, you succeed!

There are three main types of Tests in **Imperium Maledictum**:

- **Common Tests** resolve simple actions not directly opposed by another party, such as leaping over a gap.
- **Opposed Tests** involve you and another party in direct competition. To pass an Opposed Test, you need to achieve a higher SL (see next page) than your opponent.
- **Extended Tests** occur over time and represent more involved and complicated activities. They typically require more SL than you can achieve in a single roll.

Opposed Tests, page 90

Extended Tests, page 90

To make a Test, roll 1d100. Compare the result rolled to the **Skill, Specialisation,** or **Characteristic** being tested. If the result shown on the dice is less than or equal to the Skill in question, you have succeeded!

Skills, page 91
Specialisations, page 92

You'll find the associated Characteristic on your character sheet, next to the Skill.

Tests are presented with their **Difficulty** followed by the Skill, with any relevant Specialisation in parentheses. For example:

Difficulty, page 188

- Make an **Routine (+20) Awareness (Sight)** Test to spot an Ogryn in a crowd.
- Succeed a **Challenging (+0) Reflexes (Dodge)** Test to avoid falling debris.
- Characters who pass a **Hard (–20) Lore** Test recognise the heraldry of House Karvonan.

The Difficulty is added to or subtracted from the Skill being tested. Easy tasks add to the Skill, while harder tasks reduce the effective Skill, thus making it harder to succeed.

TEST DIFFICULTY

Some actions are harder than others. Your GM will let you know the Difficulty of a Test before you roll any dice. This Difficulty modifies your Skill.

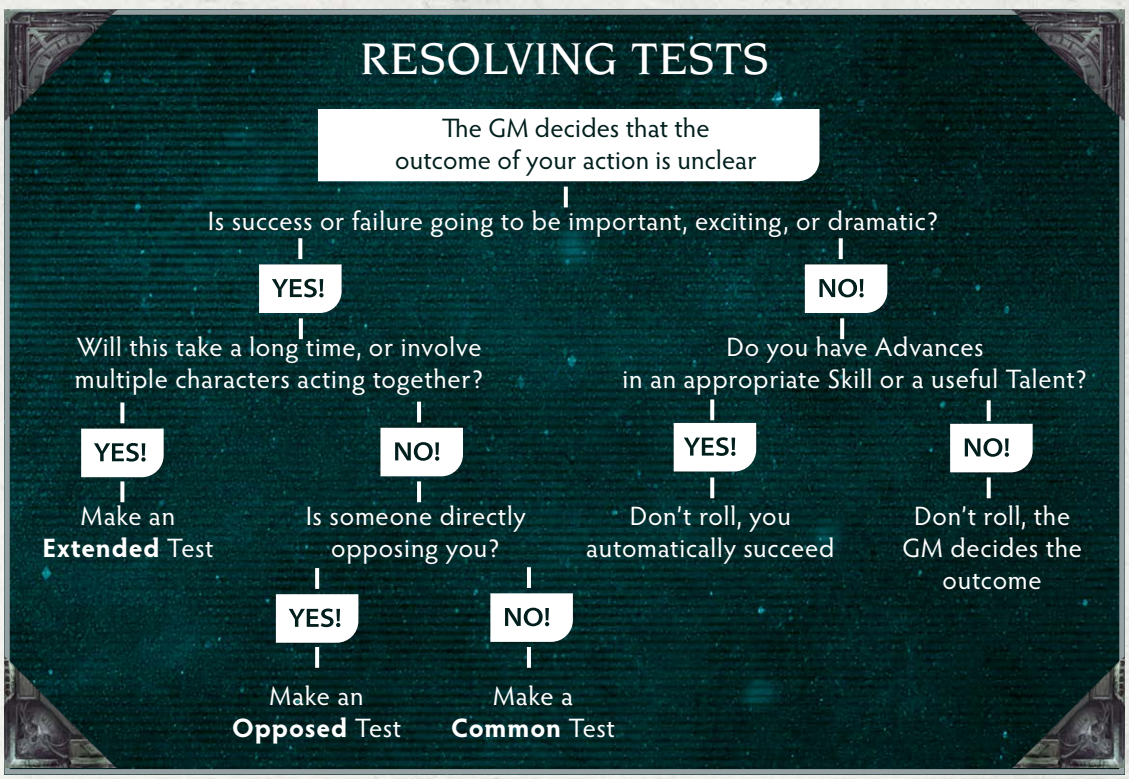
*A **Routine** Test adds +20 to your Skill. If you have a Skill of 54, treat it as 74 instead!*

*A **Difficult** Test reduces your Skill by -10. If you have a Skill of 72, treat it as 62 instead!*

*If your GM doesn't specify a Difficulty, then the Test is **Challenging (+0)**. Roll against your Skill as normal. Most Tests you make in combat are **Challenging**.*

Roleplaying games often work best with minimal interruptions to the narrative flow, but eventually situations will develop where the outcome of a character's action is uncertain — this is where the rules come in.

RESOLVING TESTS



SUCCESS LEVELS

Sometimes it is useful to know how well you succeed or how badly you fail a Test. This is particularly important when testing your Skills against someone in an **Opposed Test**. In these cases, we use **Success Levels**, abbreviated to SL.

To determine the SL of a Test, subtract the tens digit of the result from the tens digit of the Skill being tested, including any modifiers from the **Difficulty** of the Test. The higher the SL, the better the outcome; the **lower the SL**, the worse the result, as shown in the **Outcomes Table**

DETERMINING SL

If you need to know how well or poorly you did, determine your **Success Level** (SL).

Subtract the tens value of the result from the tens value of your Skill. The result is your SL. The higher the SL, the better you did!

The tens unit of the result shown here (26) is 2. If your Skill is 72 (7), then you achieve 5 SL (7 - 2). An Astounding Success!

The tens unit of the result shown here (94) is 9. If your Skill was 54 (5), then the result is -4 SL (5 - 9). An Impressive Failure.

ADJUSTING SL

Certain circumstances, as well as Talents, **Influence** and **Superiority**, stacking **Advantage** or **Disadvantage**, and psychic powers can **adjust the SL of a Test**. SL adjustments can turn a failed Test into a success, or a successful Test into a failure. If an adjustment would **alter the SL of a Test to 0**, it becomes a Marginal Success (+0).

Example: *Leo takes a shot with his Autopistol and gets -3 SL on the roll. Since the group has 3 Superiority, he adds +3 SL to the result, for a total of +0 SL — a Marginal Success.*

REPEATING TESTS

Every Test should be significant, with the potential outcome having a notable impact on the game. Generally speaking, a character cannot simply re-attempt a failed Test until the players deal with the consequences of that failure or the circumstances surrounding the Test change substantially.

OUTCOMES TABLE

SL	Result	Have You Succeeded?
+5 or more	Astounding Success	**Yes, perfectly!:** The result is as good as it can be, perhaps with extra luck and fortunate coincidences thrown in!
+3 to +4	Impressive Success	**Yes, and…:** You achieve your goal with style, exceeding your expectations.
+1 to +2	Success	**Yes:** You achieve a solid success.
+0	Marginal Success	**Yes, but…:** You more or less achieve what you intend, but imperfectly, and perhaps with an unpredictable side effect.
–0	Marginal Failure	**No, but…:** You marginally fail, perhaps accomplishing a portion of what you intended.
–1 to –2	Failure	**No:** You just plain do it wrong.
–3 to –4	Impressive Failure	**No, and…:** Not only do you mess up, but you also cause additional things to go wrong.
–5 or less	Astounding Failure	**No, not in any way!:** Everything goes wrong in the worst possible way. The GM will likely add to your woes with unanticipated consequences.

Opposed Tests, page 190

Difficulty, page 188

Even though they're called Success Levels, you still generate SL on a failed Test!

If you prefer a faster game, you can reduce the number of dice rolls by letting players automatically succeed at **Challenging (+0)** or easier tasks using a Skill they have at least one Advance in. If SL are important, they gain +1 SL for each Advance they have in the relevant Skill.

Influence, page 192
Superiority, page 196

Advantage and Disadvantage, page 189

Marginal Failures usually only occur by rolling over your Skill on a Test, but not rolling poorly enough to achieve –1 SL.

DIFFICULTY

Not all Tests are equal. Climbing over a pile of neatly stacked crates is relatively easy, but trying to cling onto a rain-soaked cargo container while it is lifted into the air is incredibly hard. To represent this, the GM assigns the Test an appropriate **Difficulty**.

Rolling a 99 or 00 is an automatic Fumble.

The **Difficulty Table** below defines the Difficulties used in **Imperium Maledictum**, along with some example tasks and the modifier they apply to the Skill being tested.

Example: *Wilkus is trying to crack a cipher to uncover a heretical plot. This would normally be a* ***Challenging (+0)*** *Difficulty. However, Wilkus has found a fragment of the cipher key in their investigations, so the GM rules that decoding the message is now a* ***Routine (+20) Linguistics (Cipher)*** *Test. Wilkus has a Linguistics Skill of 35, which means they add the +20 Difficulty to the Test, for an effective Skill of 55. Wilkus gets 42 on their roll. This would have been a failure under normal circumstances, but the Difficulty modifier means they succeed with +1 SL.*

AUTOMATIC SUCCESS AND FAILURE

No matter how skilled or talented you are, there is always a chance of failure. Equally, there is always a chance of success, no matter the odds stacked against you.

- Rolling 96–00 is always a failure.
- Rolling 01–05 it is always a success.

A failure occurs even if your modified Skill is 96 or higher, and a success occurs even if your modified Skill is less than 05. This is always treated as a Marginal Success or Failure.

Example: *Casseum is attempting to bypass a temperamental cogitator to gain entry to sealed Inquisitorial records. The GM rules that the Inquisition database is ancient and heavily secured, and requires a* ***Very Hard (–30) Tech (Security)*** *Test to access. Casseum only has 29 in his Tech Skill, meaning he effectively has no chance to pass the Test. He rolls anyway, just in case, and miraculously rolls a 03! The GM describes how he stumbles upon an ancient flaw in the system, just what he needs to gain access to the sealed records.*

DIFFICULTY TABLE

Difficulty	Test Modifier	Example Task
Very Easy	+60	Waking up to an emergency klaxon, jumping a small gap
Easy	+40	Fixing a minor jam in a familiar weapon
Routine	+20	Using a cogitator to perform basic research
Challenging	+0	Shooting a target in a well lit room, climbing a stone wall
Difficult	–10	Recalling an obscure fact about the Planetary Governor
Hard	–20	Swimming upstream in a rapidly flowing sewer
Very Hard	–30	Convincing an Arbites to let this one slide

ADVANTAGE AND DISADVANTAGE

As well as the **Difficulty**, certain circumstances outside of your control may provide a benefit or hindrance to a Test. This could involve trying to perform the task in unpredictable circumstances, such as during a storm or in pitch darkness, or trying to use a tool ill-suited to the job. These situations are known as having **Advantage** or **Disadvantage**.

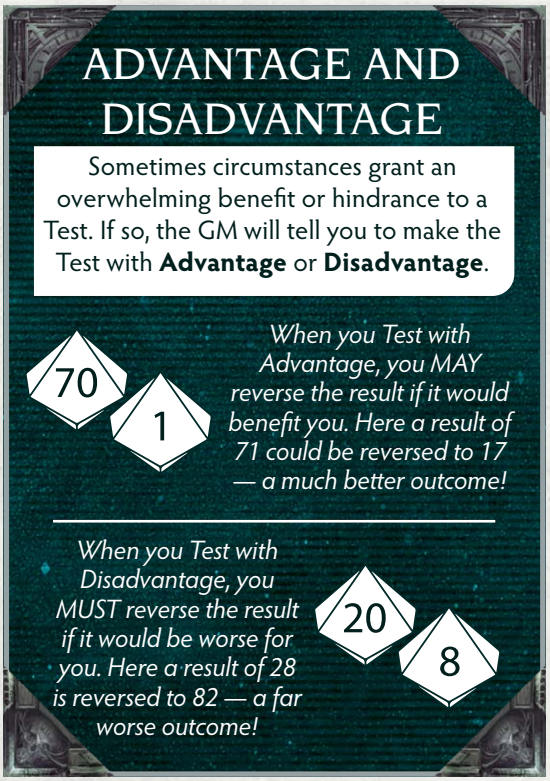
- When you have Advantage, you can **choose** to reverse the tens and the units dice if it would be more beneficial for you.
- When you have Disadvantage, you **must** reverse the tens and the units dice if it would be worse for you.

Example: *Leo ducks into an alcove to hide from some approaching Adeptus Ministorum guards. The GM rules that the shadowy alcove makes it easier to remain unseen, so tells Leo to make his Stealth Test with Advantage. Leo's Stealth Skill is 56 and he rolls a 72. Normally this would be a failure, but Advantage allows Leo to reverse the numbers for a result of 27 — a success!*

Advantage and Disadvantage usually come into play from external sources, such as **Environmental Traits** or firing a weapon beyond its **Range**. Spending **Fate** also allows you to make a Test with Advantage.

If you have multiple sources of Advantage and Disadvantage, they cancel each other out on a one-for-one basis. If you would gain Advantage from multiple sources, each instance after the first grants you an additional +10 to a Test. Equally, each instance of Disadvantage after the first inflicts a -10 penalty to a Test.

Example: *Leo has managed to slip inside a Ganger hideout and has a clear shot at their leader. Because he is **hidden**, he has Advantage on his Ranged Test to attack. However, since the leader is at Long Range and Leo's Laspistol has a range of Medium, he has Disadvantage. The gang leader is also in a **poorly lit area** which imposes Disadvantage on ranged attacks. One Advantage and Disadvantage cancel each other out, but one source of Disadvantage remains. Leo must make the Test at Disadvantage.*



GETTING HELP

In certain situations, multiple characters working together have a better chance of success than someone working alone. With the GM's permission, a character can assist another character who is about to make a Test.

- When two or more characters are working together, the character with the highest Skill makes the Test with Advantage.
- To assist someone, you must usually have at least 1 **Advance** in the Skill being tested.
- Assisting characters must normally be adjacent to the character taking the Test.
- You may not assist on Tests made to resist disease, poison, fear, hazards, or anything else the GM deems inappropriate.

Example: *Leo and Casseum are trying to force open the door of a crashed Arvus Lighter. The GM calls for a **Challenging (+0) Athletics (Might)** Test. Leo has the higher Athletics Skill, with 43, so he makes the Test. He rolls a 61, but with Casseum helping he has Advantage, so reverses the dice for a result of 16. He succeeds with +3 SL and together they pry the doors open to discover what lurks inside.*

Chapter 11. The Gamemaster provides guidance on when to adjust Difficulty of a Test, and when to use Advantage and Disadvantage.

Environmental Traits, page 204
Range, page 202
Spending Fate, page 220

Advances, page 91

Attacks While Hidden, page 214

Poorly Lit, page 206

OPPOSED TEST

Opposed Tests are used when one character is trying to get the better of another, like sneaking past a wary guard, deceiving a sceptical cleric, or trying to outrun an enraged mutant.

In Opposed Tests both parties make a Test. The GM determines the **Skills being tested** and the **Difficulty** for each participant. The character with the highest SL wins. If it is important to know how well the winner of an Opposed Test succeeds, use the **difference in SL** to determine the final SL. You don't need to succeed on your own Test to succeed in the Opposed Test. For example, if you fail your Test and achieve -1 SL, but your opponent achieved -3 SL, then you win the Opposed Test by 2 SL.

Example: *Wilkus is trying to talk their way into a dinner in honour of the Planetary Governor. Unfortunately the suspicious guard has their doubts. Wilkus makes a Rapport (Deception) Test opposed by the guards' Intuition (People). Wilkus' Rapport (Deception) is 41 and they roll a 57, giving them −1 SL. The guards Intuition (People) is 45 and he rolls a 23, giving him +2 SL. The guard knows Wilkus is lying and demands they move aside so other guests can get through.*

Chapter 4: Skills and Talents offers advice on suitable opposed Skills The player can also suggest Skills based on the approach they want to take.

Difficulty, page 188

If both parties in an Opposed Test get the same SL, the character with the higher Skill wins. In the unlikely event of a tie, the GM decides the outcome.

A good measure of how difficult an Extended Test will be is to divide the total number of successes required by the number of attempts allowed. For example, achieving 16 SL in four attempts means you need an average of 4 SL per attempt, which would be very difficult. 2 SL per attempt is far more manageable.

If you fail an Extended Test due to the SL falling below 0, you may attempt the same Extended Test again, but you will likely have less time (and so fewer Tests) to achieve your goal.

OPPOSED TESTS

In an Opposed Test, you and an opponent both roll against the appropriate Skill. Whoever gets the most SL wins. If you need to know the final SL for the Test, subtract your opponent's SL from your own.

You make a Test against your Melee Skill of 54. A result of 35 grants you +2 SL.

Your target parries your blow with their own Melee Skill of 60. They roll a 29, netting them +4 SL. You fail the opposed Test with a final result of -2 SL (2-4).

A failed roll can win an Opposed Test if your opponent rolls even worse. If you roll -1 SL and your opponent rolls -3 SL, you succeed by +2 SL!

EXTENDED TEST

Some tasks may be especially time-consuming or taxing, for example crafting a new augmetic or searching an Adeptus Ministorum archive. If the character has the necessary Skill and there are no particular pressures on them, the GM might simply say how long the task will take to complete. If the task is complex enough that failure is possible, or you really need to know exactly how long it takes or how well it is performed, you can use an **Extended Test**. Here's how it works:

- **SL Required:** The GM determines the total SL required to pass the Test.
- **Frequency of Tests:** The GM decides how often you may make a roll to contribute SL to the Extended Test. This may be every turn, every hour, daily, or even longer. The GM should determine if there is a deadline, and what happens if it is missed.
- **Determine Skill and Difficulty:** **The GM determines the Skill and Difficulty** as for any ordinary Test. This is usually the same Skill for each attempt, but the GM may decide that other Skills or Specialisations come into play over the course of the Test.
- **Determine Success:** Each time you make an attempt during an Extended Test, make a note of your SL. Continue adding or subtracting SL over the course of the Test until you meet or exceed the threshold set by the GM. A successful Test always adds at least one SL to an Extended Test, while a failure always subtracts at least one SL. If you fail to meet the threshold in the number of attempts allowed, or if the total SL ever falls below 0, **you fail**. The GM decides where you failed during the Extended Test, what you were able to gain from it (if anything), and what resources were consumed or lost.

A number of exciting Extended Tests are presented with examples in the **Endeavours** section of **Chapter 8: Between Missions**.

Example: *The party* ***Penumbra,*** *Leo, is tasked with finding a Chaos Cult's hideout located somewhere within a vast manufactorum district. The GM informs them that this is an Extended Test requiring 6 SL, with each attempt representing one day of searching.*

The GM secretly decides that the cult will move on after three days have passed. The GM declares that the first two attempts use Rapport (Inquiry) as Leo quietly questions workers in the area. Any additional attempts use Stealth (Hide), as Leo must confirm the suspected hideout by scouting the location unseen. Leo searches for three days, scoring 1 SL on the first Test, 3 on the second, and 1 SL on the third for a total of 5 SL, just 1 SL short of success. The cult has moved on, and by the time Leo locates their former hideout he finds only dried bloodstains and profane iconography.

Helping works differently during Extended Tests. Instead of granting Advantage, additional characters make the appropriate Test and add their SL to the Extended Test at the same time, potentially achieving success faster. The GM may decide that characters may contribute to an Extended Test using quite varied skills.

Example: *The party's Arvus Lighter has crashed during a sandstorm in the middle of a scorching desert, damaging its systems and burying itself in the dunes. The GM declares that to get airborne again, the lander's damaged machinery needs to be repaired using an Extended Test that characters can contribute to in a number of ways.*

Tech (Engineering) is required to repair the damaged lander, but it must also be dug out of the dunes using Athletics (Might), and finally someone will need to fly the damaged craft, using Piloting (Aeronautica).

Each Test requires a day, and the GM determines that they will need to achieve 8 SL before they run out of supplies in three days. Over the course of two tests, Casseum gains 4 SL on the Tech (Engineering) Test, Kalli gains 2 SL on the Athletics (Might) Test, and Leo gains 3 SL on the Piloting (Aeronautica) Test — a total of 9 SL. The Test is a success! The GM describes the group cooperating and they celebrate as the Aquila Lander blasts out of the desert storm.

Penumbra, page 78

Helping, page 208

TWISTING FATE

There are a number of rules, Talents, and abilities that allow you to modify the result of your roll or trigger unique effects.

Rolling a Double: Rolling a double means both the tens and the units die roll the same number (11, 22, 33, 44 and so on). This is most often relevant for triggering a Critical or Fumble in combat.

Reroll: A reroll is when you disregard the result of a dice roll, and roll it again. You must use the second result. Some Talents allow you to reroll, as does spending a point of Fate.

Reverse: To reverse a roll, you swap the tens result with the units result. So a roll of 58 becomes 85, or a roll of 51 becomes 15, and so on. Reversing a roll is usually done due to Advantage or Disadvantage (page 189).

Modifiers: Modifiers are added or subtracted to your Skill before you make a Test. The Difficulty of a Test as well as a number of pieces of equipment can modify your Skills in this way.

Add or Subtract SL: Some Talents, equipment, and abilities allow you to add to your Success Levels (SL), or force you to reduce your SL. These effects always apply after you roll.

Criticals and Fumbles, page 213

Spending Fate, page 220

INFLUENCE

The people you meet have their own feelings and motivations. While you might be on good terms with a faction, a member of that faction could despise you.

Chapter 3: Creating Your Character provides an overview of various Imperial factions, and **Chapter 9: The Imperium** gives details on their machinations and goals.

'In the name of the Lord Governor Aulus Sejanus, I command you to power down your lander and surrender yourself for judgement!'

— Garon Bleak, Enforcer

Throughout the Macharian Sector, innumerable **factions** interact in a tangle of alliances, rivalries, and enmities as they strive to advance their individual agendas. Characters in **Imperium Maledictum** inevitably find themselves embroiled in the dealings of these factions, helping some while hindering others, perhaps even inadvertently.

Influence represents your standing in the eyes of a given faction. It significantly affects interactions between you and that faction in numerous ways: opening doors or securing allies when they are most needed, or inviting further resistance and betrayal at the worst possible time. Influence has a number of effects:

- When making social Tests to interact with members of a faction that you have positive or negative Influence with, you gain a number of SL equal to your current Influence.
- The initial attitude of faction members towards you is **typically determined** by your Influence with the faction.
- At the GM's discretion, access to certain goods or services may be dependent on your Influence with a specific faction. See Chapters 5 and 11 for more.

Influence ratings vary from −5 to +5. A rating of −5 Influence with a faction indicates an extremely negative reputation, while +5 Influence with a faction it represents an extremely positive reputation. Zero Influence represents a neutral reputation, or that the faction is simply unaware of your existence.

WITH ALL DUE RESPECT…

Note that Influence, just like Rapport, is not mind control. Even if you have a great deal of Influence with a faction, individuals still have personal needs and wants, and may refuse your requests. This is especially likely if your demands would lead them to personal loss, shame, harm, or death. People claim precious little for themselves in the Imperium, and they are loath to part with it.

INFLUENCE

Level	Attitude	This Faction Will Typically…
+5	Honoured	…give you reliable access to combat support, plus most of their information and resources.
+4	Prized	…give you access to some secrets and influential individuals.
+3	Trusted	…allow you to procure some Scarce equipment and hire personnel, and will overlook minor transgressions.
+2	Liked	…lend you Common equipment and the service of underlings.
+1	Welcomed	…share pertinent knowledge with you and expedite standard procedures.
0	Neutral	…treat you as an insignificant cog in the colossal machine of the Imperium.
−1	Unwelcome	…will observe you closely and expect you to follow procedures to the letter, potentially hindering your efforts.
−2	Distrusted	…refuse to aid you, give you information, or access to any resources.
−3	Despised	…actively attempt to undermine your efforts.
−4	Vilified	…send their agents to hinder or harm you.
−5	Hunted	…eliminate you if given the slightest opportunity to do so.

PATRON INFLUENCE

A Patron's Influence eclipses that of any of the characters, a feature of their prominent position and history. Patrons operate at a much higher level than their agents, and weave complex ever-shifting webs of contacts, allies, and rivals. As a result, a Patron's Influence is mostly secret and **tracked by the GM in private**.

During a mission, you may present proof of your patronage to invoke your Patron's Influence, gaining the benefits — **or risking the consequences** — described above. Proof usually takes the form of a badge of office or a token given to you by your Patron, such as an Inquisitor's rosette, an Enforcer's badge, or a noble's signet ring. If a faction recognises you as your Patron's official proxy, **you use your Patron's Influence instead of your own** when interacting with that faction.

Some Patrons may disclose their Influence with the characters, but just as many conceal the truth **or outright lie about it**, especially in relation to their enemies and rivals. After all, powerful individuals don't stay in power for long if they're willing to share their weaknesses with their subordinates. This means that invoking your Patron's Influence is always a risk, and not something to be done lightly. You never know where they have made enemies, and even formerly reliable partners may prove hostile when encountered again.

Example: *Leo is discovered infiltrating a secure sector of an Adeptus Mechanicus manufactorum on **Forkas-63**. Leo has no right to be in this area, nor any personal contacts within the Adeptus Mechanicus to aid him. Leo's Patron told him to go undercover, so he attempted a stealthy approach. As the security servitors level their guns, Leo takes a desperate risk and flashes the Forge Lord's holo-signet. The GM checks the Fabricator General's Influence with the Adeptus Mechanicus, which is +3 (but Leo doesn't know this). The GM states that the servitors recognise the holo-signet and deactivate their weapons. Leo's cover is blown, which may have saved him from a bloody end, but could spell all manner of trouble for the investigation, and their Patron's long-term Influence with the manufactorum, or even the wider Adeptus Mechanicus.*

PERSONAL INFLUENCE

As characters make their mark upon the Macharian Sector, they will inevitably begin to make contacts, allies, and enemies of their own. As well as Patron Influence, you also have Personal Influence with factions and their representatives. Your character is far less influential than your Patron, and begins with only +1 Influence with a single faction.

During the course of your game, you will slowly build influence (or lose it!) with other factions. This works a little differently for characters than for a Patron. While a Patron will lose and gain influence at the faction level, representing their reputation within the Macharian Sector, characters first gain or lose Influence with individual representatives of that faction. These are referred to as Contacts.

A Contact might be an individual Tech-priest whom the characters helped, a gang leader they turned in, or an Administratum adept whose records were set alight by a careless character with a flamer. At the end of each adventure the GM should consider which Contacts the characters may have gained or lost Influence with. This should be recorded on the player's character sheet.

In future, interactions with that Contact use this Influence bonus or penalty combined with the Influence bonus for their Faction.

Example: *Due to some previous transgressions, Wilkus has –2 Influence with the Adeptus Mechanicus, meaning accessing certain services can be difficult for him. However, Wilkus has +3 Influence with the Tech-Priest Rho-Assay 7. This results in an effective Influence of +1 — Rho-Assay 7 is aware of Wilkus' negative reputation, but previous interactions indicate that continued collaboration with him remains beneficial.*

For more advice on a Patron's secret Influence, see **Chapter 11: The Gamemaster**.

Some Patrons ***Demand Discretion***, page 38

Tell your GM when you are attempting to use your Patron's Influence, and they will secretly add or subtract SL to your Test.

For more information on **Forkas-63**, check page 294

A SNAKE IN OUR MIDST

People do not like being deceived. If an individual or faction discovers that you have been secretly working for a Patron, your personal Influence with them may fall — even if they otherwise respect your Patron's authority and Influence.

CONSOLIDATING INFLUENCE

If you have gathered at least +1 Influence with three different Contacts of the same Faction, you may use the ***Consolidate Influence*** Endeavour to increase your Influence with that Faction by +1, and reduce your Influence with each of the chosen Contacts by −1.

The ***Consolidate Influence*** Endeavour is on page 232

As your Influence increases with the Faction all 3 of your chosen Contacts belong to, your Influence with them effectively remains the same.

However, should you accumulate at least −1 Influence with three different Contacts of the same Faction, your Influence with that Faction automatically drops by −1 at the end of the current mission. This represents those Contacts spreading word of your failures, and generally undermining your reputation. Once this has occurred, remove one negative Influence from each of these Contracts.

Examples: *Leo approaches a local hive gang, the* ***Cutters****, to follow up on a lead. He succeeds on his Rapport (Inquiry) Test with +1 SL, but Leo has locked horns with this gang in the past, and has −2 Influence with them. The GM applies this negative Influence, resulting in −1 SL, a failure. The GM rules that Leo's reputation precedes him, so his inquiries are met with cold shoulders.*

The Cutters gang of hive Rokarth appear in the **Imperium Maledictum Starter Set**.

Meanwhile, Wilkus is investigating the scene of a crime. The GM decides the ***Macharian Vigilites*** *won't let anyone with less than +2 Influence enter the area. Thankfully, Wilkus has +2 Influence with the Vigilites, as they are a known and trusted ally. They allow Wilkus access to the crime scene.*

Macharian Vigilites, page 326

After numerous missions, Kalli has built up +1 Influence with three different Contacts in the ***Astra Militarum****, and −1 Influence with a fourth. She takes the* Consolidate Influence *Endeavour during her next downtime, and succeeds.*

Astra Militarum, page 242

Her previous Astra Militarum Influence of +1 increases to +2, and she removes the positive Influence from the 3 Astra Militarum Contacts on her character sheet. This does not mean they have forgotten Kalli, merely that her good reputation with them has spread to some higher ups, her knowledge of how best to work with the Astra Militarum has increased, and so on. Despite her improved standing, she retains the -1 Influence Contact. Should she gain another two negative Contacts, with the Astra Militarum, her Faction Influence will drop by one, and the three negative Contacts will be removed.

If more than one character has Influence with a faction, use the Influence of the character who leads the interaction. You can't pool Personal Influence to increase the bonus SL gained.

GAINING AND LOSING INFLUENCE

Outside of character creation, both Personal and Patron Influence are gained and lost based on your actions during a mission. To reduce book-keeping, Influence changes should be discussed and applied at the end of a mission, or another suitable break in the action of the campaign. The GM should assess how the party's actions might have affected their Influence with the various factions the party met during their mission. They should then adjust their Influence accordingly, with the following considerations:

- If the party remained anonymous, deflected their actions onto others, or left no trace of their involvement in the mission, their Influence does not change for better or worse with the factions they encountered.
- If the party did not invoke their Patron's Influence at any point during the mission, only their individual Personal Influences are affected, based on their interactions with the factions they encountered.
- If the party used their Patron's Influence during the mission, either by choice or through discovery, both their Personal and Patron Influence may be affected based on their interactions towards with the factions they encountered.
- The Patron's **Boons and Liabilities**.

CHOOSING FACTIONS TO TRACK

The focus of your game dictates which smaller factions you need to track. For example, if you're dealing with an array of criminal gangs, track your Influence with each of them and Contacts within them.

For more advice on using Influence and faction in your games, see **Chapter 11: The Gamemaster**.

Boons and Liabilities, page 29

Influence should be hard won, and easily lost. During a mission, **Influence can normally only increase by a maximum of one level,** but it could drop by much more. The GM should consider adjusting Influence under the following conditions:

- +1: The party were integral in protecting influential members of the faction, or furthering their overall interests.
- −1: The party circumvented proper procedure without just cause, or were caught lying or their cover blown.
- −2: The party attacked members of the faction or caused substantial damage to their resources or territories.
- −3: The party betrayed or killed an ally from the faction, or severely hindered the faction's ability to pursue their interests.

Example: *During **debriefing**, the GM discusses the party's actions from their last mission. Leo started a bar brawl with the Cutters Gang. Leo's Personal Influence with the Cutters Gang, which was at 0, is reduced by −2. On the plus side, the party as a whole were open about working for the Fabricator General when interacting with the Macharian Vigilites, and helped them root out heresy among the workers of the Mechanicus Manufactorum Delpha-7G. The GM notes that their Patron increases their Influence with the Macharian Vigilites by +1, though they need not inform the party of this.*

Temporary Influence

Occasionally, the party may wish to boost their Influence when dealing with members of a specific Faction. For example, they may wish to sway the opinion of a Planetary Governor in their favour, or convince an Astra Militarum quartermaster to look the other way while they procure a few extra laspacks. They may do so with an appropriate social Test, but if they wish to stack the odds in their favour, they may do so by finding a source of **Temporary Influence**.

Sometimes this is a simple bribe — a handful of Solars is usually enough to convince an underpaid trooper to look the other way, for example, while a powerful Administratum adept may have a weakness for vintage **Amasec**. The GM should decide how much Influence the bribe is worth, and apply a suitable bonus to the Test — usually +1 or +2 SL is appropriate.

Equally, learning useful or sensitive information about a Contact — perhaps they have a penchant for rare books, or a hidden criminal past, for example — can be worth +2 SL or more when you make relevant social Tests.

In either case, Temporary Influence lasts only until you fail a social Test with that Contact, after which the effect of the bonus is lost — after all, every bribe is eventually spent, and every bottle of Amasec has a bottom.

The conclusion of a campaign might lead to an improvement of 2 or more Influence with a Faction, for example finding a coveted Standard Template Construct for the Adeptus Mechanicus, rescuing an Arch-Confessor of the Adeptus Ministorum from the clutches of foul heretics, or working with the Inquisition to banish a daemon.

Amasec is a liquor popular in the Macharian Sector.

'Debriefing' is a shorthand name for the simple process of summarising a session of **Imperium Maledictum**, making sure everyone fully understood what happened and how the story is unfolding. A debriefing is an excellent opportunity to review your **Short** and **Long Term Goals** (page 85).

AND THEN WHAT HAPPENED…

Taking some time at the end of a mission for the Patron to debrief the party and discuss how their actions have affected their Influence with various factions is a great way to get everyone invested in the setting, interrogate their choices, and consider the long-term ramifications of their actions in future missions. These could take the form of in-person meetings, remote conferences, or even written reports compiled by the group.

A DROP IN THE OCEAN

It pays to always remember the scope of factions when gaining or losing Influence. In most cases, the larger the faction, the harder it is to affect Influence. After all, it is highly unlikely that the actions of a small party, or even their Patron, can meaningfully impact the entire Adeptus Mechanicus. But protecting influential members of an Adeptus Mechanicus Contact, such as a specific Skitarii War Cohort, is much more attainable.

SUPERIORITY

'We know their turf. We know their routine. They'll never see us coming.'

— Interrogator Julios Macrio

Infractionists, page 247
Cultist, page 343

+3 Superiority represents a serious advantage that may mean some battles end before they truly begin.

Combat, page 198

In the grim darkness of the far future violence is all but unavoidable. Canny individuals will look for every advantage they can find before risking life and limb by wading into lasgun fire and confronting chainsword wielding foes. Once **combat** has begun, characters should continue looking for any advantage and seek to put their enemies on the back foot at every opportunity. Combat is lethal in **Imperium Maledictum**, and approaching it with anything less than total commitment is likely to end in disaster.

Given the high stakes, researching your enemies, building a plan, or using shock and awe to gain the upper hand are often key to success. **Superiority** is a group resource that represents the power of your party's preparation and momentum during combat.

THE EFFECTS OF SUPERIORITY

Turn Order, page 198

You can use Superiority to gain an SL bonus to one Test of your choice each **turn**. This bonus is equal to the party's total Superiority. Once you have used this bonus on a Test, you can't use it again until the start of your next turn.

Resolve, page 197

Leaders, page 317
Desperate, page 197

Superiority also interacts with an NPC stat called **Resolve**. If, during combat, the party's total Superiority is greater than the Resolve of their enemies (or their **Leader**, if present), they become **Desperate**. In some cases this will lead to their foe retreating or even surrendering. In other circumstances, Desperate enemies may simply fight harder or mount a final, reckless attack on the party.

GAINING SUPERIORITY BEFORE COMBAT

Superiority is always gained against a specific enemy or group of enemies. Learning the tactics and armament against a specific gang of **Infractionists**, for example, will not aid the characters in fighting off an ambush by **Cultists**!

Regardless of preparations, the **maximum** amount of Superiority that can be gained before combat is +3. There are three ways to gain Superiority before battle: Know Thy Foe, Know Thy Battlefield, and Know Thy Players.

KNOW THY FOE

Learning important information about your enemy allows you to gain Superiority before combat has begun. This should be vital, secretive information that you can exploit in your tactical planning. It is not enough to know that your enemies are armed with Laspistols, for example. However, learning that they have no heavy weapons and that their helmets restrict their field of vision, or that they are local bullies who have never faced a determined foe, is useful information that can be taken advantage of to gain +1 Superiority.

KNOW THY BATTLEFIELD

Knowledge of the landscape where your battle will take place can be the difference between a swift and commanding victory, or finding yourself another corpse in a hab vent. Identifying aspects of the battlefield that could give you a tactical advantage grants +1 Superiority. This could take the form of scouting an ambush area, occupying the high ground, locating kill zones, undermining enemy defences, finding an unexpected approach, or learning specific **Environmental Traits.**

KNOW THY PLAYERS

The limitless ingenuity of players means they will come up with many unorthodox strategies to gain an advantage over their foes. While the GM shouldn't be unduly generous, inspired schemes are to be encouraged and the most promising rewarded with +1 Superiority.

GAINING AND LOSING SUPERIORITY DURING COMBAT

The back and forth of combat means that Superiority is not a static number, and it will vary throughout the battle as the fortunes of each side rise and fall. During battle, you can increase Superiority in the following ways:

- Defeating the enemy **Leader**
- Defeating an enemy **Elite**
- Defeating a number of **Troops** equal to or greater than their **Resolve** in a single turn

Superiority is hard won and easily lost. You lose a single point of Superiority every time one of the following happens:

- The first time each party member receives a **Critical Wound**.
- If a party member is **defeated**.
- If the party are taken by surprise by unexpected reinforcements or a sudden change in the battlefield, such as a ship's hanger suddenly being exposed to the void.

Example: *The party has tracked the **Vylathi Knives** gang to an abandoned mining facility. Earlier reconnaissance grants the party +1 Superiority, as they have learned about the gang and their equipment. The first round of combat is a rousing success, with the party's initial ambush taking down three Gangers. Normally **Gangers** have a Resolve of 1, but as they are defending their home turf the GM rules this is increased to 2. The party took down at least two Gangers in a single turn, earning them +1 Superiority. This brings the group's total Superiority to +2.*

However, in the following turn, a reckless charge sees Leo taking two Critical Hits — one each to his arm and leg. He bites off a scream, but the sudden injury to a member of the party reduces Superiority by 1. A few moments later the unexpected happens — there's a distant rumbling, and the gang's leader, Knifeheart Wynne, roars into the facility at the head of a column of bikers. The sudden reinforcements change the battlefield substantially, and the party is reduced to 0 Superiority. They'll have to fight hard if they want to regain the upper hand, but Leo is already already eyeing an escape through the sewers beneath the mines…

RESOLVE

Each non-player character (NPC) in **Imperium Maledictum** has a Resolve score. This represents their general willingness to oppose the party. While a fixed Resolve score is given for each NPC, the GM should be open to changing this number. Having a leader on the field will usually mean that NPCs use the leader's higher resolve instead of their own. NPCs defending their home turf gain +1 Resolve, while NPCs who see little to gain from a fight can have their Resolve lowered by 1. If an NPC has its Resolve reduced to zero, they are not interested in a fight at all, and will join combat only to protect themselves or their honour.

If, at the start of a character's turn, the party has Superiority greater than their Resolve, they become **Desperate** unless the GM rules otherwise. Desperate is a special **Condition** applicable only to NPCs. Desperate characters are in a bad situation and they know it. They'll be looking for a way out, and may surrender, flee, or otherwise step aside to let the party succeed.

However, this is not guaranteed. There are plenty of scenarios where fleeing is not an option for the opposition, or they are simply too insane or mindless to flee even when the odds are against them. Some NPCs will, when Desperate, actually fight harder or start using riskier tactics. Any of the following are possible:

- **Flee!:** If the NPCs can back down, step aside, or get out of the way they do.
- **Surender:** If the NPCs could reasonably surrender and live, they do so.
- **Charge!:** If the NPCs are left with no way out, they try to go out in a blaze of glory. They break cover, charge, or otherwise go 'all out' in a desperate final attempt to win.

In general, once an enemy becomes Desperate the GM should start thinking about bringing the combat to a close. The outcome is likely decided unless circumstances change drastically.

Example: *After defeating several more Elites in the gang, the party manage to bring their Superiority back up to 3. The GM realises that this beats the Ganger's Resolve of 2. Normally this would cause them to flee, but the GM rules that they have been cornered and are too desperate to protect their Leader. They will fight to the death.*

Chapter 12: The Bestiary provides GM guidance on using Resolve in encounters.

Leaders, page 317
Elites, page 317
Troops, page 317

Going into combat unprepared can be lethal. If you are ambushed, it may be time to **Flee!** page 208

Critical Wounds, page 214

Conditions, page 356

A foe is defeated when they are dead, incapacitated, surrender, or run away.

The Vylathi Knives gang of hive Rokarth appear in the **Imperium Maledictum** Starter Set.

The **Ganger** profile is on page 340

SHOCK AND AWE

A truly overwhelming display of violence or a particularly cunning attack can also generate Superiority if the GM rules it is likely to shift the situation in the characters favour.

COMBAT

In the grim darkness of the 41st Millennium, there is only war. And while many of the battles waged by player characters in **Imperium Maledictum** may be fought with words and information as much as weapons, violence is an unavoidable eventuality.

The Flow of Battle

Imperium Maledictum organises combats into **rounds**. A combat round represents a few seconds of in-game time. During a round, each participant takes a **turn**, acting in order of **Initiative**. Once everyone has taken a turn, the next round begins. Combat continues in this way until one side is victorious over the other.

Your **Initiative** is noted on your character sheet, and in enemies statblock. If enemies have the same Initiative, the GM decides the order in which they act.

Your Initiative is equal to your Perception Bonus plus your Agility Bonus.

On your turn, your character can Move and take an Action. The battlefield is divided into Zones that you can move between, and these help determine **Range** when using firearms. Zones can have their own features, called **Environmental Traits**, which affect everyone currently present in that Zone.

Range, page 202
Environmental Traits, page 204

You can choose from a range of **Actions** on your turn, from charging into melee, to firing with a ranged weapon, hiding, or preparing to dodge a fusillade of enemy fire.

Actions, page 207
Opposed Tests, page 190

ACTIONS BEFORE COMBAT

Characters who anticipate a fight may wish to make preparations, such as drawing a weapon, using a Talent, or manifesting a psychic power. This is usually fine, but some actions may be noticed by the enemy and jumpstart the conflict. The GM decides when the fight begins and Initiative order comes into effect.

TURN ORDER

The character or creature with the **highest Initiative** acts first, followed by the next highest, and so on until everyone has taken a turn. Players are responsible for their character's Actions on their turn, and the GM controls any enemies or NPCs. If multiple combatants have the same Initiative, they act in order of highest Reflexes Skill to lowest. If they have the same Reflexes Skill, they make an **Opposed Test** to see who acts first.

SURPRISE

Unseen Death Cult Assassins, Inquisitorial raids in the dead of night, and Ganger ambushes are a regular occurrence in the Imperium. If you have the element of surprise, you get a special surprise round where only you can act. If multiple participants benefit from surprise, they act in order of Initiative.When you have surprise, you gain the following benefits:

- You can use your Move and take an Action (see **Your Turn**, below).
- You have Advantage on Melee Tests, and the target can't oppose your attack.
- When the surprise round ends, the party gains +1 **Superiority.**

If **the party are Surprised**, the above rules also apply, but after the surprise round they lose a point of Superiority — if they have any — instead of gaining one. When you have the element of surprise, you may also gain the benefits of **attacking while hidden**. Once the surprise round is over, combat follows the Initiative order as usual.

YOUR TURN

On your turn, you can **Move** and take an **Action**.

MOVE

Movement allows you to leave your current Zone and enter a new one. Repositioning within your current Zone isn't usually considered a Move. There are a number of things to consider when you Move:

- You can decide to Move before or after taking an Action.
- When you Move, you move into a **Zone** adjacent to your current Zone.
- If you need to cover more ground, you can use your Action to **Run**.
- If you must make a Test to reach difficult places, such as when climbing or jumping, you must spend an Action as well as your Move.
- Depending on the environment, you can use your Move to **take cover**
- If you are **Engaged** with an opponent and Move away, the opponent may make an attack as a Reaction.

For more information on moving in combat, see **The Battlefield** on page 200.

ACTION

Your Action is what your character does this round of combat. It can be swinging your hammer at an enemy, manifesting a psychic power, taking a moment to survey your surroundings, or anything else you can think of. The Action you take is limited only by your imagination, your character's capabilities, and the world around you.

When it is your turn, describe what you want to do. The GM tells you if your Action requires a Test to accomplish, and then you narrate the results together.

The most common Action in combat is **Making an Attack**, which is explained beginning on page 211. A list of other frequently used **Actions** are listed on page 207.

FREE ACTIONS

Some of the things you'll do during combat do not require an Action. This includes drawing your weapon, opening a door, or moving anywhere within your Zone. The GM determines if what you are doing is an Action or a Free Action. As a rule of thumb, if something requires you to make a Test, it is an Action.

REACTIONS

A Reaction is something you do on someone else's turn. The most common form of Reaction is attempting to **dodge a ranged attack**, but Psykers may also use their Reaction to ***Deny the Witch***. Unless a rule such as a Talent or item of gear specifies otherwise, you may only take one Reaction until the beginning of your next turn.

Superiority, page 196

Surprising the party can be devastating — make sure the characters have a chance to spot an upcoming ambush!

Attacks While Hidden, page 214

Ranged Attacks, page 212

Deny the Witch, page 163

Zones, page 200

Run, page 209

Cover, page 204
Engagement, page 212

BRING IT TO LIFE

Describing your actions in combat gives you a chance to bring the scene to life. You don't need to be as formal as saying *'I use my Move to get close to the cultist and use my Action to attack.'* Instead try to be more evocative — this is your chance to temporarily take the GM's mantle! You might instead say *'My boots pound in the blood-soaked stone floor as I rush at the vile cultist, swinging my Power Sword in an arc to cleave them in two!'*

The Battlefield

In combat, knowing the position of your allies and enemies helps you gauge the situation and make vital decisions. Tracking exact position and distance with a lot of combatants can often be cumbersome, so to handle this **Imperium Maledictum** uses abstract Zones and Ranges.

We recommend that each battlefield has between 5 and 10 Zones. See Chapter 11 for GM advice on creating encounters using Zones.

ZONES

Fights can break out in all manner of places, from cramped hab-blocks, to ancient Necron tombs, to vast plains of barren land. Whatever the battlefield, **Imperium Maledictum** divides these areas into **Zones**. Zones have no set size or shape, and are formed along natural divides or breaks in the environment such as walls, doors, rifts, or natural structures. The GM can also use the height or depth of an environment to create Zones, such as the upper levels of a manufactorum or the sunken scribe-pits where overworked Administratum Adepts reside. The sky above the battlefield may be one or more Zones if there are flying combatants.

While Zones can vary wildly in shape and size, they are typically between 5 to 10 metres in diameter. Most battlefields have at least two Zones, with complex environments **having many more**. It is possible to create new Zones or destroy existing ones during combat: a well-placed grenade can blast a hole in the side of a Ganger hideout, turning two small Zones into a single larger one.

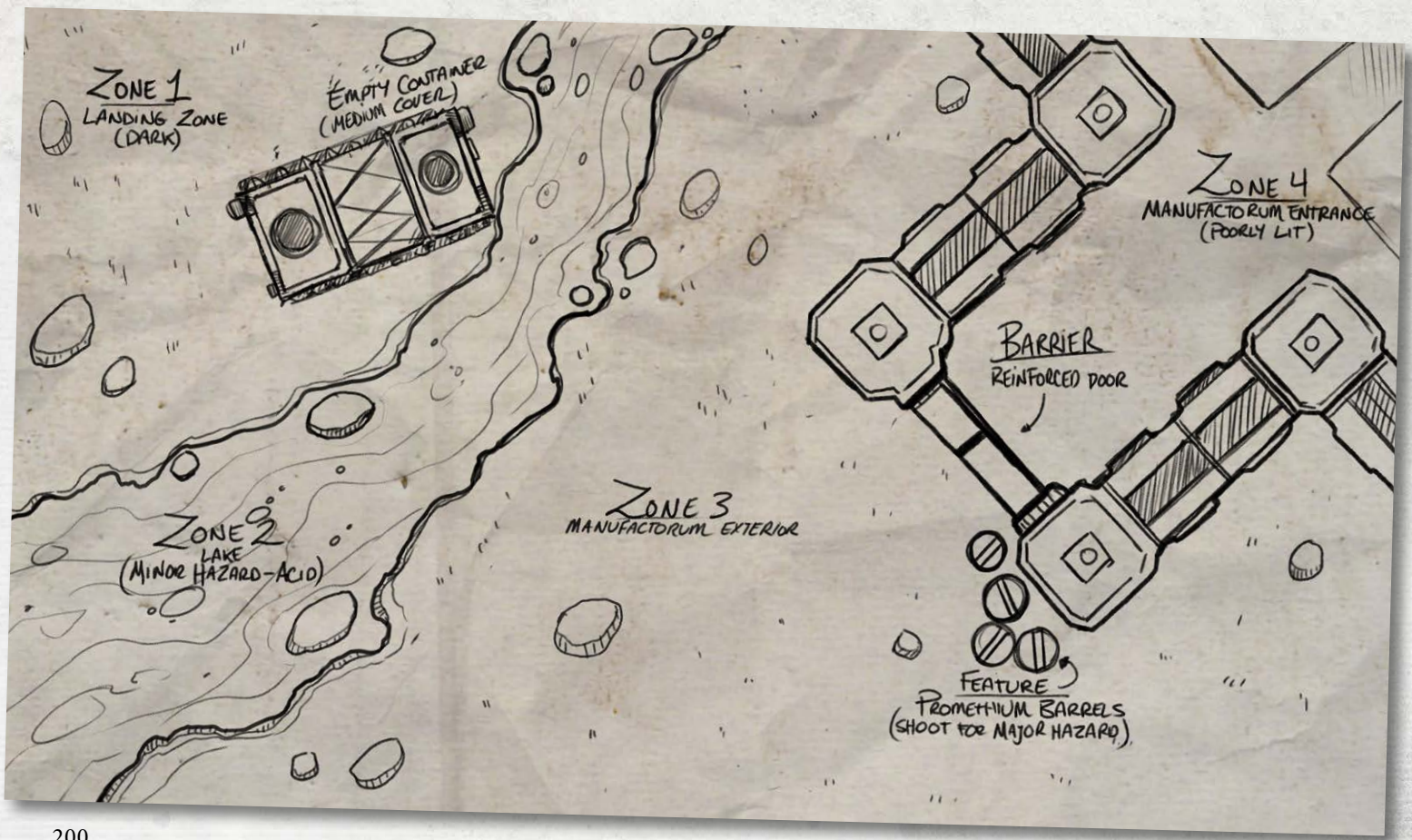
Zones can also have different **Environmental Traits** with specific effects, such as difficult terrain, poisonous gas, or walls for cover.

Environmental Traits, page 204

POSITION

Using Zones means that you don't need to concern yourself with exact positioning and can immerse yourself in the action and drama of battle. However, some groups like to have a visual aid during play, particularly if there are a lot of combatants. You can do this by using a sheet of paper or software to roughly mark out Zones, while tokens can be used for character positions. Alternatively, you can use a dry-erase board or battlemap, with miniatures for characters and enemies.

If you and your group prefer a more exact form of distance and movement, page 313 presents optional rules for exact speeds and ranges, and rules for playing on a grid using miniatures.



SIZE	EXAMPLE	HEIGHT OR LENGTH	ADDITIONAL EFFECT
Tiny	Servo-Skull	Less than 0.5 metres	–
Small	Grot, Ratling	Up to 1 metre	–
Medium	Human, Space Marine	Up to 2.5 metres	–
Large	Hive Tyrant, Ogryn, Primarch	Up to 5 metres	–
Enormous	Rhino Tank, Greater Daemon	Up to 10 metres	Occupies an entire Zone. Enemy creatures can't end their turn in the same Zone as this creature unless mounted on it or climbing atop it. Enormous creatures can make melee attacks into adjacent Zones, and creatures in adjacent Zones can make melee attacks against Enormous creatures.
Monstrous	Baneblade Super-Heavy Tank, Thunderhawk Gunship	10+ metres	As Enormous, but occupies two or more Zones.

SIZE

Each creature in **Imperium Maledictum** has a size, which represents the approximate amount of space it occupies. Size is not an exact representation of a creature's physical dimensions, but a representation of the overall space it occupies and needs to act effectively. Size usually has no effect on combat, other than grappling (page 208), but may become pertinent during roleplaying and exploration (such as squeezing into a space others can't). The exception to this is creatures who are Enormous or larger, as noted above.

RANGE AND MOVEMENT

The distance between two points is of vital importance in combat: where you can move and how far you can shoot will affect a lot of the decisions you make. In **Imperium Maledictum**, these distances are relative to the Zones on the battlefield. There are five ranges:

- **Immediate Range** is anything within arms reach of a character. When you make a melee attack, manually manipulate an object such as a door or piece of machinery, or inspect an object, you are at Immediate Range.
- **Short Range** represents anything within the Zone you are in (typically between 5 to 10 metres). Moving anywhere within Short Range is a Free Action (page 199).

- **Medium Range** represents any Zone adjacent to your current Zone (up to around 15 or 20 metres). Moving to a point within Medium Range requires the use of your **Move**.
- **Long Range** represents a location or target two Zones away from your current Zone (up to 30 metres or more). To move to a point within Long Range, you must use your Move and take an additional Action to **Run**.
- **Extreme Range** is anything outside Long Range, and is three or more Zones away from your current Zone. Extreme Range is rarely used in combat and is most often employed as a narrative device by the GM to describe characters or objects a great distance away.

Move, page 199

Note that all of these Range descriptions presume your Speed (see below) is Normal.

Run, page 209
Prone, page 357

Move, page 199

The ranged weapons listed on page 129 each have a range, shown as Short, Medium, or Long. Ranged attacks are explained on page 212.

Hide, page 208

SPEED

The rules for moving between Zones assumes an average movement speed for all creatures. However, there are a wide variety of creatures and machines in the 41st Millennium, some of which are slow and lumbering, while others move at terrifying speed. Some **psychic powers** may also affect a character's movement speed. To manage these variances, **Imperium Maledictum** uses three movement speeds:

Psychic Powers, page 158

- A **Normal** movement speed is the assumed average speed for all player characters. Anything with a Normal speed can use a Free Action to move anywhere within their current Zone (Short Range), and can use their Move to move to an adjacent Zone (Medium Range).
- A **Fast** movement speed is the quick movement often exhibited by warriors with augmented mobility or the supernatural grace of the **Aeldari**. Creatures with a Fast speed can use a Free Action to move anywhere within their current Zone (Short Range), and can use their Move to move up to two Zones away (Long Range).
- A **Slow** movement speed is the slower than average speed often seen in the lumbering gait of biomechanical **Servitors** or corruption spreading **Plaguebearers**. Creatures with a Slow speed must use their Move when moving anywhere within their current Zone (Short Range). To move to an adjacent Zone (Medium Range) they must **Run**.

Aeldari Ranger, page 347

Servitor, page 323
Plaguebearer, page 352

Run, page 209

OTHER KINDS OF MOVEMENT

Traversing the ancient structures and inhospitable landscapes of the Imperium often involves more than walking. You may need to climb, crawl, or swim, to reach your destination.

BEING PRONE AND STANDING UP

In battle, combatants often find themselves lying on the ground, whether through choice or force. When on the ground, you are ***Prone***.

Willingly falling *Prone* is a Free Action. Standing from *Prone* requires the use of a **Move**. To move while *Prone* you must crawl.

CLIMBING, CRAWLING, SNEAKING, SQUEEZING, AND SWIMMING

When you are climbing, crawling, **sneaking**, swimming, or squeezing into a tight space your Speed is reduced one step, to a minimum of Slow. At the GM's discretion, you may need to make a Test to succeed, such as a **Hard (–20) Athletics (Climbing)** Test to safely climb a rickety set of scaffolding.

MOVING IN COMBAT

In combat, you can break up your movement in a number of ways. For example, you can use a Free Action to move to a cogitator within your current Zone (Short Range), then use an Action to make a Tech (Security) Test to open a nearby sealed door, and lastly use your Move to dash through the now open doorway and escape. By combining your Move, Action, and Free Action, you and the other combatants can move quickly about the battlefield to create a dynamic, action-packed fight scene.

Remember however, if you Attack an enemy within immediate range you become **Engaged** with them (see page 212) and must use the **Disengage** Action (see page 207) to safely move away.

FALLING

Tall spires, teetering walkways, and ancient shuttles are a common sight in the Imperium, meaning the risk of falling is great. When you fall you are knocked *Prone*. A fall of up to your own height in metres has no additional effect. If you fall further than this, you take a **Critical Hit** to a random **Hit Location**. Add +1 to the Critical Hit roll for every full 5 metres you fall. For short controlled falls (up to 10 metres) the GM may rule that a successful **Challenging (+0) Athletics** or **Reflexes** Test negates all Damage.

FLYING AND HOVERING

Many creatures, devices, and preternatural abilities in the 41st Millennium allow a character to achieve flight. The capability to defy gravity is a great advantage, allowing a character to reach new places or gain the **upper hand** over their unfortunate enemies.

Normal movement rules apply when flying, but your effective Speed may be determined by the mode of flight. Flight can be achieved using a **Psychic Power**, or potentially a mount, vehicle, or piece of equipment from a future **Imperium Maledictum** expansion. If your means of flight is rendered ineffective while you are in the air, you immediately begin falling using the rules detailed above.

JUMPING

Your jumping ability is determined by your Strength Characteristic and Athletics Skill.

- You can make a standing vertical leap up to a number of feet equal to your **Strength Bonus (StrB)**. This height is doubled if you take a short run up preceding the jump.
- You can make a standing long jump a number of feet equal to your StrB × 2. This length is doubled if you take a short run up preceding the jump.

If the distance or height you are trying to jump is greater than you can normally achieve, you must make a **Challenging (+0) Athletics** Test. On a success, each SL adds 1 foot to your leap.

MOUNTS

Even in the 41st Millennium, some individuals regularly make use of mounts, either as beasts of labour or steeds to ride into battle. Though increasingly rare, descendants of the ancient Terran horse can still be found on certain worlds. More exotic or terrifying creatures, such as the phosphor spewing cybernetic Sulphurhounds ridden by Adeptus Mechanicus Skitarii are used in battle on a daily basis.

A willing creature of at least one **size larger** than you and with the appropriate anatomy can serve as a mount. Mounts use the following rules:

- To mount a creature you must use your Move.
- Dismounting is a Free Action unless you are secured to the mount, such as with a harness. In such cases, dismounting requires an Action.
- While mounted, you use the mount's **Speed** in place of your own.
- If your mount is moved against its will, you must succeed a **Challenging (+0) Athletics (Riding)** or **Rapport (Animals)** Test or fall ***Prone*** within **Immediate Range** of the mount. If you are secured to the mount, you automatically succeed on this Test.
- If your mount is knocked *Prone*, you can make a **Challenging (+0) Reflexes** Test to leap from its back and land on your feet within Immediate Range of the mount. If you fail the Test, you fall *Prone* instead. If you are secured to the mount, you automatically fail this Test. If a flying mount is knocked *Prone*, you and the mount begin to **fall**.
- Attackers can choose to target either you or your mount.
- A controlled or trained mount acts on your **Initiative**. You can direct the mount to Move as a Free Action. You can use an Action to make a **Challenging (+0) Rapport (Animals)** Test to have the mount take an Action, such as to Run, Attack, or use one of its **Traits**.
- An intelligent or untrained mount acts on its own Initiative and is free to move and act how it wishes. To stay atop an untrained mount, you must make a **Challenging (+0) Athletics (Riding)** or **Rapport (Animals)** Test at the start of each turn. If the mount is actively trying to throw you off, this is an Opposed Test with the mount using Athletics (Might).

Critical Hit, page 215.
Hit Location Table, page 211

Size, page 201

While flying, you can move over obstacles and other characters. Generally, this means you are unhindered by *Difficult Terrain* and potentially other Environmental Traits. You can also move vertically between Zones, which may necessitate the creation of a new Zone above the battlefield.

Speed, page 202
Prone, page 357
Range and Movement, page 202

The Psychic Power ***Float***, page 167

Characteristic Bonus, page 50
Initiative, page 198

Check **Stat-blocks Explained** on page 316 for more on **Traits**

PURSUIT

Desperate chases through the crowded streets of a hive, and high-speed vehicular pursuits are staple of many exciting missions. To run a pursuit, use the following rules:

1. **Determine Distance:** The GM assigns a number to represent the size of the head start the Quarry has over the Pursuer, called the Distance. The Distance ranges from 0 (Quarry is caught) to 10 (Quarry escapes). 1 means the Quarry is almost within reach, 4 represents a good head start, and 8 means the Quarry is close to escaping.
2. **Test:** Everyone involved in the pursuit rolls a **Challenging (+0)** Test for their movement. This may be Athletics (Running) for those on foot, Athletics (Riding) for those on a mount, and Piloting for those driving vehicles.
3. **Update Distance:** The lowest SL of the Quarry and the highest SL of the Pursuer are compared. If the Quarry has a better result than the Pursuer, the difference in SL is added to the Distance as they pull away. If the Pursuer gets a better result, the difference in SL is subtracted as they draw closer. If the results are equal, there is no change.
4. **Determine Outcome:** If the Distance falls to 0 or less, the Pursuer has caught the Quarry. The Quarry must either sacrifice their slowest member to delay the Pursuers as the rest flee, or one of them can choose to stop to confront their Pursuers. The Pursuers can then decide who stops to confront the Quarry they have caught, and who continues the pursuit. If the Distance reaches 10 or more, the Quarry have escaped and the pursuit is over.

Example: *Kalli and Reeta are chasing three heretics through the streets of Hive Rokarth. The heretics have a small head start, so the GM assigns a Distance of 2. Each character rolls an Athletics (Running) Test to start the pursuit. Kalli gets +3 SL; Reeta gets +1 SL; and the heretics get +0, +2, and +2 SL. After the first round, the difference in SL between the slowest heretic (+0), and the fastest pursuer (Kalli with +3) is 3, which means the characters catch up with the heretics. The heretics abandon their slowest member to try to escape, and Kalli stops to subdue the vile heretic. The heretics start the next round at a Distance of 1 — the difference between the next slowest cultist (+2) and the* ***fastest pursuer*** *(+3). Reeta needs just +1 SL to catch up again.*

ENVIRONMENTAL TRAITS

Battles are rarely fought on even terrain. Most battlefields are riddled with obstacles and hazards that affect combatants and influence the outcome of the fight. To create interesting combat, some Zones should have one or more of the following Environmental Traits. Environmental Traits affect an entire Zone.

BARRIER

A *Barrier* is anything that impedes movement between Zones, such as a sealed door, a force-field, or fallen debris. Barriers typically occur at natural choke points between Zones, such as doorways, but it is possible for a **large *Barrier*** to cover a much broader area.

To bypass a *Barrier*, you must use an Action to make a Test determined by the GM. This may be a **Tech (Security)** Test to deactivate a force-field, or an **Athletics (Climbing)** Test to clamber over fallen debris, **or anything else deemed appropriate**. If you succeed on the Test, you get past the *Barrier* and make it to the Zone you were trying to reach. If you fail, you remain in your current Zone. Regardless of whether you succeed or fail, your turn immediately ends.

COVER

Fallen statues, large munitorum containers, and shattered ruins can provide cover, granting some protection against incoming ballistics. There are three types of cover: *Light Cover, Medium Cover* and *Heavy Cover*. A target can only benefit from one type of cover at a time.

- *Light Cover* is usually about chest-high, and is large enough for a character to crouch behind to cover most of their body. *Light Cover* grants +2 Armour to **all Hit Locations** for ranged attacks.
- *Medium Cover* can protect most of a character's body, but still leaves some areas exposed. *Medium Cover* grants +4 Armour to **all Hit Locations** for ranged attacks.
- *Heavy Cover* can protect a character's entire body, and is large enough to comfortably stand behind. *Heavy Cover* grants +6 Armour to **all Hit Locations** for ranged attacks.

If you start your turn in a Zone with the *Cover* Trait, you can use your Move to get into cover and immediately gain its benefit.

Such as a plasteel blast door.

The situation and your creativity determine which Skills are suitable, for example using Athletics (Might) to push your way through rockrete rubble.

At the GM's discretion, Light Cover may only grant Armour to certain areas, like a low wall only providing Armour to the legs (Hit Locations, page 322.)

Take Cover, page 210

Even though Kalli stopped to capture the slowest heretic, the Pursuers still use her result to determine the Distance at the start of the next round.

If you enter a Zone with the Cover Trait, you must use the **Take Cover** Action to gain its benefit this turn.

DARK

Forbidding ruins in the dead of night, or an abandoned manufactorum are both *Dark*. Travelling in darkness can greatly impede your abilities — or aid clandestine pursuits. A *Dark* Zone has the following effects:

- While in the Zone, you can use the environmental conditions to **Hide** and have Advantage on **Stealth (Hide)** Tests.
- **Awareness (Sight) Tests** to see creatures, objects, or details only succeed on a 01–05.
- Ranged Tests to target anyone **in the Zone** only succeed on a 01–05.
- You have Disadvantage on Dexterity, Melee, Reflexes, and Tech Tests, or any **Tests** that would be affected by the absence of light.

An area in shadow but with some illumination is *Poorly Lit* (see opposite page) instead of *Dark*.

DIFFICULT TERRAIN

The Imperium is filled with shattered landscapes that are difficult to traverse. Heavy snow, crowded streets, and sludge-filled swamps all make movement more difficult.While in *Difficult Terrain*, you suffer the following:

- When you begin your turn in an area of *Difficult Terrain*, your Speed is reduced **one step**, to a minimum of Slow.
- Athletics (Running) and Reflexes (Dodge) Tests are made at Disadvantage.

Moving into an area of *Difficult Terrain* uses any remaining movement you have. You reach your destination, but you must use the **Run** Action to move further, such as to an adjacent Zone.

FEATURE

Features are objects and environmental details that you can interact with, such as doors, cogitators, containers, vats of corpse-starch, tables to flip for cover, and so on.

Features do not have an effect themselves, but using them might trigger or remove other Environmental Traits. Turning a valve might cause steam to vent and fill the area, making it *Heavily Obscured*; using a cogitator might open a sealed bulkhead, removing a *Barrier*; or using a flamer on a promethium container might cause it to erupt, creating a *Major Hazard*.

Fast creatures move at Normal Speed, Normal creatures move at Slow Speed, and Slow creatures continue to move at Slow Speed.

Run, page 209
Hide, page 208

You can still shoot out of the Zone into an illuminated Zone with no penalty.

Such as a Medicae Test to perform **surgery** (page 217).

As a GM, adding ***Features*** to a combat encounter can be a great way to get players to engage with the environment and think creatively. Try adding one or two to each battlefield — you don't even need to know what they do, your players will probably think of something!

Well lit locations may become Poorly Lit during hectic combat, or even plunged into total darkness!

HAZARD

Hazards are dangerous environmental effects. Burning buildings, poisonous spores, or pools of corrosive acid are all Hazards. There are three types of Hazards: *Minor Hazards*, *Major Hazards*, and *Deadly Hazards*.

- *Minor Hazards* cause small wounds or discomfort. Examples include thorny branches or a small fire. When you enter the Hazard or start your turn there, you suffer 5 Damage.
- *Major Hazards* cause serious injury. Examples include poisonous spores or a promethium fire. When you enter the Hazard or start your turn there, you suffer 10 Damage.
- *Deadly Hazards* cause near fatal injury. Examples include molten metal or a plasma leak. When a you enter the Hazard or start your turn there, you suffer 15 Damage.

Manifest, page 161

Warp Charge, page 163

Minor Exposure, page 221

OBSCURED

Heavy rain, thick smoke, and other environmental effects can affect your vision, making it hard to gauge your surroundings or even see your allies. Zones can be either *Lightly Obscured* or *Heavily Obscured*.

A Zone filled with mist, steam, or light rain is *Lightly Obscured*. A *Lightly Obscured* Zone has the following effects:

- You can use the environmental conditions to **Hide**, and have Advantage on Stealth (Hide) Tests.
- You have Disadvantage on Awareness (Sight) Tests and Ranged Tests.
- Creatures outside your Zone have Disadvantage on Awareness (Sight) Tests to see into the Zone, and on Ranged Tests to target anyone in the Zone.

Psychic Phenomena Table, page 164

Hide, page 208

A Zone covered in thick smoke, heavy smog, or torrential rain is *Heavily Obscured*. A *Heavily Obscured* Zone has the following effects:

- You are ***Blinded***.
- Creatures outside your Zone can't see into the Zone at all, and can't target anyone in the Zone with **ranged attacks.**

Blinded, page 357

Though they can still target your Zone with grenades and other explosives.

POORLY LIT

Shadowy alcoves, habs illuminated by the faint light of a glow-globe, or a cathedrum lit by flickering candles are all *Poorly Lit*. A *Poorly Lit* Zone has the following effects:

- While in the Zone, you can use the environmental conditions to **Hide**.
- Awareness (Sight) Tests to see creatures, objects, or details in the Zone are made at Disadvantage.
- Ranged Tests to target anyone in the Zone are made at Disadvantage.

WARP-TOUCHED

A *Warp-touched* environment bears the lasting corruption of the warp, and the veil that holds back the immaterium is thin here. A *Warp-touched* Zone has the following effects:

- All **Psychic Power** Tests are made with Advantage.
- Psychic Powers generate additional **Warp Charge** equal to the SL, regardless of if they succeed or fail.
- This Zone is a source of **Minor Exposure**. When you end your turn in the Zone, you must make an **Routine (+20) Fortitude** Test (at the GM's discretion) or gain 1 Corruption.

Additionally, to represent the area's unnatural state, the GM can choose to roll on the **Psychic Phenomena Table** and apply the result to this environment.

Actions

The 41st Millennium is violent and dangerous, and sooner or later you will find yourself fighting for your life. This section provides a number of Actions you can take in combat. You may also gain new Actions from **Talents**, **gear**, or **Psychic Powers**.

AIM

A single well aimed shot is worth a hundred that miss their mark. When you use your action to **Aim**, you take your time to steady your hand before shooting. On your next turn, the Range of your weapon increases by one step (Medium becomes Long, Long becomes Extreme), and you may target a hit location (page 211) without any penalty. As soon as you have fired, or if you move after taking the Aim Action, this benefit is lost. You cannot combine an Aimed Shot with ***Rapid*** or ***Burst Fire***.

ATTACK

In a galaxy of heretics, xenos, and worse, violence is to be welcomed. When you swing your Chainsword, fire your Laspistol, or hurl a Frag Grenade, you are taking the **Attack** Action. You make a Test to try to hit a target with a melee or ranged weapon. This is explained in detail in **Making an Attack** on page 211.

CHARGE

You throw your weight and momentum into a powerful attack. When you **Charge**, you can move as far as your Speed allows and make a melee attack with Advantage. You can't Charge a target in your Zone. You have Disadvantage on Melee and Reflexes Tests to defend yourself until the start of your next turn.

If you take the Charge Action while controlling a **mount** or a **bike**, you use their Speed instead of yours, but you still make the attack. Both you and your mount have Disadvantage on Melee and Reflexes Tests to defend yourselves until the start of your next turn.

DEFEND

You do everything you can to protect an ally or defend a location. When you take this Action, choose an ally in Immediate Range to **Defend**. Until the start of your next Turn, any attacks that target the chosen ally target you instead. If your ally is targeted by a melee attack, you roll to oppose and suffer any Damage. Any ranged attacks against your ally hit you instead. Your ally is still affected by Environmental Traits, psychic powers, and effects that target your Zone. If more than one character is defending the same ally, the players can choose which character is the target of any attacks.

You can also use this Action to defend the Zone you are occupying. When you do so, you block, guard, or otherwise **impede entry** to the Zone from one other Zone, such as blocking a doorway between two rooms or guarding a small perimeter. Tell the GM which Zone you are blocking entry from, and they will decide if it is feasible to do so.

Any creature attempting to enter the Zone must use an Action to make an Athletics (Might) Test opposed by your Athletics (Might). If you are wielding a shield or an ally takes the Defend Action to help, you have Advantage on this Test. On a failure, the creature is barred from entering your Zone. On a success, you are **pushed aside** and the creature can enter the Zone.

When you are defending a Zone, enemies in the adjacent Zone can make **melee attacks against you**. You oppose the attack as normal.

DISENGAGE

What some call cowardice, others merely label good sense. When you attack or are attacked by a creature within Immediate Range you are **Engaged** with that target. If you try to move away, your opponent can make an immediate attack against you as a ***Reaction***. When you use the Disengage Action, you carefully back away and keep your defences up. You move beyond Immediate Range of the target and are **no longer Engaged**. Disengaging in this way prevents enemies from getting a free attack against you when you move away from them.

Chapter 4: Skills and Talents
Chapter 5: Armoury
Chapter 6: Psychic Powers

When **Defending**, you effectively turn yourself into a ***Barrier***! See page 204

Rapid Fire, page 125
Burst Fire, page 125

If you are **pushed aside**, other enemies can enter the Zone, as your defenses have effectively been broken.

Normally you must be in a creature's Zone to target them with a melee attack. The exception is when you're Defending a Zone.

Engaged, page 212
Mounts, page 203
Vehicles, page 225
Reaction, page 199

Meaning you can use your Move to **Run** (page 209) to an adjacent Zone, or get into **Cover** (page 204).

DODGE

Some people say the best defence is a good offence. But those people are probably dead, with a combat knife embedded in them. When you **Dodge**, you spend your turn trying to avoid harm. Until the start of your next turn, you have Advantage on the next Melee or Reflexes (Dodge) Test you make to defend yourself.

Restrained, page 357

Additionally, until the start of your next turn, you may make a **Reflexes (Dodge)** Test to avoid ranged attacks made against you by enemies you are aware of. This does not use your **Reaction**.

Speed, page 202
Reaction, page 199

FLEE

Sometimes the ravages of battle can take their toll and you can simply no longer stand and fight. Rather than risk a grisly death, you can choose to **Flee**. To do this, you must declare at the start of your turn that you intend to Flee. You spend both your Action and Move to escape the battle. You are no longer involved in the combat and can take no further actions. You are removed from the **Initiative** and **Superiority** decreases by 1. Alternatively, the group can choose to **Retreat**, as detailed on page 209.

Advantage and Disadvantage, page 189

Initiative, page 198
Superiority, page 196

GRAPPLE

To Grapple, make an Athletics (Might) or Melee (Brawling) Test, opposed by the target's Athletics (Might), Melee (Brawling), or Reflexes (Dodge). If you succeed, the target is ***Restrained*** (Minor). You can release the Grapple at any time. On their turn, the creature can use an Action to try to escape the Grapple by repeating the Opposed Test.

Restrained, page 357

You can use your Action to continue the Grapple without a Test. If you suffer a Wound, or use an Action to do anything other than continue the Grapple, the target may use their Reaction immediately afterwards to attempt to break the Grapple, as above. When your target uses their Reaction in this way, they do not have Disadvantage due to being Restrained (Minor). If you wish, when shooting into a Grapple you may use the optional rules for shooting into a melee found on page 314.

Cover, page 204
Obscured, page 206

SIZE AND GRAPPLING

Grappling is affected by a creature's **Size**.

- If one party is one size larger than the other, the **larger party** has Advantage on the Test.
- If one party is two or more sizes larger than the other, the larger party has Advantage and the **smaller party** has Disadvantage.

If you attempt to grapple a target two or more sizes larger than you, you can only grapple a single limb or body part. The target is not ***Restrained***, but suffers one of the following effects. When you initiate the Grapple, tell the GM the location you are targeting.

- **Arms (or Tail):** The target has Disadvantage on attacks using that limb.
- **Legs:** The target's **Speed** is reduced one step.

HELP

To stand alone in the face of a hostile galaxy is to meet a swift death. When you take the **Help** Action, you assist an ally on their next Test, granting them **Advantage**. **Getting Help** is explained in detail on page 189.

HIDE

When faced with a kill squad intent on violence scouring your base, absence may be the better part of valour. When you **Hide**, you make a Stealth Test and use the environment to conceal your presence. You should record the number of SL you achieve on this Test, as anyone trying to find you must gain a greater number of SL on Awareness Tests made to locate you.

The Zone you are hiding in must have some feature that you can use to mask your movements, such as the ***Cover*** or ***Obscured*** Traits.

When you Hide, your Speed is reduced to Slow. You can use your Move to move within your Zone, but must use the **Run Action** to reach an adjacent Zone.

Hidden characters can't be the target of an attack unless the attacker succeeds on an Awareness Test opposed by your Stealth, as described previously. An individual can use the Search Action on a Zone to attempt to locate you. You are no longer Hidden if you take an Action that reveals your location, such as making an attack using a weapon with the ***Loud*** Trait.

Every successful attack made while hidden counts as a **Critical Hit** (page 215).

IMPROVISE

This list does not represent the limits of what you can do in combat. If you have a clever idea but don't see an appropriate Action listed, you can **Improvise**. Tell your GM what you want to do. They will tell you if it's possible and if you need to make a Test.

MANIFEST

You open your mind to the unnatural power of the warp and attempt to bend it to your will. When you take the **Manifest** Action, you attempt to **Manifest** a psychic power. Full rules for using psychic powers begin on page 158.

Manifest, page 158

OVERWATCH

Knowing how and when to act is vital during the chaos of battle. When you use **Overwatch**, you prepare yourself to act when a specific event happens. You must declare the trigger for your Overwatch, and the Action you will take when it happens. For example, you might say *'When the Ganger rounds the corner I'm going to try to shoot it with my Laspistol'*, or *'After Kalli throws the frag I'm going to run.'*

If the trigger for your Overwatch doesn't happen this turn, you may take a different Action, acting last in the **Initiative order** for the round.

RELOAD

In combat, every bullet counts, and an empty magazine can mean certain death. When a ranged weapon is **out of ammunition**, you must use the **Reload** Action before it can be fired.

Ammunition, page 132

RETREAT

Sometimes a tactical retreat is more prudent than a martyr's glorious end. If you feel that the tide of battle has turned against you and your allies, you can call for a **Retreat**. When you take the Retreat Action, your turn ends as you prepare to retreat to safety along with your allies.

At the start of each of your allies' turns, the GM asks if they will Retreat. If they agree, they join you in preparing for a guarded retreat. If all of your allies agree to retreat, the group safely escapes the battle. The GM can decide to jump ahead in time to a point where you have reached a safe location or, for particularly tenacious foes, initiate a **Pursuit**. As you retreated as a cohesive unit, you and your allies may apply **Superiority** to Tests to escape your pursuers.

If you call for a Retreat and any member of your party refuses, you and any allies that chose to Retreat can abandon the retreat and remain in the battle, or continue the retreat and leave your allies to their fate. Regardless of whether you remain or retreat, the disharmony in the group reduces Superiority by 2.

RUN

Sometimes you just need to get to (or away from) your enemies as quickly as possible. The **Run** Action allows you to move to an adjacent Zone (any point within **Medium Range**). It is often combined with a Move to allow a character to reach a location up to two Zones away.

Range and Movement, page 202

SEARCH

You need to find something, be it an enemy, an object, or something else entirely. When you take the **Search** Action, you take time to examine your surroundings, perhaps looking for a clue or an enemy who has slipped away. The GM asks for an Awareness (Sight) Test, **setting the Difficulty as required**.

The **Difficulty** (page 188) for an Awareness (Sight) Test as part of a Search Action can be modified by **Environmental Traits** (page 204). A Search Action can also be an Opposed Test against someone using the **Hide Action** (page 208)

At the GM's discretion, you can also use Search to get a sense of your surroundings. This sometimes involves detecting an almost imperceptible disturbance in the immaterium, or trying to sense hidden danger. In this case, the GM may ask for an Awareness (Psyniscience), Intuition (Surroundings), or other such Test.

SEIZE THE INITIATIVE

Be first and be better. Sometimes foregoing an attack now can pay off later in the combat. When you **Seize the Initiative**, you do not act this turn but instead go to the top of the **Initiative order** at the start of the next round. You remain at the top of the Initiative order until someone else takes the Seize the Initiative Action to move ahead of you, or another effect causes the Initiative order to change.

Turn Order, page 198

SHOVE

Sometimes you might want to make a little space to give yourself some breathing room. When you take the **Shove** Action, you attempt to push an enemy away from you.

Pursuit, page 204

Hit Locations Table, page 211

Advantage and Disadvantage, page 189

Engaged, page 212

Or **Shove** them off a ledge, causing **Falling** damage (page 203)

Cover, page 204

Feature, page 205

You can attempt to Shove a creature within Immediate Range. To Shove a creature, you must make an Athletics (Might) Test opposed by the target's Athletics (Might) or Dodge (Reflexes). If you succeed, the target is shoved a number of metres away equal to the difference in SL, and you are no longer **Engaged** with them. If you succeed by 3 or more SL, you can choose to Shove the target into **an adjacent Zone**.

TAKE COVER

When you **Take Cover**, you use the environment to provide protection against ranged attacks. If you enter a Zone with the ***Cover* Trait**, you can use the Take Cover Action to gain its benefit. *Light Cover* provides +2 Armour against ranged attacks, *Medium Cover* provides +4 Armour against ranged attacks, and *Heavy Cover* provides +6 Armour against ranged attacks.

It is possible for skilled shooters to bypass cover using the Target Location Action.

TARGET LOCATION

Many combatants in the 41st Millennium have patchwork armour, or can only afford protection in some vital spot. Aiming for unprotected areas can provide a quick route to victory.

When you use the **Target Location** Action, you are choosing to target a particular **Hit Location**. Tell the GM where you are targeting and make a melee or ranged attack at **Disadvantage**. On a success, ignore the unit die to determine Hit Location and deal Damage to the chosen location instead.

If your target is in **cover**, you can use this Action to ignore bonus Armour gained from cover. In most cases, you can only aim the head or arms of a target in cover, as those are the only parts of the body likely to be exposed as they observe the battlefield or fire their weapons. The GM may rule that different Hit Locations are possible depending on specific situation, the position of the target, or the type of cover.

USE AN OBJECT OR FEATURE

Most of the time you don't need to use an Action to interact with or manipulate an object, like drawing your weapon, taking something out of your pack, flicking a switch, or opening a door. However, if something requires more time or is more complex, such as activating a **Zone *Feature*,** the GM may decide it requires an Action. In this case, you take the **Use an Object or Feature** Action.

Making an Attack

One of the most common Actions is to attack an opponent. When you are attacking an enemy you are doing everything you can to deal grievous bodily harm, and they are doing everything they can to avoid it. The steps for making an attack are as follows:

- **Check Range:** Check you are within **Range** of the target. For melee attacks, you must be within Immediate Range. For ranged attacks, you must be within the **weapon's range**.
- **Roll to Hit:** If you are making a melee attack, make a Melee Test opposed by the target's Melee or Reflexes. For a ranged attack, make a **Challenging (+0) Ranged** Test.
- **Determine Hit Location:** To see where you hit your target, use the units number and consult the table on the following page. Creatures with different body shapes may use **different hit locations**.
- **Deal Damage:** The Damage dealt is equal to the Weapon Damage plus the SL of your attack Test. This Damage is then reduced by any Armour on the target location. The target suffers the remaining Damage as Wounds. For more on dealing Damage, see **Damage and Wounds** on page 214.

If there is ever ambiguity about Hit Location, such as suffering a **Critical Wound** from a great fall, an explosion, or psychic phenomena, the GM rolls 1d10 and consults the Hit Location Table to determine the point of contact.

HIT LOCATIONS

Units Result	Location
1	Head
2	Left Arm
3	Right Arm
4	Left Leg
5	Right Leg
6–0	Body

Melee Attacks

When you make a melee attack, you are attacking an enemy within **Immediate Range**. Most melee attacks use handheld weapons such as hammers, Chainswords, and Power Fists, though some creatures may attack with claws, fangs, tentacles, or another body part.

To make a melee attack, take the following steps:

- Choose a target within Immediate Range.
- Both parties make an Opposed Melee Test, applying any **Specialisation** for the weapon they are wielding. If the defender is not wielding a melee weapon or shield, they make this Test with Disadvantage. Alternatively, the defender can use Reflexes (Dodge) to try to avoid the attack. Opposing a Melee attack in either way does not require a **Reaction**. If a target does not Oppose a Melee Test, the attacker gains Advantage.
- If you win the Opposed Test, you deal Damage equal to your Weapon Damage plus the difference in SL. The defender does not deal Damage if they win, unless they score a **Critical**.
- Use the units result to determine the hit location, and reduce the Damage by an amount equal to the Armour **in that location**.
- The target suffers the remaining Damage as **Wounds**.

Example: *Sister Helza is face to face with a **Cult Leader**, and aims to end their twisted existence. Helza attacks the Cult Leader with her Chainsword, and the heretic defends with their own Chainsword. Helza has a Melee Skill of 42 and rolls a 17, giving her +3 SL. The Cult Leader has a Melee Skill of 60 but rolls a 78, giving them –1 SL. Helza wins the Opposed Test with +4 SL. The Chainsword deals 3 + StrB Damage, and deals additional Damage equal to the difference in SL. Helza has a Strength of 37, so the attack deals 10 Damage (3 + 3 + 4).*

Next, Helza determines where she hits the heretic by using the units result of her roll. She rolled a 17 (a units digit of 7), and the Hit Location Table tells her that the attack hits the torso. The Cult Leader has Armour 2 on their torso, so the final Damage from the attack is 8 (10 – 2). The Cult Leader suffers 8 Wounds. A good hit, but not enough to kill them.

Range and Movement, page 202

Specialisations, page 92

Creatures that use alternative **Hit Locations** have the relevant information in their statblock.

Criticals and Fumbles, page 213

Most enemies have the same Armour value across all hit locations, but knowing where you hit is important for some **Talents** and **Critical Wounds** (page 214)

Wounds, page 214
Cult Leader, page 345

ENGAGED

When you attack or are attacked by a creature within Immediate Range, you are **Engaged** with the target. If you try to move away from a creature you are Engaged with, they can make an immediate melee attack as a **Reaction** if they have a weapon ready. Likewise, if a creature tries to move away from you, you can make a melee attack as a Reaction. You may use a **Disengage Action** to move away from an enemy you are Engaged with safely.

Reaction, page 199

Disengage, page 207
The ***Slippery*** Talent (page 116) also allows you to escape Engagement .

RANGED ATTACKS

When you make a ranged attack, you are using a ballistic weapon of some sort. This can be firing a Bolt Pistol, throwing a frag grenade, incinerating your foes with a Flamer, or otherwise launching a projectile at a target. Xenos monstrosities and daemons might also hurl chunks of jagged rock, belch noxious gas, or shoot spines. To make a ranged attack, take the following steps:

- Choose a target within your weapon's Range that you can see.
- Make a Ranged Skill Test, applying any applicable Specialisation for the weapon you are wielding.
- In certain circumstances, usually if the target has taken a **Dodge Action** during their turn, or if they use a **Reaction**, they may attempt to avoid harm using **Reflexes (Dodge)**.
- If you succeed, you deal Damage equal to your weapon Damage plus the SL of the Test. If you fail, you miss the target.
- Use the units result to determine the Hit Location, and reduce the Damage by an amount equal to the Armour in that location.
- The target suffers the remaining Damage as Wounds.
- Note how much **ammunition** you expended.

A failed Dodge never means a Ranged Attack deals more damage. Dodging can only reduce damage or avoid a Ranged Attack entirely.

Advantage and Disadvantage, page 189

Dodge, page 208
Reaction, page 199

Ammunition, page 132

Example: *Leo sees Helza struggling with the Cult Leader and decides to help his comrade. The Cult Leader is in an adjacent Zone and Leo's Autopistol has a Range of Medium, so he can target them without any penalties. Leo has a Ranged Skill of 40 and rolls a 23, giving him +2 SL. The Autopistol deals 5 Damage, and deals additional Damage equal to the SL of the Test, so the attack deals* ***7 Damage*** *(5 + 2).*

Next, Leo determines where he hits the heretic by using the units result of his roll. He rolled a 23, and a 3 on the Hit Location Table tells him that the attack hit the right arm. The Cult Leader has Armour 2 on their arm, so the final Damage from the attack is 5 (7 – 2). The Cult Leader suffers 5 Wounds, but is still standing.

When you Dodge a Ranged Attack, make a Reflexes (Dodge) Test. If you are successful, reduce the SL of the Ranged Attack Test against you by the number of SL you achieved. If this would **reduce the SL** of the Ranged Attack Test to +0 or less, the attack misses you entirely.

For a normal Human, it is not possible to dodge a ranged attack from an enemy you are not aware of. This includes enemies who have yet to reveal themselves, or those who have taken the Hide action to obscure their location.

RANGE

Ballistic weapons have a Range that indicates how far away a target can be before you start to suffer a penalty. The ranges are listed below. Attacking a target beyond your weapon's range imposes **Disadvantage**.

- **Short Range:** Any target within the Zone you currently occupy.
- **Medium Range:** Any target in your Zone or an adjacent Zone.
- **Long Range:** Any target up to two Zones away.

Example: *Realising they are outnumbered, the Cult Leader tries to flee. Leo takes another shot with his Autopistol, but the Cult Leader has moved to Long Range. Since Leo's Autopistol is only Medium Range, he makes his Ranged Test with Disadvantage.*

RANGED WEAPONS AT IMMEDIATE RANGE

Most ranged weapons are not designed to be fired in close-quarters combat. If you make a ranged attack against a target within Immediate Range, you have Disadvantage on **your attack**.

A ranged weapon counts as an **improvised weapon** when used for a melee attack, such as hitting an enemy with the butt of your gun.

Ballistic weapons with the ***Close*** **Trait** (page 124) can be used at **Immediate Range** (page 202)

Improvised Weapon, page 128

CRITICALS AND FUMBLES

As combatants desperately fight for their lives, accidents, mistakes, and moments of extraordinary skill can happen in quick succession. To represent the unpredictable extremes of a life-or-death battle, **Imperium Maledictum** uses **Criticals** and **Fumbles**. Criticals are deadly strikes and keen shots, while fumbles represent egregious errors.

- When you roll doubles on an attack with **positive SL**, you score a **Critical**. This happens even if the roll was opposed and your opponent scored more SL than you.
- When you roll doubles on an attack with **negative SL**, you **Fumble**. This happens even if the roll was opposed and your opponent scored less SL than you. In this case, you may both take Damage!

CRITICALS

When you roll doubles on a Melee or Ranged Test with positive SL, you score a Critical. This means you have dealt a significant and potentially deadly blow. SL is calculated as normal, as is who wins any Opposed Test, but regardless of the result your opponent suffers a **Critical Hit**.

If you are **defending** using the Melee Skill and roll a Critical, you deal a Critical Hit to your opponent as you retaliate against their attack.

Example: *Helza is being attacked by an onrushing **Ganger**. The Ganger lunges at her with his knife and Helza defends with her hammer. Helza gets lucky and rolls a 33 — a Critical, with +1 SL! The Ganger makes their Test and succeeds with +2 SL. The Ganger wins the Opposed Test and deals Damage to Helza as normal, but Helza has scored a Critical, so she deals a Critical Hit to the Ganger in retaliation.*

FUMBLES

When you roll doubles on a Melee or Ranged Test with negative SL, you Fumble. This means something unfortunate and potentially dangerous has happened. If you Fumble, roll on the appropriate **Fumble Table** on page 355.

It is possible to Fumble and still win an Opposed Test, just as it is possible to score a Critical and lose an Opposed Test. This may bring some levity to the grim darkness of your game, as you and your opponent flounder as you try to injure one another — and you possibly injure yourself!

Example: *Casseum is struggling with a wild-eyed heretic as each tries to get the upper hand. Casseum stabs at the heretic with his blade, but rolls a 66 — a Fumble with –3 SL. However, the heretic rolls a 91, giving him a failure with –6 SL. Casseum wins the Test with +3 SL, but needs to roll on the Fumble Table to see what unfortunate accident befalls him.*

If the **Fumble Table** doesn't cover a specific circumstance, the Gamemaster determines the outcome. For example, if you Fumbe when throwing a grenade, the Gamemaster might determine the grenade lands in a randomly chosen adjacent Zone to your target.

As detailed in **Success Levels** (page 187), a result of +0 counts as **positive SL**. You can lose an **Opposed Test** (page 190) with positive SL and still score a Critical with a double. Similarly, a result of –0 counts as **negative SL**. You can still win an Opposed Test with negative SL if your opponent has a worse result, but if you roll a double it is a Fumble.

Critical Hit, page 215

Normally you don't deal Damage when **defending** against a melee attack.

Ganger, page 340

ATTACKS WHILE HIDDEN

Attacking an unaware enemy can often result in a quick and brutal end for your opponent. While some might consider it dishonourable, others see it as a cunning and efficient way to deal with threats.

Advantage and Disadvantage, page 189

When you attack an unaware enemy, you make the Test with **Advantage**. Additionally, any successful attack made against an unaware target is always a **Critical Hit**.

Critical Hit, page 215

OUTNUMBERING

The 41st Millennium is a cruel and unfair place, and one of the surest routes to victory is to overwhelm your foes with greater numbers. When several creatures are **Engaged** in the same melee, and one side outnumbers the other at least 2:1, they have Advantage on Melee Tests.

Engaged, page 212

TWO-WEAPON FIGHTING

Many warriors in the Imperium choose to fight with a weapon in each hand, often wielding a ranged weapon in one hand and a melee weapon in the other. The following applies when fighting with two weapons:

- You can use any ***one-handed* melee weapon** or **pistol** when fighting with two weapons.
- You can use **either weapon** to make an attack.
- You can attack with both weapons simultaneously. Both attacks are made at **Disadvantage**. If they are both melee attacks, the defender rolls to oppose both attacks separately.

Your **Maximum Wounds** (page 214) are equal to: StrB + (2 × TghB) + WilB

One-handed weapons, page 218

You suffer **Disadvantage** (page 189) when you use your **non-dominant hand** (page 88) for a Test, unless you have the ***Ambidextrous*** Talent (page 102).

The ***Dual Wielder*** (page 107) or ***Gunslinger*** (page 111) Talents can remove this penalty. If you wish to attack with a melee weapon and ranged weapon at the same time and suffer no penalty, you must have both Talents.

DAMAGE AND WOUNDS

In the Imperium, almost everyone is expendable. Your character is certain to suffer injuries in the course of their duty. Minor cuts and bruises heal over time, but more grievous injuries require rest and medical intervention. Scrapes, cuts, and bruises are represented by **Wounds**, while truly serious and even life-threatening injuries are **Critical Wounds**.

Wounds

Wounds are relatively minor injuries sustained over the course of combat or while simply trying to survive everyday life in the Macharian Sector. They are rarely life threatening but become dangerous as they accumulate.

Wounds are gained by suffering Damage. Each time you suffer a point of Damage, you gain 1 **Wound**. If your Wounds equal your **Maximum Wounds**, your injuries get the better of you. You suffer the following effects:

- On your Turn you may Move or take an Action, but not both. This effect lasts until you heal at least 1 Wound.
- You must make a **Challenging (+0) Fortitude (Pain) Test** or fall *Unconscious* (page 357). Repeat this Test each time you receive further Wounds. You don't regain consciousness until you heal at least 1 Wound.

You never accumulate Wounds greater than your Maximum Wounds. Beware, as once you reach this threshold, every attack that would Wound you causes a Critical Wound!

Critical Wounds

Critical Wounds are grievous, potentially deadly injuries. There are two ways to suffer Critical Wounds: when you accrue enough Wounds to exceed your Maximum Wounds, or when an enemy scores a **Critical Hit** against you.

If you have untreated Critical Wounds in excess of your Toughness Bonus, you are **Dying**. The rules for healing Critical Wounds are explained in **Medical Treatment** on page 219. The Critical Wounds Tables begin on page 360.

Critical Hit, page 215

Dying, page 215

EXCEEDING MAXIMUM WOUNDS

If you suffer Wounds that would exceed your Maximum Wounds, you suffer a Critical Wound. Determine the **Hit Location** and make a **Severity Roll**. To do so, roll 1d10 + the **excess Damage** and consult the appropriate **Critical Wound Table** for the Hit Location to determine the Critical Wound.

The location of the Critical Wound, and therefore the applicable table, is determined by the attack that caused the Critical Wound. You suffer the additional effects listed.

Example: *Kalli attacks a wounded Gang Leader with her sword, striking them in the right leg for 6 Damage. The Gang Leader has a Maximum Wounds of 16, but has already suffered 12 Wounds. The first 4 Damage inflict 4 Wounds, meaning the Gang Leader reaches their Maximum Wounds. The remaining 2 Damage causes a Critical Wound.*

The GM rolls 1d10 and adds the remaining 2 Damage to the result. The GM gets a 7 on the die, for a total of 9 (7 + 2). Kalli struck the Gang Leader in the right leg. The GM checks the 9th row on the Leg Critical Wound Table — a Mangled Foot. *The Gang Leader falls* Prone, *begins* Bleeding, *suffers a* Broken Bone (Major), *and may lose some toes. A truly gruesome injury, but they are still alive — for now.*

CRITICAL HIT

If you roll a **Critical** on your attack Test, or successfully **attack whilst hidden**, the attack deals a Critical Hit. The target suffers a Critical Wound, even if they haven't exceeded their **Maximum Wounds**.

After taking a Critical Hit, roll 1d10 to determine the **Hit Location**, then deal Damage from the attack as normal. After dealing Damage, make a Severity Roll, as above, but there is no need to add to the 1d10 roll unless the Damage exceeded the target's Maximum Wounds. They suffer the effects listed. Critical Wounds caused in this way are usually less severe than those caused by exceeding Maximum Wounds.

PULLING YOUR BLOW

The rules assume you are doing everything in your power to deal grievous bodily harm to your enemies. However, in some situations you may want to subdue rather than kill your opponents. If this is the case, before you make an Attack you can declare that you are pulling your blow. The attack deals Damage as normal, but does not generate a Critical Wound, even if a Critical Hit is rolled. If the target has reached their Maximum Wounds they do not suffer any further Wounds. However, they must make a Challenging (+0) Fortitude (Pain) Test or become *Unconscious*, exactly as if they had. Note that it is not possible to pull your blows with many weapons.

DYING

The Imperium is a dangerous place and death is an inevitability. There are a number of ways you can die in **Imperium Maledictum**.

- If your **untreated** Critical Wounds exceeds your Toughness Bonus, you succumb to your injuries and die at the end of the round.
- If you are *Unconscious*, anyone within Immediate Range with a weapon that does not have the *Ineffective* Trait can use an Action to kill you without making a Test.
- Certain results on the Critical Wounds Tables cause immediate death.

Example: *Leo is in grave danger. He has a Toughness Bonus of 3 and has already suffered three Critical Wounds. A **Cultist** lunges at him with their ritual dagger and plunges it into his stomach, dealing 5 Damage. Leo has already reached his Maximum Wounds, so the attack deals yet another Critical Wound. Leo now has four untreated Critical Wounds, which exceeds his Toughness Bonus. Unless Leo's allies reach him and provide immediate medical aid, he will die at the end of the round.*

If the **Hit Location** was not determined by the attack, roll on the **Hit Location Table**, page 211

The **excess Damage** is any Damage that would cause any Wounds after you have reached your **Maximum Wounds**, page 88

Critical Wound Table, page 359

A Critical Wound counts as **untreated** if its table entry includes a treatment that has not been performed. Critical Wounds that don't list a treatment can't cause Death.

Criticals (page 213) occur whenever you roll a double on an attack Test with positive SL.

Attacks Whilst Hidden, page 214

Cultist, page 343

Injuries

Some Critical Wounds cause **Injuries**. These take effect immediately upon receiving the Critical Wound, but linger long after it has been treated. Injuries inflict long-term penalties and may require medical care or **surgery** to fully heal. The following section details a number of serious injuries and the treatment required to recover from them.

Speed, page 202

***Chirurgeon* Talent**, page 104
Medical Treatment, page 219

Broken Bones

Small fractures may heal of their own accord, but severe breaks, with bone protruding at odd angles from the flesh, are a different matter entirely. If you suffer a Broken Bone, it is marked as *Minor* or *Major*.

The Macharian Sector is a dangerous place. If you hope to survive you will need protective equipment and an ally who is adept at healing. We recommend each party have at least one character with Advances in the **Medicae Skill** (page 97), or who is adept with **Biomancy** (page 171).

Minor

You have fractured one of your bones, but it is still aligned, meaning it may heal of its own accord without medical attention. The effects of a minor break vary depending on the Hit Location, but typically inflict Disadvantage on Tests using that body part.

- **Head (Eye):** Your orbital bone is cracked, swelling obstructs your sight. You have Disadvantage on Awareness (Sight) Tests.
- **Head (Jaw):** Your ability to communicate is hampered. You have Disadvantage on Rapport Tests and Tests that rely on speech.
- **Head (Nose):** Your nose is crushed, a swollen mass of blood and cartilage. You have Disadvantage on Awareness (Smell) Tests.
- **Torso:** Your strength and mobility are severely limited. You have Disadvantage on Strength and Agility Tests, and your **Speed** is reduced one step, to a minimum of Slow.
- **Arms:** It is almost too painful to use your arm. You have Disadvantage on all Tests using the arm, such as swinging a weapon, steadying a rifle, or climbing.
- **Legs:** Staying mobile is incredibly painful. You have Disadvantage on Tests that rely on mobility, such as Reflexes and Athletics Tests, and your Speed is reduced one step, to a minimum of Slow.

Major

One of your bones is badly broken, and is either resting at an odd angle, protruding through the flesh, or pushing into your internal organs. It will not heal properly without medical attention. The effects of a major break are more severe, and make the body part almost unusable.

- **Head (Eyes):** Your orbital bone is shattered, causing severe swelling and loss of vision. You have Disadvantage on Awareness (Sight) Tests and can't see out of the injured eye.
- **Head (Nose):** Your nose is completely shattered. You have no sense of smell.
- **Head (Jaw):** Your jaw is ruined. You can not speak and will need to survive on a liquid diet for a few weeks.
- **Torso:** You have suffered internal damage, leading to an almost total loss of mobility. You must make a **Challenging (+0) Endurance (Pain)** Test when attempting any physical activity. On a failure, you are ***Incapacitated***. You can't attempt any other physical activity until the next day, or until you are treated with a **Challenging (+0) Medicae** Test. On a success, you can attempt the activity, but have Disadvantage on the Test.
- **Arms:** The arm is completely unusable and you must use your other hand. You have Disadvantage on all Tests that require the use of two hands, and can't wield weapons with the *Two-handed* Trait. If you suffer a broken hand, you can still strap a shield to your arm but otherwise suffer the same penalties.
- **Legs:** As Minor Break. Additionally, the minimum Difficulty of Tests relying on mobility is **Hard (–20)**.

Incapacitated, page 357

SUDDEN DEATH

Lesser enemies do not accrue Critical Wounds. Instead, a single Critical Wound (including from a Critical Hit) kills them. However, tougher enemies follow the same rules as player characters and can be difficult to defeat — it's usually better to work together to take them out as quickly as possible!

HEALING

A Minor Broken Bone will heal naturally after 30 + 1d10 days. After this time, you must make a **Routine (+20) Fortitude** Test to see if the bone has set correctly. If you fail, you suffer the following permanent effects:

- **Head (Eye):** –5 to Awareness (Sight) Tests.
- **Head (Jaw):** –5 to Rapport Tests and Tests that rely on speech.
- **Head (Nose):** –5 to Awareness (Smell) Tests.
- **Torso:** –5 to Strength and Agility Tests.
- **Arms:** –5 on all Tests using the arm.
- **Legs:** –5 on Tests that rely on mobility, such as Reflexes and Athletics Tests

A **Routine (+20) Medicae** Test within one week of suffering a break negates the need for the Fortitude Test, but the affected area must remain bound and held in place for the duration (it is effectively Amputated, see below). If the binding is undone, another **Routine (+20) Medicae** Test must be enacted within one day to rebind the bone and avoid the Fortitude Test.

A Major Broken Bone takes 40 + 2d10 days to heal. Otherwise, it follows the same rules for a Minor break, but the penalties increase to –10, and the associated Tests are **Challenging (+0)**.

AMPUTATIONS

Many of the more severe Critical Wounds result in the loss of a body part, such as fingers, hands, or entire limbs. These injuries will heal with time and care, but they cause a permanent impediment. **Augmetic replacements** exist for most missing body parts, and can return any lost function, or as the Adeptus Mechanicus preach, improve upon your original biology.

All amputations require surgery to heal properly. Until you **visit a medicae practitioner** or are operated on by someone with the ***Chirurgeon* Talent** (see page 104), you cannot heal Critical Wounds of this type.

ARM

You have Disadvantage on all Tests that require the use of two hands, and can't wield weapons with the *Two-handed* Trait.

EAR

Losing an ear is painful, but you can learn to live without it. However, if you are unfortunate enough to lose both ears, you suffer Disadvantage on Awareness (Hearing) Tests.

EYE

Loss of an eye can greatly impact your awareness, affecting your depth perception and ability to judge distance. When you lose an eye, you have Disadvantage on Awareness (Sight) Tests until you adjust to the loss, which takes 5d10 weeks.

If you lose both eyes, you are permanently ***Blinded***.

Blinded, page 357

FINGER

Losing a finger results in a weaker grip, causing an increased chance of fumbling Tests using that hand. For the first finger lost, any failed Test using that hand that results in a 1 on the units die counts as a **Fumble**. For the second finger, any failed Test with a 1 or 2 on the units die counts as a Fumble, and so on.

Fumbles, page 213

When you lose 4 or more fingers on one hand, use the rules for an amputated hand.

Augmetic Replacements, page 152

Medical Treatment, page 219
***Chirurgeon* Talent**, page 104

Speed, page 202

FOOT
Your **Speed** is reduced one step, to a minimum of Slow. Additionally, you have Disadvantage on Tests that rely on mobility, such as Reflexes and Athletics Tests.

HAND
You have Disadvantage on all Tests that require the use of two hands, and can't wield weapons with the *Two-handed* Trait. You can still strap a shield to the arm to gain the shield's benefit. If the lost hand is your dominant hand, you suffer Disadvantage on all Tests using your other hand until you take the ***Ambidextrous* Talent**.

A complete list of **Conditions** and their effects can be found on page 357

Ambidextrous, page 102

LEG
Your Speed is reduced one step, to a minimum of Slow. Additionally, you have Disadvantage on Tests that rely on mobility, such as Reflexes and Athletics Tests, and the minimum Difficulty of such Tests is **Hard (–20)**.

NOSE
You have Disadvantage on Awareness (Smell) Tests.

Unconscious, page 357

TEETH
Loss of teeth can make it harder to enunciate and speak clearly, or may result in a lisp or slurring of words, making it more difficult to communicate. For every two teeth lost, reduce your Rapport Skill by 1.

If you lose more than half your teeth (16), eating can take longer and you may not be able to consume certain foods.

TOES
Loss of toes has an adverse effect on your balance. For each toe lost, suffer a permanent –1 to your Agility and Weapon Skill Characteristics.

TONGUE
Losing your tongue leaves you unable to speak, **affecting how you communicate** with others. You have Disadvantage on Rapport Tests, and can only succeed on Tests that rely on speech by rolling 01–05.

Many pious citizens of the Imperium have sworn a vow of silence, most notably the revered Sisters of Silence, who use sign language to communicate (see page 95).

Other Types of Damage
The Macharian Sector is rife with countless ways for characters to be maimed, mutilated, and slaughtered. The following are some of the more common injuries that can occur.

CONDITIONS
Weapons, environmental hazards, and psychic powers can inflict a wide range of **Conditions**, such as *Bleeding*, *Blinded*, or *Poisoned*.

DROWNING AND SUFFOCATION
If prepared, you can hold your breath for Toughness Bonus × 10 seconds without a Test. After that, you start to suffocate or drown. If you are unprepared and suddenly deprived of air, you start to suffocate immediately.

Each Round you are suffocating you suffer 1 Wound, which ignores Armour. When you reach your Maximum Wounds, you fall ***Unconscious***. After falling *Unconscious*, you die in a number of rounds equal to your Toughness Bonus.

EXPOSURE
Every 4 hours spent in an inhospitable environment — such as subzero temperatures, a scorching desert, or a howling storm — requires a **Challenging (+0) Fortitude (Endurance)** Test. Even more extreme environments can require a Test every hour, or more frequently if the GM prefers. Any effects or Conditions caused by Exposure last until you spend at least 4 hours outside of the environment.

Cold: Your first failure imposes Disadvantage on Ballistic Skill and Agility Tests. The second failure imposes Disadvantage on all Tests. Third and subsequent failures cause 1d10 Damage, which ignores Armour. If you reach your Maximum Wounds, you fall *Unconscious*. You continue to suffer 1d10 Damage and accrue Critical Wounds until you die or are removed to safety. Certain equipment can provide bonuses to exposure Tests due to the cold, or may remove the requirement for them entirely.

Noxious: Your first failure causes you to cough and splutter consistently, imposing Disadvantage on Stealth Tests, as well as Awareness (Hearing) and (Smell) Tests. The

second failure imposes the *Poisoned (Minor)* Condition. The third failure imposes the *Poisoned (Major)* Condition. Filtration Plugs, Rebreathers, and Respirators (all on page 144) are recommended for those braving a noxious environment, be it the toxic industrial miasma inside an Imperial manufactorum, or the virulent fumes of a caustic death world.

Heat: Your first failure imposes Disadvantage on Intelligence and Willpower Tests. The second failure imposes Disadvantage on all Tests, and causes you to become ***Fatigued***. Third and subsequent failures cause 1d10 Damage, which ignores Armour. If you reach your Maximum Wounds, you suffer a second *Fatigued* Condition. You continue to suffer 1d10 Damage and accrue Critical Wounds until you die or are removed to safety. Stripping off heavy clothing and armour negates 1 failed Test.

THIRST AND STARVATION

Many in the Imperium lack proper sustenance, surviving on a diet of questionable gruel and unclean water. But even those are better than nothing at all. When you are deprived of food or water, you begin to starve and must make a **Challenging (+0) Fortitude (Endurance)** Test to overcome the effects — or at least postpone them. This Test becomes increasingly difficult as time passes, with a cumulative –10 on each additional Test.

Regardless of whether you succeed the Test, you can't heal Wounds or recover from the *Fatigued* Condition while deprived of food or water.

Water: Every day without access to sufficient water requires a **Challenging (+0) Fortitude (Endurance)** Test. Your first failure imposes Disadvantage on Tests related to Intelligence, Willpower, and Fellowship. Subsequent failures impose Disadvantage on all Tests, and cause 1d10 Damage, which ignores Armour.

Food: Every three days without food requires a **Routine (+20) Fortitude (Endurance)** Test. The first failed Tests imposes Disadvantage on Tests related to Strength and Toughness. Subsequent failures impose Disadvantage on all Tests, and cause 1d5 Damage, ignoring Armour.

MEDICAL TREATMENT

Most wounds heal in time, but serious injuries require greater intervention to fully heal, such as first aid or treatment from a chirurgeon. The following rules explain how to heal Wounds, Critical Wounds, and Injuries.

HEALING WOUNDS

Wounds will heal naturally over time, but medical attention can accelerate the process. You can heal Wounds in the following ways:

- Once per day, after a **good rest**, you heal Wounds equal to your Toughness Bonus.
- If you rest for an entire day and do not undertake any strenuous activity, you heal Wounds equal to your Toughness Bonus × 2.
- An ally with at least 1 Advance in the Medicae Skill can make an **Routine (+20) Medicae** Test to treat your Wounds. During combat, this Test is **Challenging (+0)**. If successful, you heal Wounds equal to the SL plus your ally's Intelligence Bonus. On a failure, you heal no Wounds but suffer no ill effects. You can only heal Wounds in this way once per day, and once again each time you suffer a Critical Wound.

HEALING CRITICAL WOUNDS

Many Critical Wounds inflict multiple effects, such as **Conditions** or **broken bones**. These are far more serious than Wounds, and require medical treatment to fully heal. Each Critical Wound on the **Critical Wounds Table** lists the treatment required.

It is dangerous to leave Critical Wounds untreated. If you have a number of untreated Critical Wounds exceeding your Toughness Bonus, you will **die**.

HEALING INJURIES

Injuries are long-lasting impediments to your abilities. They can last long after the Critical Wound that caused them has healed. Treatment and recovery time for injuries are listed in the relevant entry beginning on page 214.

Fatigued, page 357

Between 6 and 8 hours of sleep.

Conditions, page 357
Broken Bones, page 216

Critical Wounds Table, page 359

A number of Critical Wounds are more trivial or incidental, and don't require treatment. These do not count towards untreated Critical Wounds for the purposes of **Dying** (page 215)

FATE

Fate represents one of the ways you stand apart from the countless masses that dwell in the Imperium. Whether through determination, destiny, or the favour of the Emperor, there is something special about you.

To represent this, you begin play with **3 Fate points**. Fate allows you to survive against seemingly impossible odds, and prevail where others would stumble. There are two ways to utilise Fate: You can **Spend** Fate or **Burn** Fate.

- When you Spend Fate, you temporarily reduce your Fate by 1 to gain a minor benefit.
- You recover spent Fate at the start of each session.
- When you Burn Fate, you **permanently** reduce your Fate by 1 to overcome dire circumstances.
- You can only recover burned Fate or increase your Fate through an act of great service to the Emperor or sacrifice in His name.

So it is best used sparingly!

Spending Fate

You may spend Fate to turn circumstances to your advantage. When you Spend Fate, choose one of the following effects:

- Reroll a failed Test.
- Gain Advantage on a Test before it is rolled.
- Add +1 SL to a Test after it is rolled.
- At the start of the round, choose when to act in that round, ignoring **Initiative**.
- Ignore all effects from all Critical Wounds until the beginning of your next turn, including Conditions and **injuries**.
- Remove one Condition; if you removed the ***Prone*** Condition, you regain 1 Wound.

Turn Order, page 198

Injuries, page 214

Prone, page 357

Burning Fate

You may Burn Fate to avoid death, ignore corruptive influences, or succeed where you would otherwise fail. When you Burn Fate, choose one of the following effects:

- **Die Another Day:** Instead of dying, you are knocked out and left for dead, thrown off a spire, washed away through a chem pipe, or otherwise taken out of action and removed from immediate danger. You survive (barely, still suffering from any Wounds and Critical Wounds you received, short of whatever would have killed you), but take no further part in the current encounter.
- **The Emperor Protects:** You completely avoid incoming Damage by some unlikely chance, such as a Power Sword deflecting off your holy icon, or a Bolter shell failing to detonate after lodging in your armour. You suffer no Damage or effects, but there is no guarantee you will survive later rounds.
- **Steel Your Soul:** You may choose not to develop a rolled mutation. Because you do not mutate, you do not lose any Corruption. See Corruption, below, for more on this.
- **For the Emperor:** Rather than roll the result of a Test, you choose the number instead, allowing you to succeed in even the most dire of situations. You can even choose to do this on a Test already failed. In an Opposed Test, you always win by at least 1 SL. If you cause a Critical Hit, you can use this effect to choose the Hit Location struck rather than randomising it.
- **Turn the Tide:** You and your allies immediately gain 1 Superiority. If your Superiority is 0, you instead gain 2 Superiority.

CORRUPTION

'I see them in my nightmares. Lurking in the shadows. Claws and teeth tearing at their own skin, revealing the twisted bone and pus-filled growths beneath. I meet their eyes, but see no Humanity there. Only a hungry void that seeks to consume us all… That… dear Interrogator, is why I haven't slept much lately.'

— From the testimony of [REDACTED], Hyphus Alpha: Adeptus Astra Telepathica Sanitorium

While the armies of Mankind fight countless battles on far-flung battlefields, the true war for the Imperium's soul is one that wages in the heart of every citizen. The Chaos Gods reach out through the immaterium, circumventing warships and fortifications to besiege the souls of every citizen, great and small.

Succumbing to this creeping corruption twists the mind and body in strange and horrifying manners, turning allies into enemies and planting the seeds of Chaos into all the dark and hidden corners of Imperial society. It is for this reason that the Adeptus Ministorum preach so strongly about resisting the mutant and the abhorrent, and vast swathes of Imperial society are dedicated to ripping up heresy wherever it may take root.

Corruption is used to show the slow, corroding, and twisting influence of Chaos upon your soul. Whenever you are exposed to Chaos, its servants or dark designs, you risk accruing Corruption. Should you amass enough Corruption, you become sicker, stranger, and eventually undergo a gradual, nightmarish transformation into something inhuman and abhorrent.

Gaining Corruption

If you encounter a corrupting influence, you gain Corruption based on the severity of the exposure you experience. You may resist some or all of the Corruption with a **Fortitude** or **Discipline** Test, as determined by the GM — usually physical influences are resisted with Fortitude, and spiritual corruption is resisted with Discipline. On a success, you may reduce the Corruption you gain by your SL, to a minimum of 0.

MINOR EXPOSURE

(1 Corruption)

These relatively weak corrupting influences still endanger a feeble soul. Examples include:

- Witnessing a **Lesser Daemon.**
- Reading a few pages of a profane tome.
- Contact with a **Chaos Mutant** or Chaos tainted artefact.
- Momentarily giving in to **a powerful emotion tied to a Chaos God**, such as despair (Nurgle), rage (Khorne), excess (Slaanesh), or curiosity about forbidden lore (Tzeentch).
- Prolonged exposure to Chaos worshippers, Chaos Temples, Mutant Lairs, and similar.

MODERATE EXPOSURE

(2 Corruption)

Moderate corrupting influences are a danger to every soul and should be avoided under all circumstances. Examples include:

- Witnessing multiple daemons.
- Contact with a daemon or profane artefact.
- Embracing a powerful emotion tied to a Chaos God, such as despair (Nurgle), rage (Khorne), excess (Slaanesh), or curiosity for forbidden lore (Tzeentch).
- Brief exposure to a place where a Chaos ritual was held.
- Reading a profane tome.

MAJOR EXPOSURE

(4 Corruption)

If confronted with a major corrupting influence, flee. Stay for too long, and you may never be the same again. Examples include:

- Witnessing a Greater Daemon.
- Taking the time to truly study or obsess over a profane tome.
- Prolonged contact with a daemon or profane artefact.
- Making a deal with a daemon.
- Prolonged exposure to an environment steeped in warp energy.

Succumbing to Corruption

As corruption ravages your soul, the warping breath of Chaos whispers within, either fanning your flesh into a new form, or fracturing your psyche with exquisite knowledge it can never unlearn. Corruption expresses itself as **Mutation** and **Malignancy**. Mutations are unnatural changes to the Human body. Malignancies are akin to mutations of the mind. They are insidious, drawing one into ever more extreme positions and unwelcome insights, eventually leading down the path to damnation.

Should you ever gain more Corruption than your Willpower Bonus plus your Toughness Bonus, you are in danger of succumbing to Chaos. During the next adventure (at an appropriate point determined by your GM), attempt a **Challenging (+0) Fortitude** or **Dicipline** Test. If successful, you have managed to hold off your corruption for now, but will have to Test again the next time you gain Corruption. If you fail, then either your body or mind changes profoundly and unnaturally.

A vile variety of **Lesser Daemons** can be found starting on page 350

Chaos Spawn, page 345

These powerful emotions can also be linked to the activation of specific Talents:
Nurgle: *Medicae Maverick*, page 113
Khorne: *Hatred*, page 112, and *Frenzy*, page 111
Slaanesh: *Artistic*, page 103, and *Distracting*, page 107
Tzeentch: *Forbidden Knowledge*, page 110

MUTATIONS

D100	Mutation
01–05	**Witch-mark:** A small brand or mark of a specific chaos god or the eight pointed star forms upon your flesh. Roll on the Hit Location table (see page 211) to determine where it appears.
06–10	**Wasted Frame:** Your pallor becomes corpse-like and your muscles waste away. Your Toughness is permanently reduced by 10 and Advances in Athletics or Fortitude now cost you double the XP.
11–15	**Lashing Tentacle:** A tentacle sprouts from your body. Roll on the Hit Location table (page 211) to determine where it appears. If it appears on a limb, it replaces it. Unarmed attacks made with the Tentacle gain the *Reach* and *Inflict (Restrained)* Traits.
16–20	**Inhuman Beauty:** Your skin becomes uncannily flawless and people cannot help but stare. You gain +10 Fellowship whenever people can see your face, and your skin never blemishes or scars.
21–25	**Iron Skin:** Metal scales or ore deposits spread across your body. You gain +2 Armour on all locations, but your Agility is permanently reduced by 10.
26–30	**Extra Mouth:** You grow an extra mouth. Roll on the Hit Location table (page 211) to determine where it appears. The mouth seems to act of its own accord, whispering and infrequently screaming in a language you don't know.
31–35	**Searing Blood:** Your veins carry searing acids or boiling tar in place of blood, though somehow the corrosive effects do not burn your own flesh. Whenever you take Wounds or suffer the *Bleeding* Condition, all creatures within Immediate Range suffer Damage equal to the Wounds lost.
36–40	**Living Shadow:** Your shadow does not match your own movements, and it looms large and visible regardless of the light. Whenever you are in darkness and cannot see it, you have the unshakeable feeling it is doing something terrible.
41–45	**Swollen Brute:** You become bloated, your muscles expanding and your form becoming excessively corpulent or disturbingly muscular (or perhaps both). You have Advantage on Opposed Athletics Tests.
46–50	**Extra Eye:** An eye appears somewhere on your body. Roll on the Hit Location table (page 211) to determine where it appears. The eye sees things you cannot. When you look through it, you count as using a Photo-Visors (see page 144).
51–55	**Twisted Horns:** Bony growths sprout from your head. Unnamed attacks made with your horns do not have the *Ineffective* Trait.
56–60	**Daemonic Visage:** Your appearance twists into something bestial or abhorrent. You suffer −2 SL on Fellowship Tests whenever people can see your face, with the exception of Rapport (Intimidation) Tests, which instead gain +2 SL.
61–65	**Digitigrade Legs:** Your legs twist into a muscular form that greatly enhances your agility. You have Advantage on Athletics Tests to run, leap, or otherwise use your legs.
66–70	**Feathers:** Feathers grow from your body in a spotty fashion. Roll on the Hit Location table (page 211) twice to determine where they appear. They may be of any colour, or multiple colours.
71–75	**Warp Claws:** Your fingers sprout and sharpen into horrific dark talons. Your Unarmed attacks lose the Ineffective Trait and gain *Rend (1)*.
76–80	**Photonic Irregularity:** You do not appear in mirrors or other reflective surfaces, or in video recordings that use the visual light spectrum.
81–85	**Festering Wound:** One of your old wounds returns and refuses to heal, no matter what you do. A Critical Wound you received some time in the past returns and cannot be healed. You are considered to always have one **untreated** Critical Wound.
86–90	**Lolling Tongue:** Your tongue becomes unwieldy and spasms erratically. You suffer −10 to all Tests that require speech.
91–95	**Fleshmetal:** Your armour and cybernetic implants fuse with your flesh and can even regenerate. You can repair items merged with you using your Fortitude Skill. Tests to repair these items using Tech or other conventional methods have Disadvantage. You cannot change your armour or don additional armour.
96–00	**Warp Regeneration:** Corruption seethes through your flesh, sewing your body back together time and time again whether you will it or not. Your Fate is reduced to 0 and you cannot regain Fate. However, you always regenerate 1 Wound at the beginning of your turn. In addition, any lost limbs regrow after 1 day.

MALIGNANCIES

D100	MALIGNANCIES
01–05	**Dark-hearted:** You grow increasingly cruel, callous, and vindictive. Whenever you gain Corruption, you gain 1 additional Corruption.
06–10	**Awful Cravings:** You develop an overwhelming desire to consume an inedible or socially unacceptable substance. If you go longer than one week without sating your craving, you become *Fatigued* until you do so.
11–15	**Overwhelming Obsession:** You become obsessed with whatever caused this mutation, and struggle to focus on anything else when left alone. During downtime, you must make a **Difficult (–10) Willpower (Discipline)** Test to take an Endeavour.
16–20	**Ill-fortuned:** Chance seems to mock you at the most crucial of opportunities. Whenever you Spend Fate, roll 1d10. On a result of 7–10, the Fate point has no effect but is spent anyway.
21–25	**Irrational Nausea:** You feel sick at the sight, sound, or smell of something otherwise innocuous, such as prayer books and holy items, cherubs, Human laughter, or fresh food. When you encounter an object of your revulsion, you are *Stunned* until the end of your next turn.
26–30	**Unshakable Paranoia:** You grow increasingly distrustful, expecting betrayal at any moment from even your closest allies. You can no longer use or gain the benefits of the Help action (see page 208).
31–35	**Dark Whispers:** Unintelligible alien and unnatural voices constantly mutter in your ears. You suffer Disadvantage on Awareness (Sound) Tests.
36–40	**Phantom Memories:** You have memories of events that — according to everyone else — never happened. It is impossible for you to tell which of your memories are true and which are false.
41–45	**Irrational Fear:** Your character feels horror and revulsion at some innocuous, even good, thing. Work with your GM to choose the object of your fear. When you encounter it, you must succeed at a **Challenging (+0) Discipline (Fear)** Test or become *Frightened*.
46–50	**Blackouts:** You suffer from inexplicable blackouts. Whenever roll a Fumble on a Test, you must make a **Challenging (+0) Fortitude (Endurance)** Test or become *Incapacitated* for 1d10 rounds.
51–55	**Morbid Fascination:** You become obsessed with the sight of blood and bodily harm. If a character within your Zone, including yourself, suffers a Critical Wound, you must make a **Challenging (+0) Discipline** Test or be *Stunned* until the end of your next turn.
56–60	**Wheels Within Wheels:** You become hyper aware of all the subtle tics and tells that give away mortal desires. You have Advantage on all Intuition (People) Tests,
61–65	**Inescapable Itch:** You constantly feel like something revolting is crawling beneath your skin.
66–70	**Warp Sense:** If you close your eyes, you can see the faint skein of the immaterium simmering beneath reality. You gain 1 Advance in Awareness (Psyniscience), even if you do not have the *Psyker* Talent.
71–75	**The Eyes:** Every shadow you see appears to crawl with shimmering eyes that watch you. You must make a **Difficult (–10) Discipline (Fear)** Test to enter shadows or complete darkness, or become *Frightened*.
76–80	**Void Gaze:** The unspeakable horrors of the void shimmer across your eyes. Creatures who meet your unobstructed gaze must make a **Challenging (+0) Willpower (Fear)** Test or become *Frightened* of you.
81–85	**Ashen Taste:** Everything you eat tastes like ash, blood, or bones.
86–90	**Dark Prophecies:** You are granted brief flashes of agonies yet to come. Once per day, when you would suffer a Critical Wound as the result of an attack, you may claim that you foresaw this moment. You automatically avoid the attack and take no damage, but gain 1 Corruption as you steer closer towards a twisted fate.
91–95	**Warp Patron:** You have gained the attention of a daemonic entity that seeks to manipulate your fate to their own unknowable end. You gain an additional Fate point, but whenever you Spend or Burn Fate (see page 220), you count as experiencing Minor Exposure to Corruption.
96–00	**Psychic Awakening:** Your connection to the Warp is violently wrenched open. You gain the *Psyker* Talent (page 114) and one random Minor Psychic Power (page 160). Whenever you roll on the **Perils of the Warp** table (page 165) you gain 1 additional Corruption.

DISSOLUTION OF BODY AND MIND

When you fail a Test to resist succumbing to your Corruption, you first remove Corruption equal to your Willpower Bonus. Next, roll 1d10. If the result is an even number, roll 1d100 on the **Mutations Table**; if odd, roll on the **Malignancies Table**. You gain the resulting Mutation or Malignancy.

If you would gain a Mutation or Malignancy you already have, reroll on the table until you receive a result that you don't have.

LIMITS OF THE SOUL

A soul can only withstand so much corruption before it collapses upon itself, leaving a mutated, gibbering mess. Should you survive long enough to gain more mutations than your Toughness Bonus, or more Malignancies than your Willpower Bonus, you have completely fallen to Chaos, your soul lost to the Dark Gods.

At this point, your body utterly succumbs to the mutating force of the warp, and your mind shatters into countless fragments. Your character becomes a **Chaos Spawn** (page 345) under the GM's control. There is no salvation from such a fate — make a new character.

MUTATION MANIFESTATION

Some mutations manifest over a long period of time, beginning as strange itches, swollen lumps, or other minor irritations, before gradually twisting and erupting into their full form. Others manifest in agonising near-instantaneous explosions of warping flesh and terrified screams. In general, the GM should use the severity of the corruption exposure which caused the mutation to determine the speed at which it manifests, with mutations from minor exposure taking weeks or months, moderate exposure hours or days, and major exposure seconds or minutes.

NON-CHAOS MUTATIONS

In the near-infinitely vast Imperium there are plenty of individuals who carry mutations in some form or another without the influence of Chaos. Exotic chemicals, bizzare biomes, and even deliberate alteration of the Human form can all cause mutations that, while just as disturbing, do not carry the risk of Corruption.

SUFFER NOT THE MUTANT

Life for mutants in the Imperium is one of fear and paranoia. When encountering a mutant in person, most Imperial citizens wouldn't think twice about calling the local Vigilites to eradicate them, rather than risk corruption themselves. For this reason, if you have a mutation, you are best keeping it concealed as much as possible. Of course in the darkest corners of Imperial worlds, where Enforcers are less prevalent, mutants can eke out meagre lives or rarely build small communities away from prying eyes — though these gatherings tend to be short lived, inevitably falling to Chaos or an Imperial purge before long.

Removing Corruption

Once the claws of the Dark Gods have sunk into your soul, removing their vile stain is difficult, but not impossible. Beyond the less-than-desirable option of losing Corruption by gaining mutations, some do manage to claw their way back from the edge. Those seeking to purge themselves and atone for their misdeeds may seek Absolution.

ABSOLUTION

As Corruption builds and you feel the oppressive fist of the Ruinous Powers curling around your soul, dread may lead you to seek absolution.

But simply asking forgiveness from a local preacher won't be enough. The stain of the Dark Gods' touch isn't so easily scrubbed clean. The exact limits of what is required to remove Corruption is left in the hands of the GM, but it is rarely, if ever, simple. Examples include:

- Make a pilgrimage to **Macharia**.
- Cleanse a desecrated shrine.
- Destroy or cleanse an unholy artefact.
- Seek out and destroy a Traitor Marine.

Macharia, page 274

VEHICLES

From the speeding Atlan Ridgerunners to the manoeuvrable Arvus Lighter, vehicles are a common sight on many Imperium worlds. While vehicles can generally be dealt with abstractly during play, there are times when the stakes are high and you will need to know how they behave — especially during a **chase** down the claustrophobic alleys of a Hive or across the towering ferric dunes of a forge world.

You can use the **Pursuit** rules on page 204 with vehicles, replacing any Athletics Tests with Piloting Tests.

VEHICLE STATISTICS

Vehicle profiles look a little different to those of an NPC, and attacks against them are also resolved differently. Two example profiles are provided here, but GMs are encouraged to create their own. More vehicle profiles will be provided in future supplements.

- **Armour:** The first figure is the vehicle's front armour, which is applied to any attacks coming from the front. The second figure is the vehicle's side and rear armour, which is typically lower. If there is any doubt as to where an attack hits, the GM decides.
- **Speed:** How fast the vehicle moves
- **Crew:** How many crew are required to operate the vehicle. If insufficient crew remain in a vehicle and it moved during its last turn, it goes **Out of Control**.
- **Passengers:** How many additional **Size Medium** creatures the vehicle can hold. Depending on the vehicle, passengers may be able to act as crew should this be required.
- **Size:** The Size of the vehicle.

Out of Control, page 226
Size, page 201

CARGO HAULER

Vehicle, Wheeled

Armour	Speed	Crew
10/6	Slow*	1
Passengers	**Size**	
3	Large	

TRAITS

Cargo: This vehicle has a cargo area capable of holding 200 Encumbrance worth of items, or 8 people.

Rugged: This vehicle is built for harsh conditions and is especially resilient. Each time it suffers a Critical Hit, roll twice and use the lower result.

Sluggish: This vehicle begins with a Speed of Slow. Its Speed increases one step each turn if it moved on the previous turn, to a maximum of Fast.

WEAPONS

Heavy Stubber (Passenger): Ranged (Solid Projectile), 8 Damage, Extreme Range. *Loud, Penetrating (3), Rapid Fire 4*

MOTORBIKE

Vehicle, Wheeled

Armour	Speed	Crew
6/3	Swift	1
Passengers	**Size**	
1	Medium	

TRAITS

Maneuverable: This vehicle is particularly nimble, granting +1SL to all Piloting Tests.

Open: This vehicle's crew and passenger compartments are open, exposing those aboard

- Crew and passengers can be targeted by enemies directly.
- If a result of Crew/Passengers hit is rolled on the **Vehicle Critical Hit Table**, the victim does not add the vehicle's Armour to their own when determining damage.
- If this vehicle goes **Out of Control**, passengers and crew must make a **Challenging (+0) Reflexes** Test or be thrown off.
- Passengers and Crew may choose to oppose Melee attacks made against this vehicle.

Vehicles can have a **Speed** of **Swift**, meaning they can travel up to 3 Zones with their Move.

Crew always includes the **Driver**.

Hit Location Table, page 211

ATTACKS AGAINST VEHICLES

Attacks against vehicles work slightly differently than attacks against characters. Melee attacks made against vehicles are not opposed unless the vehicle's profile states otherwise. Ranged attacks work as normal, though a vehicle taking **Evasive Manoeuvres** (see next page) may apply an SL penalty to ranged attacks made against it.

DAMAGE AGAINST VEHICLES

Vehicles do not have a Wounds score. Any attack that penetrates a vehicle's Armour causes a roll on the **Vehicle Critical Hit Table** on the opposite page. Each point of additional Damage above the vehicle's Armour adds +1 to this roll.

CONTROL TESTS

Some results on the **Vehicle Critical Hit Table** require the Driver to make a Skill Test. The difficulty varies by result, and the Test is made using the **Pilot** Skill or appropriate Specialisation. If the Test fails, the vehicle goes **Out of Control**.

OUT OF CONTROL

If a vehicle goes Out of Control, on the Driver's next turn its movement is decided randomly. If this would result in the vehicle entering a Zone it could not normally enter, it crashes, coming to a complete stop. **Crew** and Passengers take a 1d10 Damage hit to a random **Hit Location**.

VEHICLE ACTIONS

Vehicles act on the driver's turn, and most normal Actions — such as driving from one Zone to another — should not call for a Pilot Test. The Actions below all require a Pilot Test of some kind. The Difficulty is specified alongside the Action, and any consequences for failure beyond the Action simply not happening are described in the Action description.

EVASIVE MANOEUVRES

Difficulty: Varies

The Driver takes evasive manoeuvres, dodging, weaving, and generally making the vehicle a more difficult target to hit. The Driver makes a **Pilot** Test. On a successful Test, the SL achieved are subtracted from ranged attacks made against the vehicle until the Driver's next turn. The Difficulty of this Test is based on the vehicle's handling and how fast it is currently travelling

EVASIVE MANOEUVERS DIFFICULTY TABLE

Speed	Difficulty
Slow	Difficult (-10)
Normal	Challenging (+0)
Fast or better	Routine (+20)

RAM

Difficulty: Challenging (+0), opposed by the target's Dodge or Pilot.

The Driver attempts to ram an enemy. The Driver must be able to enter the Zone their target is in. Treat this as a **melee attack**, though characters on foot can only oppose it using their Reflexes (Dodge) Skill.

VEHICLE RAM DAMAGE TABLE

Vehicle Size	Damage
Small or below	1
Medium	5+SL
Large	10+SL
Enormous	15+SL
Monstrous	20+SL

If the vehicle is size Large or greater, the attack benefits from the ***Spread* Trait**. If made against a vehicle, both the target and the ramming vehicle take Damage. Damage to the ramming vehicle is always resolved against its front Armour.

VEHICLE CRITICAL HIT TABLE

d10	Control Test	Result
2–3	—	**Scratched:** The attack hits a non-vital part of the vehicle, is deflected, or otherwise fails to do any damage.
4–7	—	**Dinged:** Everything is fine for now, but something is rattling. Until the vehicle is repaired, add +1 to all future results on this table. Multiple **Dinged** results can stack.
8–9	**Challenging (+0)** if the driver was hit.	**Crew/Passengers Hit:** A random individual amongst the crew or passengers is hit by shrapnel or a stray projectile. The target immediately take a hit to a random Hit Location as through struck by the weapon that caused this result, though they may add the vehicle's Armour rating to their own when determining damage. If this result was caused by something other than an attack, they receive 1d10 damage instead.
10	**Routine (+20)**	**Cargo Hit:** The Cargo compartment, if there is one, is struck. The results are up to the GM — the cargo might be damaged, or some of it might spill out from the vehicle. If there is no cargo, treat this as a **Crew/Passengers Hit** result instead.
11	**Routine (+20)**	**Weapon Hit:** A randomly chosen weapon is damaged, and will not function again until repaired. A second result on the same weapon destroys it completely. If the vehicle has no weapons, or they have all been destroyed, treat this as a **Crew/Passengers Hit** result instead.
12–13	**Challenging (+0)**	**Armour Shattered:** Reduce the vehicle's Armour by 1d5 on either its front or side, wherever the attack that caused this result hit.
14–15	**Difficult (-10)**	**Mobility Hit:** The vehicle's tracks, wheels, or engines are hit. Reduce its Speed by one step. If its Speed would be reduced below Slow, it is immobilised until repaired. Flying vehicles fall to the ground.
16+	—	**Destroyed:** The vehicle is destroyed outright, quickly becoming an inferno. Everyone inside takes 1d10+10 damage to a random Hit Location and suffers the *Ablaze* Condition.

VIII

BETWEEN MISSIONS

'Emperor's teeth, did you really have to frag the whole lot of them? I have a munitorum crate full of corpses, and a cadre of Macharian Vigilites asking questions I can't answer. Lay low for a few weeks, tend to any personal matters. If the Emperor takes mercy on us something else will explode and draw attention away from your mess.'

— Tio Braz, Interrogator

For most **Imperium Maledictum** groups, game sessions concentrate on playing through their missions in the 41st Millennium — gathering information, ferreting out secrets and forgotten lore, and confronting those whom their Patrons have deemed threats to the Macharian Sector — or their own personal interests. But even the most demanding Patron recognises the need, pathetic as it may be, for their servants to rearm, recuperate, and pray for the Emperor's good favour before their next mission.

Some players might treat the time between campaigns and scenarios in a more abstract fashion, preferring to focus on the breakneck action and roleplaying, which is perfectly fine! For groups looking to delve deeper into what happens to their Characters in these periods and what they might be doing, this chapter offers some optional rules. These are ways to make the times between missions a new source of player enjoyment and ways for their characters to grow.

The Events and Endeavours that follow can be used to represent interesting occurrences between missions, without the need to go into the same level of detail an actual mission would require. This is no way a complete list — groups are encouraged to create new ones that fit their campaign needs, player desires, and locations used in their missions. More will also be included in supplement books to further enrich the time after surviving one mission and undertaking the next.

EVENTS

'Have you seen what's going on out there? The whole city's gone mad! No idea why, but the riots are on their way.'

— 'Twitch' Tamlen, Burned Hands ganger

Before selecting an Endeavour, each player first rolls on the **Events** Table to see what surprising event the 41st Millennium throws at them. Some Events only affect you, while others may affect the whole group. GMs can add depth to or change events to tie into the party's past actions or foreshadow future threats, such as witnessing civil discontent due to a popular leader being unseated, or encountering rumours of a burgeoning conspiracy. In addition, the group should feel free to re-flavour these events based on where the party is currently located. For example, a Contagion on a voidship can have a very different feel and narrative repercussions than a plague on a feudal world.

ENDEAVOURS

'Observation: Your presence is an unwelcome distraction from delicate work. Potential Outcome: Catastrophic failure of this plasma cooling unit, dozens of deaths and many hours of lost productivity. Suggestion: Attend to your own neglected duties elsewhere.'

— Farrius Zeta-Two, Adeptus Mechanicus Magos

Endeavours are tasks that Characters can undertake when not on missions. Undertaking an Endeavour may help a Character gather resources, learn a new skill, or improve their standing in the eyes of their superiors. Characters normally have enough time and resources to undertake two Endeavours between missions. The GM may decide that the available time may permit more or fewer Endeavours than normal, or even that none are possible. The GM also has the final say on whether a particular Endeavour is possible.

There are two kinds of Endeavours. One is a group Endeavour that the party must take as a whole, while the others are individual Endeavours that each Character can undertake whether their companions are interested or not.

Note that just like Tests made during a mission, Tests made during Endeavours can benefit from Influence if the characters desire.

Group Endeavours

Group Endeavours are those that require the input of the full group. If a member of the party does not want to participate in a Group Endeavour then it cannot succeed unless the GM rules otherwise.

CAMPAIGN OF WHISPERS

Though powerful figures in their own right, a patron's stature and reputation can always be improved. The Characters can attempt to spread word of their patron's prowess to a particular Faction. The Characters must have access to influential members of this Faction to do so — whether or not they do is up to the GM.

To succeed each member of the party must contribute to a **Hard (–20) Extended Rapport (Charm)** Test requiring a total of 8 SL, with one Test allowed per Endeavour. If the characters succeed, their Patron gains 1 Influence with the chosen faction. Patrons rarely show gratitude for such puffery — is it merely what is to be expected from loyal servants.

The party may also do the opposite and attempt to ruin the reputation of their Patron. Perhaps they have come to suspect their Patron of heresy, or the Characters themselves have turned their backs on the Emperor! This works as described above, but if the Characters succeed their Patron loses 1 Influence instead. Each time the Characters attempt this, roll a d10. If the result is less than or equal to the number of attempts they have ever made to blacken their Patron's name, their betrayal is discovered. The consequences of this are up to the GM, but should be ruinous.

COMBAT TRAINING

The party may train as a group, learning each other's strengths and weaknesses and preparing for any battles to come. During the next mission, they may put this training to use by starting any one combat encounter with +1 Superiority.

BOLSTER DEFENCES

If the party has a primary base of operations, such as a voidship, bunker, a hidden den or other bolthole, they may make efforts to reinforce it. This might involve placing hidden traps, obscuring the location of their base, improving its armaments, or otherwise making it easier to defend. The Characters gain +1 Superiority should their base ever be raided (or, in the case of a voidship, boarded). This endeavour may be taken multiple times, providing a maximum of +3 Superiority. Events during a mission may degrade these defences — the GM should inform the Characters if this has occurred when they visit their base of operations.

EVENTS TABLE

D100	Result
01–05	**Arrested:** A member of your party has been accused of a grave crime and arrested when they least expect it. They may be accused of murder, heresy, or worse still, evading Imperial tithes and levies. Any other character can spend an Endeavour to attempt to prove their ally's innocence with an **Routine (+20) Lore** Test. Otherwise, the party must spend an additional two Endeavours to free them (by the proper channels or otherwise). Alternatively, the party's Patron will intervene to free the Character, if only to ensure their own secrets are not spread. This reduces the Patron's favour with whatever Faction imprisoned the Character by 1.
06–14	**Chance Encounter:** During your downtime, you happen upon an individual who holds strange or unique knowledge that might be of use to you in the future. The next time you take the *Expert Advice* Endeavour you count as having previously located an expert.
15–19	**Argument:** An encounter with a member of another Faction (use the table on page 17 to determine which). The encounter ends badly — perhaps you interrupt the vital work of a Tech-priest, or stumble into the midst of a Infractionist's illegal dealings. You escape with your life, but that individual bears a lasting grudge against you. The effects of this are left up to the GM.
20–25	**Death in the Shadows:** An allied NPC has a close brush with death, and turns to you for help. You may spend an Endeavour to assist them in some way — strengthening their security, tracking down an attacker, or otherwise working to prevent their death. If you fail to do so your ally develops a grudge against you, or may even turn up dead!
26–29	**Hunted:** You realise you are being followed! This goes on for days, with your pursuers always staying one step ahead of any attempt to confront them. They may be Vigilites who suspect you of some crime, Infractionists who seek to blackmail you, or even other agents of your Patron watching for disloyalty. The paranoia makes it difficult to rest, and you begin your next mission *Fatigued*.
30–32	**Riots:** Agitators have ignited a full blown riot among the local citizenry. Perhaps a contaminated shipment of Grey Rations has led to rumours of food shortages, a popular local preacher was censured for heresy by the Adeptus Ministorum, or the Character's own actions have spurred violence! Due to the disruption, all Tests made to complete Endeavours during the subsequent Downtime period suffer −2 SL.
33–37	**Contagion:** A plague is sweeping through the area, perhaps Uhlren's Pox or even a limited outbreak of the lethal Creeping Blight. Make a **Difficult (−10) Resilience** Test. If you fail, you contract a disease and begin your next mission *Poisoned*. To heal the disease and remove the *Poisoned* Condition, you must receive adequate medicae treatment (as the GM determines).
38–45	**Crackdown:** The local authorities have declared a lockdown. Vigilites may patrol the streets in search of known infractionists, or Skittari Vanguard be searching the slums of a Forge World to round up volunteers for the next tithe. The party has Disadvantage on all Tests to undertake illicit activity or Endeavours during this downtime.
46–49	**Displeased Machine Spirit:** An item of equipment you own falls into disrepair and frustrates attempts to fix it. It is up to the GM to decide which piece of equipment this is, though it should be something reasonably expensive or important to the character. See page 101 on repairing equipment.
50–53	**Favours Repaid:** Someone from your past takes the opportunity to return a significant favour. The precise nature of this service should depend on your previous missions and the NPCs you have assisted during your missions or previous life. Whatever it is, the NPC in question dearly wants to make good and is willing to help in a future Endeavour or mission.
54–57	**Foreboding Vision:** You are provided with a cryptic vision, perhaps in a dream, during a fervent prayer to the Emperor, or hidden in the midst of binharic emissions of a malfunctioning machine. You begin your next mission with one extra Fate point, in excess of your Fate value. Once spent, this bonus Fate point does not return.

EVENTS TABLE

D100	Result
58–62	**Unexpected Gift:** You receive an unexpected gift from an unknown benefactor. This is a piece of Common equipment selected by the GM, but it should be something useful to you. It may have been left in your quarters while you were absent, shoved into your hands by a passing stranger who vanishes into the crowd, or simply assigned to you years ago by the byzantine bureaucracy of the Adeptus Administratum. It is up to the GM who is responsible for this largesse, and if they expect anything in return.
63	**Languishing Patron:** This Event may only occur once during a period of downtime. If multiple Characters generate this Event it still only occurs once. Powerful and wealthy as Patrons are, even they are not immortal. During the period of downtime your Patron suffers a serious misfortune. Maybe this is a social or political humiliation, their health deteriorates, or they suffer an injury. The first time this result is generated on the **Events** Table the GM should make a note of it and decide whether the Patron has suffered a fall from grace or serious injury. If the Patron has been humiliated, they reduce their Influence score by 1 with a relevant faction. If the Patron is injured, there is no immediate consequence, though the Characters may come to learn of it and it may impact their ability to communicate with and ask assistance of their Patron.
64–74	**Bounty Hunter:** Word reaches you that a bounty has been put out on your head. Maybe you inadvertently killed or angered the wrong person in your previous mission, or a rival has simply grown tired of your interference. Whatever the cause, a Bounty Hunter (page 341) has been set on your tail. For now, there is no effect, but at some inconvenient point in a future mission the Bounty Hunter will appear to claim you. If at any point at least half the Characters in the party are being pursued by Bounty Hunters, they will band together into a Venator gang and hunt the entire party instead.
75–79	**Obligations:** Someone who once did you a favour returns to collect on it. Perhaps they are a Macharian Vigilite who overlooked a minor infraction, an Administratum adept who expedited some vital request, or an old Astra Militarum comrade who saved your life. They request something substantial of you that is neither simple to provide nor easy to dismiss. This could involve multiple Endeavours to resolve, or even form the basis of a future mission. The details are up to the GM.
80–85	**Unmissable Opportunity:** The chance to make a few easy solars presents itself. Maybe you win a high stakes game of Regicide, or a desperate citizen offers you a small fortune for your urgent assistance. If you go on to make a successful Income Endeavour during this downtime, double any earnings you make.
86–91	**Victory Celebration:** A great celebration takes place! Perhaps it marks the day Saint Macharius's forces liberated the world and returned it to the Emperor's embrace, or perhaps it is an ancient local celebration whose origins are lost to time. Regardless it offers a momentary respite from the endless toil and misery of life in the Imperium. Characters who choose to take part in the celebration feel rested and rejuvenated, and may ignore the next *Fatigued* Condition they acquire.
92–95	**Crushing Tithe:** Conflict breaks out in a nearby sub-sector and the Imperial tithes are raised in its defence. The party lose 50% of all their accumulated wealth that hasn't been stashed or invested with the Speculation Endeavour. Alternatively, each party member must surrender a Common or Rare weapon to the cause instead.
96–00	**A Very Important Visitor:** You cross paths with a very important individual. Perhaps an agri world is being visited by a senior member of the Administratum, an orbital plays host to a wealthy Rogue Trader, or the workings of an Forge world are personally inspected by a Magos Dominus. You may choose to make a Very **Hard (–30) Social** Test. If successful, you manage to impress them — you gain +1 Influence with that Faction, to a maximum of +2. If you fail, your influence falls by 1 instead.

Individual Endeavours

Individual Endeavours are those a single Character attempts during a period of downtime. Other Characters may be able to help, as they would for normal Skill Tests, but if they do so they must give up one of their own chances to undertake an Endeavour.

SPECULATION

The Imperium is a dangerous place. Walking around with a wealth of solars, fancy attire, and equipment is asking for desperate infractionists, downtrodden workers, or the tithe-driven Administratum to take their share and then some. Rather than carrying around a large sum of solars, you may instead choose to invest it.

The finances of every world of the Imperium operate differently. As long as the planetary tithe is fulfilled, the economic details of how it was managed are of no concern to the Imperium. Thus, on many worlds opportunities for speculation exist in various legitimate (and illegitimate) business concerns. If you wish to invest some of your hard earned solars in such a venture, choose a number between 1 and 20. The higher the number, the riskier the investment, but also the greater the potential returns. For now, there is no need to do anything else.

During the next Between Missions period, the GM should roll 1d100. If the result was greater than the chosen number, the venture was a success and the amount invested increases by a number of percent equal to the chosen number. If you wish to withdraw any or all of these solars, you must take a further *Speculation* Endeavour.

If the result of the 1d100 roll is less than or equal to the chosen number, the entire investment is lost — xenos raiders, Administratum audit, or simple fraud draining the fund of its value.

COMMISSION

Little in the Imperium is new, for much knowledge and technology has been lost over the millennia. The rarer and more complex the item, the more likely it is to be an ancient relic, carefully guarded and passed down through generations of users. As a result, only the richest and most privileged individuals can commission the creation of new equipment. Even this will be based on ancient plans, some older than the Imperium itself.

Commissioning a piece of gear first requires locating a capable Tech-priest, and it may require your Patron's intervention to secure their services. If you already know of one, the GM may rule that you can skip this stage. Otherwise you must locate one using the *Consult Savant* Endeavour before choosing to Commission anything.

Once you have found and secured their services, you must pay the Tech-priest the full cost of the equipment before they begin. This may be paid in solars, which represents expenditure on required materials and expertise, but just as often the Tech-priest may demand some favour or assistance of the characters. You can also request that they add additional Item Qualities (page 121) applying the relevant cost alterations. Common and Scarce equipment is normally ready in time for your next mission, but Rare and Exotic equipment can take weeks, months, or even years to create depending on its cost and complexity — meaning that at the GMs discretion, you may need to complete several Missions before the piece is ready.

CONSOLIDATE INFLUENCE

Along with blood, toil, and faith in the Emperor, the Imperium runs on influence. As your character works to advance their Patron's goals, they will gain a reputation, make enemies, and perhaps even a few allies. Once you have gathered at least +1 Influence with three different Contacts of the same Faction, you can use your sway with them to attempt to better your reputation with their Faction. You should declare which Faction you are trying to improve your Influence with, then make a **Challenging (+0) Rapport** Test. If you succeed, increase your Influence with that Faction by +1, and reduce your Influence with each Contact of your three chosen contracts by −1. They will benefit from the increased Faction Influence, so they still effectively enjoy the +1 — it has simply spread to everyone else in that Faction thanks to their positive account of you.

Failure has no effect, though a Fumble reduces your Influence with one of your contacts by −1, as you have simply asked too much of them. At the GM's discretion, increasing Influence in this way may involve the promises of future favours.

Under normal circumstances it is not possible to increase your personal Influence with a Faction beyond +3. If it would be possible for you to do so, that Faction may attempt to recruit your Character, or you may consider retiring your Character to leverage their new-found influence and become a Patron in their own right. You should discuss this with your GM.

CRAFTING

Often if you have the skills, tools, and time, the best way to ensure you have the right equipment for the job is to craft it yourself. In most cases, only a Tech-priest may even attempt this endeavour. Usually the cost of the raw materials needed to craft a piece of equipment equal to one quarter of its listed price, and must be purchased before crafting begins, with their Availability determined by the GM based on the Availability of the equipment to be created.

To craft the equipment, make an **Extended Tech (Engineering)** Test, with the Difficulty determined by the equipment's Availability.

DIFFICULTY TABLE	
Availability	**Difficulty**
Common	Challenging (+0)
Scarce	Difficult (–10)
Rare	Hard (–20)
Exotic	Very Hard (–30)

SL REQUIRED	
Cost	**SL**
500	5
1000	10
3000	15
6000	20+

The number of SL required to complete your equipment is determined by the GM, usually using the listed price of the equipment as a guide. Each Crafting Endeavour allows you to make one roll towards your Extended Test — marking the number of successes you have achieved so far on your character sheet. Unfinished work can be stored in a safe place between Downtime Endeavours, or stored on your person if feasible.

When the work is complete, make one final **Tech (Engineering)** Test. On a success, the item functions as expected. On a failure, it works, but has one Flaw (page 122) of the GM's choice. On a critical success, it has one additional Quality of the character's choice.

DEVOUT WORSHIP

Adherence to the Imperial Cult is expected of all citizens, with regular prayer and sermons mandatory on most worlds, but some clergy undertake even more pious exhibitions of worship. They may undertake pilgrimages, conduct elaborate ceremonies, or engage any other number of allegedly pious activities.

If you undertake a period of worship during your downtime, make a **Challenging (+0) Lore (Theology)** Test. If you are successful, your Fate total increases by 1 until the end of your next mission.

EXHAUSTIVE DRILLING

You spend your downtime familiarising yourself with a chosen weapon, disassembling and reassembling it, drilling with it, and otherwise becoming so acquainted with every bolt, scratch, and dent that it feels like an extension of yourself.

Select one weapon you own and mark that you have drilled with it. During your next mission, while using this weapon, you ignore any Fumbles (page 213) you suffer.

MEDICAE IN EXTREMIS

There are many devastating injuries that you can suffer while undertaking your duties, a number of which may linger until a trained medicae can see to them.

If you are suffering from an Injury (page 214) you can seek *Medicae in Extremis* to recover from it. If you are well acquainted with a skilled chirurgeon or a rejuvenat specialist then this Endeavour can be taken immediately. If not you must undertake the *Consult Savant* Endeavour to first locate a skilled medicae.

The costs and Skill levels of various medical professionals can be found on page 155, and the Treatments required to recover from various Injuries can be found on page 219.

UNSANCTIONED CREATIONS

In the Imperium, the maintenance of all technology falls under the jurisdiction and care of the Adeptus Mechanicus. Most devices are ancient, barely understood and ritually maintained. 'New' items are generally those stamped out in bulk in manufactorums — lasguns and other arms for the Astra Militarum, ammunition to feed the endless hunger of their weapons, and myriad other devices. Workers have learned by rote the steps required to fulfil their role on the assembly line, but no one present — not even the Tech-priests overseeing production — truly comprehend the reason for each step.

Thus, true invention is almost unheard of, and all effort strains merely to recreate some fraction of the marvels of the past. Any device created outside this framework of ritual, toil, and respect for the works of long dead artisans will be met with suspicion at best, and accusations of heresy at worst.

I KNOW JUST THE PERSON

Some other Endeavours, such as *Commissioning*, *Crafting*, and *Medicae in Extremis* require access to an expert before they can be undertaken. In addition, at the GMs discretion, you may seek an expert you meet during this Endeavour if you require their aid during a mission.

During Medicae in Extremis, a medicae can make three separate Tests to apply Treatment to one or more Injuries you are suffering. One or more of these Tests can instead be used to install or apply an augmetic replacement, with the cost of the limb added to the cost of treatment (see page 215).

GARNER REPUTATION

Sometimes all it takes is time, favours, and a well placed bribe to secure friends in high places — at least for a time. You spend the week courting members of a specific faction in an attempt to ingratiate yourself with them and secure benefits for you and your allies.

Choose a faction you have previously encountered and make a **Challenging (+0) Rapport (Charm)** Test. If you succeed, you gain +1 Influence with that faction until the end of your next mission. If the result of this Test is a Fumble, you should record this. Future attempts to court the same faction are Difficult (−10), and receiving a second Fumble results in −1 Influence instead.

INCOME

If you find that your patron's stipend isn't satisfactory you may want to use your downtime to generate some income.

Select a Skill or Specialisation that you have Advancements in and discuss with your GM how you plan to use that skill to generate funds. You could use Weapons Skill to partake in underground fighting matches, Piloting to operate a loader at a nearby dock, or even Stealth to simply steal funds. Once you and your GM agree on how you plan to make money, you roll a **Challenging (+0)** Test using the chosen Skill or Specialisation. For each SL, you gain 100 Solars by using your skill during your downtime period, or 150 Solars if you were able to make use of a Specialisation.

TRAINING RITES

Whether it's sparring with a partner, practising your aim, or pouring over a dusty tome, nothing beats good practice when it comes to staying on top of your game.

Select a Skill that you have at least one Advance in to be the focus of your practice and make a **Challenging (+0)** Test using it. If you succeed, mark on your character sheet next to the skill. Once during your next mission, you can choose to gain Advantage when you use this skill. If this Endeavour is taken multiple times, you can select the same or different skills to gain additional uses of Advantage during your next mission.

SCOUT SURROUNDINGS

You spend your time getting to know your immediate area, walking through the slums, talking to the residents, dodging infractionists, and otherwise becoming closer to the strange or mundane locality you find yourself in.

Choose an area no larger than a city, void station, or hive district to be the target of your exploration and mark on your sheet that you have scouted it. During your next mission, you gain Advantage on **Intelligence (Lore)** and **(Navigation)** Tests to answer questions about or navigate through this location.

CONSULT SAVANT

Whenever you're looking for a skilled chirurgeon, a talented Tech-priest, or an Astra Militarum quartermaster familiar with every word of the Imperial Munitorum Manual, you are looking for an expert in their field.

Finding a suitable expert who is willing to share their expertise is the hard part. Most experts are NPCs with 1–3 Skills or Specialisations that the party lacks. The GM may also rule that no such experts are available in the local area. Otherwise, you must pass a **Challenging (+0) Inquiry** Test to track down an expert. The difficulty of this Test is increased to **Difficult (−10)** if the expertise sought is Restricted (page 110) and **Hard (−20)** if it is considered heretical by Imperial standards.

If the Test is successful, or you have already met a suitable expert during your travels, you find an expert willing to talk and spend your down time asking questions and researching their area of expertise — after which, getting them to shut up about their obsession is the true challenge. During your next mission, you may gain +2 SL on a single Test relevant to the Skill or Specialisation the expert claims.

THE IMPERIUM

For over ten thousand years the galaxy-spanning Imperium of Mankind has stood, a bastion of Humanity amidst the hostile stars. It is said to encompass over a million worlds, each claimed for the Imperium through the expenditure of blood and toil beyond measure. To be a citizen of the Imperium is to be one amongst untold billions, yoked beneath a regime that rules by callous, sweeping decree, and endures only through unimaginable sacrifices. The Imperium cares nothing for the fate of any one of its citizens, for it cannot afford to do so. Uncountable threats are arrayed around it, and as many again within. Each would see the Imperium crushed and Humanity destroyed or worse. The Imperium is brutal by grim necessity, for should it ever falter, Humanity would be lost.

To the teeming masses of Humanity, the Emperor is the unquestioned ruler of Mankind, although authority is exercised in his name by the Senatorum Imperialis, the council of the High Lords of Terra. This distant assemblage administrates the Imperium through the many departments of the Adeptus Terra – a vast bureaucratic entity that encompasses almost every aspect of Imperial life; its martial forces, organisms of governance, industrial might, lawmaking, and more.

The Astra Militarum marshalls armies of soldiers billions strong, throwing them into ceaseless conflict across the galaxy, while the Navis Imperialis battles the enemies of Humanity in the dark void between worlds. The Tech-Priests of the Adeptus Mechanicus oversee the technological requirements of the Imperium, a duty they pursue with religious zeal and dedication. The Adeptus Administratum attempts to organise each of these great endeavours and more, their efforts to do so stymied by both the momentous scale of such a task as well as their own labyrinthine bureaucracy.

At the very bottom of this towering edifice of misery is the ordinary Imperial citizen, their endless toil barely sustained by meagre rations, insufficient rest, and, despite the trials and tribulations of their horrid lives, faith that the Emperor protects them.

LORD COMMANDER ROBOUTE GUILLIMAN

There was a time when the protection of the Imperium was not the burden of the Emperor alone to bear, for his sons, the legendary Primarchs, stood alongside him. Each was a mighty warrior in his own right, and by their efforts was the Imperium forged, and it is whispered, almost destroyed. No two Primarchs shared the same fate, but it has been ten millennia since those vaunted days, and the heroes of that time were lost to the annals of history and myth. So it was until Roboute Guilliman, Primarch of the Ultramarines, Lord of Ultramar and peerless strategist returned. He has taken up the mantle of Lord Commander of the Imperium once more, and under his guidance many battles have been won, crusades launched, and desperate victories wrested from the forces of Chaos and xenos alike.

At almost any other time the return of a Primarch, especially one so proven in leadership and statecraft as Roboute Guilliman, would have heralded the beginning of a golden age for the Imperium. Unfortunately it is not so, for with the fall of Cadia, the coming of the Great Rift, and the sundering of the Imperium, even the efforts of this scion of the Emperor amount to little more than a lone candle flickering vainly against the encroaching darkness.

THE WARP AND PSYKERS

Few perils pose a greater risk to the Imperium than the psykers who are born within it in increasing numbers each year. Rare and dangerous mutants, psykers possess an unusual connection to the warp, the horrific realm that underpins reality and makes travel across the vast gulfs of space a possibility. This grants psykers unnatural but incredibly useful powers. When trained as Astropaths, the strongest can communicate with others of their kind across the galaxy. While psykers are undoubtedly dangerous, they are also absolutely essential to the existence of the Imperium, and it is for this reason alone that they are not all purged as soon as they are identified.

The risk a psyker poses to Mankind is simple: their mutation gives them the ability to harness a fragment of the unstable power of the warp. Unfortunately, this connection to this sea of souls makes them vulnerable, and should their minds be unguarded even for a moment, they can become the tools of the daemonic denizens of the immaterium. Inquisitors of the Ordo Malleus are alert for just such manifestations, but where their vigilance has failed, whole worlds have fallen.

Since the coming of the Great Rift, when warp storms erupted from the Eye of Terror and the Imperium was effectively split in two, the power and prevalence of psykers has grown. This is just one more potentially apocalyptic concern amongst an endless cavalcade of threats with which the High Lords of Terra and the returned Primarch Robute Guilliman must contend.

The Emperor

For more than a hundred centuries the Emperor has sat immobile on the Golden Throne. He is the unquestionable master of Mankind, for it is by his might that the Imperium's inexhaustible armies stand proud, and towards his ever greater glory that every citizen must toil. By writ of the Adeptus Ministorum the Emperor is exalted in sermons, intricate illuminated texts, magnificent frescoes, and immense stained-armaglass windows across the galaxy. They teach that the Emperor shields the Imperium from harm, guides its rulers, and recognises the efforts of even the most lowly citizens. His light guides the Imperium's voidships in the treacherous darkness of the void, and countless miracles are attributed to him by the faithful.

To all outward appearances however, the Emperor is a carrion lord. It has been millennia since he last walked amongst his people, blazing sword in hand, leading the armies of the Imperium to glory. Amidst the arcane technology of the Golden Throne he is entombed, a speechless, sessile, withered corpse sustained at an abhorrent price. There the Adeptus Custodes, mighty warriors wrought of genetic alchemy, keep vigil over the Master of Mankind even as he consumes the souls of a thousand psykers each day to sustain his existence. Some whisper that even this great sacrifice is insufficient, that the Golden Throne has begun to falter, the secrets of its workings lost to another age. If this is true then Humanity is surely doomed, for if the Emperor should succumb, then all his subjects are certain to follow him into the abyss.

Galaxy of Peril

The Astra Cartographica is tasked with producing the most accurate maps of the Imperium possible, to be used for everything from planning crusades to calculating the tithes of entire sectors. Among their finest creations are great embroidered tapestries tens of metres across, each the life's work of a dozen labouring adepts. Most are outdated before they are even partially complete, but all give an impression of the Imperium as both vast and unified, its borders inviolable and absolute. Nothing could be further from the truth.

The Imperium does indeed stretch to encompass much of the galaxy, but it is a sundered creation, riven through with cracks large enough to swallow whole sectors in darkness. Through its centre runs the Cicatrix Maledictum, the Great Rift. Born in a catastrophic event known as the Noctis Aeterna, this shard of horror has split the Imperium in two and left wholly half cut off from the Emperor's light. Even in the comparatively stable Imperium Sanctus, nothing is as certain as the Administratum would have their subjects believe. The further one travels from Holy Terra, the closer one walks to oblivion.

The Enemy Without

Humanity is not the only species to travel between the stars, and is far from the first to have done so. While some xenos species are blessedly confined to the distant worlds on which they were birthed, others travel the perilous void much as Humanity does. These latter species are the more threatening by far, for while some feign a deviant righteousness of their own, all pose an incalculable danger to Humanity.

THE SAGA IMPERIALIS

The history of the Imperium is so long and storied as to make a mockery of any attempt to relate it faithfully, and oceans of blood and ink alike have been spilled in the effort. It has been ten long millennia and more, and what reliable records might have survived exist either as jealously guarded secrets or unrecognised scraps of wisdom amongst the endless libraries of the Adeptus Administratum. It is known that Humanity had spread from ancient Terra long before the Emperor had revealed himself, exploring and settling other worlds with reckless abandon. Along with encounters with foul xenos creatures, Humanity unleashed many horrors of its own making during that Dark Age of Technology. Amidst the chaos and ruin that followed, the Emperor arose. He ended the Age of Strife and the internecine warfare that marred it, uniting Humanity under his enlightened rule. It is said that, with his great work complete, the Emperor then took his rightful place atop the Golden Throne on Terra.

Barbarous Ork hordes gather wherever the vigilance of Humanity falters for even a moment, and Drukhari raiders emerge from hidden pathways to spread the terror they crave. The haughty Aeldari blasphemously claim ancient rights to worlds long settled by the Imperium, and the upstart T'au expand unbidden, undermining rightful Imperial rule with lies and honeyed promises that can only end in ruin. Surging from the dark gulf beyond the galaxy, the mindless Tyranid hordes sate their endless hunger on the marrow of Imperial worlds. There are whispers too of older dangers, remnants of an ancient war in the heavens that has left a lurking menace on worlds beyond number.

It takes the efforts of the Inquisitors of the Ordo Xenos, the endless armies of the Astra Militarum, the unwavering strength of the Space Marines, and countless other servants of the Emperor to hold these threats at bay, as they have done for millennia. In the current era, perhaps even their ceaseless sacrifice may not be enough, for other foes eye the Imperium with hunger, and look to a time when it might all be rendered to ash and ruin.

The Enemy Within

For every peril that lurks beyond the edges of the Emperor's realm, a dozen more gather power within its borders. The Emperor, by necessity, demands much of every citizen, from endless toil in manufactora to sacrifice upon battlefields across the galaxy. The weak shrink beneath such burdens, their suffering providing fertile soil from which heresy might spring.

Rebellion is frequent, and it often takes many years of repressive warfare to bring lost worlds back into the Emperor's light. Even on planets ostensibly under Imperial control, mutants, psykers, and hidden enemies stalk the shadows and plot the ruination of Imperium and its citizens. Only constant vigilance keeps these horrors at bay. Purges of heretic cults and traitorous demagogues are as necessary as they are frequent.

Should such threats go unchecked, the influence of far more unnatural horrors quickly grows. Daemons of the warp, servants of the Dark Gods, lurk at the edges of Human perception. They whisper vile lies and unwelcome truths into the ears of the faithless and the desperate, and turn them toward their own twisted purpose. Where they gain a foothold, whole worlds are lost to the forces of Chaos, each becoming a beachhead from which ruinous invasions threaten whole sectors. Traitorous Chaos Space Marines may form the malicious spearhead of such incursions, a horrific reminder that even the greatest of the Emperor's servants can fall beneath the crushing weight of heresy.

FACTIONS

To its countless enemies throughout the galaxy, the Imperium frequently presents a united front, with its various organisations working together in seamless coordination to crush any that oppose the God-Emperor's divine will. While this can be true, especially when circumstances are at their most dire, it is often nothing more than a carefully crafted illusion.

The many organisations of the Adeptus Terra frequently compete for resources and influence, always seeking to secure more for their own interests. While direct violence is relatively rare among them, skirmishes do occur, and bureaucratic infighting is commonplace.

The Adeptus Mechanicus are a power unto themselves, swift to defend their privileges, yet they also have many concerns that are near incomprehensible to other factions, and conflict can result. The Ecclesiarchy are traditionally distrustful of Tech-Priests, whose worship of the Machine God disturbs them, and they barely tolerate the Adeptus Astra Telepathica, seeing psykers as a necessary evil at best. Each Rogue Trader Dynasty is a power unto itself, and while they have broadly similar concerns, they correctly view every other Rogue Trader as a potential rival.

And as for the Inquisition? Inquisitors trust no one, not even each other.

What follows are some of the largest and most significant power blocs within the Imperium, though they are seldom internally united, and this collection is by no means complete. There are other factions, as well as sub-factions within the following groups that have their own power and do not necessarily always agree with their parental organisation.

ADEPTUS ASTRA TELEPATHICA

'The unfortunate truth, officer, is that my kind are indeed to be feared — but without us, the Imperium is damned.'

— Theophania Fedorov, Astropath

Though incredibly rare, psykers are an essential facet of the Imperium, facilitating communication across the vast voids of space that separate civilised Human worlds and unleashing terrifying powers on the battlefield. The Adeptus Astra Telepathica are the organisation responsible for securing, transporting, and training psykers, their sinister Black Ships relieving each Imperial world of them as part of the planet's tithe. The strongest of these souls, those with the mental fortitude to resist the corrupting influence of the warp and predacious entities that dwell within it, are trained at the Scholastica Psykana to control their accursed power. Those who lack such fortitude are sacrificed to sustain the Golden Throne.

In the Macharian Sector

To the unwashed masses of the Macharian Sector, the most common appearance of the Adeptus Astra Telepathica is as tithe-collectors, descending from the ominous Black Ships to relieve their planet

of those unfortunate few touched by the warp. Beyond this unsettling incursion into otherwise normal lives, members of the Adeptus Astra Telepathica generally serve other organisations in specialised roles.

Astropaths have some utility to every Imperial Faction. They send, receive, and interpret obscure portentous messages across the vast distances of the void as the primary method of interstellar communication in the Macharian Sector. Astropaths are essential in relaying orders between the hubs of power within the Imperium. Even amongst the technology-dependent Adeptus Mechanicus and superstitious Ecclesiarchy, Astropaths remain an essential resource. So valuable are these vanishingly rare individuals that they are specifically assigned by the Adeptus Astra Telepathica, and eye-watering sums of Solars have been spent in attempts to sway their judgements. Some have attempted to kidnap an Astropath for their own purposes, but aside from the obvious dangers of attempting to contain a psyker of any power, the close ties between this Faction and the Inquisition ensure this rarely ends well.

Rarer still are those psykers with the power and mental fortitude to be useful in combat. Most are deployed as Primaris Psykers of the Astra Militarum, but many Macharian Inquisitors value the devastating power and visions of the future a psyker can bring to their work, as do the wealthiest and boldest of Rogue Traders.

The Flow of Power

Choir-Master Telepathica Theophania Federov proudly leads the voices of her Astropaths from the Silver Amphitheatre in Hive Valios. Psychic and political power flow through her, as she transmits and receives vital messages on behalf of Sector Lord Aulus Sejanus and other significant figures. Though all astropathic communications are received as nightmarish visions wreathed in allegory and obscure symbology, the Choir-Master has a particular skill for untangling these visions. This requires far more guesswork and interpretation than most find comforting, but so far her reputation for clarity has endured.

Theophania Federov's almost unbridled access to the most important communiqués in the Sector has given her unparalleled oversight that she uses to serve the Adeptus Astra Telepathica. However, there are two consequences to her dedication: the first is the permanent mark left on her psyche, a peternatural compulsion to seek out all knowledge not provided by the vast interwoven catalogue of psychic messages. The second is the messages she receives from beyond the Imperium, psychic whispers that may be from xenos or daemons that torture her dreams.

Federov is looking to employ a clandestine group to investigate leads opened by discrepancies in the Astropathic messages she studies, and report back to her about a world she is blind to.

Bastion Macharia

The Silver Amphitheatre is an Astropathic Relay, a conduit of psychic power through which messages are sent and received across the vast reaches of the void, functioning as the focal point of all communications to the Macharian Sector from beyond its borders.

The relay is empowered by a choir of thousands of Astropaths, dozens of which die every Terran day as the wretched power of the warp flows through them. This sacrifice is made so that vital communiqué can be flung across the stars to keep the Macharian Sector bonded to the wider Imperium, for only through this connection can it cling to existence.

A labyrinthine maze of communication sanctums for each official Imperial Faction fill the space beneath the vast choral chamber of the Silver Amphitheatre, all vying to ensure their messages are sent as quickly as possible, and occasionally engaging in illicit information trading and espionage.

Whispers

Diviners of the Adeptus Astra Telepathica in the Macharian Sector have long attempted to use their powers to assist the Black Ships, peering into the warp to predict how many new psykers will emerge on each world. This process has had variable (and sometimes disastrous) results, but over the centuries has become somewhat more reliable — with one exception. The Shrine World Macharia has consistently delivered a far lower tithe of psykers than predicted, but always just within the limits to pay the Emperor's due. Some members of the Adeptus Astra Telepathica suspect that something sinister is afoot, a vile reflection of the Tithe claiming psykers for a more ominous purpose.

ADEPTUS MECHANICUS

'All knowledge has already been known. Seek to recover that which has been lost. Do not waste your time with the sin of Innovation, for the lost works of a thousand generations lie beneath our feet.'

— Ardrum Harkervolpha, Lexmechanic Secundus

Devoted adherents of Omnissiah, the cybernetically enhanced servants of the Machine God have spread from the sacred forge world of Mars throughout the Imperium. They are responsible for the manufacture and maintenance of the technology upon which Humanity relies, and fulfil their role with fervour and devotion. By tending to the machine spirits of these devices they venerate the Emperor of Mankind, whom their creed declares to be an aspect of the Omnissiah.

The cult's Tech-Priests are obsessed with acquiring lost knowledge and trading weak flesh for blessed augmetics to better pursue their goals. Despite millennia of integration, the Adeptus Mechanicus maintains a streak of independence that marks them out among the Imperium's myriad servants.

In the Macharian Sector

The forge worlds of the Macharian Sector maintain a martial dedication that has held strong since the Macharian Crusade, and was crucial in resolving the subsequent turmoil that consumed it. An outsized proportion of Astra Militarum soldiers throughout the Macharian Sector bear armaments produced in its forge worlds, as do the troopers of neighbouring sectors, and as a result the Adeptus Mechanics enjoy a particularly good reputation as reliable contributors and steadfast supporters of martial might.

This has allowed Tech-Priests of Mars a great deal of freedom within the sector, even by the standards of their typical autonomy — as long as the Astra Militarum levies are well equipped, Sector Lord Aulus Sejanus is more than content to leave the Adeptus Mechanicus to their work. As a result, several extremely sensitive and sophisticated research projects have been established across the system, including some focused on recovering the technology of pre-Imperium Human civilisations destroyed during the Macharian Crusade. Many of the settled worlds of the Macharian Sector were ancient before Macharius ever set foot upon them, and the Adeptus Mechanicus are ever alert to any chance to recover lost technology.

Many of these projects have proven fruitful, though some have run for centuries and are likely to continue for centuries more as individual Tech-Priests or sects within the Adeptus Mechanicus seek to reclaim the technology of ages past. The isolation and relative freedom the sector affords has led many Tech-Priests down hidden technological paths and onto questionable lines of inquiry. Some of the conclusions they have reached border on tech-heresy. More than one such apostate has come to the conclusion that the destruction of technology wrought by the Macharian Crusade was unwarranted for the gains it returned. So far those holding these views remain isolated and disorganised, but this situation is unlikely to continue.

The Flow of Power

The Adeptus Mechanicus has a strict hierarchy, with the accumulation of sacred knowledge being both the requirement and reward for ascension through its ranks. Within the Macharian Sector the greatest power is held by the Ferric Triumvirate, a council of ranking Fabricator-Generals who make a decades-long circuit of the sector aboard an Ark Mechanicus, *Recollections of Rust*. Each has left a Fabricator Locum in charge of the forge world they rule, a mixed blessing for these figures who enjoy most of the authority of a Fabricator General but without the likelihood of ever claiming that title for themselves. Ostensibly on a pilgrimage of rediscovery, *Recollections* is a hotbed of political machination, most in some way involving Tolmet Quartic-9, the most junior triumvir.

Recollections is also a powerful military vessel in its own right. Its lower decks house dozens of Skitarii Maniples and other, far more esoteric tools of war. Tolmet Quartic-9 is looking for a deniable group to inspect these Skitarii for any deviation from Mechanicus-standard conditioning, to use as leverage in gaining greater personal control of the Ark's military forces.

Bastion Macharia

The Ellion-Sift is a forge-fane on Res Vilissima's moon, Cor. It is ostensibly dedicated to keeping the important air-filtration systems of that satellite functional, and occasionally researching the bizarre and truly ancient devices reclaimed from the planet's surface. The thoroughly obscured truth is that Ellion-Sift is a heavily armoured facility, placed to begin immediate forward offensive operations should the minor xenos incursions common in the Yix and Andosk sub-sectors ever prove to herald a more serious threat.

Alongside a staggering battery of Macrocannons that would give any hostile battlefleet pause, the site plays host to the largest arsenal of Kastelan Robots in the sector. These are held in check by a host of Cybernetica Datasmiths who, along with most of their fellow Tech-Priests stationed there, are locked behind a perceptual filter that prevents them from recognising the true scope of the Ellion-Sift arsenal. In fact, it is unclear if anyone in the Macharian Adeptus Mechanicus knows the full military extent of the installation.

Whispers

On Ibal, vast forests of coppery, tree-like organisms draw up minerals from deep beneath the surface. These are harvested as a source of valuable metals, but for the first time in centuries some have begun to bear fruit. In some groves the trees are laden with spheres of twisted copper wire and other inscrutable components. Are these a natural phenomenon, or the result of bio-mechanical tampering by a long-dead civilisation? The most senior Biologis on Ibal, Selent Phi-2, has noted that the fruits contain more concentrated deposits of metals and suggested that they be allowed to develop, but others are wary. Some have even suggested purging Ibal of its uncanny flora entirely.

ADEPTUS ADMINISTRATUM

'Each report is but a single distorted version of the truth. Read enough of them and you might eventually discover something far more useful than truth – fact.'

— First-Counsellor Adept Thorius Baldine

The Adeptus Administratum collates and processes the titanic mountains of data that constantly pour forth from the many worlds which make up the Emperor's domain. Its work is enacted by a veritable army of clerks, officials, and functionaries, whose processes generally move at a glacial pace. Tithes are the basis of the Imperium and every world must pay, in the form of warriors, materials, and psykers. The Administratum assesses what contributions any given world should be able to tithe and directs the flow of these resources throughout the Imperium, founding armies, launching crusades, and funding new projects as needed.

In the Macharian Sector

Due to the active role the Administratum took in rebuilding the worlds of the Macharian Sector after the Lord Solar's crusade, the adepts of the sector have long taken pride in its model behaviour and productivity. No more. In the wake of the Noctis Aeterna, many of the Macharian Sector's worlds are shattered, to say nothing of those which were lost. The proper flow of supplicatory writs and reports are utterly disrupted. Precious few tithes are anywhere near their former quotas, if they can be collected at all. With so many leaders dead, hundreds of lines of succession are broken, meaning that in some cases the Administratum can't even be certain who the Planetary Governor should be. Civil wars of succession are ongoing on many planets, with every faction claiming their legitimacy to the beleaguered Administratum's representatives.

On more functional worlds, the most powerful adepts toil tirelessly to restore the proper Imperial channels and the flow of vital communication across the Macharian Sector. Many are deeply concerned by the total lack of contact with Dao Teyras, the Administratum world that once coordinated the majority of information processing for the Macharian Sector.

The Flow of Power

The most powerful Administratum official in the Macharian Sector is Adept Thorius Baldine, First-Counsellor to Sector Lord Aulus Sejanus. A scion of a military family originally ennobled by Macharius himself, Baldine's exhausting days are spent coordinating thousands of missives and reports from across the ailing sector. In theory, Baldine is only an advisor. In reality, the Sector Lord trusts him completely, and his ability to direct the resources of the Macharian Sector as he sees fit is near limitless.

Most Macharian worlds typically have a senior adept to coordinate Administratum efforts on the planet. Many of these individuals are presently missing, presumed dead. Desmos Baldine, a scion of Thorius, has been appointed to take over one such position. Lacking a good deal of his antecedent's acumen, Desmos is looking for a group of deniable assets to troubleshoot certain discrepancies to improve his reputation without the need for further bureaucratic scrutiny.

Bastion Macharia

The House Opaque is an Administratum processing centre located on the forge world Osmodia Beta. While the clerks within the House Opaque do regularly coordinate with the forge world's Logi regarding its output, they also process clandestine communiques from the outer sub-sectors destined for Persepolis. Correspondingly, the administrators there know a vast number of interesting and illicit secrets. This gives them insight into who's on the receiving end of bribes and where certain proscribed goods are manufactured. Doubtless this information could be used to censure or detain those involved, but Adept Ida Tarkus, Prefectus of the House Opaque, prefers to use this information to advance her goals in more subtle ways.

Whispers

The greatest undertaking of the Administratum in the Macharian Sector in this current age is to restore communication, tithe compliance, and proper rule to Imperial worlds in the wake of the Noctis Aeterna. Administratum Prefectus Solomon Rhult has been granted a mandate from Thorius Baldine himself to investigate planetary governments that are failing to meet the tithe. Rhult's most recent undertaking is an extensive investigation of the agri world of Crultus, where rumours claim that the names and powers of various Administratum adepts were stolen by a group of sinister imposters during its period of isolation.

ASTRA MILITARUM

'Guns, no matter how large, will only carry you so far. In the end, it all comes down to courage.'

— Lord Solar Macharius

The largest military organisation in the galaxy is the Imperium's Astra Militarum, commonly referred to as the Imperial Guard. Made up of tithed regiments from the countless worlds of the Imperium, their numbers are literally incalculable, for they fluctuate by the millions every day as Guardsmen perish in service to the Emperor, and new recruits are inducted to take their place. While the Astra Militarum have been essential to many of the Imperium's most notable victories, this has come at a terrible cost. Pitted against xenos horrors and foul heretics alike, the Astra Militarum's approach to warfare is utterly brutal – victory by devastating firepower and overwhelming attrition.

In the Macharian Sector

Many of the worlds of the Macharian Sector have a long and storied history of strongly supporting the Astra Militarum. When the Noctis Aeterna fell, they continued to raise their tithed regiments, despite a lack of communication with the Departmento Munitorum. Typically, once an Astra Militarum regiment is recruited from a given planet, they are unlikely to ever see their home world again, as they are swiftly shipped off to fight in distant war zones. This has not been the case in the Macharian Sector over the last few years, due to the roiling of the immaterium and the occlusion of the Astronomican. With communication finally restored across the sector, the Astra Militarum is in the unusual position of having an atypically large concentration of troops on multiple Macharian worlds outside of immediate war zones.

While all Astra Militarum forces are theoretically desperately needed somewhere, command within the sector has been curiously slow to rectify the situation. While some forces must undoubtedly remain in the sector to address conflicts born of the Noctis Aeterna, the sheer quantity of soldiers has raised suspicions. Some whisper that local commanders are gathering troops for nefarious purposes, while others proclaim that the build up is a sure sign Sector Lord Aulus Sejanus is planning a Crusade of his own.

The Flow of Power

Within the Macharian Sector, the highest-ranking Astra Militarum officer is Lord General Inger Kore. Lord General Kore commands several battlegroups of Persepolis Stoneborn, along with ad hoc troops from a smattering of other Macharian worlds. She is presently engaged in leading her own troops plus elements of the Battle Group Carinus of the Indomitus Crusade against xenos forces partially occupying the planet Sundown and its surrounding system.

The Astra Militarum troopers on most Macharian worlds ultimately report to a local Major General, though so many military personnel died due to the Noctis Aeterna's upheavals that a far lower ranked officer may be in charge.

Bastion Macharia

The Schola Macharia is the finest military training ground in the Macharian Sector, and arguably in the Imperium itself. Aside from its vast parade squares, myriad lecture rooms, and detailed recreations of pivotal battlefields, it is a formidable citadel in its

own right. The officers trained there tend to lead highly successful careers, both due to their excellent instruction and to the bonds they forge with their fellows. The shared camaraderie of officer-alumni of the academy helps to ensure armies working under different commanders operate together smoothly. Its detractors claim that there exists a culture of favouritism among those who received their training at the Schola Macharia, with promotions and important positions handed out without due consideration.

Whatever the case, the Schola Macharia remains an important hub of power for the Astra Militarum in the sector, and its presence on the shrine world gives ample reason for devout commanders to pay it a visit before departing on an important campaign. As a result, pivotal decisions and far-reaching strategies are often conceived or perfected within its armoured walls.

Whispers

During the Noctis Aeterna, Drukhari raiders had their way with the Proteus worlds. The hives of Proteus Secundus were particularly badly hit, and turned into a hunting ground for the Kabals. Several nearby Astra Militarum regiments were despatched to the hives, and for three long years held what they could against the marauding xenos. The veterans of that long campaign were highly decorated, but as of late they have fallen under suspicion. It is said that some have taken up the foul practices of the xenos raiders and begun to prey on their fellow citizens, and that this is why the regiments involved have yet to be redeployed.

ADEPTUS MINISTORUM

'Faith that merely abides is not enough. True faith can only be found in adversity.'

— Arch-Confessor Venykar

The Adeptus Ministorum, also called the Ecclesiarchy, is the organisation that enforces the Imperial Cult, the religion of the Imperium which unites the people of its million disparate worlds in the worship of the God-Emperor. Though the specific dogma of the Imperial Cult may differ slightly from one planet to another, the cardinals and preachers of the Ecclesiarchy ensure that faith in the Emperor remains strong across his vast realm. The Missionarus Galaxia bring the word of the Imperial Cult to those in need of the Emperor's protection, and where his truth is refused, the military arm of the Ecclesiarchy, the Adepta Sororitas, wage holy crusades to purge heretics of their impious existence.

In the Macharian Sector

Solar Macharius is revered as a saint by the Imperial Creed, and is particularly venerated in the sector that bears his name. Faith is strong here, partially the result of a close relationship between the Astra Militarum that lionise the conquering Lord Solar and the Ecclesiarchy who hold him as a perfect exemplar of the Emperor's will embodied as a saint. This camaraderie between Factions is furthered by the extensive operations of the Schola Progenium in the Sector, Ecclesiarchy-run orphanages focused on indoctrination and moulding the future elites of Macharian society.

The main work of the Ecclesiarchy is installing and maintaining a fervent faith and fear, ensuring every labourer will undergo ceaseless toil far beyond their physical limits to serve the Emperor, and every warrior is willing to martyr themselves in the name of the Imperium. Beyond preserving the status quo of utter fanaticism, the Missionarus Galaxia are sent to worlds not yet fully converted or fallen to heresy in Yix, Andosk, and the Gallosque Nebula. Where these Missionaries fail, the Adepta Sororitas of the Order of the Charred Veil follow, fielding blade, bolter, flame, and faith to expunge the heretic, the daemon, and any xenos that threaten the authority of the Ecclesiarchy.

The Flow of Power

Ranks and titles abound amongst the upper echelons of the Ecclesiarchy in the Macharian Sector, with the balance of authority only clear to those at the top. Many elite members of the Macharian Ecclesiarchy preach that understanding this opaque and byzantine system is unnecessary for any underlings, as all that matters is to obey any authority in service to the Emperor.

One such power is Arch-Confessor Venykar, respected not only as a savant of the Imperial Cult but also as a political mastermind. Publically he is lauded for the many inquests he has aided in, ousting hidden heretics and often rising to fill the seats they leave empty in the hierarchy of the Ecclesiarchy. Privately, many whisper conspiratorially that it is truly unusual for a man of faith to be so involved in intrigue, and have so much information on his peers.

Bastion Macharia

The Shrine World Macharia is one of the most sacred locations outside of Holy Terra, and one consecrated zenith of this hallowed planet is the Magna Basilica currently presided over by Arch-Confessor Venykar.

The purpose of the Basilica is ostensibly to spread the word of the return of Patriarch Roboute Guilliman. In the years since his resurrection, the Basilica has become a site of surreptitious worship of the Primarch — something that the Lord Commander of the Imperium would no doubt find enraging. For this purpose, an entire district of the city Solar's Fist has been enclosed by a single cathedrum, its massive spires forming a ceiling of the formerly separate shrines and manufactorums. From this closed-off metropolis of worshipful work, Arch-Confessor Venykar sees to the spiritual fortitude of a Congregation Majoris of the Missionarius Galaxia, disseminating the updated dogma of the Imperial Cult across the sector. None can deny the holy purpose of these agents, but some question what exactly the missionaries bring back to the Arch-Confessor, and how the information gathered fits into his serpentine schemes.

Whispers

Missionaries deployed to the Feudal World of Somrot have been reporting great strides in spreading and enforcing the Imperial Cult amongst the somewhat peculiar population, but all of their reports share another common theme — send more missionaries. Arch-Confessor Venykar is understandably suspicious, having deployed over one thousand faithful of various ranks to the fortress city Typhoeus. As troubling are the large number of graduates from the Schola of Our Lord Solar that adjoins the Magna Basilica requesting to be stationed on the Typhoeus, stating that they 'feel it is the Emperor's will'.

INQUISITION

'The Witch. The Heretic. The Xenos. The Traitor. Would that they all shared one neck, that I might strike off all their heads with a single blow. Sadly the galaxy is not so kind, so I must begin with yours.'

— Inquisitor Alis Ruad

The Inquisition. To whisper its name is to spur fear amidst even the most loyal servants of the Emperor. This must be so, for the Holy Orders of the Inquisition have an unenviable task, to battle the foulest foes of Humanity. They answer only to themselves, granted almost limitless jurisdiction to safeguard the Emperor's Imperium. No one is above suspicion, least of all their peers, and those bearing the Inquisitorial Rosette have ended careers, lives, and on occasion, entire worlds.

There are three Ordos Majoris within the Inquisition: the Ordo Xenos, who preserve the purity of the Imperium from inhuman species; the Ordo Hereticus, who root out witches, heretics and other traitors; and the Ordo Malleus, daemon slayers, the hammer that crushes the spawn of the warp.

In the Macharian Sector

Though few know the Inquisition as anything more than a shadowy monolith, it is the Ordo Hereticus that has historically taken the greatest interest in the Macharian Sector. The uprising following the death of Macharius drew many Inquisitors to the sector, eager to root out any lingering traitors and make a name for themselves in the process. The Ordo retains a strong presence in the sector, with many Inquisitors seeing heresy in those organisations and traditions that linger from the time before the Emperor's light was first brought to the sector through the Lord Solar's might.

In the centuries since the conquest, Inquisitors of the Ordo Xenos and Ordo Malleus have also found ample reason to turn their gaze to the Macharian Sector. Imperial forces have pushed further into the void, only to find that the void may push back. They are most prevalent in the Yix and Andosk subsectors, where the Navis Imperialis have been reclaiming lost worlds, and the Astra Militarum engage in many drawn out conflicts. Around the fringes of these noble efforts, foul xenos and nightmarish daemons have emerged to rip and tear at the fabric of the Imperium, and the Inquisition has struggled to drive them back.

Away from the frontlines, the duties of the Inquisition and its uncompromising approach bring it into conflict with other major Factions of the Macharian Sector. This has won them few friends, though for now their authority remains unquestioned — at least openly.

The Flow of Power

The Inquisition has always abhorred centralised power structures, and outside of the goals of the Ordos, there is little to unite any two Inquisitors. Nevertheless, some have found common ground and occasionally meet to share information or tackle larger threats. In the Macharian Sector, such confluences most often take place on the Mare Cinis on Suluk, a minor moon of Persepolis. There, a great plain of ash is all that remains of an Imperial outpost cleansed by the Inquisition for accepting Xenos aid during a daemonic incursion. It serves as a reminder of all that can be accomplished when elements of the Inquisition put aside their differences and work towards a common goal.

Seats of Power

The Penitent Burden, a Black Ship of the Adeptus Astra Telepathica, is currently void-anchored in Cytheris as it continues its duty to collect the tithe. The Ordo Hereticus Inquisitor Ksenia Baek has taken a portion of its psy-shielded hull as her de-facto headquarters. In return for this accommodation — for Baek believes mutually beneficial arrangements preferable to ordered compliance — the Inquisitor assists in rooting out particularly recalcitrant witches.

Inquisitor Baek has proceeded in this manner for centuries, moving from ship to ship, and training an unusually large number of Interrogators during her time. Those who survived, many now full Inquisitors in their own right, retain ties to Baek, and send their own underlings to her for advice or guidance.

Whispers

On an previously and incomprehensibly uncharted moon of Goros Pok in the Yix sub-sector, a great borehole was found. Defying logic and geology alike, it appears to reach deep into the moon's mantle. Bundles of power conduits line the sides, presumably designed to draw thermal power up to machinery that was either never created or has long since departed. The Tech-priest Barcellus of Eskutchax had begun to study the ruins when his cohort were struck by an inexplicable and irresistible urge to cast themselves into the hole. The Character's patron would like answers, especially as a rival Inquisitorial team has already made it known that they intend to explore the borehole to its very deepest reaches.

THE IMPERIAL FLEET

'The void hates a coward.'

— Lady Admiral Adelina Gaust, on the commissioning of the Lunar-class Cruiser the *Mercy of Fire*

With the Imperium spread across countless thousands of light-years, void travel and trade is essential to maintaining its integrity. The Imperial Fleet is composed primarily of two large organisations, the militant Imperial Navy, and the trade focused Merchant Fleets. They are directly responsible for protecting and ensuring that commerce, and the Imperium's tithes, flow. The Imperial Navy, sometimes called the Navis Imperialis, also transports the forces of the Astra Militarum, protecting them while they are in transit with its armadas of battleships, cruisers, and lesser vessels. A branch of the Imperial Navy, the Aeronautica Imperialis, is dedicated to combat aviation in planetary atmospheres, providing combat air support and transportation to the Astra Militarum. In the Macharian Sector, the Imperial Navy exercises an iron-fisted authority over the Imperial Fleet.

In the Macharian Sector

The Navis Imperialis is considered a divine institution within the Macharian Sector, both for their historical part in the crusade fleets of Saint Macharius, and also as a reflection of the belief that ships guided by the holy Astronomican are doubtless responsible for ensuring the God-Emperor's will. The Noctis Aeterna heralded a catastrophic era for the Imperial Navy. Many ships were forced to anchor for years, their Navigators' blind, their Astropaths assailed by a ghostly silence. During this calamitous period mutinies were rife, causing a number of captains to engage in questionable practices in regards to forcefully acquiring needed rations and materiel from already stricken planets.

Immediately after the passing of the Noctis Aeterna, the majority of the Battlefleet Macharian eagerly took up its duties once more. The loyal vessels now act as escorts or support ships in several war zones across the sector. Multiple ships are engaged in helping to lead the vessels of the Battle Group Carinus through unfamiliar space, as well as fighting alongside their warships in several key battles. Beyond these needed duties, many Imperial Navy Captains feel honourbound to hunt down their traitorous brethren — those opportunistic cowards who forsook their solemn oaths and turned to heinous acts of piracy against their former allies.

The Flow of Power

Within the Imperial Navy, every ship's Captain is the absolute master of their vessel, ultimately responsible for every soul upon their craft and the actions of their crew. Beneath them are a series of officers representing the highest ranks; Warrant Officers who are non-commissioned and frequently rise from the lower ranks, trusted to keep the ship running; and Ratings, enlisted Voidsmen that were either press-ganged into service, or joined the Navis Imperialis to escape a life of drudgery, starvation, or the long arm of the law.

The highest-ranking officer in the Battlefleet Macharian is Lady Admiral Adelina Gaust, who is responsible for all naval operations within the sector. Her flagship is a Retribution-class Battleship, the *Righteous Daughter*.

Seat of Power

Port Killian is the official hub of Navis Imperialis activity within the Macharian Sector. A massive void port located on the edge of the voidship graveyard known as Arrian's Wrath, Port Killian bristles with macro batteries and ancient weapon systems, dangerous enough to give even the most technologically advanced xenos raiders pause. Outside of its usual duties as a nexus of command, Port Killian serves two key functions: facilitating and protecting the salvage of sacred Imperial voidships, and deterring would-be pirates and xenos parasites from doing the same. Tugs spend decades hauling the hulls of shattered voidships into orbit alongside Port Kilian, braving the depths of Arrian's Wrath to gather the most intact and valuable wrecks. Intact defensive systems sometimes target these tugs, their lingering machine spirits intent on continuing wars settled centuries ago.

Meetings with the Lord Admiral Maro Graven are held in a grand observatory that doubles as a war room, where vaulted arches frame the near-endless field of ruined cathedral-ships floating hollow and blasted in the cold darkness — a grim reminder of the sacred duties of the Navis Imperialis, and the fate of treacherous captains that dare to oppose the Imperium.

Whispers

There are regions within the Macharian Sector that the Navis Imperialis fears to travel, with the Ayzinith Abyss being the most infamous. However, the most insidious may well be the Osterum Shoals, said to contain a nameless world that 'sings' into the void, calling ships to it over vast distances as their Navigators unconsciously nudge their vessels toward it. The Inquisition supposedly burnt the world to barren rock centuries ago — yet still it calls. A flotilla of dead ships is said to orbit the barren world, with no trace of their former crew. Void Captain Cambreal van Thorn has been tasked with investigating the phenomenon aboard her Lunar class cruiser the *Sacrament of Purgatario*.

If the rumours of a voidship graveyard prove true, the vessels there intact and their crews absent, it may prove a richer salvage ground than even Arrian's Wrath. Of course, anyone attempting to secure these dead voidships will have to contend with whatever malevolent force dwells there.

ROGUE TRADER DYNASTY

'By the Emperor's will I am tasked to voyage beyond the safe boundaries of His glorious Imperium. At great risk I face the perils of the void, and through grit and sacrifice I conquer dangerous worlds to expand His realm. It is a heavy burden indeed, but one I bear proudly… and if I happen to make a profit, who can deny that is the divine beneficence of His great plan?'

— Ekaterina Praskovya Iaysus,
Rogue Trader of House Iaysus

Tasked with venturing into the unknown reaches of space beyond the boundaries of the Imperium, a Rogue Trader seeks new worlds to colonise in order to expand the Emperor's realm. Each Rogue Trader bears a Warrant of Trade, a hereditary writ that empowers an individual to seek fortune outside of the Imperium. These individuals are often nobility, and almost always incredibly wealthy, amongst the miniscule minority that can afford both a voidship and a crew to command. Rogue Traders and their agents have a rare freedom provided their activities serve the Emperor. Some secure vital intelligence, investigating mysteries or recording cartographic information. Others focus on more tangible gains, conquering, colonising, or reclaiming worlds to create profitable trade routes or acquire valuable artefacts. Their power is tangible, as most are accompanied by formidable military forces capable of imposing the political will of the Rogue Traders they are sworn to serve.

In the Macharian Sector

The Macharian Sector presents an almost perfect opportunity for Rogue Traders, with the safe, wealthy

civilisation of the Cytheris sub-sector bordered by undeveloped or unexplored parts of the void that are potentially ripe for exploitation. The Macharian history of heresy has hidden potential for the daring to re-integrate lost worlds, and the lure of aping the Lord Solar's own past glories by striking out into uncharted regions is irresistible to the most aspirational.

Most notable are the Rogue Trader dynasties of Iaysus, Klaskoloff, and Vomakt (page 261). Captain Sadheru-Vomakt is a propagandised champion of upper-crust Macharian society, assisting Battle Group Carinus as it ploughs through the system and she almost certainly reaps grand rewards. House Klaskoloff have long called the Macharian Sector home, having established many of its older trade routes and capitalising on any opportunity to seize worlds lost over the centuries. House Iaysus are relative newcomers, seeing new opportunities in a sector so synonymous with strife.

The Flow of Power

Though Captain Manorama Sandhero-Vomakt is undeniably the most famous and powerful Rogue Trader in the Macharian Sector, she is rivalled at least in wealth and far-reaching activity by Ekaterina Praskovya Iaysus, founder of Terminus Iaysus. Styling herself as the de-facto ruler of the border between the known Imperium in the Yix sub-sector and the potentially profitable perils of the void beyond, her tenuous ties to several Imperial Factions are an open secret as all hands clamour to ensure their designs in Yix are achieved. What few know is that Ekaterina's closest and most profitable ties are to the Ordo Xenos of the Inquisition, and as the decades pass she aims to pivot this relationship to secure a permanent place in the historical annals of the Macharian Sector.

Seats of Power

Terminus Iaysus is an exemplar of House Iaysus' calculated instincts for ways to serve the Imperium whilst making a tidy profit. The nobility of Res Vilissima abandoned their planet to the relative safety of its three moons centuries ago, leaving the impoverished world ripe for development. This coupled with the planet's position close to uncharted and undeveloped parts of the Yix sub-sector made it the perfect place for an enterprising Rogue Trader house to set up a city, provided they had the wealth and daring to do so.

Ekaterina Praskovya Iaysus established Terminus Iaysus in the wake of the Noctis Aeterna, and the city has grown exponentially since.

The Terminus is effectively two cities. One is an existing planetside settlement built atop the ruins of a world brought low during the Macharian Heresy. Its destitute denizens have been promised renewed glory by the Rogue Trader house, though this has yet to materialise. Far above a much more technologically advanced orbital port has been established, linked via a void-lift, the construction of which has left the house deeply indebted to the Adeptus Mechanicus of the Macharian Sector. Iaysus secured their support through promises of technological discoveries in Yix, and funding from the Ecclesiarchy through an oath to bring the world of the Imperial Cult to any conquered worlds. The port of the Terminus is a theoretically unavoidable stopping point for any Rogue Traders aiming to explore Yix, the de facto end of the truly civilised Imperium before the uncharted void, and as such House Iaysus place a high tax on anyone passing through from any direction.

Whispers

Few crews daring enough to travel the uncharted void of Yix return to Terminus Iaysus at all, let alone with their vessel intact, but those that do are oft burdened with heavy hulls filled with strange and exciting treasures. These treasures are usually taxed by House Iaysus (or quietly confiscated by agents of the Ordo Xenos) but fortunes are made nonetheless. House Klaskoloff, infamous for their passion for xenos and archaeo technologies, have recently been boasting of strange new hauls, but Ekaterina has no records of them passing through the Terminus. Whispers have reached her ears from reliable sources that House Klaskoloff have been bragging of their relationship with a faceless mastermind known only as the Chronicler who shares their taste for strange and ancient prizes, and that they are paying this figure in military power deployed in ways unknown to them.

INFRACTIONIST

'You can lock us away, flay the skin from our bodies. Call us vermin. Kill us like rats. Time's comin' when you can't ignore us any longer. Your Emperor be damned when my kind rises up to claim what's ours from the ashes of your rotting Imperium.'

— Cicero, mutant infractionist, final vox-transcript prior to purgation

Infractionists are those who live on the periphery of Macharian society, whether out of choice or necessity. While not beholden to a citizen's toil, their lives are

frequently far harsher, for as callous by necessity as the Imperium may be, it at least provides some form of shelter, protection, and sustenance. Through choice or circumstance, Infractionists escape from this oppression, in exchange for any future they might have had within Imperial society. Some turn to petty crimes: smuggling, simple theft, forging counterfeit goods. Others embrace a life of organised crime, grand larceny, chem-trading, augmetic reclamation, wet work, and far worse. If there's profit to be had, you can bet some Infractionist will take a chance on it. Life outside the confines of Imperial order requires initiative, independence, and cunning. Those found lacking wind up dead, either at the hands of the authorities, or their cutthroat peers.

In the Macharian Sector

In the vast manufactora of the Imperium's hive worlds, those that will not accept a life of drudgery have very few options. Some descend into the shadowy underworlds where the only law is that of the gun and blade, others throw their lot in with groups of organised criminal cartels which frequently hide in plain sight, cloaked from Imperial authorities by anonymity and the threat of deadly retribution. The Imperium detests such groups, often dubbing them 'Infractionists' – meaning those that cannot be rehabilitated, and will always revert to criminal activity. The Imperium is largely indifferent to criminal activity that does not trespass upon the Lex Imperialis, often viewing violent gangers as useful recruits for the Astra Militarum. However, Infractionists are the bane of planetary governors, who ruthlessly persecute any defiance of their rule.

In the Macharian Sector, one of the most lucrative but dangerous illegal activities involves the smuggling of forbidden xenos artefacts, locally known as the Silent Trade. Proscribed by the Imperium, the authorities make a point of crushing such activity wherever they find it, yet despite these efforts it remains pervasive.

The years of the Noctis Aeterna were apocalyptically difficult for most Imperial Citizens, and while many Infractionists shared in their misery, some few found fresh ways to profit from the isolation and confusion of the time. A number of criminal cartels in particular thrived during the Noctis Aeterna, and seek to claim power over the various new planetary governments arising across the Macharian Sector as it rebuilds, using all the low cunning they are renowned for.

The Flow of Power

The Imperium does not officially recognize the authority of anyone outside of its approved structures, but the reality is that some criminal cartels have a great deal of power within the Macharian Sector. The cartels may not be able to directly confront the colossal machine that is the Imperium, but in the countless cracks and crevices outside its structures, the Infractionists can claim dominion. The Trackless Chain is the largest Silent Trader group within the sector, powerful enough to organise expeditions to actively hunt aliens for more goods. The Rezin Syndicate deals in potent chems and has many influential clients. Most dangerous of all is the Jau Clan, nobles from Asterion whose massive illicit empire touches many worlds across the Macharian Sector. To cross the Jau is to court death.

Bastion Macharia

Due to the fractured and disparate nature of criminal organisations, the Infractionists of the Macharian Sector have few centres of power worthy of being called a bastion. The closest approximation is not a place, but a time known as a Convergence. When a Convergence is called, representatives of the most powerful criminal organisations from across the Macharian Sector meet, forming an ad hoc flotilla where contacts can be forged, deals made, and assassinations or inter-organisation conflicts executed without the prying eyes of the Imperial authorities. This unique tradition has been facilitated by the Trackless Chain for generations, who select different coordinates each time a Convergence is called, and undertake exhaustive checks on all attendees before extending an invitation.

Whispers

None save the highest members of the Trackless Chain know when the next Convergence will take place, or how they are even organised. In some cases, they are held semi-regularly every few years, but strangely, it has been decades since the last Convergence. Increasingly common rumours claim that another is soon to be called. Drucilla Demass, an up-coming gang-leader affiliated with the Jau Clan, has plans to build a crew to infiltrate the Convergence, seeking to gather as much blackmail material as possible to secure a position of power and leadership in her organisation.

At the same time, and entirely unknown to Demass, the Adeptus Arbites are putting together their own attempt to infiltrate the Convergence in a stalwart effort several years in the making.

X

THE MACHARIAN SECTOR

Far to the Galactic West of Terra, within the Segmentum Pacificus, lies the Macharian Sector — a teeming region of industrious worlds, named for one of the greatest generals in Imperial history; Lord Solar Macharius. So vast were the conquests of the legendary Macharius that the sector which bears his name can hold only a portion of the worlds he claimed. For over five centuries the Macharian Sector has been a productive one, but suffered greatly amidst the darkness of the Noctis Aeterna. Unleashed across the Imperium by the opening of the Great Rift, many planets have been reduced to ruinous shadows of their former selves during the Days of Blinding.

With the Days of Blinding finally subsiding, Sector Lord Aulus Sejanus looks to rebuild his shattered domain, but anarchy and sedition are wide-spread. Many oppose his efforts for their own purposes, or look to suborn them to their own interests. The shadows have grown long where once the Lord Solar Macharius's light shined blindingly bright and no seer can clearly read what will yet come to be for the beleaguered Macharian Sector.

THE RISE OF LORD SOLAR MACHARIUS

The eras of the Imperium are broad, their edges ever debated by Imperial scholars, the truth of them constantly revised and obscured as required. However, it is widely recognised that from M37 to M41, the Imperium experienced a period of renewed vigour that became known as the Age of Redemption. Many glorious crusades were launched across the Imperium, and many victories were won. What necessitated this series of endless wars is discussed far less — the preceding Age of Apostasy, in which faith in the God Emperor was allowed to falter. The light of His majesty very nearly guttered out, and the Imperium was almost plunged into endless darkness.

It was only through great sacrifice and searing trial that the depredations of the Age of Apostasy were somewhat undone. Still, the Age of Redemption was a heady era in which great heroes of the Imperium were celebrated across countless worlds, and in which far-reaching conquests were valued above establishing any lasting stability.

Into such times was Macharius, later Lord Solar and finally Saint Macharius, born. The greatest general the Astra Militarum has ever known, Macharius was a man possessed of fierce passions, unyielding piety, and one of the finest tactical minds that Humanity has ever produced. Born heir to the rulership of Donia, he was already a general in the Astra Militarum by his early 20s. While this appointment might have been due to his rank, he quickly proved more than worthy of it. He brought the Roxane Rebellion to a swift and decisive end, earning him the attention of the High Lords of Terra and seeing him named as heir to the Lord Commander Solar Philips, whom his forces had rescued. This position, which he would inherit when his predecessor was killed in action, granted the now Lord Commander Solar Macharius all the authority he needed to pursue his almost boundless ambitions.

He dedicated his career to ending once and for all what he called the Great Schism — the loss of faith in the Emperor's vision of a united Humanity. He constantly advocated for swiftly bringing rebellious star systems to heel, offering such brilliant strategies and sweeping oratory to justify doing so that his superiors often quickly assented to his invariably victorious plans. When Lord Commander Solar Phillips fell in battle, Macharius was his hand-picked successor.

As Lord Commander Solar, Macharius was the master of all Astra Militarum forces within the Segmentum Solar. He proceeded to marshal armies across the Segmentum, then systematically compelled the great rebellious warlords of the era to capitulate in a series of brilliant campaigns still studied by Imperial tacticians as some of the most efficient ever waged. Those warlords that refused to submit to his authority he typically crushed utterly, though a few that showed great ability found themselves granted the opportunity to redeem themselves through service to Macharius. In doing so he gathered about him a cadre of talented generals and commanders, supplementing captured rebels with others who had bent the knee more swiftly before the Imperium's might.

Merely restoring the borders of the Imperium was not enough for Lord Commander Solar, however. When Macharius was satisfied that all of the Segmentum Solar's schisms worthy of notice had been addressed, he was granted an audience by the Senatorum Imperialis to propose a grand new endeavour: an Imperial conquest into the Segmentum Pacificus on a scale not seen since the days of the Great Crusade itself. The High Lords of Terra agreed to his proposal and unanimously voted him supreme commander of all Astra Militarum forces within the Imperium. With these forces at his back, Macharius turned his gaze outwards.

The Macharian Conquests

Macharius held that his true task was nothing less than to reforge the spirit of the Imperium itself in fire, blood, and steel. His campaign was colossal in scope, the largest single military effort the Imperium had undertaken since the Emperor's Great Crusade. The Lord Solar chose the Segmentum Pacificus because he knew a wide swath of space within it had been lost to the Imperium millennia ago and never reclaimed, due to the upheavals during the dark days of the Age of Apostasy. His ambitions, though, stretched much farther, out to the limits of the galaxy and even beyond.

His forces mustered at the edge of the segmentum in seven great army groups before sweeping out across the stars into dozens, then hundreds, of individual campaigns. Macharius was everywhere at once, taking his forces in the mighty First Army Group wherever they were needed, for he was never willingly far from the battlefield. He engaged in personal combat without hesitation, leading the final decisive assault of many campaigns. His unmatched zeal was legendary, the force of his presence on the field incalculable. Many claimed that even mortally wounded soldiers would rise and fight on if the Lord Solar asked it of them.

A hundred worlds are said to have fallen to the Lord Solar's troops during the first year of the conquest, with hundreds more being taken each year thereafter. By late in the second year of the campaign, Macharius's forces had taken the majority of the worlds that made up the sector which would one day bear his name. Most of these worlds had previously been part of the Maphian Sector, though this designation had been laid down during the Great Crusade and, as the Imperium's control over the region crumbled, had not been heard outside the dusty vaults of the Administratum for millennia.

After a huge celebration, the conquest was expanded manyfold, by the rarest of events: the accession of multiple Space Marine Chapters to the campaign. The fiercely independent Space Marines do not ever take orders from other Imperial forces, and they seldom deign to even inform their allies when they intend to act. Nevertheless, the scope of Macharius's conquests had become so massive that those born for war could not resist participating. Multiple Space Marine Chapters, including the legendary First Founding Space Wolves of Fenris, began to coordinate their direct support with Macharius's army groups.

What had begun as a massive military conquest took on a holy fervour, with many soldiers believing that Macharius was clearly chosen by the Emperor himself for the task of reclaiming lost worlds — a belief the Lord Solar was thought to subtly encourage, for he may well have believed that it was so. Macharius regularly spoke of bringing the Emperor's light to worlds long lost to darkness, and the great gift of delivering it to ones that had never known His grace before. The Ecclesiarchy certainly accepted this as true, and soon the conquests were regularly being called, even in official Imperial documents, the Macharian Crusade.

Macharius's Generals

The generals that led Macharius's army groups were an exceedingly diverse lot, yet one trait they all shared was great ambition. Macharius chose them personally from amongst the most able and cunning warlords of the Imperium, including several who had directly fought against him. Many in the Administratum questioned Macharius's choices in this regard, asking if these erstwhile foes were not dangerous. *'Of course they're dangerous, they're wolves,'* Macharius famously replied, *'but they are **my** wolves.'* Macharius frequently used the rivalries among his generals to his advantage during the crusade, goading them all further by setting them challenges that let them compete for glory.

Sejanus led the Second Army Group. He was a huge man, with famously bright red hair, and a massive voice that could carry over the sound of macro-cannons firing. Sejanus led his troops from the front lines, and his soldiers swore he was utterly fearless. On Ollochlan, General Sejanus fought the Zulvan Spliced with their cursed singing blades and took a wound that was to give him a troublesome limp for the rest of his life. Imperial history shows that he stepped onto Ultima Macharia, the farthest planet beyond the Imperium that the crusade ever reached, a heartbeat after Macharius did. Time was to prove him the most loyal of all Macharius's generals, both to the Lord Solar personally and to the Imperium itself.

The famed duellist General Tarka led the Third Army Group. A lean man with dark skin, crisscrossed with innumerable duelling scars, Tarka was a soldier of pernicious honour, swift to take offence at slights and demand personal satisfaction if he thought his honour impugned. General Tarka's forces penetrated deep into the uncharted reaches of the Segmentum Pacificus, but it was his misfortune to have the Third's forward scouts discover the infamous Adrantis Five. Adrantis Five was a Human world of hyper-advanced technology so sophisticated that it held the Imperium's forces at a standstill for two years. Imperial history records that in the end, Macharius ordered a comet to be redirected onto a collision course with the planet, and to the Adeptus Mechanicus's great sorrow, nothing remains of it now. The Inquisition, however, knows a much different story of Adrantis Five's demise. Wherever the truth lies, the Third Army Group lost over 95% of its forces and General Tarka was ever after a haunted man.

The Fourth Army Group was led by the honourable General Lysander. A pale Highborn of a venerable lineage, Lysander was monstrously strong due to uncounted generations of genetic augmentation.

General Lysander swore that many systems were hidden from the Imperium within the silver mists of the Argent Zones; however, after he and his troops had fought the terrible Void-Wraiths of Gression, he suggested it may be best to let some truths stay buried. Lysander's honour was to be his downfall, for it led him into the path of heresy when he became aware of just how badly the planets he had conquered during the crusade were being exploited, and he turned against the Imperium after the Lord Solar's death.

The greatest of Macharius's rivals among his generals was the leader of the Fifth Army Group, Borgen Crassus. Nearly as broad as he was tall, Crassus bore a wicked scar between his right eye and lip that perpetually gave him a lop-sided scowl. He was known for being fond of war spoils and quick to take more than his due, but he was also exceedingly generous with his troops. The Fifth took many of the worlds that eventually became the Yix Sub-sector before passing Rimward. It was Crassus who convinced the Ogryns of Hrom to join the Imperial Guard, promising as many rations as they could eat. An ill-advised pledge perhaps, had he not then ground the majority of them to death on the killing fields of Vulcoth against the sinister Icanir Protectorate and their terrible Flensing Hounds. After Macharius's death, Crassus would prove to be a true loyalist of the Imperium during the dark days of the Macharian Heresy, and he was eventually sainted by the Ecclesiarchy.

The fanatic Arrian led the Sixth Army Group. A man of stern convictions and a willingness to burn any who stood in his way, Arrian was infamous for utterly ruthless behaviour. He reasoned that anything he or his troops did during the crusade was justified, as anyone that defied the Imperium, and thus the Emperor, was a heretic. General Arrian was responsible for attacking many of the worlds within what became the Andosk Sub-sector. Arrian's honeyed oratory was said to have swayed the populace of many planets — at least for a time, as many of the worlds originally claimed by the Sixth turned violently rebellious during the Macharian Heresy. General Arrian disregarded the Imperium's commands during that Heresy, setting whole worlds ablaze for blasphemies which frequently only he perceived. Well after his death, the Adeptus Ministorum canonised Arrian for his devotion.

General Cyrus was a towering giant with disturbingly intense icy blue eyes, who led the Seventh Army Group. Cyrus was famous for his remarkable sense of timing and the utter precision of his assaults. While fighting on Kharmin with the twisted Olnoth, Cyrus is believed to have learned some dark truths about the nature of the Ayzinith Abyss. He soon began undertaking unassigned expeditions, and was the only one of Macharius's generals to ever pass into the unknown depths of the Jade Veil. He was to gain great glory fighting against the Mystics of Thoth, but eventually became one of the greatest scourges against the Imperium during the Macharian Heresy. After decades of fighting, the Imperium eventually brought the Macharian Heresy to a close. Cyrus was purportedly killed during a huge fleet engagement against Astartes, though rumours that he somehow slipped away during the battle persist. A few Inquisitors operating within the sector have pursued such rumours, but none found anything to lend them credence.

Crusade's End

The Lord Solar's crusade pushed outwards for seven long years, or so the official records of the Imperium state, marking it as having lasted from 392–399.M41. Due to the vagaries of time shifting during travel in the immaterium, it is difficult to state exactly how long the conquest actually took. What is known is that Macharius's forces conquered many hundreds of worlds and multiple sectors, eventually passing into the Halo Zone, where the old stars of the galaxy burn dim. His exhausted soldiers, tired from years of battle, began to talk of nightmares. Of being stalked by phantoms of the mind. They whispered amongst themselves that the Halo was no place for living souls, and their officers were of like mind. Navigators could no longer clearly see the beacon light of the Astronomican, and Astropathic messages to the Imperium went unreturned.

Whenever the Lord Solar was warned of these dark portents, Macharius spoke of the glorious victories yet to come. Of worlds that had never seen the Emperor, ones that needed to be liberated from the terrors that plagued the edge of the galaxy. In the Macharian Sector, scholars believe that it was General Sejanus who faced Macharius's wrath and told him the simple truth: it was over. The Ecclesiarchy teaches that Macharius wept tears of hot rage in frustration that his troops had faltered when he never would. More pragmatic savants record that the Lord Solar retreated to his quarters and drank himself into a stupor. After three days of private contemplation, Macharius emerged and ordered all army groups to return to the Imperium, signalling the end of the crusade.

The Death of Macharius

The Lord Solar died on the return trip back into Imperial space in 400.M41. The official story is that he finally succumbed to a tenacious fever he had contracted while fighting on the planet Jucha. Many believed, and certainly the Adeptus Ministorum ultimately chose to preach, that Macharius passed because his mighty heart could not bear to be defeated. There have ever been other apocryphal stories about Macharius's end. Some declare that he died fighting against traitors, others that a cultist or an assassin killed him, or that he was quietly executed by the Inquisition.

What is true is that the news of the Lord Solar's death was mourned across the entire Imperium, for his fame and the tales of his glorious crusade had spread even unto the farthest eastern reaches of the Ultima Segmentum. Emperor's Gift was renamed Macharia in his honour and there, where his conquest began, his body was laid to rest in a massive tomb. Within months of his interment, Macharius was canonised by the Ecclesiarchy, officially becoming a Saint of the Imperial Cult. Macharia became a shrine world soon thereafter.

Macharius left behind a legacy unlikely to ever be equalled. What he did *not* leave behind, though, was a clear plan of succession, an oversight that cost the Imperium dearly.

The Macharian Heresy

Macharia's sun had not yet set on the Lord Solar's tomb when a heated argument began amongst his chosen generals. Several believed they were the clear successor to Macharius, whereas General Sejanus rightfully pointed out that with the official ending of the crusade, none of them had any 'right' to the Lord Solar's position. Blades were drawn and blood was spilt before the fighting generals were forcefully pulled apart by their underlings.

Before matters could truly be settled, word of uprisings sweeping through the conquered territories reached Macharia. A few planets, upon hearing of Macharius's death, had concluded the Imperium was too weak to hold them and chose to secede. The Administratum soon gave orders that the generals were to act as temporary Imperial commanders over the territories they'd taken for the Imperium. While Macharius's generals were all tactically brilliant, they were not Macharius. The sheer scope of the task overwhelmed them and they swiftly found they couldn't cohesively hold together the vast territories they had once conquered. Indeed, the majority decided to reign over their own military empires and went to war with one another, with several purposefully misinterpreting the orders they'd received from the Administratum to justify their actions. Multiple officers from every battle group decided that having given all to the Imperium, they were entitled to something back, and soon forcefully claimed regions of their own as well.

The Imperium was completely unwilling to ever countenance such a rebellion and began requesting strike teams of Space Marines to go into the region, with orders to suppress the fighting, execute the lead traitors, and restore order. Greater and greater numbers of Astartes participated, until eventually a hundred Chapters had their brothers engaged in the Macharian Heresy at some point. After decades of ongoing conflicts across the region, the High Lords of Terra finally sent the newly elevated Warmaster Solon to restore order at any cost. It took close to seventy years before the Macharian Heresy was deemed concluded and the territories of Macharius's conquests officially pacified.

THE AFTERMATH

'I tread upon the dust of so many worlds that I cannot recall them all. But I do remember how we left every single one: compliant or ash.'

— Reflections from the Field, by Saint Sejanus

The Macharian Crusade had originally claimed over a thousand worlds for the Imperium, a staggering number unequalled since the Great Crusade at the Imperium's founding. The toll exacted from Macharius' armies and the defenders of these worlds was immense, though the uncountable dead are said to have numbered in the billions.

It is even said that certain worlds were subjected to Exterminatus, though the records of such events are tightly sealed and often expunged entirely. The decades of the Macharian Heresy saw many more worlds lost to the Imperium. Some, especially those more Rimward, occasionally rebelled successfully, but far more were laid utterly waste by war. The brutal speed of the crusade and the years of rebellion that followed created many malcontents within the territories Macharius and his troops had seized.

The leadership of some worlds, typically noble houses loathe to relinquish their formerly absolute authority, refused to comply with the Imperium's laws. Many gathered what they could and took to the stars to survive, hiding on uncharted worlds and amongst ancient asteroids and stations, always alert for the swarming armies of Macharius and, later, the forces engaged in suppressing the Macharian Heresy. All who did so were dubbed *Hereticus Absentia*, and those who have endured remain enemies of the Imperium to this day.

Of course, not all who did submit to the Imperium were pleased to do so. On several worlds there remain some who harbour simmering resentment. Some hold fast to secret ways and practices, to pre-Imperial creeds incompatible with the Ministorum's teachings, but otherwise tolerate the Imperium's rule. Others bent the knee only to survive, and would gladly watch the Imperium burn if it meant a return of their former, ancestral freedoms.

To the Loyal, the Spoils

The conquests had swept so deep into the Western Reaches of the galaxy that by the Adeptus Administratum's reckoning, four or five entire sectors would eventually need to be formed from what the Lord Solar had seized. Despite the difficulties caused by the long years of the Macharian Heresy, the Adeptus Administratum had immediately set about rebuilding the infrastructure of worlds across the territories that Macharius had reclaimed. Their work became more formalised once the first sector comprising worlds taken by the crusade was officially founded and General Sejanus was declared Lord of the Macharian Sector.

Neither General Sejanus's loyalty to Macharius nor to the Imperium was ever seriously questioned, even as several of the Lord Solar's other chosen generals turned traitor. Sejanus treated rebuilding the worlds of the Macharian Sector like a series of extended campaigns and marshalled resources to do so accordingly. Various new sub-organizations and groups of both the Administratum and the Ecclesiarchy were put into place in order to ensure proper governance and future Imperial compliance within the Macharian worlds. The Ministorum founded a new Order Famulous of the Adepta Sororitas, the Order of Hallowed Glass, specifically to keep an eye on the Highborn of the Macharian Sector and guide any recalcitrant nobles that might begin to go astray.

After a series of brilliant but costly campaigns by the militant Order of the Argent Shroud during the Macharian Heresy, the honoured but bloodied sisters who survived elected to form a new Order Minoris to guard the sector. Much impressed by the achievements of the Adepta Sororitas, Lord Sejanus ordered an abbey built for the new order on Saint Isidore's Rest. The Order of the Charred Veil have kept a dutiful watch for heresy across the sector ever since.

Sector Lord Sejanus was granted a particularly long life, though not always a joyful one, as he lost a considerable number of his children to the Imperium's wars. He named the Cytheris Sub-sector after one of his beloved daughters, an Astra Militarum colonel who died fighting against infractionists early in the Macharian Heresy. Sejanus was canonised not long after his death, an honour he had resisted in life, and is now officially referred to as Saint Sejanus within the Macharian Sector.

A LEGACY OF WAR

Though the Macharian Sector itself has prospered, the same cannot be said for all of Macharius's conquests. The Invisus Sector lies Rimward of the Macharian Sector, and was never fully restored after the Macharian Heresy. Its worlds often fail to meet their tithe, and the execution of numerous negligent governors has done little to address this deficiency. The Ostyrae Sector is Spinward of Cytheris, and while it does host some productive worlds, the suppression of an Ork Waaagh! in M41.760 left a swath of the sector in ruins. The Gorgonos and Lernean Sectors were also among those reclaimed by the great Saint, but all pale in comparison to the glory of the Sector that bears his name — or at least, so it is claimed by the citizens of the Macharian Sector.

A Productive Sector

Though the Macharian Sector was established under dark auspices due to the turmoil of the Macharian Heresy, by the latter years of the 41st Millennium it had become an exceptionally productive bastion of the Imperium. Though the darkness of the Noctis Aeterna has set the sector back substantially, Sector Lord Sejanus fully intends to restore the sector's productivity with all haste.

GOVERNANCE

Sector Lord Aulus Sejanus is officially the highest-ranking Imperial commander within the Macharian Sector. While each Planetary Governor, or whatever body acts as such, controls their own world, it is ultimately the Sector Lord and his Administratum advisors who must act if a world fails to provide the Imperial Tithe. Lord Aulus also coordinates military efforts on behalf of his sector with the Imperial Navy and the Astra Militarum. Doubtless due to the sector's storied history, the Sector Lords of Macharia have always enjoyed a particularly close relationship with the Astra Militarum.

Many of the worlds within the Macharian Sector have local governance that greatly resembles the structure of the Imperial Guard— hierarchical ranks with increasingly greater responsibilities. Common citizens can go far, but much like an enlisted soldier, they will eventually top out, for the highest 'ranks' are invariably held by Highborn, allies of the Planetary Governor, or well-connected adepts of the Administratum. For example, a common scribe could aspire to work up through their office ranks until they eventually reached the lofty position of overseer, wherein they might control all local aspects of some needed function; sanitation for a particular hive-level perhaps. At that point, though, their ascent halts forever, as every rank above them is only ever held by candidates chosen from among their hive's noble houses.

TRADE

The majority of Imperial citizens within the Macharian Sector earn their way performing mindless, repetitive tasks; harvesting foodstuffs, manually indexing city sized libraries of religious tomes, or labouring in manufactorums producing desperately needed goods. The hours are long, poverty the norm, and the work itself a miserable trial that most are committed to until death. They do not complain though, as it is the only life they and their forebears for generations have ever known. The majority are proud that they labour for the good of the Imperium, as the Imperial Creed teaches them that the Emperor regards their work as a holy burden. Many positions are held within specific family lines, and social mobility is virtually non-existent for most citizens unless they are exceptionally gifted.

SECTOR MERCHANT GUILDS

The Macharian Sector's largest mercantile operators.

Andion Combine: A league of Chartist Captains commanding some of the sector's largest bulk transports. They operate vast, circular routes which evolved from the crusade's Munitorum support trails; correspondingly, many pilgrims (and Adepta Sororitas) travel on their ships.

Karkast Fleets: Generally focussing on smaller, specialised cargoes delivered at speed. During the Noctis Aeterna, the Karkast regularly dared to travel without the Astronomican to bring desperately needed medicinals and foodstuffs to various isolated planets — for a premium price, of course. Though they lost many ships, the grand fortunes heaped upon them by grateful Planetary Governors and other influential individuals more than made up for it.

DeWonti Shipping: Sanctioned haulers for the Macharian Administratum, the DeWonti have strong ties to the sector's tithe collection fleets. They frequently carry bulk product, from algae wafers to whole planetary grain yields to unprocessed ores, all measured in giga-tonnage.

Qu'Ento Conglomerate: An association of Chartist Captains and independent Rogue Traders who specialise in moving luxury goods and expensive trinkets. They also arrange to acquire such in order to meet the demands of the rich and powerful whom they routinely deal with. They are rumoured to engage in the Silent Trade if suitably enticed, but their services are costly.

All worlds within the sector are expected to produce a certain level of goods, or occasionally services, from which their tithes are drawn. Each hive world typically has anywhere from one to four agri worlds dedicated to ensuring its populace has enough food, which is then supplemented by various stable substances produced on-world such as corpse starch, nutrient paste, various fungi, and crop algae. Surplus goods beyond the tithes that aren't destined for local markets are frequently sold to Chartist Captains, who then slowly retail them as they travel along their routes. Rogue Traders typically only get involved if particularly rare or valuable goods are in the offing.

There are black markets across the Macharian Sector, where all manner of proscribed goods can be had, if one has the solars. There is, in theory, no coordination between markets on different worlds, though there are certain Infractionist organisations, such as the Ten Truths Syndicate, that are rumoured to have ties across many planets. Certainly, the wealthy traders called the Mavins of Asterion, who direct a great deal of the mercantile activity within the sector, are thought to engage in all sorts of cross-planetary business, legal or otherwise.

THE DEFIANT

A sampling of noble lines existing before Macharius's crusade that still chafe beneath the Imperium's rule.

The Hysperion: Once the most powerful of the Highborn of Dominus Gamma, the bulk of the Hysperion's fleet and the greater portion of their family were slaughtered in the legendary battle that led to the creation of Arrian's Wrath. House Hysperion is now ostensibly loyal to the Imperium, but several lines still live on past glories and the hope they will one day reclaim all that was theirs. They lack grand armies, but they secretly fund rebel groups on many worlds. Sources claim that the Hysperion keep records dating back far before the Macharian Crusade which detail certain secretive lore and forbidden practices, but no evidence in support of such claims has ever been found.

The Tavol: Rumours abound that the Tavol resent the Imperium, that they harbour traitors, and that they frequently fund rebellious groups throughout the Macharian Sector. The truth is more nuanced. The current Tavolian Matriarch believes much as her forebears have for centuries — that the Imperium cannot be resisted. However, the family are canny traders, and they make use of their reputation to their benefit. Tavol agents sell low quality war goods to a wide variety of rebel groups across the sector, always safely moving on before the dying begins. This practice is only tolerated because the Tavol are careful to provide only poor weaponry to hopeless causes. When they encounter the stirrings of a more substantial rebellion, the Tavol are quick to inform their contacts in the Ordo Hereticus. The family walks a perilous line, and just how long they can continue to do so is unclear.

The Mayanjah: When the supremely arrogant rulers of Yargo, the Mayanjah, realised that they would lose their planet to the invading forces of the Imperium, they knowingly embraced their family's most forbidden traditions, and madness followed. They made terrible sacrifices, slaughtering their own people en masse to power dark rites which they used to call shimmering things out of the Warp to savage the Macharian Crusade's soldiers. Many of the Mayanjah managed to escape the hellscape they'd made of their world and plague the Macharian Sector still. They've lent their support to vicious cults and have made pacts with corrupt Space Marines. The Mayanjah are ghastly foes who inflict pain and atrocities nominally for revenge against the Imperium, but mostly because they have come to enjoy it.

The Vo: Originally hailing from the planet, now Forge World, Tran'lo, the Vo are deadly opponents that the Adeptus Mechanicus would do almost anything to capture. Declared Hereticus Absentia five centuries ago, the Vo homeworld of Tran'lo held many otherwise lost technological secrets that the priesthood of Mars longed to possess. When it became clear their world would fall, the Vo used an arcane device to destroy much of Tran'lo's technology and took to the stars with whatever they could carry. A handful of these vessels remain, though the greatest achievements of the Vo are now lost even to the survivors and their descendents. Very few of the Vo's miraculous technological devices remain, each one a jealousy hoarded relic of a better age. With each passing year the Vo grieve for another lost secret, and their bitterness with the Imperium only grows.

When asked about smuggling within the Macharian Sector, common folk picture illegal goods and various illicit substances, whereas Highborn think of the xenos artefacts of the Silent Trade. However, as Planetary Governors tend to enact tariffs of some kind on any goods that come to, or leave, their planet, smuggling of all sorts is rampant. There are even rumours that some particularly cunning governors set exorbitantly high tariffs because their allies are in charge of various smuggling operations.

MILITARY

The Astra Militarum is strongly supported by the common folk of the Macharian Sector, who are actively proud of their sector's history as having been reclaimed by the legendary Lord Solar. Planetary Governors have traditionally found the Departmento Munitorum's troop tithe relatively easy to fulfil, with many planets sending soldiers even beyond what they owe to the Imperium as a matter of pride. Indeed, a few key worlds have such a long history with the Astra Militarum that their governors are allowed to call upon Imperial Guard soldiers to bolster their local compliment of Macharian Vigilites should they see a need.

Enough wars have been fought against raiding xenos that many Macharian citizens have a far better idea than most in the Imperium about the existence of Orks and Aeldari, along with a few other dangerous species. They know very few details about them though, and even those are generally distorted by Imperial propaganda. The Astra Militarum Long Teeth of Paleon have fought Orks so many times, they use scrimshawed Ork fangs, specially preserved, as campaign badges, whereas the stalwart Sounders of Ovidium Echo have battled against Drukhari raiders so frequently that their surviving veterans have even learned a few words in their foul Xenos tongue. Ships of the Battlefleet Macharia spend the majority of their time either escorting other vessels, or hunting down infractionist pirates and particularly troublesome rebels. Many of the ships they escort are Chartist vessels carrying both goods and pilgrims travelling along the Pilgrimage of Macharius.

A number of Space Marine Chapters have old ties to the Macharian Sector due to the events of the crusade and the Macharian Heresy thereafter. A few have small shrines or obligations based on old oaths that occasionally see them visit certain worlds, as the Space Wolves are known to do on Jotungarth. The Chapter fleet of the nomadic Verydian Hawks regularly passes through the sector, though in typical Astartes fashion they do not announce their comings and goings. Astra Militarum who have been graced to witness one declare with awestruck words that no one who has ever heard the screaming descent of a Verydian Hawk drop pod assault ever forgets it.

FAITH

Macharia is one of the most storied pilgrimage destinations in the entire Imperium, for tales of the legendary Macharius are still carried by the Astra Militarum throughout the galaxy. The famed Pilgrimage of Macharius takes more than a lifetime, for it seeks to travel over every world where Macharius walked — an almost impossible task at this point, as at least one of the planets the Lord Solar visited no longer exists, and many records disagree about exactly which worlds he personally fought on. Despite this, almost every world within the Macharian Sector has shrines detailing what Macharius ostensibly did on that planet, despite the fact that he could not possibly have visited them all.

Nevertheless, lines of pilgrims routinely pass through the sector every year, before heading onwards to other sectors Rimward, generally following the path of the Macharian Crusade. Some of the most fanatic even try to pass into the Halo Zone, determined to end their pilgrimage on Ultima Macharia itself, a journey from which few ever return.

The majority of Imperial worlds within the sector have a diocese led by a cardinal of the Adeptus Ministorum who is responsible for maintaining faith in the Imperial Creed on that planet. The most powerful shrine world in the Macharian Sector is unquestionably Macharia itself, which is nominally ruled by Arch-Cardinal Molinair. Molinair is the highest Ecclesiarchal authority in the Macharian Sector, an individual theoretically capable of declaring a War of Faith with the stroke of a pen, though he would ultimately have to justify himself to his peers and the Ecclesiarch on distant holy Terra.

TECHNOLOGY

A few worlds in the Macharian Sector, such as Persepolis and Mahagan, are highly technologically advanced for worlds not held by the Adeptus Mechanicus, but they are exceptions. Like the majority of the Imperium, most worlds possess only what basic technologies are required for them to function and pay their tithe. However, due to the sector's long ties with the Astra Militarum it remains highly militarised, and knowledge of weaponry and any technology routinely used by the Imperial Guard is widespread.

The Adeptus Mechanicus have a number of forge-fanes and various settlements across many planets within the sector, with the most powerful holding likely being the forge world of Eskutchax. The Tech-Priests are engaged in a large number of research projects, delving into tech secrets lost when worlds fell to Macharius's forces and a few even older still. Technoarcheologists are fairly common among their ranks, which is highly unusual for an ostensibly well-established sector as such specialists normally work only on the frontiers of Imperial space. The Tech-Priests do not explain their ways, and it is difficult for outsiders to discern who within their ranks is the most powerful. Imperial Savants believe it is most likely the secretive Ferric Triumvirate aboard the Ark Mechanicus Recollections of Rust who exercise the most influence over the Adeptus Mechanicus within the sector. Others suggest it may well be one of the Archmagi engaged in obscure research on the hive world of Voll, or even one of the seemingly lesser Forge Worlds within the sector.

SILENCE AND DARKNESS

In the year 992.M41 all communication from the Segmentum Pacificus to the rest of the Imperium fell silent. The cause of this silence remains unknown, but within the Macharian Sector it was at least partially due to a series of Drukhari raids which apparently sought to cut the sector off from the Imperium with a series of precision assaults targeting Astropathic Choirs. The raids were successful and, for a time, the Macharian Sector passed into outward silence.

Sector Lord Aulus had not fully re-established contact with the greater Imperium when the Great Rift tore open, splitting the Imperium in two and causing the death of countless billions. All psykers across the worlds of the Macharian Sector instantly knew something terribly wrong had befallen the galaxy, and terrified Navigators announced that they could no longer perceive the Astronomican, instantly limiting Warp travel.

The Days of Blinding that followed have all but shattered the once-prosperous worlds of the Macharian Sector. While a few have survived relatively unscathed, the majority of planets have been afflicted with rebellions, starvation, xenos raids, or the depredations of Chaos. Cultist uprisings, attacks from renegades, and even the horrors of the Warp itself have been unleashed on many worlds.

It took approximately five years for the Noctis Aeterna to begin withdrawing from the majority of the Macharian Sector's planets. Its passing has followed no predictable pattern, for it is of the immaterium and has receded like an inky tide, sometimes leaving tendrils still grasping at two worlds in a system while a third, for reasons unknown, slips free of it.

Such are its irrational and cryptic patterns that savants on Persepolis who have dared to extensively study the beguiling data have descended into gibbering madness. The consensus now is that its movements follow unknowable Warp tides and no good comes from trying to understand it.

When Persepolis was freed from the Noctis Aeterna, the Valios Choir immediately succeeded in contacting the Imperium only to discover it had entered an age of wonders and atrocities, terrors and miracles. Sector Lord Aulus learned of the return of a Primarch and the opening of the Cicatrix Maledictum for the first time. He was also promised support and aid to his sector.

CRIMINAL CARTELS

Clandestine Infractionist groups dedicated to profit through illicit means.

The Ten Truths Syndicate: A heretical criminal group that functions like a secret society wherein new layers of truths are revealed as one progresses up the ranks. Utterly atheistic and pragmatic, they will deal with anyone — rabid cultists, hostile aliens, chaos worshippers — as long as the solars are flowing.

The Trackless Chain: One of the largest (and most secretive) Silent Trader groups in the sector, they control the bulk of dealing in xenos weapons and artefacts. They are bold enough to even ambush xenos, including Drukhari, to obtain 'fresh' items for sale.

The Jau Clan: Most ruthless of the Founding Families of Asterion, the Jau use proxies to engage in many different criminal enterprises that cannot be traced to their gilded halls. Any who might discover their involvement usually encounter the vat-grown assassins they use to deal with such irritations.

The Rezin Syndicate: Well-connected illegal chem dealers successful enough that few have heard of them. They deal in illicit substances and experimental chemical concoctions of all sorts. They possess varied holdings on planets across the Macharian Sector, all of which excel at discretion.

Forlan Goods & Services: A small syndicate operating within the Cytheris Sub-sector, specialising in rogue manufactorums to supply desperate worlds with unsanctified (but cheaper) goods. Their largest operation is on Desperion, where they also engage in theft and extortion to support their operations.

MACHARIAN CULTS

Macharian Sector faiths fanatically dedicated to unorthodox or heretical beliefs.

Cerulean Dawn: Ostensibly an Imperial sect that worships the Emperor as the Bringer of Divine Light, in fact a psyker-worshipping cult grouped in nine-member cells whose deity reportedly communicates through visions received by its leaders as they gaze upon their planet's sunrise.

Radzin Adzor: Exceedingly dangerous doomsday cult dedicated to the destruction of the Imperium, as they believe paradise for Humanity can only be achieved once the 'old order and its corpse god is overthrown'. Cells on many planets are gathering arms to overthrow bastions of Imperial authority while they are still weak in the aftermath of the Noctis Aeterna.

Peerless Sun: A nominally Imperial cult which teaches that the Emperor is a merciless solar deity who will burn all the unworthy to formless ash. The ranks of the unworthy explicitly include corrupt Imperial and Ministorum officials, which is likely why the Peerless Sun verges on the edge of being declared heretical.

The Vasari: A group that seeks physical and spiritual perfection via martial veneration. Born of heavily gene-manipulated lines which originated on Ollochlan, they frequently bear many heretical augmentations hidden within their flesh. The higher an individual is within the cult, the deadlier they will invariably be in martial combat.

The Hands of the Just: Growing heretical sect amongst the mutant masses of the Macharian Sector, preaching that a psychic saviour will soon arise who will lead them out of bondage and away from the cruel Imperium. Where they think they're ultimately going varies between the flocks on different worlds.

MACHARIAN KNIGHT HOUSES

Noble warriors who march to battle in ancient war machines.

House Vandensarg: Famed for their honourable, but distinctly 'barbaric', outlook, the Vandensarg mark their Knights with primal sigils drawn in crimson-tinged clay and decorate them with prizes wrenched from the corpses of the colossal creatures they've downed on their home world, Maleer. The Vandensarg delight in brutal martial combat, favouring Knights outfitted for melee.

House Korun: One of the Seven Swords, a group of Questor Imperialis Knight Houses that share the world of Veritas Maximal. The Seven Swords compete in a grand joust every twenty years to determine who shall be their high king. Lorcan Korun is the present high king and widely regarded as a good one, though the barons of the infamously sly House Erd suggest otherwise.

House Veroth: A Questor Mechanicus house, the Veroth Knights are famously hard to vanquish. They routinely defend a number of small forge worlds within the Cytheris and Gallosque Nebula Sub-sectors. They are the proud Shieldwards of the Titans of the Legio Machaera (The Lion's Sword) on whose home world, Titanslair, the majority of their house is permanently stationed.

NAVIS NOBILITE HOUSES

The most prominent Navigator lines operating within the Macharian Sector.

House Balevolio: The premier Navigators of the Segmentum Pacificus with a sizeable estate on Terra itself. The Balevolio sailed the stars of what would one day be the Macharian Sector ten thousand years before Macharius was born, and directed his flagship throughout his crusade. In present times, they deign to navigate only the most powerful and important vessels.

House Tarquinius: A renegade house of vile repute, navigators of House Tarquinius ply their trade moving questionable cargoes for secretive interests. The house claims to abhor the ruinous powers and the rotting Imperium alike, but this has hardly spared them the ire of the Inquisition and their fellow Navigator houses. Thus far they have survived in large part by working with criminal organisations, certain planetary governors wishing to avoid the attention of the Imperium at large. They are even rumoured to work with some of those declared Hereticus Absentia, who fled the Imperium's rule during the Macharian Crusade.

House Laryx-Nor: An old house firmly connected to the Adeptus Mechanicus. Wildly flamboyant, they travel with retinues of beautifully ornate advanced servitors and highly sophisticated cherubim, all of which are clad in brilliant red chrome masks and sparkling silver plating.

House Korshad: A formal house that puts business before all else, Korshad cares not who or what they ferry, so long as all forms are properly signed and appropriately marked. The Korshad are known to serve many Rogue Trader dynasties, but especially the Iaysus.

House Enebayar: A nomadic house famous for the speed and relative reliability with which they navigate the warp, the Enebayar regularly serve various Chapters of the Adeptus Astartes, several Knight houses, and the Navis Imperialis with distinction. Many mercantile factions have desperately tried to acquire the services of an Enebayar Navigator, to no avail.

Battle Group Fortis

The formidable Battle Group Fortis was split off from the massive Indomitus Fleet Tertius and assigned to aid the Macharian Sector. Elements of Fortis engaged a myriad of foes on worlds across the Macharian Sector after contacting Sector Lord Aulus. A number of conflicts have already been resolved, but several wars are still very much underway. Many devastated worlds have but recently begun to rebuild, but the presence of Battle Group Fortis, while essential, has occasionally made a difficult situation worse. Since many of the warriors within Fortis are not familiar with the Macharian Sector, travellers need to be very cautious. The chances of being randomly overtaken by Imperial escort ships are high at the moment, and lacking distinctly good reasons for travel or proper paperwork to justify oneself is a good way to get executed.

ROGUE TRADERS OF NOTE

The Iaysus Dynasty: Orina Iaysus was a Chartist Captain so successful in her business ventures that she was eventually assigned a Warrant of Trade to *'pursue markets elsewhere'* — in other words, her rivals successfully bribed the Administratum to get rid of her. Unlike many Rogue Traders that seek grand profits through questionable exploits, the Iaysus retain their founder's good sense and are content with steady profitable business. Despite this somewhat unexceptional reputation, the dynasty was commended by Lord Sejanus himself after taking part in a minor skirmish with Durkhari raiders above Illisear in 963.M41.

Captain Ion Hawkscar: Rumours traded in shadowy drinking dens from Persepolis to Kappa Bast say that Hawkscar won his Warrant of Trade in a card game. Others say he stole it, or acquired it by succeeding at an impossible bet. All agree he shouldn't have it. His ship, the *Innocent*, seems to be perpetually in need of fuel and he is endlessly willing to engage in nearly any scheme, no matter how desperate, that might salvage his fortunes. He is currently involved in negotiations to ferry pilgrims to Ultima Macharia during his next voyage beyond the fringes of the Sector.

The Klaskoloff Dynasty: Scions of this dynasty are as famously gregarious as they are morally flexible. The Klaskoloff are wealthy and powerful enough that only staggering prizes interest them, but they are always looking for opportunities to be interested in. A Klaskoloff ship, *The Bearer's Gift*, was instrumental in the recapture of the Navis Imperialis port of Shoalward, and its captain, perhaps reasonably, expected some recompense or recognition in return. Neither were forthcoming, and the dynasty has expressed their outrage to Sector Lord Sejanus, who has yet to take any action.

Captain Manorama Sandheru-Vomakt: The last scion of a truly ancient Rogue Trader line whose Warrant of Trade was signed by Malcador the Sigilite himself. Other void-goers say that as long as Humanity has plied the stars, a Vomakt has been among them. Captain Sandheru-Vomakt is famously fearless, willing to chart courses far from stable Warp routes in search of lost worlds and grand profits. Her ship, *Glory's Daughter*, is one of the largest in the Macharian Sector, with enough firepower to take on a war fleet by itself. Since the ending of the Noctis Aeterna, she has assisted Battle Group Fortis in bringing assistance to stricken worlds, granting her a great deal of insight into the true state of the Macharian Sector.

WORLDS OF THE MACHARIAN SECTOR

The most prominent worlds of the Macharian Sector are clustered into five sub-sectors, each of which may contain scores of worlds. The Imperium controls only a portion of the worlds within each of the sub-sectors, generally the ones along the most stable Warp routes. There are regions of space within the Macharian Sector that captains strictly avoid, which the Imperium acknowledges on maps but will not speak of. Most infamous of these is the dread Ayzinith Abyss, but there's many a dark tale of the Jade Veil, the Ossterum Shoals, and others as well.

CYTHERIS

Largest and most important of the Macharian sub-sectors, Cytheris hosts many key worlds, including the sector capital Persepolis, trade powerhouse Asterion, the forge world Eskutchax, and the shrine world Macharia itself. The sub-sector is notably sheltered from Warp Storms, making travel between the worlds of Cytheris smoother than elsewhere in the sector.

Persepolis

System: Persepolis

The only inhabited world in a system that shares its name, Persepolis is a dark volcanic world, with the bulk of its populace clustered into the somewhat habitable northern polar region. Persepolis has an axial tilt which causes the north to be locked in shadow, or at best twilight, for weeks at a time. Offworlders have commented that the environment of Persepolis must have shaped their culture, as many of its inhabitants are cynical and secretive. The noble houses of Persepolis are martial ones, many with foundations directly connected to Sejanus. House Kore and House Baldine are but two founded by senior officers Sejanus favoured, who made vast fortunes from their take of the spoils during the Macharian Crusade and had an undeniable impact in enforcing a strict adherence to Imperial orthodoxy on the planet.

Sector Lord Aulus Sejanus — a descendant of the vaunted general Saint Sejanus — directly rules Persepolis and is responsible for the overall administration of the Macharian Sector. The great-grandson of Sejanus, Lord Aulus is a flame-haired giant of a man with a magnificently curled moustache. He was once known for his frequent explosive laughter, but few have heard it of late. The Lord Sector takes his responsibilities very personally and the years of the Noctis Aeterna have weighed heavily on him. Fleets of Chaos raiders, led by corrupt Space Marines of the dread Word Bearers, attacked Persepolis during the Days of Blinding. They were finally repelled during a series of terrible battles which saw whole spires of Hive Skarthius destroyed and untold innocents lost.

In the aftermath, Inquisitorial agents brought unwelcome news to the Lord Sector's attention — corpses with unusually corrupted genetics had been found in the rubble, indicating the presence of mutants, or worse. Fortunately, the Noctis Aeterna passed from Persepolis not long afterwards, allowing Lord Aulus to call for aid. The coming Battle Group Fortis of the Indomitus Crusade has allowed him to send reinforcement to some stricken worlds, which has somewhat eased Lord Aulus's mind, as has the extraordinary news of the Primarch Roboute Guilliman's return. Regardless, many worlds within the Macharian Sector still desperately need Lord Aulus's aid, and his resources are stretched thin.

HIVE SKARTHIUS

Frequently called the 'mind' of the Macharian Sector, Hive Skarthius is a towering edifice of flickering shadows carved directly from massive ridges of granite thrown up by furious volcanic activity, embellished and expanded continuously over thousands of years and bristling with forests of vox-antennae. It is the seat of Macharian Sector governance, for Sejanus set his resplendent silvery marble palace here, the *House of Ploys*. Many vie for influence within Lord Aulus's court, or amongst the many powerful representatives of the Administratum, the Ecclesiarchy, and the Astra Militarum that dwell here.

Like many hives, Skarthius has spires where the Highborn reside away from the toiling masses, but they are not gathered about a central location; rather, they rise along the ridges of granite, leading them to appear from a distance like long lines of marching soldiers. Many of the central areas of Skarthius are given over to manufactorums creating a wide range of practical goods, along with common weapons, such as the Eskutchax pattern lasgun. The lowest reaches of Skarthius are ancient indeed, said to be filled with maddening artefacts that can make a lucky Infractionist rich beyond dreams, if they survive the vexatious susurrations that permeate these haunted foundations.

The Adeptus Mechanicus has always rejected those they deem to be lesser minds who suggest that Skarthius's foundations were wrought by xenos. Rather, they declare they are the work of ancient Humans from the Dark Age of Technology, and insist that anything recovered from the hive's bowels be brought to them immediately.

In a nod to the wisdom of Saint Macharius, Sector Lord Aulus uses Macharian Vigilites to keep order on Persepolis. These militant enforcers of the law handle security, with hand-picked officers acting as investigators. Theirs is an endless task, for the dark stone corridors of Skarthius hold schemers, death cultists, and the desperate in abundance.

HIVE VALIOS

The light to Skarthius's shadow, Hive Valios is filled with sour illumination, its rockcrete walls permeated with glowing lumens in a myriad of scintillant colours that perpetually turn the many shadows of Persepolis to blindingly brilliant artificial day. Hive Valios holds the legendary Silver Amphitheatre, hall of its famed Astropathic Choir, the strongest in the Macharian Sector and perhaps even in the entire Segmentum Pacificus.

The datavaults of Valios are as shadowy as the hive is light, filled with history, hidden knowledge, speculation, and blasphemies, all of it available for a fee — so long as the right Administratum Adept or illicitly operating infomonger can be found — for in Valios, data is currency. Writing is a ubiquitous skill among the denizens of Valios, with secrets, access codes, and other valuable data inscribed on vellum and traded almost as freely as Solars. Vast banks of cogitators are a common sight in the hive, perhaps more so than almost anywhere else in the Imperium outside of certain Forgeworlds. These vary in sophistication and function, and allow trained workers to process vast amounts of data in the course of their duties. Those with access also use this vast network to keep track of important information they've acquired.

THE HISTORY OF PERSEPOLIS

Chosen by Saint Sejanus to be the Macharian Sector's capital even as the events of the Macharian Heresy were still unfolding, Persepolis is an ancient hive world first settled before the rise of the Emperor on Terra. It had been lost to the Imperium for over five thousand years before the Macharian Crusade reclaimed it. Persepolis was one of many planets which rebelled during the period known as the Nova Terra Interregnum, when a large swath of the Imperium's worlds within the Segmentum Pacificus followed the Ur-Council of Nova Terra and rejected the authority of the High Lords of Terra.

The *'Time of Twin Empires'* lasted for over nine hundred years, ending at last as a series of campaigns that swept through the Segmentum Pacificus. Fate or chance intervened however, for a series of great warp storms wracked the immaterium around Persepolis, leaving the vengeful roaming fleets of the Ecclesiarchy unable to find the shrouded planet and multiple other systems within what eventually became the Cytheris Sub-sector. The Imperium entered the bloody era known as the Age of Apostasy, and Persepolis was forgotten.

Some scholars have suggested that Sejanus chose Persepolis for sentimental reasons, as its retaking was one of the crusade's earliest successes, and one achieved using the first battle plans that Macharius and Sejanus had drawn up together. Ever the reasoned tactician, it is likely Sejanus chose Persepolis for entirely practical reasons. Macharia had become an Adeptus Ministorum-ruled shrine world, and Sejanus was wary of ceding too much power to the Ecclesiarchy.

Persepolis was a highly advanced hive world, one located deeply Coreward within the Macharian Sector, whose people had accepted the return of the Imperium with notable enthusiasm — once a few of their more belligerent leaders had been slain. Its populace was not a particularly faithful one, however, which appealed to Sejanus's private distrust of the Adeptus Ministorum. Finally, its relatively close proximity to Asterion allowed the Sector Lord and his agents to keep a close eye on the avaricious Mavins of that world, which definitely struck Sejanus as a prudent idea and factored into his decision, as he wrote about it in his memoirs.

The Highborn of Valios are apex data-sifters, augmented not unlike the Cult Mechanicus's Logi with advanced cranial implants allowing them to rapidly filter the hive's data streams with their minds. Because the sanctity of information is all important within the hive, the trustworthiness of the source is paramount. Data brokers and infomongers will always state the precise grade of the information they are trading, and one's reputation is synonymous with life itself. Correspondingly, the threat of public disgrace is very real and 'social assassins' are a sinister component of Valiosan society.

WHISPERS

When several Macharian Vigilites are found murdered, the characters are commanded to take over their latest cases, one of which will hopefully help them find the culprits who killed their predecessors. Two of the cases prove to be dead ends — minor disputes between overseers that resulted in violence — but the third leaves the Characters in the sights of a Valiosan Highborn desperate to preserve their reputation.

ASTERION

System: Crassian

Ancient, affluent, and grandiose, the hive world Asterion is the most prosperous mercantile bastion in the Macharian Sector. Rich in valuable ores and blessed with a vitalising atmosphere, the histories of Asterion speak of boundless resources, though its biomes show the toxic results of millennia of exploitation and are now almost all utterly hostile to life. Today, Asterion is known most for its mercantile Mavins, high ranking members of the many bonded guilds, financial syndicates, and trading groups that work with and between the various Factions of the Imperium to ensure commerce across the Macharian Sector serves the Emperor — and, of course, themselves. The fabulous wealth of Asterion has become concentrated in the hands of the Mavins, and beneath each gleaming spire is a warren of noxious mines filled with toiling workers, their labour contributing to the wealth of a world they may never even see.

For millennia before the coming of the Macharian Crusade, Asterion had been the commercial heart of the Vocati Worlds, a cluster of planets that stood in defiance of the encroaching Imperium. The Mavins, with their already vast wealth and hereditary teachings of entrepreneurship, saw an opportunity to make money, and more importantly, to survive the crushing weight of the crusade. The Mavins ruthlessly sold out all allies of the Vocati Worlds, allying with the Imperium and catching them in a pincer movement from within and without. After acquiescing to Imperial rule, the Mavins swiftly made themselves indispensable to Macharius, absorbing their fallen allies' assets and deploying them to assist the Macharian Crusade where the Administratum struggled to keep up with the Lord Solar's crushing pace of warfare. Provisions, soldiers, equipment and resources were ferried by these merchants, earning them political positions of worth and profitable concessions when they were fully admitted to the God-Emperor's realm.

Asterion's Planetary Governance is thus a rarity allowed by this initial show of loyalty. The Planetary Governor is always selected by the Mavins amongst themselves, typically through an utterly corrupt voting system. The position of a Mavin is determined by their contribution to their own guild, syndicate, or consortium, and in turn their contribution to the Emperor and the Imperium. On Aesterion it is commonly proclaimed that the Emperor is the ultimate beneficiary of all economic activity, and thus their relentless pursuit of profits is nothing less than a form of worship. While not quite a heretical sentiment, the Eclissarchy does pay close attention to Asterion, and the matter of its citizens' spiritual welfare is a common cause for concern.

The shrewdest and most moneyed of Mavins buy themselves a seat on the Board Solar, the council that selects a Planetary Governor through a doubtlessly corrupt voting system. The council's title is a double reference, to Lord Solar Macharius and to the main unit of currency on Asterion and throughout the Macharian Sector, the golden solar. As the position of Planetary Governor forbids any form of void-travel and necessitates remaining on-world, it is nicknamed the 'gilded oubliette' by some. As the Governor rules supreme in luxury, they are confined to the palace in the capital hive city Praemiosus, as their more free underlings direct merchant empires and trade on a grand scale, regularly handling a wide variety of commerce, legal and otherwise, across multiple sub-sectors. The Mavins provide abundant tithes and splendid gifts to their Governor, who ensures they may continue to trade freely, and even the Administratum are kept content.

In the centuries since the crusade, Asterion has leapt shrewdly from strength to strength. Barely affected by the Macharian Heresy through carefully played political machinations, the only challenge to the Mavins has been the truly massive and ever-increasing tithes requested of them. Resources are always provided on time, recompensing their relatively small but undeniably well-equipped Astra Militarum regiment, the Grey Legions. Psykers became little more than another resource for the Mavins to manage, colluding closely with the Adeptus Astra Telepathica to pay their tithes in full and provide substantial aid in return for favourable Astropathic appointments.

The Noctis Aeterna was devastating to the Mavins' interests, leading to planet-wide rioting due to malicious rumours and a colossal disparity of conditions, vicious infighting among the trapped Mavins, and total uncertainty about how distant investments were faring. Asterion exited the darkness less than two standard years ago and the financial empires of many Mavins are still in shambles. They've been assessing the state of the sector (and their holdings) as best they can, and have already offered their assistance to Lord Sector Aulus in re-establishing contact with other worlds as yet unheard from, arranging forces to secure those that are still in peril (and the most profitable).

OTHER POWERS OF ASTERION

One of the greatest concessions the ruling powers of Asterion were required to make to join the Imperium was the surrender of their many void-docks to the Navis Imperialis, resulting in the Imperial Navy having a significant presence on and around the hive world. A few sly Mavins that would define themselves as 'enterprising' have attempted to corrupt the complex hierarchy of Commodores and Lord Captains over the centuries of Imperial rule, with little success. As such, the Navis Imperialis have formed an insular community within the unorthodox meritocracy of Asterion society. The Navis Imperialis are rightfully suspicious of the Mavins, but benefit consistently from their activities, forming a delicate alliance.

An Imperial Faction the Mavins have always supported is the Adeptus Astra Telepathica. They are swift to tithe psykers to the Black Ships, even arranging to bring them from more difficult to reach worlds for regular collection at great cost to their own coffers. There is never any altruism in their actions, though. After Hive Valios on Persepolis, the Mavins are by far the largest users of psykers in the Macharian Sector, regarding them merely as a resource to be exploited. The Mavins have made extensive use of Astropaths, sanctioned and not, for hundreds of years, engaging them in everything from acquiring crop reports, to intelligence on troop assessments, to clandestine communications with all manner of unsavoury beings. The increase in psychic activity across the galaxy has led to immense numbers of rogue psykers emerging on Asterion, which the Board Solar is spending massive resources forcibly suppressing.

The Ecclesiarchy mostly concern themselves with the workforce of Asterion, ensuring the sweating ears of toiling labourers are filled with hymns and castigations to ensure a loyal spirit churns in the bowels of each hive. The Mavins have proven difficult to sway towards more orthodox beliefs since their absorption into the Imperium, so closely are their traditions tied to trade, though as all outwardly claim they believe their rapacious pursuit of profit is in His service, and the abundant tithes are paid, the cry of heretic goes up rarely. Whenever a particular Mavin is accused of lacking in faith, they smile, shrug, and offer to finance another War of Faith.

It would be impossible to track the multifaceted web of connections the Mavins maintain, and this is almost certainly by design to prevent interference in their affairs. Powerful Mavins frequently have connections with the Administratum, Chartist Captains, and ancient Rogue Trader Dynasties, and no Faction is an uncommon sight on the hive streets of Asterion.

The rare heretical few that have abandoned the interlocked connection between the Emperor and the pursuit of wealth in His name count clandestine allies among heretics and infractionists, and deniable contacts with discretely mercantile xenos — for the Silent Trade is quite active on Asterion. The Mavins refer to the Silent Trade as Ahkutay Business, in reference to a debased High Gothic term, Ahkutay meaning 'perilous sharp', or more literally translated 'something both dangerous to sell and to buy'.

Of course, this has led to one more Imperial Faction in evidence on Asterion: the Inquisition. The Eye That Never Sleeps is cast wide over the hives and void-ports of Asterion, forever searching for illicit operations. In particular, Inquisitors of the Ordo Xenos greatly fear that the tangled web of connections the Mavins have weaved may be influenced by vile inhuman creatures.

THE MAVINS

The truest power of Asterion is cold, hard, Solars. The Mavins, though technically far below the true Factions in the hierarchy of the Imperium, control much of the flow of Solars on Asterion, and though they must pay their dues to the various adepta, the Mavins are afforded rare freedoms otherwise allowed only to the scheming nobility of Paleon. The interests of the Mavins are of dizzying complexity, layered over with oaths, contracts, duplicity, obligations, honour, infamy, and the raw quest for power. While the stated hope of all is that little differences can be settled amicably, over a glass of well-aged amasec, the reality is that trade wars on Asterion frequently contain multiple levels of struggle, simultaneously involving courtroom duels between highly specialised guild-bonded barristers, hired guns in the streets, and shivs in the dark.

The Mavins consider it crass to discuss such matters openly, so they employ a wide variety of euphemisms. Ongoing conflicts are referred to as 'legal engagements'. Others looking to take advantage of the fighting are called 'interested parties'. When the dispute gets particularly brutal, some state that the engaged groups are undergoing 'brisk negotiations'. So long as their own assets are kept out of it, the Mavins are willing to tolerate a great deal of violence, but should a given engagement go too far, the Board Solar may call the parties involved to account for their actions, which is frequently fatal for one or more of the participating groups.

Correspondingly, many Mavins practice a great deal of trade, especially of the illicit or dangerous kind, off the surface of Asterion and away from the prying eyes of rivals. Asterion's moon, Callas, holds many neutral markets and anonymous storage facilities. There are also various 'mining' installations placed throughout the system's three asteroid belts, few of which actually ever seem to produce any ore, but all of which have well maintained docking facilities.

WHISPERS

A great many holdings of the Asterion nobility have been lost during the Noctis Aeterna, some outright destroyed, others simply unable or unwilling to pay their due to absentee owners. Many of these holdings — farms, mines, manufactorums and more — are spread across Cytheris, and the work of inspecting each one to survey the damage and restore productivity is vast. One family, the House of Aterox, is in particularly dire straits. They owe a great deal of money to several of the Mavins, and risk losing even more of their influence to the money hungry merchants if they cannot pay their due. If a Patron were to assist them in restoring the income of their distant holdings, they would gain a firm ally on the Board Solar. Though thus far only a rumour, some of the lost holdings are said to be entirely intact, bribed by certain Mavins to withhold payment and make default more likely. Any attempt to restore productivity to such facilities would be met with substantial resistance for the interested parties.

BELNSHUDHA

System: Shudhan

Belnshudha was a thriving hive world before it was sentenced to Exterminatus via orbital bombardment by the forces of Battle Group Fortis. It had not fully passed out of the Noctis Aeterna, thus no communications are known to have been received elsewhere within the Macharian Sector regarding events that transpired on the planet. The leaders of Battle Group Fortis have never been forthcoming as to their reasons for annihilating it. The world is now a smoking husk, the spires of hive cities smashed to rubble, the ruins of its genatoriums still smouldering even years after the fiery conflagration that snuffed out all life. Belnshudha is surrounded by orbiting warning buoys continuously vox-casting messages forbidding ships to land on the planet by order of the Inquisition. Navigators and psykers that have since travelled near the planet report that the realspace across Belnshudha feels like it is 'full of holes', as if the immaterium had punched through it many times in different places.

WHISPERS

Rumours abound of a hidden installation buried deep in the planetary crust of Belnshuda that survived the Exterminatus, working on a special project of immense importance. Some even suggest this installation was the reason for the order of Exterminatus, though this would seem on the surface to be a staggeringly disproportionate measure to take. Regardless, rumours persist of a facility somewhere on the planet, its staff still alive but curiously calm and listless, insensate to the destruction that claimed the world above their heads.

Crultus

System: Geminax

The agri world of Crultus was first designated to become such because of its system's brilliant star and the planet's highly pronounced axial tilt, facilitating what is effectively an endless growing season in its northern hemisphere. In an attempt to further boost productivity, the Adeptus Mechanicus installed a variety of ancient environmental engines that could subtly alter the planet's atmosphere, in addition to constructing great 'solar attunement' mirror arrays in orbit, to redirect even more light towards its boundless fields. In time, Crultus slowly changed, but not strictly for the better. Its weather became one of two extremes at all times: continuous sun which spurs rampant growth or devastating rainfall which floods entire continents. Regardless, the 'Victus Eternitus' of Crultus became famous for its bounty throughout the Macharian Sector and helped to feed many of the hive worlds of the Cytheris Sub-sector. The Imperial Cult on Crultus emphasised the workers' sacred duty to harvest all they could for the Emperor's worlds. Fanatical priests of the Adeptus Ministorum proclaim that bountiful harvests are grown by pure souls destined for grace, while flash floods which wash away years of work show the Emperor's displeasure at the harvest or worse, corruption of the worker's souls.

When the Noctis Aeterna fell over Crultus, the lack of communication and grain transports off world were hidden from the populace. Planetary Governor Esurtia was confident that whatever had occurred would be rectified in time, and rather than curtail production, which might take years to reverse, she ordered the field's works as normal. Most of the now excessive harvests were secretly transported to the frigid southern hemisphere. There they were tossed without ceremony into the sea, or left to rot in towering piles of festering foodstuff.

Several years passed without incident when, without warning, all of Crultus erupted into wanton violence. The field workers, who had quietly endured endless toil in the name of feeding the Emperor's subjects, discovered all their work had become meaningless. Furious that the results of their sacred labour had been tossed aside they rose up in a month-long revolt. Screaming Administratum overseers were fed into gargantuan threshing machines and a seething mass of fanatics armed with little more than powered farming equipment and an army of scythe-wielding servitors managed to lay siege to the governor's palace.

To make matters worse, the effects of the Psychic Awakening were particularly strong on Crultus. Not only did a great number of malignant psykers manifest, a few were of terrifying power. A coalition of imprisoned psykers awaiting the Black Ships reached out with their burgeoning powers and twisted the minds of the riotous population. Soon thereafter, the uprising halted, the psykers were freed, and all records of their existence vanished.

In the wake of the Noctis Aeterna, the farm workers of Crultus now obediently go about their assigned tasks in the fields, oblivious to what actually occurred on their planet. When they consider it at all, most can only recall that a previous, corrupt administration was somehow thrown down, and a new and more honourable one put it in its place. The planet has resumed its sacred duties, with the only evidence of an uprising an extensive list of missing Administratum personnel and the odd battlescar on stonework.

PERSONALITIES OF CRULTUS

Matthias Serge is a fanatical preacher of the Imperial Cult who has risen to popularity on account of his fiery sermons that galvanise workers. Despite his popularity, he has made plenty of theological enemies in the wider Ecclesiarchy on Crultus, due to his 'creative interpretations' of the church's teachings. Of these, the worst by far is his suggestion that the great heaps of grain created during the Noctis Aeterna should be piled even higher in praise of the Emperor, creating a Golden Throne that will draw His mighty presence to Crultus.

THE POWERS OF CRULTUS

The cabal of Psykers which escaped imprisonment during the Noctis Aeterna have used their psychic abilities to rise to power. Dubbing themselves the Generous Ones, they now rule the planet openly. They've kept the terrified Governor Esurita alive for her knowledge, but she is a captive in her own palace. Citizens are summoned at a whim by this cadre of powerful rogue psykers to perform any amusing diversion the Generous Ones can think of, which grow increasingly horrific as some among their number fall ever deeper into corruption.

Second to the Generous Ones and the Lord Governor, the Administratum holds the most sway over the day-to-day operations of the planet, as they are responsible for ensuring smooth harvesting and tithing. Most of the serving adepts are surprisingly young or new to their positions, having transferred from off planet due to the losses the organisation took during the Noctis Aeterna.

While the Administratum rules the books and shifts of the people, the Ecclesiarchy rules their hearts and minds. Crultus is an incredibly pious planet, and rare is the field that lacks a preacher, urging on the pious workers with booming prayers to the Emperor in spite of the unrelenting heat.

Finally, small conclaves of Adeptus Mechanicus personnel can be found monitoring and maintaining the towering terraforming facilities scattered throughout the planet, each one is wreathed in violent storms which keep all but the most determined mechanicus personnel at bay. They take little interest in planetary affairs, instead caring only for the ancient environmental engines that maintain the planet's prodigious productivity.

WHISPERS

The terrible extent of heresy that has afflicted Crultus is thus far unknown to the wider Macharian Sector, but rumours have already begun to spread of some strange influence on the warp around the planet. In particular, certain sources available only to Inquisitors of the Ordo Malleus have reported a growing attention of daemonic powers on the world. The details of this are so far unclear, but what is certain is that there is a growing sense of anticipation around the world.

DAO TEYRAS

System: Tyrasia

The Macharian Crusade operated on a logistical scale beyond mortal understanding — a number of troops exceeding the population of an entire system fighting several simultaneous conflicts across multiple sectors, reaping a vast wealth from conquered worlds then sent elsewhere in the Imperium to be catalogued and processed. As difficult as this expansive conquest was the staggering task left to the Administratum adepts and Imperial missionaries whose expeditions followed in the wake of the crusade. Charged with the responsibility of rebuilding what Macharius and his forces had shattered, many among the Administratum were dismayed by the sheer destruction unleashed on planets that had resisted compliance. Some would require centuries to make them productive again; others were effectively lost causes, broken beyond use.

Some amongst the Administratum believe privately that this wanton destruction resulted in their progenitors throttling the crusade's supply lines, a clandestine effort to restrict the obliterative juggernaut of the Lord Solar.

The Administratum determined that they would have to build an extensive presence in the nascent Macharian Sector in order to properly direct resources and eventually make accurate accountings for the Imperial Tithe. A small, lightly industrialised world named Dao Teyras was put at the Administratum's disposal, and eventually became the centre of their operations in the Macharian Sector. The adepts were thus already present for the uprisings that erupted during the Macharian Heresy. That there were rebellions didn't surprise them, as they were all too aware of how harshly many planets had been treated and the seething resentments towards the Imperium that still existed throughout the sector. What they were unprepared for was the sheer scale of the insurgencies, or that several of Macharius's generals would choose to betray the Imperium. It was the adepts of Dao Teyras who first requested the aid of many Chapters of Space Marines to help quell the uprisings and revolts across the sector.

Adepts from the Administratum continued to fulfil their duties on worlds throughout the Macharian Sector, but the world of Dao Teyras became the central repository of their organisation's extensive records and knowledge. Nearly overwhelmed by the deluge of information, the adepts of Dao Teyras began to specialise in earnest.

Masters of a specific branch of knowledge are called Curators, and Dao Teyras has produced tens of thousands. While most are known for expertise in subjects like grain yields or hive population densities, a few specialise in otherwise proscribed branches of knowledge. The world of Dao Teyras is certainly the largest assemblage of knowledge regarding the pre-Imperial history of various Macharian Sector worlds, crowned by the sprawling data-labyrinths of the capital sanctum-city Athenaeum Solar.

The world of Dao Teyras was a model of information storage and processing for centuries, until the coming of the Noctis Aeterna. A planet with few natural resources, Dao Teyras was nearly entirely dependent on foodstuffs transported from other worlds. Within a month of their supply shipments ceasing and all long-distance communications failing, the planet was starving.

Josia von Faulhaber, Administratum Prefectus and Planetary Governor of Dao Teyras, was besieged by reports of heretical uprisings in cities across the world, and rumours abounded that Ecclesiarchy-approved Death Cults turned to the repugnant practice of cannibalism. Von Faulhaber scoured the most shrouded scrolls of their archive palace in Athenaeum Solar, searching for a solution to their starvation. They discovered two ancient writs that could provide salvation: the first was a provision that allowed a senior member of the Administratum to declare any citizen found guilty of serious crimes Excommunicate Traitoris, and have them rendered down for sustenance in times of dire emergency; the second, a record of sentencing several clerks to death for creating a method of cooking and eating vellum, destroying potentially vital records. In the eyes of the Administratum, where knowledge is power, there was only one reasonable choice. Von Faulhaber, acting with the local Ministorum, enacted a series of laws that were almost impossible to follow, effectively making millions of citizens criminals and heretics overnight. Every infraction was deemed a capital offence, and enforcer teams were dispatched to round up curfew breakers, underproductive labourers, and any others that fell foul of the new laws. The intent was two fold — a calculated population reduction, and a fresh source of sustenance for the survivors. All while preserving the precious records of the Administratum.

Records hold that von Faulhaber's decree was spread across the world, but no responses have been logged. Messengers sent to physically visit the settlements beyond Athenaeum Solar have not returned, though servitor-operated haulers delivered their respective levies. Though the population decreased significantly in the capital city — and presumably planet-wide — a meagre tithe was scraped together and fulfilled when the Noctis Aeterna receded from the world.

Now Dao Teyras and Athenaeum Solar are synonymous, for the sanctum-city is the only settlement that communicates with the wider Imperium. Sector Lord Aulus will soon act on the many calls to investigate Dao Teyras's silence as he requires an accurate accounting of whatever resources should be available to him for rebuilding the sector.

PERSONALITIES OF DAO TEYRAS

The Info-scroll classified 20260505f has become the macabre obsession of Administratum Curator Edwin Achebe. Their interest began when the scroll rolled from the near-endless pile on their desk within the sanctum-city Athenaeum Solar, and revealed itself to be completely unintelligible, despite the requisite official seals. Achebe thought little of the strange scroll and filed it for re-examination, but it returned to their desk the next work cycle — and it did not come alone. Two scrolls bearing the same classification (already a shocking breach of Administratum protocol), both utterly incomprehensible, and whatever Achebe did with them, the process repeated and multiplied each work cycle. Achebe believes that some of their other info-scrolls are being infected by 20260505f, but made another shocking discovery after submitting a request for investigation to their superior — another Curator, also named Edwin Achebe, denied their request, and they keep seeing this doppelganger out of the corner of their augmetic eye.

Sister Dialogus Kunigunde has been an infrequent visitor to Dao Teyras for almost a century, excavating pearls of unassuming wisdom from data-vaults long forgotten and employing them effectively in the destruction of the God-Emperor's enemies. Some amongst the Order of the Charred Veil suspect her rapacious attitude for knowledge is a sign of infection from a xenos meme-virus contracted during her varied crusades against vile non-Humans. She was undergoing one such search when the Noctis Aeterna fell, and abandoned the pursuit of knowledge to lend her ruthless strength to ensure order. Often credited as a guiding light to von Faulhaber and the rest of the Administratum during the long darkness, the harsh retort of Kunigunde's Bolt Pistol echoed often throughout the sanctum-city during the Noctis Aeterna, punctuating the end of lengthy exacting interrogations.

THE POWERS OF DAO TEYRAS

Rising through the ranks of the Administratum to become Prefectus and Planetary Governor of Dao Teyras, Josia von Faulhaber is possessed of a passionless logic that would impress the Adeptus Mechanicus — indeed, several Eskutchaxian Tech-Priests, visiting to maintain mind-enhancing augmetics, have commented that the Omnissiah lost a great mind in von Faulhaber. They are utterly obsessed with organisation, and through a combination of hereditary rights and unblemished reputation secured their position in under a century of devout service to the Emperor. However, as is true of many seemingly impeccable exemplars of the Imperium, their path has been fraught with superstition, treachery, and betrayal — though only half perpetrated by von Faulhaber themself. They maintain subtle connections to many illicit operators in Athenaeum Solar and beyond, most notably with the Castyx Rogue Trader Dynasty, the Macharian Death Cult known as the Gilded Tears, and the local Infractionist gang, the Scroll Jackers.

Moulder Keenedge, the self-styled sump-sovereign of Athenaeum Solar, is the most powerful known Infractionist on Dao Teyras. Though numerous gangs war over territory in the sump beneath the colossal data-vaults, his Scroll Jackers were the first to dare form a monopoly on information. Initially simple data-brokers arranging raids and assassinations by always knowing the right place and the right time, Moulder has led his gang to new avenues of criminal profit, including illicit chop-shop augmetics, gun-running, and identity fraud. Massively inflated rumours fly across the Macharian Sector of Keenedge's ability to get anyone into any position in any Faction, through careful forgery and manipulation of his 'contacts'. In truth, more than half of the gang's crimes are permitted by von Faulhaber as they serve their own labyrinthine plans, and operations that do not have this support are usually doomed to fail — but this does not stop many seeking a less harrowing life from finding their way to Moulder's disgusting sump 'palace' and giving over their life savings in Solars for a fleeting dream of freedom.

WHISPERS

Dao Teyras holds many secrets, with comprehensive records stretching back to far before the foundation of the Macharian Sector. The characters need information that can only be reclaimed from the planet's central datavaults. Quick and quiet, in and out, what could possibly go wrong?

ESKUTCHAX

System: Esker

Founded specifically to contribute armaments to the ongoing Macharian Crusade, Eskutchax is a relatively young forge world. It is primarily dedicated to the production of Astra Militarum arms and armour, from las pistols to Chimeras. Before being brought back into the Imperial fold, Eskutchax was already a world with a high level of technological sophistication. Taken very early in the crusade, Macharius gifted Eskutchax directly to the Adeptus Mechanicus as a mark of his respect for their efforts on his behalf.

The Machine God's followers wasted no time in turning Eskutchax's technological secrets towards the use of the Imperium, and swiftly beginning the large-scale production of manufactorums along with the founding of various specialised forge-fanes. Though its operations have slowly expanded into other forms of technology over the centuries since its foundation, the Tech-Priests of Eskutchax take the business of warfare very seriously indeed. Eskutchax regularly fields entire cadres of highly specialised Skitarii entirely dedicated to specific styles of warfare. Few of their opponents have ever survived long enough to exploit their theoretical lack of tactical flexibility, though that is even now being sorely tested, for Eskutchax is ablaze.

Eskutchax is in the midst of a vicious war started when a Chaos fleet, under the cover of the Noctis Aeterna, emerged from the immaterium to lay siege to the planet. Led by the foul Warpsmith Omneros, the besiegers have spread corruption to a full third of the world's manufactorums. For three years, the Tech-Priests fought a series of increasingly bitter battles without support against Omneros's forces, their calls for aid lost to the void. The Omnissiah, it seems, is not without a sense of irony, for with the return of the Emperor's light, the Tech-Priests' binharic prayers were answered all at once.

Within two standard weeks of one another, Baron Vorgos of the legendary Questor Mechanicus Knight House Krast and his entire baronial court of Imperial Knights arrived on Eskutchax to engage the enemy, as did a formidable force of Space Marines, led by Castellan Matias of the Black Templars. While the Tech-Priests are thrilled with the arrival of House Krast and deeply gratified for the assistance of the

Adeptus Astartes, they are exceedingly worried by what the famously zealous Black Templars might do to their world if they see what the corruption the forces of Chaos have unleashed amidst the forge-fanes of Eskutchax.

PERSONALITIES OF ESKUTCHAX

The Forge-world is ruled by a pair of Tech-Priests known as the Consuls of Eskutchax, who jointly act as its Fabricator General. The pair are almost identical, recognising names that reflect their positions rather than any individual identity. They are known as Consul Primus and Secundus, and are quite ancient — in fact, it was they who accepted the world from Macharius and swore to use it to further aid his conquests.

It is not known if the pair are siblings, or if in shedding the weakness of their flesh they pursued a common set of augmetic enhancements. Regardless, they are difficult to discern from one another, and agree on almost all matters, publicly. Some whisper that the Consuls were once a single individual, but radical augmentation and surgery saw their form split into two discrete individuals. Most agree this is little more than foolish speculation, for if the Consuls were truly of one mind their private discussions on the future of Eskutchax would not be so fraught by argument.

THE POWERS OF ESKUTCHAX

The Adeptus Mechanicus is by far the most influential Imperial authority on Eskutchax, and most citizens who survived the war thus far are ruled by the Tech-priests. The Administratum maintains a presence on the world, and currently faces the almost hopeless task of accounting for every lost mote of productivity caused by the invasion.

The recent arrival of Knight House Krast has seen whole regions turned over to the support, repair, and rearmament of the Questor Imperialis. While welcome, some Tech-priests resent the repurposing of so many manufactorums.

Finally, Castellan Matias commands his forces from the Strike Cruiser *Earned Retribution* in orbit above the planet. There, he reviews reports of the corruption that has seeded itself across the planet, even as his Space Marines drive out the remnants of the Chaos forces. If he has passed judgement on the planet as a whole, he has shared it with no one.

WHISPERS

The characters arrive on Eskutchax ostensibly to help secure a shipment from the forge world's newly restarted manufactorums. In secret, their Patron has sent them to collect a device infected by scrapcode, an incredibly dangerous and poorly understood phenomenon that warps and corrupts the machine spirits of Imperial technology. Simply acquiring an infected device will be difficult. Escaping with it under the eyes of the paranoid Tech-priests and watchful Black Templars may be almost impossible — and what happens if the infection begins to spread?

Harjus

System: Harjian

A vast silvery-grey gas giant with an incredible myriad of cloud-dwelling lifeforms, Harjus is classified as an agri world. Hunters sailing in heavily modified ships designed to skim the surface regularly trawl the clouds, drawing in immense cloud-rays and other fauna that swim through the atmosphere of the planet. Crews must be ever-wary though as regular hunting draws dangerous predators, such as enormous mistwyrms which can swallow all but the mightiest cloud-trawlers whole.

Hunting crews and all those who make a living processing the bounty of Harjus live on one of its two greater moons, Ansa and Taikos. Ansa is host to the Grand Docks, the heart of Harjus' fishing industry. A few of the docks are used to transport processed shipments to traders waiting in orbit. The majority are dedicated to receiving the daily hauls from Harjus. Lines of workers thousands long transport the catch from full holds into waiting processing units that stretch out for miles around each dock. Labourers wielding a variety of specialised cutting and scraping tools designed for rendering different species then process the flesh. The Grand Docks have a distinct smell like no other, an acrid sweet stench of some chemical tang mixed with sharp mint; the ichor of the beasts of Harjus. Traders swear the odour lingers for years in any natural materials ever exposed to it. Taikos mostly comprises small farms, and is where the majority of the fisher families reside.

During the Noctis Aeterna, a force of raiders aligned with the Ruinous Powers emerged from the Warp to lay waste to the Grand Docks, killing hundreds of thousands in a brutal attack. They soon began regularly assaulting Harjus' fishing fleets and took prisoners from among the folk of Taikos.

For three years, the ruling Karvonan family led a resistance against the invaders, culminating with what was made to look like a desperate attack led by the young heir apparent Ahri Karvonan against the heretics' flagship, the Baleful Eye. The attack was a feint for the wily Karvonan to plant sounding lures on the Baleful Eye and several of the raiders other vessels before orchestrating what appeared to be a rout, fleeing towards Harjus' surface. The arrogant raiders, tricked by the Karvonan's gambit and thinking their final triumph at hand, followed, only to have their fleet torn apart, along with their entire flagship, by mistwyrms summoned by the lures.

Due to the depredations they suffered during the Noctis Aeterna, Harjus' fleets are a quarter of what they once boasted, and the Grand Docks will need years of repair to become fully operational again, but now that Harjus has emerged from the Days of Blinding, House Karvonan is already shipping their desperately needed foodstuffs once more.

PERSONALITIES OF HARJUS

The Ordo Xenos Inquisitor Kai Varol thinks there was far more to the followers of the Ruinous Powers attack than mere opportunistic destruction. The very few survivors of their interrogations claim they were repeatedly asked about a 'Witch's Blade' of some sort, and were shown depictions etched in tattered xenos skin of an unusually shaped sword. There are many weapons in the galaxy, but Inquisitor Varol thinks it no coincidence that a band of the enigmatic Aeldari known as Harlequins visit Harjus every few decades.

POWERS OF HARJUS

Harjus is ruled by House Karvonan, a Highborn family whose history stretches back to long before the coming of the Imperium. The Karvonans supposedly struck an accord with Saint Sejanus that helped to supply his troops not only during the crusade, but also over the long years of the Macharian Heresy. Their courage during the events of the Noctis Aeterna has made them even more fiercely beloved by their people.

The Administratum has a large presence on both moons and is very keen on the Grand Docks returning to full production as soon as possible. The Adepts have offered all the help they can, along with no small amount of coercion, to make this happen. Anything or anyone that seems likely to cause delays in this undertaking receives the sharp end of their attention with uncharacteristic speed.

WHISPERS

The Characters are summoned to investigate a series of strange murders amidst the slowly-rebuilding ruins of the Grand Docks, ones with bizarre and esoteric aspects. While it is whispered that the raiders which despoiled much of Ansa and portions of Taikos brought heretical lore with them they disseminated to those that would listen, symbols found carved into the bodies are apparently connected to ancient traditions from before the coming of Macharius. Is it all mere mummery, or do the murders hold hallmarks of something older and altogether more sinister?

Illisear

System: Sidon's Lament

Designated a Feral World, Illisear has become something of a project for the Missionarus Galaxia operating from Macharia. It is a world of gloomy forests, rusted metal mountains, and sucking bogs that stretch to the horizon, ancient Illisear is said to be a portentous planet where the skein of reality has been stretched thin. Grim shamanic nomads creep over the world's bleak surface, practising a strange and primitive variation of the Imperial Creed that the Ecclesiarchy have thus far failed to mould into orthodoxy.

The beliefs of the natives greatly trouble the Ecclesiarchy, for every missionary that travels to Illisear, no matter how fanatical or devout, invariably shifts their views closer to that of the locals. The Illisearan version of the Imperial Creed holds that the Emperor is entirely occupied elsewhere. The only protection the Emperor ever affords his flock comes in the form of the knowledge He shared long ago with their wisest ancestors on how to fight what He called the 'Fiends of the Deep Night'. There are no Imperial records that specifically record the Emperor as ever having travelled to Illisear, but many of the missionaries won over by the folks of Illisear conjecture that so many of the events of the Great Crusade are lost to time, or shrouded in myth, so perhaps it is true.

Illisearan belief dictates that these 'Fiends of the Deep Night' and 'Fen Wraiths' have stalked the shadows of their murky world since long before the coming of the Imperium, held at bay only through unorthodox but carefully practised rites. Since the opening of Cicatrix Maledictum, the nomads have told tales of blood-soaked legends rising to torture them, the hook-limbed Talleyman and Copper-Eyed Duke emerging from dread myth to prey on mortal flesh.

Illisear pays little tithe to the Imperium, as it has few goods to offer and almost no populace to spare. Macharius's forces faced little opposition from Illisear's tribes when they first encountered the planet. To the troops' great surprise, the locals readily accepted the soldiers as being 'warriors of the Emperor' but warned them to set certain 'wards' around their camps and to be very wary. The amused troops stopped chuckling when half their initial landing forces were torn asunder in a single night, slaughtered by nameless things. The Imperium swiftly learned that keeping larger forces on Illisear was ill-advised, as greater concentrations of people seemed to attract the wrong sort of attention from the Warp. Centuries later, the planet remains a dark and undeveloped puzzle, but it still holds a great deal of interest for several Imperial institutions, and a philosophical prize for the Ecclesiarchy to conquer.

PERSONALITIES OF ILLISEAR

Inquisitorial Interrogator Savantas has been assigned to investigate the supposed 'conversion' affecting missionaries that travel to Illisear, but is deeply troubled by the descent into madness and death of their predecessor. In their search, they have discovered forbidden lore of shamans among the Illisearan nomads, suggesting they have the ability to read the future, and alter the course of future events — or in the wildest rumours, past events.

POWERS OF ILLISEAR

Revered as one both physically strong and spiritually in tune with their traditions, Tsogbayar of the Illiseran Timortus tribe acts as the Planetary Governor. Her official duties are as light as the tithe the world provides, but survival alone is difficult on Illisear. Tsogbayar rules from the fortress-city Waxweyr, a ramshackle defensible position built into a ragged mountain range, where thousands work to maintain the arcane glyphs of their strange beliefs. Here, uncontrollable psykers are brought and chained in deep dungeons carved from metallic rock, to be given up for the Emperor's tithe. Those that capture these psykers are sometimes recruited by the Adeptus Astra Telepathica, or drafted into the Astra Militarum regiments of the Macharian Sector that occasionally train on Illisear. Thus, Tsogbayar serves the traditions of her people and ensures the 'messengers of the Emperor' are given their due.

Donata Fulvia, an experienced Astropath seconded from the Silver Amphitheatre, assists Tsogbayar in her duties. She is the seventh Astropath assigned to the world in the past decade, an unusually high burnout rate. Donata has adopted a few of the less unorthodox behaviours of the Illisearan shamans, but they have begun to feel the mind-flaying effects of a particularly warp-stained region.

ADVENTURE HOOK

An unusual call for aid comes from an Illisearan Highborn, as only a small remnant have access to Astropaths and the knowledge of how to communicate with the greater Imperium. The message states several tribes have been entirely slaughtered, hundreds of people killed, and desperately begs for help in determining what is behind the recurring attacks.

Macharia

System: Donia Magna

One of the most famous shrine worlds in the Imperium, Macharia is the planet from which Macharius began his conquests, the world upon which his tomb lies, and the aspired destination of countless pilgrims from across the galaxy. The surface of Macharia is covered with marble buildings, each shone to a spectacular gleam by a multitude of hereditary labourers. The most massive of these shining structures can be seen from orbit, and everywhere there are triumphant murals depicting grisly scenes from the Macharian Crusade. Huge sculptures of saints rise up over every structure and the streets are lined with statues of Imperial heroes, each maintained to polished perfection. The world boasts lugubrious blue skies, rumoured to be not unlike Terra in ancient times.

Beneath the veneer of marble and gold hide a squalid mass of Human suffering. The habs and every other building not dedicated to worship are hidden behind and beneath the statues and cathedrals of Macharia. These are allowed to crumble almost to the point of collapse — and frequently further. Beggars loiter in alleyways and near stalls selling relics and votive scrolls, desperate for a coin or morsel of food. Pilgrims whose devotion took them to Macharia but whose coin can carry them no further often gather in search of succour, while some turn to zealous — and occasional heretical — preaching of their own. These undesirables are kept at bay by the goads of Frateris Militia who patrol the streets, tasked with ensuring the facade of pristine majesty remains unbesmirched.

Macharia is comparatively easily reached via the immaterium as, for inexplicable reasons, the warp has always been exceedingly stable for vast distances around the planet, offering many stable routes to it. The Ecclesiarchy regards this effect as miraculous and preaches that it is doubtless connected to the presence of Saint Macharius's body. In truth, it was one of the reasons the Lord Solar chose the world, once called Donia, as the initial mustering point and launch site for his conquests. The ease of travel to and from Donia helped ensure that his supply routes were freely flowing, a necessity of war that always greatly concerned the Lord Solar, especially at the scale of his forces and the vast number of fronts on which they were fighting.

Macharius eventually renamed Donia to Emperor's Gift, and for a time it became the capital of the burgeoning sector being formed in the early years of his crusade. Spoils from hundreds of worlds flooded into Emperor's Gift, making it wealthier and more lavish with every passing month. Highborn whose worlds had recently allied with the Imperium, by choice or force, soon followed, along with any who sought the Lord Solar's favour or a place in the new structures of power that were rising across the newly conquered regions of space. For a brief time, Emperor's Gift was one of the most important planets in all the Imperium.

And then Macharius died.

THE TOMB OF MACHARIUS

A mausoleum so vast it covers an entire continent and is easily visible from space, Macharius's tomb was erected near the spot where the Lord Solar supposedly first set foot on Donia, though a few scholars suggest that he was, in fact, born on the planet and his tomb was raised over his birthplace. Regardless, upon his burial, the planet was renamed once more from Emperor's Gift to Macharia, and a funeral procession of incalculable scale passed before the final resting place of the greatest hero Humanity had known since the Great Crusade. Macharius's flagship for the later years of his conquests, the Emperor-Class Battleship the *Lord of Light*, was altered so that it could withstand planetary atmosphere and set in the sky high above his tomb. To this day, it continuously burns phenomenal amounts of fuel in order to remain in place above his mausoleum and so honour the Lord Solar. Over a hundred decorated officers and all six of his surviving grand generals laid their blades on his grave to honour the fallen. It was to be their last act of unity, for the time of rebellion now referred to as the Macharian Heresy officially started within hours of Macharius being interred.

Macharius's tomb is now the site of one of the Imperium's most advanced tactical academies, the Schola Macharia, which teaches gifted students of the Astra Militarum, the Navis Imperialis, and a few especially favoured Highborn scions. The bonds that arise from time spent in the Schola Macharia are strong ones, allowing for smoother coordination among different military groups that can sometimes be fractious towards one another.

THE PALACE

Officially titled 'The Lord Solar's Palace' but always referred to just as 'The Palace' by Macharian natives, this elaborately titanic structure was once the seat of Macharius's rule, though in truth he was seldom present within its walls, for he was far more often

on campaign. Every surface of the Palace was once ornately decorated, covered with exquisite statuary and intricate engravings that were impossible to preserve in their original opulence.

The western wings have been transformed into a lavish museum dedicated to the Macharian Crusade and the glory of the Imperium, which is open to the citizenry and pilgrims. Much of the complex, though, acts as the ruling seat of the Adeptus Ministorum within the Macharian Sector in general, and Macharia in particular. It is thus filled with scheming priests, ambitious missionaries, would-be crusaders, Adepta Sororitas of various orders, and an army of overworked scribes engaged in the never-ending task of managing the resources required to welcome and bid farewell to an endless river of pilgrims. The Palace has ever been filled with beauty and intrigue in equal measure, with many factions each vying for power and the primacy of their beliefs. Unvarnished truth is difficult to come by here, for much that was once so has since been lost or greatly altered by dogma.

The Noctis Aeterna caused many problems across Macharia, not least of which was how to deal with the usually transitory pilgrim throngs once it became evident that no transports were coming to take them away. Camps were created beneath the arches and flying buttresses of Macharia's endless shrines, and long-held stores were made available. Far more difficult to surmount was the schism of faith that slowly arose amidst the ranks of the Ecclesiarchy as the Days of Blinding stretched on. Some argued that the silence was a test, others a punishment for whatever ongoing blasphemy they found most offensive. A few were so bold as to quietly suggest that the Emperor had died.

The most blatant of all heresies was that embraced by the influential Cardinal Nolis Rayne who began to preach that the many psykers emerging amongst the populace were clearly the chosen of the Emperor — a convenient point of view, as he soon after revealed that his faith had granted him powerful psychic abilities. The resulting schism tore Macharia apart as a holy war erupted through the halls of the Palace and soon across the planet. Cardinal Rayne was inhumanly persuasive and those that defied him frequently met terrible ends. Nevertheless, the Adepta Sororitas and the valiant students of the Lion's House stood with Arch-Cardinal Molinair who declared Cardinal Rayne to be a heretic witch in need of purging. The battles slowly turned against the Cardinal's forces who, though far greater in number, were ill trained. Fate, or perhaps the Dark Gods, intervened on the Cardinal's behalf, for not long before his forces were finally cornered, the Noctis Aeterna vanished from Macharia. So too did Rayne, retreating upon a transport owned by a Rogue Trader amidst his 'faithful' followers. Rayne's present whereabouts are unknown, but Arch-Cardinal Molinair deeply fears what the rogue Cardinal may do, and has called for his destruction.

PERSONALITIES OF MACHARIA

The Planetary Governor of Macharia is officially Arch-Confessor Evaristus Heliacal, though all within the upper echelons of the Ecclesiarchy know that Heliacal, though once incomparably wise and pious, is now naught but a senile figurehead. Arch-Cardinal Molinair puppets Heliacal's desiccated hand, knowing that they could never take the position of Planetary Governor as they are not a Confessor. Though Molinair is widely respected and uncompromisingly orthodox in their pursuit of practising and spreading the Imperial Creed, political enemies are an inevitable fact of life in the Ecclesiarchy. Heliacal is soon to be crushed beneath the incessant march of entropy, and many fear who will replace them. In particular, Molinair is suspicious of the strange and far-reaching machinations of the upstart Cardinal Venykar of the Magna Basilica.

Though the Schola Macharia stands as the premiere military schola in the sector, none of its tutors would dare compare their tactical expertise to Canoness Shushanik of the Order of the Charred Veil. Known for never willingly leaving a battlefield without securing victory, Shushanik is perhaps the most augmented member of the Adepta Sororitas in the Macharian Sector, having left behind a bloodied part of herself at each site of her few losses — constant reminders that she can wage war anywhere, that can always improve, and by the Emperor's will, she shall take righteous revenge.

THE POWERS OF MACHARIA

As with all shrine worlds, Macharia is ruled entirely by the Ecclesiarchy, and further, it is the base of Adeptus Ministorum power in the sector that shares its namesake. There are multiple sanctums of the Missionaria Galaxia, most notably the ancient and intertwined theocropolis of Solar's Reach, and the upstart Magna Basilica. Schola Progenia are ensconced across Macharia, fully locked off from the outside world to ensure the youths being indoctrinated within their halls are perfectly encapsulated.

The Schola of Our Lord Solar is attached to the Palace, and is twinned with the Schola Memento Mori that forms part of Macharius' tomb, with each having multiple minor fortress-sanctums elsewhere. Perhaps grandest of all is the Macharian Confessional, spanning half of a continent due to the relatively young tradition of appointing only Arch-Confessors as Planetary Governors of Macharia in an effort to prevent a repeated Macharian Heresy.

Macharia is also the base of operations for the Adepta Sororitas in the Macharian Sector. The 1,000 Sisters of Battle of the Order of the Charred Veil call the fortress cathedral on Macharia home, as do several non-militant orders. The Order Hospitaller of the Solar Torch, the Order Famulous of the Hallowed Glass, and the Order Dialogus of the Solar Quill all operate from Macharia, ensuring that their work is uniformly orthodox — a welcome blessing in a sector so far from Holy Terra, but one that makes Macharia an even sweeter target to the vile foes of the Emperor.

The Ordo Hereticus have a relatively open presence on Macharia, liaising with their Chamber Militant, the Adepta Sororitas, and using the unassailable sacred ground of the shrine world as a base from which to battle back vile heresy in the Macharian Sector. Of course, it is part of their duty to maintain this purity, and many Interrogators are stationed at secret hideouts from which they launch investigations into the luxuriant mass of the Ecclesiarchy.

As with almost every Imperial world, there is a dark underbelly to the gleaming pious surface of Macharia. In the undercrypts beneath each colossal theocropolis of the shrine world lurk Infractionists abandoned by the Imperium, judged too ineffectual or impure of soul to serve the Emperor. Their numbers increase each year as poorer pilgrims without the means to support themselves drift ever downwards — both physically and spiritually. The result is a myriad of warring gangs who are referred to in whispers as 'the shame of Macharia.' As well as fighting over the scraps that fall from above, these gangs often engage in minor religious wars over the various twisted versions of the Imperial Creed that have emerged in the darkness beneath the shrines and cathedrals of Macharia.

WHISPERS

The characters' Patron requests that they acquire a piece of sector history that is due to be displayed for a short while as part of one of the rotating collections showcased at the Lord Solar's Palace. Security will doubtless be both tight and fanatical.

Leonova

System: Gravchek

The glittering hive world of Leonova has a vacillating vertical landscape, oscillating between deep chasmic crystal mines and towering hive cities festooned with labyrinths of industrialised gem-cutters and refineries. It has been this way for millennia beyond memory, since long before the return of the Imperium and its rich individualistic traders were press-ganged into serving the Emperor. It is one of the premier mining worlds of the sector and a producer of many rare minerals. It is best-known as a source of exquisite gems used for precision tools and key weapon components, particularly for the Eskutchax pattern lasgun.The noble houses of Leonova are famed for their reticence to discuss their affairs, as far too many have tried to steal their secrets over the centuries.

PERSONALITIES OF LEONOVA

Known for repeatedly and flatly claiming they are the most stressed individual in Hive Oberyl, if not on the surface of Leonova, Administratum Prefectus Hidemitsu of the Departmento Munitorum is tasked with tracking and recording every lasgun focusing crystal produced in the city's 2,281 levels. Hidemistu has surmised, based on their inextricably tangled dataslates of their private data-vault, that several parties are diverting crystals away from the Departmento Munitorum, including several Highborn houses. They have as yet not made any accusations, but are particularly worried about shipments to the backwater agri world Goros Pok and references to a 'Sect of the Twisted Sickle'.

Leona Leonova-Wolff has recently inherited the title of Planetary Governor of Leonova after the tragic deaths of both her father and her husband, and is all too aware of the corruption that flows through the very nerves of the world she now rules. She believes that corruption is an unavoidable truth in all Humanity, but that the Emperor's gaze will burn the unworthy — better to be corrupt in a way that serves His grand, unknowable plan, and die a martyr.

POWERS OF LEONOVA

The Tech-Priesthood of Eskutchax maintains a significant Adeptus Mechanicus presence on Leonova, ensuring the tectonic fragdrills and other mysterious mining machinery is preserved at its peak, and their machine spirits are kept vivacious. They maintain strong relationships with the Highborn (though

strained through their superstition of the 'cogfolk') and the Navis Imperialis, operating from forge-fanes within every major hive and keeping the void-docks stable as supplies flow across the Macharian Sector.

An omnipresent juggernaut of organisation, millions of Administratum scribes and overseers ensure the hives of Leonova work at peak efficiency. They contend (and some suspect, intermingle with) myriad Infractionist gangs, doing whatever is necessary to secure the ever-growing tithe of the supposedly stable Leonova.

WHISPERS

A smuggling cartel is rumoured to be operating in Hive Oberyl, the most powerful city on Leonova, and is linked to thefts of gems promised to Macharia for a new shrine. The characters must recover the gems without anyone knowing that they had been stolen, to avoid any embarrassment to Leonova's rulers.

Maleer

System: Maleer

A few of the most revered Magi of the Adeptus Mechanicus declare that the world of Maleer 'should not be', whereas others among their brethren argue that it is a miracle of the Machine God they merely do not yet understand. All agree that the known laws of the Omnissiah's physics behave differently on the strange world. Despite Maleer's measured gravity being somewhat higher than Terran standard, all native life behaves as though it were a good deal lower. As a result, native creatures frequently swell to enormous sizes, and creatures that would struggle to lift their own weight on Terra can beat great wings and take to the skies with uncanny grace.

The Adeptus Mechanicus would dearly love to know more about this world, but it has been difficult for them to gather further answers. Maleer is a deadly Knight world, and despite their vital role in maintaining the greatest of the Imperium's war machines, the ruling house of Maleer — the proud House Vandensarg — has an ancient standing grudge against the priesthood of Mars, and curtails their activities as much as it can.

The world is covered with vicious jungles, stormy seas, and jagged mountain ranges. Minacious nature flourishes here — microscopic life forms are as vicious as the megafauna that tower mountain tall, all crucial parts of an ecosystem utterly inimical to Human life.

Some Magos of Eskutchax's Mechanicus theorise Maleer's gravity has been altered in some fundamental way to facilitate the seemingly impossible size of its life forms. Clashes between some of the biggest beasts regularly scar large swaths of terrain, and make trying to build standing settlements foolhardy. The largest predator on Maleer, the dread Arthakul, stands as tall as a Warhound Class Titan — over seventy feet high, at full growth.

The people of Maleer are stern nomadic tribal hunters, justly renowned for their courage in battle and willingness to face impossible odds with dour determination. They do not question the nature of their world, for to them it has ever been this way. Few outsiders ever have a chance to meet many of them, for they seldom leave their planet. It is their renowned rulers who travel to other worlds to pay the Imperial Tithe with their fighting prowess: the Knights of House Vandensarg.

HOUSE VANDENSARG

Famed throughout the Macharian Sector and beyond, House Vandensarg is officially designated as a Questor Imperialis Knight house, meaning they are sworn to fight for the Imperium, not the Adeptus Mechanicus. They have proudly served the Emperor since the coming of Macharius's forces to Maleer, but house records claim they marched alongside the forces of the Imperium during the Great Crusade long ago. Widely known as the 'Savage House Vandensarg', its nobles, called Greves, are master hunters who drape their Knights with trophies taken from their victories against the colossal beasts of Maleer, and mark them with sigils declaring their prowess drawn in crimson-tinged clay. They revel in close combat, with the melee-focused Knight Preceptor being the most common Knight suit in their ranks.

While Maleer has many resources, it has ever been short on useful ores, a problem exacerbated by mining operations frequently attracting immense predators and the traditional distrust of the Adeptus Mechanicus. Long ago, the beleaguered Vandensarg Sacristans discovered that the dense bones of some of their gigantic foes were rich in metal bearing compounds, and began using them in the repair of their Knights' armoured carapaces. Over time this became almost ritualistic, and some of the ancient Knights are now named for great beasts they slew and which were subsequently used in the repair of the massive machines.

While House Vandensarg's distant past is shrouded in mystery, passed down via oral traditions, they have long carried warnings of previous dealings with 'Carmine Metal Merchants' who tried to play them false. Soon after House Vandensarg joined the Macharian Crusade, agents of the Adeptus Mechanicus looking to gain their allegiance visited their world. The Greves, deeply suspicious of the Tech-Priests, reluctantly agreed to their visitation. The visitors were appalled by the treatment of House Vandensarg's Sacristans, as well as the borderline heretical use of bone-harvested metal in the repairs of their sacred Knights.

For six centuries, the Tech-Priests of Eskutchax and House Vandensarg have conducted negotiations that have come within a hair's breadth of outright violence (with various acts of hidden violence being unprovable, but very likely). These arbitrations have led to several Eskutchaxian Sacristans being stationed on Vandensarg to monitor the upkeep of the hallowed battle walkers, though not without tensions between the two Factions.

THE POWERS OF MALEER

The cunning Margreve Ansgara leads House Vandensarg and effectively acts as Maleer's Planetary Governor. Since the early withdrawal of the Noctis Aeterna from Maleer, her Knight Valiant Faultless Spear has been seen leading lances of her fellows on battlefields across the Cytheris and Andosk Sub-sectors as she sets about fulfilling her house's many oaths.

Impetuous but honourable, Greve Johanniter is the leige-lord of Maleer's southern continent, Argul, and is the de-facto Planetary Governor in Ansgara's absence. He yearns to prove his worthiness to the Vandensarg name, but this ambitious drive to serve the Emperor has resulted in repeated success in logistical and organisational success since long before he mounted the Throne Mechanicum. Now stationed far from any battlefield, his dedication to the God-Emperor and urge to martyrdom is wasted, but Johanniter has a plan. He sees beyond the customary views of his house, planning an alliance with the Sacristans of Eskutchax that will no doubt cause strife on Maleer — but strife is the way of the Knight, and Johanniter knows that this is his path to new fronts, and further glory.

WHISPERS

The characters are charged with approaching the Greves of House Vandensarg to request their aid on a military campaign against xenos forces. Negotiating with the infamously barbaric house is a difficult affair, for while the Greves are honourable, they strongly eschew 'standard' diplomacy, requiring the characters to impress them in some way to gain their favour. A hunt perhaps?

OMYR

System: Maleer

A feral world showing no signs of advanced civilisation. Primitive sects of hard-pressed warriors here routinely fight against vicious packs of disturbingly cunning native fauna. Warning buoys continually vox-cast that the planet is quarantined, and that landing here is expressly forbidden by order of the Verydian Hawks. The few that have encountered this suspect either that the Space Marine Chapter have claimed this world as a recruitment and training world for their Neophytes, or that some baleful menace lurks on the surface that the Angels of Death are yet to conquer.

WHISPERS

A target the characters are pursuing has escaped to Omyr. Their Patron demands the target's return (or at least confirmed death), but travel to Omyr may be difficult. Survival once they arrive is likely to be even more so.

VARKASSA

System: Lysandria

Formerly a world of abundant mineral deposits, Varkassa is now a spent husk aspiring to escape the entropic pull of its environmentally exploited history. During the Macharian Crusade, Varkassa's tremendous potential was brought to the Imperium's attention by Asterion Mavins trading information for favour, whose surveys had long before noted its rich resources. The planet's wealth was soon being systematically stripped away by Imperium mining operations and dispersed to various parties, including a minority to the Mavins, but the major bulk of Varkassa's mineral bounty was taken to fuel the innumerable forge-fanes of Eskutchax.

Varkassa's plentiful mineral resources were such that it took several centuries to strip them entirely, leaving a world covered with countless gaping quarries and abandoned drilling sites. Long before its mines were empty, Varkassa's toilling thralls discovered that its soil was as rich as the deep ore veins, perfect for farming, and began painstakingly transforming played-out quarry pits into multi-tiered farming fields growing the fleshy, flavourless orza native to the world.

The Noctis Aeterna was the death knell for many of the quarry-field drudges of Varkassa. Three Planetary Governors had already been executed for failing to fulfil the mineral tithe with resources the planet no longer had, and the newly installed fourth Governor Artyom Ivoseth had given orders to start the random decimation of miners in a ruthless bid to increase the survivors' efficiency. Agents of the Administratum were not unaware of the problem, and had been working for some fifty years to change Varkassa's official Imperial Tithe classification to that of a minor agri world before Noctis Aeterna fell.

When support and communication from the Imperium ceased, Governor Ivoseth demanded that the blasting charges used for mining be re-deployed amongst the hab-bunkers of towns, hoping that these residential regions hid some secret ores that previous surveys had missed. After several towns had been destroyed, with nothing to show for it but poisoned water supplies, an enraged Governor Ivoseth ordered the populace to redouble their efforts. This was too much for the governor's daughter Mirza, who started a rebellion to overthrow her father. The Highborn of Varkassa have broken into factions declaring for the father or the daughter, or have desperately tried in vain to remain neutral. Many workers have since been conscripted into ad hoc units to fight in a blatantly heretical civil war, merely to ensure they still have the privilege of mining for minerals that no longer exist. Now that the Noctis Aeterna has withdrawn from Varkassa, the governor and his daughter have begun hiring mercenaries from elsewhere. Both hope to prevail before Sector Lord Aulus sends agents to discover what has been happening on the planet.

PERSONALITIES OF VARKASSA

Across Varkassa the name Ivoseth is spoken more than any other, as the conflict between Planetary Governor Artyom Ivoseth and his rebellious daughter Mirza is sure to determine the fate of the world. Artyom's personal ambitions have been consumed by desperation, but both stem from a fervent loyalty to the Emperor above all else, and a belief that he alone can shepard Varkassa to perfectly serve the God-Emperor. At present, Artyom is focused on maintaining positive relationships with General Russo of the Varkassan Bombard Korps and Confessor Contreras in an effort to solidify their Emperor-given power.

Mirza is more pragmatic than her father, believing that to truly serve His grand Imperium in the long term, they must sacrifice in the short term, fully committing to a conversion to an agri world to fulfil Varkassa's immortal responsibility to the Emperor. Mirza's propagandists often repeat that she began the rebellion in response to her father's cruelty to the toiling workers, but in truth she merely disagreed with his decisions in resource management — she would push the drudging labourers much harder and sacrifice a colossal (but carefully calculated) number of lives to make Varkassa a profitable agri world, rather than a terminally underproductive mining world.

At the opposite end of the Imperial hierarchy are Evzen Gracht and Scab, Infractionist leaders of the Ditchdaggers and the Rakers gangs respectively, both of whom are taking advantage of the conflict. Scab has backchannel contacts to the Planetary Governor's 'people', providing them with toughs to support the Vigilites with violent crackdowns on any potential insurrection. Conversely, the Ditchdiggers have leveraged their reputation for clashes with the Vigilites to claim a crucial position amongst Mirza's rebels, perpetrating multiple espionage and sabotage missions. Thus far, Gracht has managed to make a mighty profit by selling information to both sides of the conflict, and seeks to extend the war as much as possible to keep their scheme running.

THE POWERS OF VARKASSA

Both the Varkassan Bombard Korps and the Ecclesiarchy of this mining-cum-agri world fully support Planetary Governor Ivoseth in accordance with the ancient dogma of the Imperium, and Ivoseth bends over backwards to service these organisations in an effort to ensure their continued military and religious support.

Similarly, Governor Ivoseth shows unmitigated deference to liege-lord Abstella Mosche of the Administratum, repeatedly promising that he can handle his daughter's uprising and provide the Emperor's Tithe when the wider Imperium inevitably returns to the world he ostensibly controls. Mosche shows public support for the official ruler of Varkassa, but has grown tired of this descent into uncontrolled skirmishes and low productivity. If the situation does not soon remedy itself, Mosche will call on the Adeptus Arbites to bring an end to things — a fact she has judiciously refrained from sharing with either of the Ivoseths. Only her indecision as to which of the two to support has so far stayed the liege-lord's hand — while the fault for the war doubtless lies with Artyom, his daughter's rebellion hardly falls within the strictures of the Administratum.

Few agents of the Adeptus Mechanicus are present on Varkassa. Some operate from remnants of minor mining forge-fanes, either still searching for as-yet undiscovered ores to fuel Omnissiah-approved industry, or having abandoned such work to pursue individualistic information gathering too obscure and arcane for other Factions to understand. Others are servo-hauler savants, experts in machined agronomy deployed to Varkassa to begin the centuries-long process of converting the wracked landscape into endless, undulating quarry-fields, filled with toiling labourers collecting flavourless hyper-nutritional gene-spliced crops. The remainder ensure the technologies used by the Administratum and Astra Militarum continue to function at peak efficiency. All care little for the petty, pointless squabbles of the planet's Highborn.

Outside of all of these labyrinthine and intersectional politics, Interrogator Caecilius Elbegdorj has been privately pursuing rumours of a violence-obsessed demagogue reportedly inciting several bloody massacres that have been attributed to both sides of the Ivoseth civil war. Elbegdorj knows this figure only as the 'Sovereign Butcher', and believes that they are a worshipper of the Chaos God Khorne bent on turning a political conflict into a heretical conflagration.

WHISPERS

Sent to Varkassa to secure needed minerals, the characters are swiftly caught between multiple factions, all of which want the characters' assistance in making certain that their version of events prevails with Imperial authorities elsewhere.

Vitezovich

System: ID-3421-G3

A dead world. The massive scale of the destruction here, clearly effected by orbital lance strikes, suggests that Exterminatus was enacted some four hundred years ago. Other than its name, there is no information listed on it in any Imperial datavault, and it only appears on the oldest star charts.

WHISPERS

The characters come across an exceedingly interesting piece of information: supposedly, several enemies of the Imperium — rebels, heretics, and some other even less reputable folk, use Vitezovich for storage. How the characters use this knowledge is up to them.

Voll

System: Voll

A hive world whose soil is a bio-rich, slightly acidic slurry containing many exceedingly valuable organic compounds, Voll was colonised during the Macharian Crusade for production of a wide variety of unique chemicals primarily used for medicae and combat stimulants. Over hundreds of years, vast hives thrived and grew amidst the uncertain terrain, yet hidden horrors dwelled within their massive foundations. Hive stabilisation serfs opened up ancient infrastructures dating back tens of millennia only to discover entire ecosystems of bizarre lifeforms. Dubbed 'Acynadi', these wildly diverse creatures range in size from a clenched fist to the mass of an Imperial Knight. In spite of their aggressive nature, the acynadi have become

the basis for extensive additional resource exploitation through the melding of their unique biologies with the acids and compounds of Voll's exceptional soil.

Hive Rokarth, the capital of Voll, is so immense that it forces an unaugmented mind to falter. Resembling nothing so much as a colossal spider, Rokarth rises from the centre of a vast web formed from mud-sluicing pipes stretching for hundreds of miles in every direction over desolate, sunken, drained fields. Rokarth is the largest producer of healing unguents and medi-kits within the Macharian Sector and the majority of its mid-hive levels are composed of manufactorums dedicated to that enterprise. Rokarth's mid-levels are remarkably clean compared to those of many hives due to the scouring acid floods which are regularly sluiced through the hive to ensure sterility. Being caught on the wrong floor at the wrong time is near-invariably fatal, an unfortunate end for those that do not obey the strict timelines of the Administratum (provided their calculations are correct).

For greater details on Voll, see the ***Imperium Maledictum Starter Set.***

DRIMOR

Smallest of the Macharian Sub-sectors, Drimor is densely packed with potentially viable systems. It borders Cytheris, with the infamous Ayzinith Abyss between them. Most of the regions of space surrounding Drimor are uncharted and deemed to be 'empty', but they are better described as lawless Wilderness Space where the Imperium holds no sway.

Ayzinith Abyss

Along the Rimward side of the Drimor Sub-sector lies a region of space that even the boldest Rogue Trader will not speak of readily, for nothing good comes of drawing the attention of the Ayzinith Abyss. Here, since long before the opening of the Great Rift, the immaterium has roiled with anomalies. There are no good routes through the warp, as it is filled with strange, misleading currents, and some suspect even the irreproachable Navigators have lost their way, though the great houses have always denied such slander.

When the Macharian Crusade first reached the Abyss, many locals warned them against trying to cross it, stating that even in realspace, something was wrong within the very weft of this expanse. The fleet commanders took their warnings as mere superstition, but swiftly thereafter began to understand as ships were lost, disappearing into its depths with their final fates unknown, and 'maladies of the mind' stalked surviving crews. Many viable systems were bypassed by the Imperium throughout the Ayzinith Abyss, more than a few for reasons that have been permanently redacted and sealed away by the Ecclesiarchy or the Inquisition.

A Macharian sect of the Adeptus Mechanicus Logi known as the Lexio Arcani have cogitated that the number of ships lost in the region far exceeds probability, and that other unknown factors beyond the turbulent immaterium must be involved. There are rumours of hideous xenos species here, of planets where psykers have fled from righteous purgation, of worlds where xenos-tainted bloodlines give rise to monsters, of ships crewed by the dead; a catalogue of horrors whispered by sailors in the rough spaceports of Drimor over even rougher liquor. This much is certainly true — no one lightly enters the Ayzinith Abyss.

WHISPERS

Captain Hallas Tavol, an apparently loyal scion of House Tavol, has made an intriguing offer to the Characters' Patron. Whilst passing through the Ayzinith Abyss on undisclosed business, Tavol claims that they have a recording of a distress signal carrying the transponder codes of a ship lost during the Macharian Crusades, the Imperial Dominator-Class Cruiser *Distant Thunder*. Is Captain Tavol trustworthy enough to enter the maelstrom of the abyss, and what could be found in the mysterious abyss?

The Ancient Congruity

Deep within the Ayzinith Abyss is a world so unremarkable that it does not have a name. The crews of the few voidships that have ever passed it promptly forgot it existed after it left their sight. The world offers nothing of interest to auspex scans, a near-barren rock with a thin atmosphere, but it hides a timeless wonder. In the crevasse of an aeons-old crater is a direct webway portal, a passage to an archaic Aeldari traversal node. Long before the fall of the ancient xenos species, they used this ancient congruity to travel across the galaxy.

Though the Imperial authorities of the Macharian Sector don't know of the Ancient Congruity's presence, they are aware that several troupes of the brightly-clad Aeldari wanderers known as Harlequins occasionally emerge from, or pass into, the Ayzinith Abyss. Members of the Inquisition's Ordo Xenos would very much like to know why the region seems to hold the interest of the Aeldari.

Proteus Secundus, Quartus, and Quintus

System: Proteus System

The Proteus System consists of three closely-linked planets that thrived together for thousands of years before the coming of the Imperium. When the Macharian Crusade arrived at their doorstep, they shrewdly acquiesced to join the Imperium, understanding the truth that they could not stand against such force. As such, all three worlds were permitted to retain a percentage of their traditions as they entered the Emperor's realm.

The official Imperial designations of the Proteus Worlds are Proteus Secundus, Proteus Quartus, and Proteus Quintus, but only a member of the Administratum would ever refer to them as such. To their people, they are, as they have always been, Rahas, Chira, and Taru. The three worlds each supplied the needs of one another — the fertile quarry-fields of Rahas fed the triumvirate, the manufactorums of Chira provided primitive voidships and other technology, and the training towers of Taru educated the populace to labour effectively and prepared them for war. Before the Noctis Aeterna, the Proteus System boasted thirteen well-maintained hive cities, over a hundred and forty billion citizens, and multiple orbital docking arrays along with the grand space port, Shoalward, that serviced ships daring to delve deeper into Drimor.

In the darkness of the Noctis Aeterna, several Drukhari Kabals of dread Commorragh decided to have sport with the citizens of the Proteus System, a cruel contest designed to see which Kabal could generate the most fear amongst the worlds, with the intent of tricking them to turn on one another. For three years, the Kabals executed precision raids across the Proteus Worlds, sabotaging various structures, killing voices that called for calm, and stealing away citizens, families, and entire hab-blocks. Their communications unanswered, their prayers unheeded, the Proteus Worlds at last turned upon one another, those who would've called for caution or restraint long since sent to be recycled. The Drukhari laughed at the carnage that followed and feasted well on the suffering of three entire worlds over by ruinous, fratricidal war.

At the vomitous crescendo of carnage coerced by the depraved Drukhari, the Noctis Aeterna retreated, and the Imperium returned to find the Proteus triumvirate at war with itself. The fires of heretical infighting were swiftly extinguished by the uncompromising strategies of the Imperial Guard regiment the Viridan Trailblazers, taking authority over local forces untainted by the vile machinations of the Drukhari. Their efforts brought the three planets under control over a series of crushing campaigns. The Navis Imperialis, keen to regain their crucial void-port of Shoalward, deployed all available resources and even accepted aid from Rogue Traders and, it is rumoured, a ship from a ruling family branded Hereticus Absentia for refusing to accept the Imperium after the conclusion of the Macharian Crusade.

Now many of the fields of Rahas lie scorched and torn by trenches, the manufactorums of Chira rumble understaffed, and the Proteus Caballeros of Taru try desperately to replenish their lost ranks to fight back against the stubborn remnants of rebellion and the ever-hungry Drukhari raiders.

THE POWERS AND PERSONALITIES OF PROTEUS

The Imperium officially recognise the mononymous matriarchs Gulya, Yildiz, and Kelebek as the Planetary Governors of Proteus Secundus (Rahas), Proteus Quartus (Chira), and Proteus Quintus (Taru) respectively. The tremendous industrial population of Chira raised it above the other planets in the Proteus system before it was swallowed by the Imperium, and the tradition of Chira's ruler being the system's sovereign was allowed to continue, much to the chagrin of the modern rulers of Rahas and Taru. Tensions are higher than ever between the three.

The fastidious Gulya has desperately focused all efforts on rebuilding the necessary agricultural industry to fulfil the looming tithe. Shrewdly realising the task cannot be completed in time, she has pledged an entire continent of Rahas — including its population — to the scrupulous Magos Biologis Palladius-XI of Ibal. She hopes that the *'cogfolk's arcane secrets'* can revivify her world, but at the very least, the potential of Skitarii Legions stationed on Rahas will make Yildiz and Kelebek think twice about turning traitor again.

Correctly realising that war is the one true constant in the 41st Millennium, Kelebek has bent Taru's population away from any form of training for industry and purely toward an isolationist preparation for war. The presence of Viridan Trailblazers is aiding in this endeavour, liasing with the swiftly rearming Proteus Caballeros to righteously stamp out any remaining insurrection and lingering Drukhari insurgents. Kelebek has forged a strong relationship with both

Colonel Serpen of the Trailblazers and Commodore Labrasca, the newly installed ruler of the void-dock Shoalward, and is establishing herself as the de facto head of military matters in the system.

Yildiz was, until recently, viewed as an unsuitable heir to Chira. Her progenitor was slain in a particularly daring raid, initially attributed to a strike team from Taru, but discovered to be the work of a particularly cruel Drukhari Haemonculus. Not long after the return of the wider Imperium, Yildiz displayed an uncharacteristic intelligence in multiple dealings — she negotiated the returned presence of the Administratum on all three worlds, and allowed the tithes to be increased provided Proteus received additional support. With this deal in place, the other two Planetary Governors were forced to manage their own resources carefully and ignore the precarious political situation. Yildiz also called out to Arch-Confessor Venykar for spiritual support, directly requesting missionaries to reignite faith in the system. As the missionaries spread through Chira, she subtly ensured their sympathies would lie with her world before they spread to the other two. Finally, she displayed a canny understanding of the ancient dogma that Planetary Governors can have no involvement with void-docks, repeatedly inviting the Rogue Trader Darius Klaskoloff to dine with her. Klaskoloff is among the most senior of his dynasty deployed to aid in the renewal of Shoalward, and through him, Yildiz maintains an intricate web of information.

WHISPERS

Faith in the Imperial Creed was sorely tested amidst the horrors that shook the Proteus Worlds, and heresies of all sorts have gained a foothold across the system. The characters are asked to accompany a member of the Missionarus Galaxia on her quest to rekindle the faith long enough for her to establish herself among the despairing locals.

Somrot

System: Sulmar

Once a developing feudal world of widely varying biomes, Somrot and its people were all but destroyed a century ago when a force of horrifying xenos raiders called the Khrave found their planet. Somrot's lack of industry and sophisticated technology was such that the Imperium had chosen to leave it mostly unattended, only visiting on a twenty-year cycle to gather a modest tithe. Correspondingly, no defence would have reached the world in time to save them from the foul carnivorous xenos if not for a chance event. An accident in the immaterium caused the Adeptus Mechanicus Explorator vessel *Filia Fulmen* to emergency translate into realspace, where the heavily damaged voidship plummeted to the surface of Somrot.

The few Tech-Priests and Skitarii who survived the crash were led by the unconventional Artisan Magos known as the Callulus the Enumerator. The folk of Somrot found the Tech-Priests disturbing, but far less frightening than the nightmarish Khrave. Correspondingly, a swiftly gathered conclave of Highborn leaders formally asked the Enumerator for the assistance and protection of the Adeptus Mechanicus. Callulus agreed, though it was made clear that their protection did not come without cost.

Working with the materials they had to hand, including the bodies of many Skitarii broken by the crash, the Enumerator led the people of Somrot in building hybrid devices incorporating local weaponry, blended with various technologies and secrets of the Omnissiah known to the Enumerator through their studies of the adaptive patterns of several STCs. The fighters the Enumerator and their allies produced were unique: knights with powered claymores swung by additional augmented limbs, cavalry scouts with combat harnesses bearing reclaimed Skittari weaponry, and explosive spear-flinging weaponry which could easily pierce a tank's hide.

The enhanced troops proved sufficient to the task, and the Khrave were pushed back with massive losses on either side. The Enumerator was hailed as a hero, but their willingness to flaunt orthodoxy did not go unnoticed for long. When the Imperium returned to Somrot and the stories of what had occurred began to circulate within the Macharian Sector, various factions of Tech-Priests accused the Enumerator of blasphemy against the Machine God and declared the Artisan Magos a Heretek.

Though some sects of the Adeptus Mechanicus called for the Enumerator's heavily-augmented head, others have praised their work in bringing the word of the Omnissiah to an otherwise unproductive world. For a century Somrot has warred with the Khrave and industry has flourished through the Enumerator's influence. They still lack advanced machinery and cogitation facilities, but by salvaging the *Filia Fulmen* and transforming it into an ad-hoc forge-city, the Enumerator has managed to make limited materiel and a population more ignorant than even a standard Imperial citizen into a workable force.

Even amongst those planetside there are some that see the Enumerator of a harbinger of moral decay and seek to rise up against them, but as Somrot is now providing a steady tithe and fighting an important battle in His Macharian Sector, the unorthodox Artisan Magos has many supporters.

PERSONALITIES OF SOMROT

One of the Enumerator's most vocal critics is also one of their closest allies, a cantankerous Tech-Priest Manipulus designated XVI-Cortus. Cortus acknowledges the precariousness of their situation on Somrot, but believes that the slight variances in patterns the Enumerator has made to arm the world's natives are at the very least a blasphemy that requires penance to the Omnissiah. To this end, Cortus has begrudgingly disassembled *Filia Fulmen* to build several shrines to the Machine God and works with Tech-Priests to indoctrinate new members of the Adeptus Mechanicus, and through this mingling with the populace, Cortus has cogitated two other major obstacles to their return to true civilisation. First is the insidious crawl of time — without the resources afforded by a Forge World, they will eventually run out of supplies to artificially extend their lives.

The second is the people of Somrot themselves, most notably the Highborn Lohot Brandelis. Brandelis is amongst the few Somroti natives that oppose the Enumerator utterly, disgusted by the modifications they have made to the pure Human form, and has leveraged their hereditary power to build a burgeoning revolution against the Adeptus Mechanicus. Cortus suspects that Brandelis's peternatural ability to persuade people to their side is a sign that the Highborn is a psyker, especially as they have successfully repelled several Khrave incursions on their archaic feudal city, with reports of blue flames streaking into the air.

THE POWERS OF SOMROT

Somrot is effectively ruled by the Enumerator, a figure who is lauded and decried by the Adeptus Mechanicus in equal measure. The Highborn of Somrot have sworn fealty to the Artisan Magos that crashed on their planet a century ago, and as such it is expected that the world will eventually become a vassal of Eskutchax.

The Administratum, welcoming the surprise of Somrot regularly paying an expanded tithe, have started to station scriveners and overseers in the forge-city formed from the wreck of the *Filia Fulmen*. Though their agents planetside find both the populace and the Enumerator's own Explorator cohort odd, productivity consistently trumps superstition.

WHISPERS

The characters are ordered to open trade negotiations with the Enumerator, who is said to be seeking allies against the inevitable day that the Khrave return. Are they sent to Somrot under honest pretences, to steal the Enumerator's unorthodox augmentation secrets, or to gather proof of tech-heresy?

VIRIDA

System: Carceris

When the Macharian Crusade first discovered Virida, its scouts were pleased to find such a lush-seeming world unclaimed by others, for their augurs detected no trace of colonisation, industry, or any sign that would indicate the presence of sentient xenos. The first teams of surveyors were accompanied by Astra Militarum troops, but merely as a security precaution, as no threat had been detected and no resistance was actually expected. Nevertheless, every team that journeyed into the massive equatorial jungles which stretched in a wide belt around the entire planet uniformly disappeared without leaving the slightest trace.

The following teams were far more heavily armed and carried a variety of different auspexes. Within an hour of entering the jungles, they began reporting flickering lights beneath the jungle canopy that did not register on their instruments. Soon thereafter, their speech began to slur; they spoke of whispers in the dark, and eventually began screaming of indescribable horrors, before falling silent. Transmitted pict-recordings seemed to indicate traces of movement in the jungle, but nothing easily discernible. While General Cyrus considered his options, the Star Phantoms Chapter of Space Marines announced that they had deployed to Virida. Within an hour, they sent a single message to the Seventh Army Group: *Engaged. It's the jungle*.

The Star Phantoms were the first to survive combat with the sentient jungle of Virida, an immense collective organism that covered close to two-thirds of the planet and effectively had near-total control over wide portions of the biosphere, easily allowing it to create, among many other substances, powerfully hallucinogenic spores. The fauna and exceedingly mobile flora of the planet were all directed by beings the troops called Viridar, gigantic xenos that resembled nothing so much as walking trees, which acted as nodes for the jungle's sapience. It took over half a year of protracted fighting for the Imperium to finally defeat the Viridar, as they didn't want to destroy the planet's clear abundance by resorting to heavy ordinance. The last two Viridar were dragged in chains to be presented before Macharius, and the planet was deemed to have been subjugated by the Imperium.

In the intervening centuries, Virida stayed loosely colonised and was functioning as a developing world, slated to eventually become an agri world in time. Unbeknownst to the Imperium, the jungle's sentience had not passed with the Viridar. It had passively studied Humanity since colonists first arrived on the planet. The opening of the Great Rift and the Psychic Awakening stirred something within the long quiescent jungle and hundreds of new forms of Viridar were quietly seeded. When invading Chaos troops erupted out of the turmoil of the Noctis Aeterna, it wasn't the colonists that destroyed the bulk of them, or sent spore-fanatics back to their ships to sabotage them. Virida is awake, and the Humans upon its surface have only survived because the jungle has claimed them as its own.

PERSONALITIES OF VIRIDA

Originally a penal regiment, the Viridan Trailblazers now recruit from those born in the servo-cities that crawl over the planet's surface, their ranks swollen by an unusual number of volunteers drawn by the heroic reputation of the regiment — and especially of Colonel Elysia Dirge. Colonel Dirge commands the Astra Militarum in the servo-city *Carrion's Retort*, currently engaged in clearing the eastern sub-continent of Virida known as Tunfarl. She has led several successful campaigns snatched back from the brink of absolute failure, and many a tale has been spun to explain the extensive flamer scarring across one half of her body. As dedicated as Dirge is in performing her duty, she is also consumed by this mystery — she remembers little of the incident that left her scarred, but believes that the mind-altering effects of the jungle she wages war against may have caused some of her troops to turn traitorous. Colonel Dirge is known for being as uncompromising as a Commissar in her troop inspections, and indeed, she is attempting to root out a xenos-worshipping cult amongst the ranks.

Though the main responsibilities of the Adeptus Mechanicus on Virida are the upkeep on the servo-cities and maintenance of the weaponry of the Imperial Guard, Magos Biologis Heshaton Chomica has little interest in either of these things. Virida itself fascinates Chomica, and they believe that they can harness the biospheric powers of the planet to aid the Imperium. Their official purpose is unknown to most — including Chomica themself, whose reports are actually delivered to an agent of the Ordo Xenos.

THE POWERS OF VIRIDA

There are few bastions of true Imperial control on Virida, and they are ever-shifting as the rapacious jungle swallows civilisation as quickly as it is burned away elsewhere. The Astra MIlitarum and Adeptus Mechanicus work in concert, with Tech-Priests determining that hab-bunkers built atop moving galvanic servo-haulers have the greatest probability of evading the endless jungle growth. Serberys Sulphurhounds gallop alongside the servo-hauler cities of Virida, burning away illogical nature with their promethium-fueled flamer breath.

Adepts of the Administratum try in vain to catalogue this world of constant changes, but though they ostensibly hold power, their numbers are too few to effect full development of civilisation on Virida. Still they catalogue every soldier lost and every bullet fired by the Astra Militarum as they take machetes and flamers out into the wilds to claim land in the Emperor's name. And so the servo-cities of Virida continue to rove across its churning green surface, making small gains as the Administratum, Astra Militarum, and Adeptus Mechanicus work together to battle back both the forces of the Ruinous Powers and the planet itself.

WHISPERS

Communication has recently been re-established with Virida, but the inhabitants seem remarkably unconcerned about recent events, or having been cut off from all communication with the Imperium for close to a decade. The characters are sent to Virida to see if anything is amiss.

YIX

Yix's systems are resource-heavy, boasting a wide variety of rare and unique materials found nowhere else within the Macharian Sector. Its bounty has a price though: the immaterium throughout Yix is ever turbulent, and Warp storms are frightfully common, making navigation hazardous at even the best of times. Rumours abound that more than one of the Leagues of Votann have taken an interest in the untapped worlds of the celestially dense Sargassum Reaches and they are said to have recently begun mining operations in the region. Rogue Traders, foolish and bold, still flock here due to the Hallas Corridor — the single dubiously-charted route into the many unclaimed systems that allegedly lie in the unmapped regions Rimward of Yix.

EYTHLAER

System: Aidom's Folly

A seemingly garden-like death world covered with wondrous flowers and unusual insects, all of which are astoundingly poisonous, venomous, or both. Exceedingly hazardous.

GOROS POK

System: The Gorian System

Goros Pok is an agri world situated in a region frequently assailed by rolling warp storms along the trailing edge of the Yix Sub-sector. Confusion has been sown alongside the crops of Goros Pok for centuries, and now its labourers are reaping dissidence as well as crucial sustenance.

Historically, the hulking adipose-bushes, immense phyto-kelp fields, and city-wide Grox herds of Goros Pok were a dependable resource for several settled planets in the Yix Sub-sector. Faith on the agri world fuelled massive Harvest Tithe festivals, consisting of increased work hours bolstered by constant hymn. This backbreaking labour beyond even their normal toil repeatedly resulted in huge death tolls, but also the greatest possible bounty for the God-Emperor, far exceeding the estimations of the Administratum.

When the Noctis Aeterna fell on Goros Pok, it shrouded them entirely. For the first time in the world's history, the God-emperor's servants did not come, and the harvest was not collected. Millions of tonnes of comestibles rotted in silos and transports across the planet. The Administratum overseers and priests of the Ministorum assured the citizenry that it was the result of a minor oversight, a storm in the immaterium perhaps, and that all would be well. When a second harvest went uncollected, some began to preach that the Emperor no longer looked with favour upon Goros Pok.

'A greater harvest will bring His holy gaze. Death in this duty is a blessing. If His gaze does not fall upon us, the harvest was not enough. A greater harvest will bring His holy gaze.' And so it went, repeating ad infinitum until the strong were exhausted and the weak were destroyed. Even when the ships did return the damage was done, and now belief itself is broken on Goros Pok. Extreme rival cults have formed, and though tithes are being filled, all Factions of the Imperium on the agri world wonder if — or when — rebellion will surge across the planet.

COMMUNICAE TO ORDO HERETICUS INQUISITOR KSENIA BAEK

++ Ave Imperator, Inquisitor Baek,

Be it through your preternatural wisdom or His divine guidance, my mission to Goros Pok has indeed been fruitful, if perturbing. I have found evidence of no fewer than four groups of interest on this agri world, but before any action is taken I must warn you that this place is akin to a promethium refinery — we should be cautious not to light a candle until we know it is safe to do so, lest the spark consume all in a conflagration of misplaced haste.

Four major cults have emerged on Goros Pok. The first is the Blood-Crop Combine, who believe the Harvest Tithe festivals held here did not go far enough. *'Through greater sacrifice in the God-Emperor's name, through sweat, blood, bone, and souls will His gaze and His blessing return'*, and such other prolix nonsense have I heard from these folk. I believe this can be classified as a death cult, barely outside that of the norm, but we should be careful that they do not redirect the rage in their preachings towards their peers.

The second is the Sect of the Twisted Sickle, self-explanatory in their symbol, far more mysterious in their motive. Their bizarre beliefs centre around a three-armed woman (possibly inspired by some lowly mutant), *'so efficient in harvesting that the Emperor Himself reached out to her through the void. The priests and clerks tried to hide the truth of her sainthood, so she chopped off their heads, and passed on the secrets of the Emperor's true divinity to the faithful with a kiss.'* Truly, I know not from which twisted place these vile fantasies form, but the Sect itself has significant sway, as tales abound of three-armed fighters rising up in the fields. Securing mutation records would be prudent, but from what I can tell, members of the Sect seem hells-bent on getting off-world for reasons currently unclear (though I admit that I too want to leave Goros Pok).

The third is the Creed of the Harrower-In-Green, an ignorant group based around the heretical belief that the Emperor created the Great Rift to punish Humanity. From what I have gleaned through extensive Excruciator sessions, this stems from an offhand comment by Ecclesiarchy preachers that pilling and storing harvests was His will, and He would collect them when ready. Now, followers of the Creed insist on storing all foodstuffs for as long as possible, taking rapturous joy in the rapacious rot that spreads on these mountains of nourishment. Needless to say, this is not only a waste of His precious resources, but is also spreading disease throughout communities, a malicious blight the Creed are referring to as 'the Emperor's blessing'. Obviously we must eradicate this group, but that leads me to the fourth.

Throughout my time on Goros Pok, I have heard many speak of the 'Changing Season' in content but solemn tones, sometimes accompanied by a hand movement as though tracing the sun through the sky. At first, I dismissed this as simple agri-labourer speak, but while performing reconnaissance on a potential hideout of the Creed of the Harrower-In-Green, I found a grotesque effigy — an macabre arrangement of mutilated and mutated corpses that I could not shake the impression had been left there for me to find. Even as I regarded this blasphemy and beseeched the Emperor for guidance, the entire mass erupted into blue flame. The smoke drove me from the room, but when I finally ventured to return, I found the words *'THE CHANGING SEASON IS COMING'* written in viscera and soot on the ceiling of the hab-bunker.

By my estimation, as many as one in every five citizens of Goros Pok belongs to a heretical cult. The only reason the situation is not more dire is that they are currently in conflict with one another. This delicate balance will not last long, if it is not already broken. I can only recommend the deployment of agents of the Ordos Hereticus — as many as can be mustered — but it is not my place to make demands of the Inquisition. I defer to your vast experience, unassailable genius, and absolute authority — please send assistance as you see fit, or assign me to a post where I can be of greater use.

May the Emperor Protect Us,

Interrogator Melnyk. ++

PERSONALITIES OF GOROS POK

At one time, Verity Tiberuis believed that there cannot be such a thing as 'too much faith'. Now the Confessor is less sure. The fire that burns inside her seems but a candle compared to the raging inferno of the citizens of Goros Pok. They hang on her every pious word, but the fervour that flashes in their eyes seems akin to madness — they scream and rave, twisting her sermons to further extremes, flagellating each other in frothing displays of dedication. Suspecting some malign influence, Confessor Tiberius started her own investigation, finding a group claiming to be part of the 'Creed of the Harrower-In-Green' revelling in rotten crops. By preaching against such perversions, she inadvertently destroyed them as her congregation violently tore them apart. For now, she knows she is safe from the brutality of the faithful citizenry, but for how long?

Initially assigned to record all instances of a violent and mysterious three-armed mutant sowing havoc in macro-acreage 79-Delta, Administratum Scrivener Nominus Meier has tumbled headlong into a test of both his conviction and sanity. Reports of a three-armed 'star saviour' are cropping up across Goros Pok, and worse, they are beginning to convince him that this mutant is good — she slays heretics and corrupt officials, and crucially, is incredibly efficient at farming. The followers of this mythic figure all volunteer for extra hours, and though there are repeated claims of missing military materiel in the area, their productivity is undeniable. Nominus is teetering on the edge of believing this Sect of the Twisted Sickle may be the Emperor's will manifest, and that they alone can unite the disparate peoples of Goros Pok.

THE POWERS OF GOROS POK

The Administratum claim to maintain control of Goros Pok, exploiting a delicate detente with the Ecclesiarchy to use tightly scripted sermons to sway the labourers. Administratum overseers and clerks make up a significant percentage of the non-labouring population as is common on Macharian agri worlds to ensure tithes are met and well recorded, and hold high positions on Goros Pok. Their proportion of the citizenry is equalled, if not exceeded by the Ecclesiarchy, who maintain thousands of colossal barn and silo-shrines where preachers bless harvests and intone work hymns.

Servo-haulers crawl like locusts over the muddy acreages of Goros Pok, though there are barely enough agents of the Adeptus Mechanicus to keep them running. Of course, the worshippers of the Machine Cult view 'barely enough' as 'logically efficient', and are content to see their machines run well and the motive force serve the will of the Omnissiah. The Adeptus Mechanicus are devoting more and more time to assisting the Astra Militarum, who are similarly short-staffed on Goros Pok as many of the citizens are zealously devoted to farming. This combined with the frequent minor rebellions necessitates mechanical support from the Adeptus Mechanicus, and as both Factions are somewhat scorned by the wider populous due to myriad extremist beliefs, they have developed quite the alliance.

WHISPERS

The characters are sent to Goros Pok to see if they can find Quaesitor Granum Nemesa Rutilius, an expert on crop yields famed throughout the Macharian Sector — or whatever can be seized from the ruins of her lab — as her work is now desperately needed on many worlds. Rutilius is alive, but refuses to leave Goros Pok until something is done to help the folk of her small community against the bandit hordes that continually raid it.

HROM

System: The Gorian System

A rough feral world with very heavy gravity, Hrom's early history is mostly lost, as what little there is survives only in the oral traditions of its native Ogryn tribes. Record keepers of the Administratum that have worked extensively with the locals suggest that Hrom was probably used long before even the Great Crusade as a penal colony which was cut off by the fierce Warp storms common to the Yix Sub-sector, though they readily admit the little they've intuited is mostly conjecture based on old Ogryn tales of the 'Afore-days'. The Macharian Crusade found ready recruits in the Ogryns of Hrom who were eager to serve, and they've been a mainstay amongst the Astra Militarum's shock troops within the Macharian Sector ever since. The Noctis Aeterna would have passed Hrom by nearly completely unnoticed if not for a heavily misinformed fleet of Chaos raiders attacking the planet just before the waning of the Blackness. The raiders as yet alive and uneaten are few.

PERSONALITIES OF HROM

Gruk the Bull is a near perfect exemplar of an Ogryn's physical prowess, but an outlier due to possessing an unusual degree of fascination with the Imperial Cult. Standing a full head over most other members of the Bull Horn tribe, Gruk initially tried to resist requests from the Imperial Guard to join, but was enraptured by the words of Missionary Sanctimus Johov. Johov has since taken the fiercely loyal Gruk on as his personal bodyguard for the duration of his travels throughout Hrom. Though the Missionary does not think the Ogryn truly understands his sermons, Gruk's presence does go some way to getting the attention of Hrom's Ogryn population.

WHISPERS

The characters are asked to recruit a suitable Ogryn gladiator or two from among the natives of Hrom for their Patron. Managing to travel on Hrom without being assaulted by the fiercely territorial and deeply superstitious Ogryn tribes is one thing; explaining the existence of other worlds and bargaining with an Ogryn for their fighting skill is something else entirely.

The Iron Archipelago

Across the region of space along the Trailing side of Yix known as the Sargassum Reaches drifts the Iron Archipelago: a massive floating assemblage of ramshackle structures strapped together with gigantic chains, grav beam emitters, inexplicable constructions, and countless welds. Due to the presence of the Imperial Guard and Navis Imperialis vessels, the Imperium could assert absolute domination over the Iron Archipelago, but its sheer size and unusual construction would make that a dubious claim at best. So large that it holds at least one space hulk within its depths, there are constant grav disturbances in and around the unconventional station, making accurate augur readings exceedingly difficult. This, in turn, allows ships to come and go unnoticed. No one knows who built the Iron Archipelago, but it is now used by Rogue Traders, pirates, Kin Brokers of the Leagues of Votann, Inquisition elements, infractionists, Mavin agents, renegade Navigator houses, and the occasional discrete xenos, such as Kroot mercenary bands, to conduct every type of business imaginable.

WHISPERS

The characters need to quickly find a ship willing to go where others will not. The Iron Archipelago is their best option to find such a vessel.

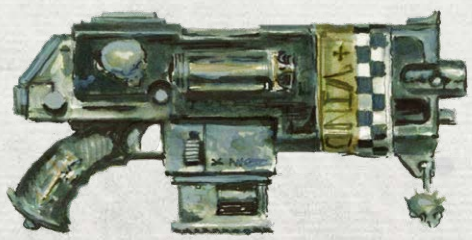
Res Vilissima

System: Vilissia

When the Macharian Crusade moved on past Res Vilissima, the Administratum adepts that followed in the troops' wake were exceedingly hard-pressed to properly classify the planet for Imperial records. Many millennia before the coming of Macharius, Res Vilissima had supposedly been the capital of a multi–system spanning Human empire that boasted highly advanced technology. An internal schism of some kind wracked that ancient realm, leaving them ill-prepared to deal with a catastrophe which soon beset their ruling planet. Their oldest stories refer to the calamity which forever altered their world as the Starfall. Exactly what the Starfall was has never been identified. Described only as a 'searing emerald light', it impacted the planet with such a massive blow that the surface shattered and its gleaming, spired cities were reduced to rubble in an instant.

After the Starfall, Res Vilissima's Highborn promptly removed themselves to the planet's three moons, leaving the lowborn masses to share the planet's fate. Seeing as the world they left behind was already buried in refuse and debris, the nobles saw no reason not to start dumping their industrial byproducts down onto the surface. Res Vilissima effectively became a colossal junkyard. When the Macharius's crusade reached the planet, the Highborn welcomed it with open arms.

The lowborn of Res Vilissima now live as part of vast reclaimant clans in the midst of a planet-wide junk pile, regularly salvaging whatever they can from the mountains of rubbish which surround them while avoiding the vile sludge from above. The clans all have their own specialties, no two exactly the same, but all toil in order to sell their efforts to off-world buyers from across the Macharian Sector, transactions the lunar Nobility arrange at a handsome profit to themselves. In exchange, the nobles pass foodstuffs and water down to the surface via void-lifts, as they proudly claim none of their class have set foot on the surface of Res Vilissima since the Starfall.



THE THREE MOONS

System: Vilissia

Over sixty Highborn families with extraordinarily convoluted relations, inter-marriages, blood feuds, alliances, and old debts between them control Res Vilissima's three satellites: Rex, Vai, and Cor. To outsiders, the lunar Nobilities' connections are opaque, but even the youngest scion of the least family knows the heraldry of their allies and enemies at a glance.

Rex boasts the most powerful families and therefore the greatest influence. It is a world of precisely balanced palatial estates, with nobles who regularly play host to Administratum dignitaries, and buyer agents from widespread interested parties. Rhethea Hronis is the head of Rex's most influential family and the Planetary Governor of Res Vilissima, though her power is hardly absolute. She prefers negotiation to force, at least when dealing with her fellow nobles, and is ever aware that though her elevated station grants her little to no sway over the Adepti of the Imperium.

Vai is largely given over to agriculture and boasts the most beautiful estates. Many of Vai's families are patrons of the arts. Cor's thin atmosphere is no longer enough to sustain unmodified Human life, due to extensive manufactorum operations with toxic runoff. Cor's Nobility chose to start dumping their contaminated sludge directly onto the planet below, while building their grand estates in massive, luxurious domes. Several centuries ago, the Adeptus Mechanicus insisted upon placing a forge-fane on Cor. The Tech-Priests claim they did so in order to monitor the planet's operations and safeguard the lives of the nobles, due to the need for continuous upkeep on the domes. Wiser folk suspect they did so in order to keep their augmented eyes on the ancient technologies which are sporadically salvaged from Res Vilissima.

The Noctis Aeterna was difficult in the extreme for the Highborn of Res Vilissima. When communication and shipments from other worlds ceased, they eventually had to stoop to the extraordinary measure of bargaining for assistance with members of various reclaimant clans, inviting them up from the surface to help their 'betters' survive. Now that the Blindness has passed from Res Vilissima, the lunar nobility all presume they will return to their lives as before as if nothing had occurred, but talk has now spread across the planet below of just how superior the lives of the Highborn actually are to those of surface-dwellers, and rebellion is fomenting amongst the 'lowborn'.

PERSONALITIES OF RES VILISSIMA

It is an open secret that the current Planetary Governor and Prime Citizen of the moon tribunal is not 'the' Rethea Hronis, as the first of her name perished in 412.M41. The Hronis dynasty have held Planetary Governance by keeping Rethea 'alive', subjecting one of their rank to extensive hypno-indoctrination and face-melding surgeries to ensure their matriarch 'miraculously recovers' from each assassination attempt masquerading as an accident. Ordinator Maskeen Kobliska, the senior member of the Administratum for Res Vilissima, cares little for these Highborn squabbles provided the Emperor's tithe is supplied, and like all of their predecessors knows that prying into the strange affairs of these nobles is more likely to reduce efficiency than improve it. Even so, Hronis and Kobliska spend much of their time arguing, and though the Planetary Governor is mostly concerned with getting one over on her peers, the Ordinator is looking for agents to help them with information recovery and perhaps some light espionage in the name of 'optimising this corner of the Emperor's great realm'.

Cybernetica Datasmith 98-Sigmasus is also seeking some outside assistance, as the more the perceptual filter of forge-fane Ellion-Sift blocks their data harvests, the more suspicious they become that their superiors may be hiding some form of heretical knowledge. Sigmasus is suspected to have a data-compulsion, and craves new information to a degree deemed illogical even by their Adeptus Mechanicus kin — it is unclear if Sigmasus's suspicions are a side effect of this illness or if something sinister is afoot, but either way, those that work for the Datasmith are bound to uncover great mysteries in Yix.

THE POWERS OF RES VILISSIMA

Four major powers vie for influence over Res Vilissima and its tribunal of moons: the ancient noble highborn, the Administratum, the Adeptus Mechanicus, and the Rogue Trader Dynasty Iaysus. These organisations have completely divergent goals, but are united in service to the Imperium.

Looking down at the world from their lofty moons, the Highborn and their sworn Vigilites seek only to return to the status quo in which they rule supreme. The sixty-plus noble families each think they should be the head, meaning their power-hungry schemes usually interfere only with one another, allowing the other arms of the Imperium on Res Vilissima to act unperturbed.

Scribes work tirelessly in their thousands to document the production of the moon tribunal and the scrapyards of Res Vilissima below, with overseers ensuring that the uneducated masses are indoctrinated into the correct style of labour to make this world a more useful asset to the Imperium.

The Adeptus Mechanicus claim to be fascinated by the possibilities of undiscovered archaeo-tech amongst the scrap of Res Vilissima, and this may well be so, but it is undeniable that they are most in evidence aiding with the technologies of Terminus Iaysus and the maintenance of their secretive work on Ellion-Sift.

Styling itself as a candle of tender hope for the beleaguered and shrouded Sub-system, Terminus Iaysus is the base of operations for their own Rogue Trader Dynasty and several others. Those that seek to expand the reach of the God-Emperor's hand into the fringes of the Macharian sector almost invariably find themselves setting out from Terminus.

WHISPERS

Rumours of 'metal men' being found within the deepest strata of reclaimant excavations have long circulated about Res Vilissima. When an entire reclamation clan is found slain by forces unknown, the characters are sent to discover the truth, despite heavy interference by some of the lunar Nobility who know far more about their planet's dangerous history than they are willing to share.

Tarang

System: Verydian's Reach

A gas giant hovering in the Rimward frontiers of Yix, Tarang is made up of a highly unusual collection of rare and valuable gasses, many of which are not typically present on such planets. When the Imperium first surveyed Tarang, the Administratum's adepts were so impressed with their initial findings that they specifically called upon the Adeptus Mechanicus to assist in setting up special mining operations on the planet. Their agreement led to the Rufous-Pact Combine, a joint venture between the Administratum and the Adeptus Mechanicus to most efficiently exploit Tarang's bounty.

Mining on Tarang is typically handled by servitor-piloted scoop-ships that dip into and out of the gas giant in highly eccentric orbits that carry them deep into the atmosphere before climbing up to a series of interconnected offloading stations in high orbit. The processing and separation of the gasses for bulk transport to various naval refuelling stations, forge-fanes, and agri worlds across the Macharian Sector is overseen by a force of augmented workers that live in the massive orbital station, Tharsis-Song. Tarang mines and sends forth many different gasses, but the most precious are ethcantilal, which acts as a phenomenally powerful ripening agent for a wide variety of natural and genetically augmented grains, and astyrlan, a gas exclusively employed in the making of bolt rounds for the Verydian Hawks.

When the Noctis Aeterna engulfed Tarang and ships stopped coming to retrieve their carefully packed cargo pods, the highly efficient workers began stacking them in various unused portions of Tharsis-Song till those eventually overflowed, prompting them to simply expand the station to accommodate. When ongoing nutrition became an issue, they created a series of small gardens, and employed minute traces of ethcantilal to swiftly fertilise them.

The wider Imperium has received few messages from the warp-shrouded Tharsis-Song, and those that have made it through the squall of psychic nightmares have been curt reports of self-sufficience, raiders righteously repelled by miners and other station staff, and dutifully preserved stacks of cargo pods waiting to be collected. The Administratum and Adeptus Mechanicus have both sent rescue vessels in an attempt to make contact, but there have been no reports of their arrival. Many are content to wait out the storm, believing an inaccessible hoard of resources is a minute inconvenience on the titanic scale of the everlasting Imperium. Others, including Ammanus Tarx, a Verydian Hawks Company Captain, are suspicious that something more ominous is afoot.

PERSONALITIES OF THARSIS-SONG

The Rufous-Pact Combine is currently overseen by Administratum Ordinate August Valen and Adeptus Mechanicus Artisan Ingottus Phi.

Valen was initially overjoyed to earn a position on Tharsis-Song, seeing it as the perfect opportunity to serve the Emperor away from the unceasing distractions of their hive city home. The solace they found alongside the ruthless efficiency of the Adeptus Mechanicus was at first refreshing, but their ceaseless logic has driven Valen to paranoia. Valen believes that Ingottus Phi knows of a route through the warp and away from Tharsis-Song, but is stockpiling ethcantilal to their own misguided ends. In a recent raid on the station, several gun-servitors malfunctioned and fired on Administratum labourers attempting to defend their workplace, then seemingly disappeared, an 'accident' Ingottus Phi wrote off as a result of warp-borne interference. Valen fears that Ingottus may be in league with the pirates, heretics, or cultists that seem bent on attacking their orbital station.

Ingottus Phi is as fascinated by Tarang as they are with Tharsis-Song, believing the former is a miracle of the Machine God to be absolutely exploited and the latter is a pristine example of life-giving Omnissian technology. Though in the past they argued with the Administratum on the most efficacious application of resources, they were satisfied by the logical nature of the debates (if not the sub-stellar numeracy of their Administratum colleagues) and found gratification is representing the Adeptus Mechanicus well. Recently however, Ingottus has found the behaviour of their less augmented allies so illogical that it borders on frightening. Ingottus suspects Valen is planning a coup, using the cover of the warp storm to take full control of their precious Tharsis-Song. The Artisan Tech-Priest has received rumours that Valen is arming their labourers, more than may be needed to repel raiders. After an Administratum clerk 'accidentally' jettisoned a servitor-clade into the void, Ingottus has commanded that a portion of their servitors be outfitted for combat.

What is turning these former allies against each other? Is it isolation, or is a more sinister force executing these 'accidents' and whispering foul dissidence in their ears and aural augmetics?

THE POWERS OF THARSIS-SONG

The Administratum and Adeptus Mechanicus rule Tharsis-Song absolutely, and are the only two Factions of the Imperium in effect at the orbital station beyond a Navis Imperialis Warrant Officer and their security cadre. The Administratum are comprised of a bevy of clerks, scriveners, and ordinates to handle managerial duties, supported by a veritable army of hereditary labourers. Similarly, the Adeptus Mechanicus have a small corps of upper-hierarchy masters in the form of Artisan Tech-Priests and attending Tech-Adepts who command swarms of specially augmented servitors. Though these Factions once worked in a perfectly profitable harmony, isolation and repeated raids have created tension between the two groups, as superstition about the 'cog-folk' runs amok amongst the Administratum.

ANDOSK

Positioned directly Rimward of Cytheris, Andosk holds the most industrial production among the Macharian Sub-sectors. While Andosk does contain a large number of resource-rich planets, industry has flourished here mainly due to its clear Warp routes, which are relatively stable, save for those that pass through the occluded region called the Jade Veil. The Imperial Navy has multiple large facilities in Andosk, including several massive dockyards. Andosk was the site of some of the largest and most pivotal battles during the early years of the Macharian Crusade, the remnants of which still linger here centuries later.

Arrian's Wrath

The relative sparsity of dangerous warp phenomena around the area of space now officially referred to as the Andosk Sub-sector have helped turn it into a major commercial hub. Those same routes made the region one of great strategic importance during several key battles of the Macharian Crusade and the Macharian Heresy thereafter. General Arrian the Sainted was ordered by Macharius to take many of the systems that lay within the Coreward half of Andosk.

Imperial propaganda depicted Arrian as an exceedingly devout man. Suppressed tomes and the datavaults of the Inquisition mark him as having been entirely intolerant of defiance, willingly ordering atrocities in the name of the Emperor without even the slightest hesitation. More than fifteen planets which were prepared to defy Arrian's forces had gathered their naval fleets to amass an armada with which to crush the Sixth Army Group, but were betrayed by one of their own and their location disclosed to the general. Saint Arrian's subsequent slaughter of his foes remains a thing of dark legend. The rebels' entire massive armada was encircled and destroyed in a running battle over a colossal area of space. Even ships that tried to surrender were cored like overripe fruit, their screaming crews fed to the void.

When the Macharian Heresy erupted, rebels hid their ships within the armada's floating debris and used it to strike out against the Imperium. This forced further battles within the region, expanding the floating graveyard of ships with every destroyed voidship. The patch of interstellar medium known as Arrian's Wrath is spread out over a light year's distance at its widest point, nearly ten trillion miles of space — a gigantic expanse of shattered ships, all holding potential salvage, along with countless hiding places for infractionists and pirates. Navigators are wary of passing near Arrian's Wrath, for the immaterium has formed dangerous shoals here in response to the many deaths that occurred in the region.

The battles of Arrian's Wrath were, for many of those resisting the Macharian Crusade, the final sign that the Imperium could not be fought, save ruinously and to the death. Some did just that, and their names are now forgotten. Other worlds at last bent the knee, accepted into the Imperium with varying degrees of suspicion. Some fled, often burning their own worlds behind them — and indeed many of those later declared Hereticus Absentia point to these battles as their genesis.

TENG JI-MARN

An Imperial waystation sitting on the Trailing edge of the huge debris field that makes up Arrian's Wrath, Teng Ji-Marn is heavily fortified and just as heavily scarred, as it has seen constant battles since its creation just over four centuries ago. The station's adepts chart the shifting graveyard in order to better direct the salvage operations of guild-bonded dredgers, as well as offer warnings of its many potential dangers to Imperial Navy vessels and Rogue Traders. While there is a great deal of profit to be made in scouring the countless wrecks of Arrian's Wrath, pirates and Orks infest swaths of it, making all operations within very dangerous.

PERSONALITIES OF TENG JI-MARN

Commodore Inessa Tartaruga of the Navis Imperialis oversees Imperial activity in Teng Ji-Marn, and attempts in vain to keep the colossal stretch of Arrian's Wrath safe for the Emperor's void-ships. Known for her seemingly callous piety, Tartaruga is fond of the phrase *'May the Emperor protect those I cannot.'*, an apt summary of her refusal to risk any of her limited forces unless victory is absolutely assured. The Commodore is, however, completely sincere — she has converted the inner sanctum of her voidship, *Dissidents Bane*, into a shrine where she begs the Emperor for more support. She believes there is some connection between the pirates that haunt Arrian's Wrath and those of Mahagan, and further, that only the malign influence of foul xenos could prompt Humans to attack one another and deny the light of the God-Emperor.

In drastic contrast is Harald Klaskoloff, a scion of the famous Rogue Trader Dynasty, who shares St. Arrian's complete disregard for life in the name of furthering the Imperium. The Klaskoloffs have spared no expense on outfitting Harald's chambers aboard Teng Ji-Marn, ensuring his safety with heavy ceramite and custom gun-servitors. Those stationed on Teng Ji-Marn believe Harald has 'helmed' no fewer than 100 expeditions to find potential treasures in Arrian's Wrath, though he has never personally joined a foray into that vicious void, and none have returned to claim their due from him.

POWERS OF ARRIAN'S WRATH

The Navis Imperialis are oath-bound to continue an endless crusade to pacify and control Arrian's Wrath. They claim to control all routes through the titanic scrapyard, but they must constantly shift these paths as battles with heretics are won and lost. The sombre Port Killian sits at the edge of Arrian's Wrath, a star of defiance bedecked in brutal, death-dealing macro-batteries, all commanded by the Lord Admiral Maro Graven.

Explorator Siphonous AL-7 has steered the *Perpetual Anima* through Arrian's Wrath for several decades, in a thus-far fruitless search for an STC rumoured to be aboard the wreckage. The Perpetual Anima is a celebrated sight for anyone in the area, as Siphonous is known for their devotion to the maintenance of voidships and employs many Artisan Magos in their cadre, willing and ready to repair damaged and marooned Imperial vessels easily found with their extensive array of auspex shrines.

There are rumours that Ordo Xenos Interrogator Arnaut Cisneros operates from Teng Ji-Man, investigating potential xenos on the multitude of space hulks in Arrian's Wrath, but though their name is widely feared their appearance — and indeed, their true name — is unknown.

WHISPERS

The characters are sent to Teng Ji-Marn to locate and secure the remains of a specific ship within Arrian's Wrath, the *Lethal Shadow*, which may still hold a cargo their Patron seeks. Or it may be infested by Orks. Or worse.

FORKAS-63

System: Extraction Site Stultus B

An Adeptus Mechanicus mining operation on a massive scale, Forkas-63 was conceived when a Tech-Priest Explorator — Stultus Phi-12— found two planets rich with minerals in close orbit of one another within the Aineras System. After a series of adjustments that took just over a century to complete, the slightly redirected worlds collided as planned. The resulting explosion turned the lighter surface elements of the planets into rings, whereas the denser metals of the two worlds became a single sphere of rare ores suitable for highly efficient mining — this new 'planet' was named Forkas-63.

What Stultus kept a secret from even his masters in the Adeptus Mechanicus is that one of the two planets he destroyed was a Necron Tomb World, specifically chosen for this reason. Stultus hoped to study the remains of the ancient Xenos, but would never get the chance — his voidship drew too close to the coalescing new world and was destroyed. Mining has gone on ever since, and while some have noted strange mineral properties in the ore, Stultus took the true reason for his endeavour with him to his grave. The remains of Xenos structures would not be detected for decades. By then the mines of Forkas-63 had become far too crucial to the plans of the Adeptus Mechanicus. Rather than inform Inquisitors of the Ordo Xenos, the truth was hidden once again, and mining continued.

PERSONALITIES OF FORKAS-63

Magos Biologis Ordin-XVII was transferred to Forkas-63 five decades ago, and has spent the last few years wracked by a fear that cold logic cannot assuage. Designated the duty of repairing and installing augmetics for other Mechanicus members, he has been routinely asked to blank the memory of several Skittari who were assigned to certain guard duties. Curious, he has retrieved some of these memories in secret, and is aghast at what he has seen. Intact Xenos ruins, breached and raided by units of Skittari Rangers and Vanguard. Strange artefacts drawn up, some vanishing even as they were removed from the tomb. And strange beings, surely abominations in the eyes of the Omnissiah, stirring in a restless sleep.

Ordin fears that, should he speak up without ample evidence, his masters will have him silenced. He needs a team to help them surreptitiously collect evidence to confirm their most foul fears, and save not just the Biologis, but potentially the entire Macharian Sector, from the potential awakening of the tombs.

Ibal Primus

System: Ibal System

Ibal Primus is a highly unusual planet, for it is controlled by the Adeptus Mechanicus, but it is not a Forge World. The Tech-Savants of Ibal run their strangely agrarian forge-fanes amidst huge forests of coppery, tree-like organisms that cover the majority of the planet. Whatever original environment Ibal once had has been altered, turning every continent, and even wide portions of the ocean's floors, into massive, hearty forests. Armies of servitors tend the endless woods, removing any unhealthy trees, while preparing others for harvest. The 'wood' of Ibal is a sturdy, highly valuable metal with unusual properties. Tech-Priests from several Forge Worlds and individual Artisans routinely seek it out for their bespoke creations.

All of the metal 'grown' on Ibal Primus is branded at the molecular level with the chosen sigils of the particular followers of the Machine God, or other Imperial faction, who purchased a given portion. This frequently occurs long before a grove becomes mature enough for cutting and export, for there are other reasons for the practice. Thieves occasionally seek to steal the bounty of Ibal assuming, incorrectly, that if they take a few trees and swifty depart, none would miss them or be the wiser. When a regular orchard inspection reveals missing trees, an Auditor is dispatched to retrieve the missing material, or failing that, send a message via the steaming corpses of the culprits. Ibalian Auditors are famously patient, willing to track their quarry for years, if need be, hunting backwards via deconstructed devices if they must, moving from client to seller till they find the original thieves. They are utterly tireless, profoundly augmented, and heavily armed; being stalked by one is akin to a death sentence.

PERSONALITIES OF IBAL

The Navigator Rukalla Laryx-Nor routinely guides the largest of Ibal's transport vessels, the tremendous *Thorn of Hellas*. The entirety of the Noctis Aeterna was a phenomenally tedious experience for her. She now desperately seeks companionship and conversation beyond the ranks of the terminally boring Tech-Priests which surround her. She delights in inviting interesting folk aboard 'her' ship for lively dinners where she'll readily let slip intriguing information she really shouldn't.

Ibal's senior Magos Biologis is Selent Phi-2 a somewhat unorthodox, but by no means radical, Tech-Priest. Selent Phi-2 usually gets their way in regards to the rearing of the trees, but recent events have agitated them beyond their normal parameters and they are concerned that unpredictable upheaval patterns may be imminent.

POWERS OF IBAL PRIMUS

The Tech-Savants of Ibal Primus are associated with a number of different forge-fanes and other groupings of Adeptus Mechanicus, though they are rumoured to have particularly strong ties with the Forge World Hexas Panan, which maintains a colossal Explorator compound on the planet. The long years of the Noctis Aeterna delayed their plans, but as the Warp's shadows dissipate new ships are slowly amassing in Ibal's orbit, awaiting a chance to pass Rimward in search of knowledge and lost technology for the glory of the Machine God.

The Adeptus Astra Telepathica take a keen interest in Ibal's fortunes for they are one of its largest customers outside of the ranks of the Adeptus Mechanicus. Wiring derived from Ibalian grown metal is particularly suited to devices that can channel psychic ability. Psychic Hoods, force staffs, and other force weapons crafted using Ibal's copper are noticeably potent enough to have drawn their attention and support.

WHISPERS

A particularly obscure rumour suggests that a Infractionist group has managed to secure a clandestine arrangement with a cabal of Tech-Priests willing to arrange for off-the-book shipments, the knowledge of which targeted datavores swiftly delete from Ibal's otherwise spotless records. The Characters are charged with discovering what the Tech-Priests are being offered to betray their fellows, or perhaps what blackmail is being held over their heads, so as to acquire some Ibalian metal for their Patron.

Kallastin

System: Kallastin Glorificus

An arid, industrialised planet on the Rimward edge of the Andosk Sub-sector, Kallastin is famed as the site of one of Lord Solar Macharius's most legendary victories, a massive battle wherein he and his forces allegedly defeated over twenty-three billion Orks in a single day. Many present at the battle later swore in the Emperor's name that it was so, a feat accomplished by unprecedented coordination across all groups of the Imperium's militaries, including the Adeptus Astartes,

acting in precise concert with Macharius's commands. Worlds touched by Orks never seem to be entirely rid of them, though, and Kallastin is no exception. The crimson metal and velocity obsessed Orks known as Speed Freeks regard Kallastin with a near-holy fervour as the site of one of the greatest scraps ever.

Dark rumours have swirled for years about a new Warboss gathering his forces out Rimward for a massive new Waaagh! having set his gleaming red eyes on Kallastin, but the Noctis Aeterna seems to have delayed his plans. While this has been a minor mercy, the Days of Blinding caused another threat to emerge as well. Kallastin has always had problems with mutation amongst its populace, but successive planetary governors have turned a blind eye to a low level of mutancy among workers on many of its particularly toxic industrial worlds so long as they keep their aberrations covered. Now, however, the Psychic Awakening has led to the rise of several exceedingly dangerous psykers among Kallastin's mutants, a few of which have begun to preach of changing their fate…

PERSONALITIES OF KALLASTIN

Phytian de Kallastin succeeded their brother, Montefort de Kallastin, less than a decade ago, becoming the 10th of their line to rule as Planetary Governor, a direct descendant from the Castellan of the Tallarn Desert Tigers that liberated the world during the Macharian Crusade. Some believe that the debauched Montefort was assassinated, with the public story of him choking to death during a feast seeming suspect, but never publicly questioned. This is partially due to the oft-lauded improvements to Kallastin industry that Phythian has quickly brought about — by the reckoning of the Administratum, manufactorum efficiency has raised an average of 6.8% per Terran year of Phythian's sovereignty, exceeding tithes and bolstering military might. It is also unquestioned as any that openly debate Phythian's suitability for the role, or the circumstances of their ascension, rarely live longer than a single solar cycle.

Formerly a ranking member of the Administratum, Phythian values efficiency above all else — rumour has it that all of their augmetics are all optimised to keep them awake for weeks on end, rather than extend their lifespan, so that they may maximise their impact on Kallastin's productivity. Phythian is unpopular with most, seen as an uncompromising stickler ruling with an iron fist, but their results cannot be argued. Though this obstinate style is seen by many as a typical trait of Adepts of the Administratum, the truth is more sinister — the de Kallastin line have believed in a private prophecy that the return of an Ork Waaagh! to their world will either spell their doom, or mark the birth of a saint. Phythian is determined to ensure the latter half of the prophecy is true, and will stop an nothing to ensure the Kallastin Lancers can repel the green tide — even as their uncompromising attitudes are fomenting rebellion amongst the labourers, as more and more turn to the rogue psykers and mutated monsters that lurk in the shadows of their world and promise change.

POWERS OF KALLASTIN

Industry has wracked the landscape of Kallastin, a fact plain to see in its skies smog-choked by galvanic magnavents, lifeless plains, and titanic manufactorum-cities. The Administratum officially ensures that the horizon-spanning promethium fields run at peak efficacy and every manufactorum produces its allotted resources, but tally-counting does not create industry alone. The Adeptus Mechanicus installed bore-forges below the surface of Kallastin centuries ago, and though they rarely leave the flickering lumen-light of their underground data-vaults, all know that they are essential to Kallastin's continuation.

The ascension of Phythian de Kallastin has returned a focus to the planet's military with renewed vigour, and its Astra Militarum Regiment, the Kallastin Lancers, are the proudest of Andosk. Newly appointed Regimental Commander Valian Zhang is a strict traditionalist, enamoured by the guerrilla battle tactics of the Tallarn Desert Raiders that first liberated Kallastin and form the basis of their mechanised military. The Kallastin Lancers have successfully dealt with numerous minor heretical uprisings and Ork incursions, and Zhang has zealously lauded their own forces, little understanding that these scouts are but heralds for far more dangerous armies. However, this fervent praise is encouraged by the Ecclesiarchy on Kallastin, who maintain multiple shrines to the Solar Saint's awe-inspiring feats on this world.

Inquisitors of the Ordo Hereticus operate on Kallastin, not least due to the suspicion that Montefort had succumbed to the depraved heresy of hedonism. At first, their agents were pleased that the profligate had been replaced by such an upstanding citizen of the Imperium, but now some wonder if the increased mutant activity is a symptom of a cult whose hand has been forced, or if this was their plan all along.

WHISPERS

The characters are sent to Kallastin to assess if a new Waaagh! is indeed imminent, unaware that after their arrival they may well face a more immediate threat from Kallastin's angry mutants.

Mahagan

System: Amphoras

When Saint Sejanus's forces attempted to cross the Amphoras System, they were attacked en masse by waves of fanatical pirate raiders, a long forgotten Human society who had preyed on passing ships for generations. Scouts tracked their attackers' swift-moving vessels to the massive rings orbiting the titanic gas giant Mahagan. Composed of ice and silicate particles, the rings' substance ranged in size from mere dust motes to moon-sized asteroids. The Imperium discovered that many of the larger asteroids had been converted into fortresses filled with vicious marauders. It took months of deadly protracted engagements against the entrenched guerrilla fighters to clear them all. After their hard-won victory, a portion of Sejanus's forces set up permanent barracks within several of the largest fortresses to use them as a base of operations throughout the crusade.

The culture of Mahagan is one of self-reliance and swift adaptation, for old systems fail. The natives are faithful to both the Emperor and the Machine God, as the unusual nature of this 'world' has always necessitated the prominent involvement of the Adeptus Mechanicus. Mahaganites have a distinctly willowy and sun-starved appearance due to the lessened gravity of their settlements and lives spent in radiation-shielded void suits, and are generally regarded as Voidborn. The Mahaganites' military bearing and relative technological advancement served them well during the years the Noctis Aeterna shadowed their world, and they emerged relatively unscathed.

POWERS OF MAHAGAN

Myriad moon-sized asteroids make up Mahagan, and though all are ostensibly ruled by Governor-Militant Ashe Kovalenko, the canny heroine of the Navis Imperialis recognises that allowing each asteroid's Faction representative to run their void-fortress as a small holding preserves political peace.

Numerous asteroid-wide hydroponic greenhouses and manufactorums run by the Adeptus Mechanicus take advantage of the unique gravitic conditions of Mahagan, though none work perfectly in this unique locale. The Tech-Priests sworn to the ruling Magos Tai-Lue-Beta constantly criss-cross transterric gantries to scour their data-vaults for rumours of STCs that could aid performance.

Mahagan's dockyards are crucial to the Navis Imperialis, focused on training Voidborn citizens and ensuring Andosk is protected from the void-borne enemies of the Imperium. In this effort they are assisted by the Astra Militarum and Castellan Sarum von Rochsburg, who oversees four void-fortresses devoted to training zealous warriors. These soldiers are eager to fill the voidships of the Navis Imperialis and travel to breathe the air of true worlds of the Imperium, where they may make the ultimate sacrifice to defend the God-Emperor's realm.

All of these operations are overseen by the Administratum from the sanctums of their void-officia asteroids, working with Governor-Militant Kovalenko to unite the disparate ring of worlds-in-miniature. The elite members of all of these Factions almost invariably hail from Sejanus' Guidance, a Schola Progenium on the void-shrine Sejanus' Devotion, the only asteroid fully controlled by the Ecclesiarchy in Mahagan that has been intricately carved into an orbital cathedral of immense scale.

WHISPERS

Rumours persist to this day that there are still hidden fortresses and unknown facilities as yet unaccounted for somewhere within Mahagan's rings. An unusual map or ominous whisper leads the characters hither in search of what was lost, or deliberately hidden.

Xenophon

System: Amphoras

A brutally sublime world of tempestuous dark green oceans, countless small islands lined with blindingly white-sand beaches, and twisting macro-orchards filled with succulent fruits. Discovered late in the second year of the crusade, after victories on particularly gruelling campaigns, troops who had pleased Macharius or one of his generals were allowed to take their minimal shore leave on Xenophon. The people of Xenophon were swift to embrace the Imperium, welcoming all to share the bounty of their beautiful world. They made a point of warning the visiting soldiers that the seas, despite their harrowing beauty, held many dangers: sharp coral reefs, creatures both toxic and venomous, and unforeseen undertows that swiftly drown the careless.

They also told the visiting soldiers not to pay heed to the strange songs sometimes heard amidst the roaring tides. Imperial investigations later revealed that these sounds were merely a natural phenomenon caused by the resonance of waves crashing against sea caves and rock formations along Xenophon's shores, eventually dismissing them as harmless. In this, they were deceived.

Xenophon is partially unspoiled by the Imperium, a rare world of breathtakingly brutal beauty not entirely exploited for industry. The Xosk dynasty have ruled as Planetary Governors since Xenophon was brought into the God-Emperor's realm, and have always met their tithes without resorting to ravaging their world — an unusual exception to be sure, but as long as their dues are paid, the Administratum worries not of their methods. Indeed, a brief visit to Xenophon is prized as a reward for exemplary and exceptional servants of the Imperium, as well as the few wealthy Highborn aristocrats that can afford leisure. The natives of Xenophon are famously gracious and eager to please. They also remain cunning deceivers, for they've managed to hide their rampant blasphemies behind smiling faces from the Ecclesiarchy and the Inquisition both for centuries.

Huge cults hidden amongst Xenophon's people believe that their world remains a paradise only so long as they regularly ritually sacrifice victims to the beings whom they know by many names — the Pearl Eyed Ones, the Tide Masters, the Coral Lords, and countless others. The Pearl Eyed Ones are said to live beneath the waves and demand that all sacrifices be given to them alive. Xenophon's cultists are experts in misdirection, always careful to sadly note to their guests how very dangerous their beautiful world can be to the unwary. They have perfected their excuses for why folk regularly go missing on their planet, all of which sound plausible. Their otherworldly patrons 'graciously' return savaged corpses from time to time to help keep up appearances, as persons continuously disappearing without any bodies turning up would surely draw the Inquisition's attention.

The actual fate of those sacrificed by the Xenophonians is to be turned over to the Drukhari, who have webway portals across Xenophon, secreted beneath carefully cultivated coral formations throughout the planet's dark oceans. The songs of the tides, produced in conjunction with hidden Drukhari devices, encourage Humans unconsciously to stay away from their works, soothe suspicious thoughts, and help to further hide their presence on the planet. The Drukhari preyed on the natives for centuries before the coming of the Imperium, and took dark amusement in offering to alter the vile terms of their pact with the native leaders once a new, larger, and potentially far more interesting group of victims presented themselves. For the Drukhari, the pleasures to be wrought in cultivating the terror of a simple islander are nothing compared to the sheer bliss of torturing a hardened and experienced Astra Militarum colonel who expected only an idyllic shore leave. The years of the Noctis Aeterna forced the Xenophonians to once again sacrifice their own people for a time and they were quite eager to welcome travellers to their planet again once it passed.

PERSONALITIES OF XENOPHON

The Xosk family welcomed the Administratum with open arms, and their current patriarch, Aemiliana, is if anything even more effusive in his praise of the god-Emperor and His servants than his ancestors. Aemiliana Xosk is, in contrast to many other Planetary Governors, a visible, accessible, and public individual — his Aquila Lander ferries him to visit Xenophon's many macro-orchards, sharing prayers with labourers, ensuring tallies are high with Administratum overseers, and attempting (in vain) to discuss the metrics of servo-haulers with Magos of the Adeptus Mechanicus. Members of the Ecclesiarchy may have judged his gregarious fraternisation with all parts of the Imperial hierarchy somewhat improper, but he has commissioned no less than 70 new shrines and cathedrals on Xenophon, and in all matters seems utterly devout to the God-Emperor.

Archon Jaesquel of the Kabal of Blithe Torment has current claim over Xenophon, his flesh-cloak stitched from the hides of the finest military minds of the Macharian Sector. His vile intellect is content with the secrecy of the raids and sacrifices on Xenophon that provision his Kabal, taking perverse succour from the clandestine nature of these attacks, but like all of his depraved creed he is ever-ravenous for more. Thus far, Aemiliana has pacified Jaesquel with promises of new routes to attack the innocent of Xenophon, all running through newly built churches and shrines to maximise the unholy pleasure of their raids.

THE POWERS OF XENOPHON

As a sustenance-producing agri world with little industry, Xenophon's Planetary Government is largely ignored. Though labourers lead lives as hard as elsewhere in the Imperium they are at least reassured in the knowledge that their world is considered a paradise amongst the God-Emperor's realm, and through their absolute sacrifice and service their betters may enjoy its spoils. The Xosk Highborn are uniformly affable and pious, deferring to the wisdom of the Factions of the Imperium they see as equals, if not superiors, and the few that would deride them can only point out a strange predilection for privacy.

The Administratum have little presence here, having found that the Xosk are capable rulers and little worth recording beyond crop yields and recompensive relaxation for heroism which happens on Xenophon. The Adeptus Mechanicus see little need to augment the efficient labourers, but manage their servo-haulers and quietly cogitate on the Omissiah's potential purpose for such a backwater world.

Many injured veterans that cannot be augmented and returned to battle are stationed on Xenophon, training prospective Astra Militarum troopers in the harsh highlands of its northern hemisphere or working alongside the Ecclesiarchy in the Schola Progenium of His Beneficent Hand. The Imperial Cult have slowly built a major presence on Xenophon, finding a zealous workforce that accepts their demands without question.

WHISPERS

After a difficult mission, the characters' Patron very generously arranges for them to recuperate on Xenophon. While convalescing, the characters are approached by some fellow vacationers who wonder if they can assist in finding members of their group who've gone missing.

THE GALLOSQUE NEBULA

The nebula that gives this sub-sector its name was formed when an ancient xenos species, called the Vilmori by Imperial savants, detonated their world's star, turning it into a massive supernova for reasons long lost to history. Traces of Vilmori civilization still remain on worlds scattered across the sub-sector, as do exceedingly valuable artefacts of their distinctive crystalline technology.

The fluorescent gas clouds of the Gallosque Nebula shimmer with pale greens, dark blues, and brilliant purples. There are cults in this sub-sector and its neighbours that revere the patterns the nebula paints in the night skies of their worlds. Pre-Imperial Human civilization established a strong foothold here, with a few worlds' purposefully-obscured histories stretching back even unto the Age of Technology.

JOTUNGARTH

System: Askrheim

There are few natural environments in the Macharian Sector more lethal than the icy oceans of Jotungarth. The world was named during the Macharian Crusade by the legendary former Great Wolf of the Space Wolves, Ulrik Grimfang himself, who declared that the icy world stuck him as 'Fenris for the soft-hearted.' Jotungarth is a planet of grey cloudy skies, mountainous icebergs, and bountiful sea life that graces tables throughout the Macharian Sector.

The majority of the folk of Jotungarth live in various underwater settlements and heavily armoured colossal city-vessels which ride its frosty waves, whereas the denizens of the noble houses dwell within the largest of the titanic icebergs that cover the surface, having carved them into breathtaking ice-palaces to suit their tastes. The folk of Jotungarth like to jest that their ice is warmer than their oceans, which have an exceedingly high salinity.

The people of Jotungarth are famously superstitious, seeing omens and portents everywhere, yet also surprisingly cheerful despite their perpetually gloomy home world. Jotungarthers from the surface, the 'ice siders', are frequently taciturn, in no small part due to the eternally howling winds which make normal conversation difficult. They regularly use a unique form of sign language to communicate when outside of sealed rooms. The bulk of Jotungarthers, whatever their duties, know something of how to fish and defend themselves from piscean predators. While the Noctis Aeterna caused a great deal of consternation on Jotungarth as all external communications and ships from elsewhere were cut off for five years, the planet passed through it without incident.

PERSONALITIES OF JOTUNGARTH

The superstitious folk of icy Jotungarth undertake nothing of significance without consulting a seer first. The Seeress Gytha Breen is the most infamous of her kind on the planet. She lives in a cave at the summit of an intricately carved iceberg. From there, she reads the future using a deck of the oracular cards known as the Emperor's Tarot. Her cards, though, are plates carved from the massive fangs of one of the vast cetaceans of Jotungarth's icy seas, and scrimshawed by herself with unusual sigils. Her mutterings are frequently obscure and invariably cloaked in riddles; nevertheless they are widely known to invariably prove accurate. It is whispered that even members of the Inquisition occasionally seek her vision. She is said to demand unusual tasks in payment for her services, with dark fates finding those that refuse to repay her for her insight.

POWERS OF JOTUNGARTH

The noble houses of Jotungarth are unquestionably in charge of the planet, but they dwell at a stratified remote away from the greater bulk of the populace and seldom interact with their subjects. The majority of Jotungarth nobles are augmented, usually in ways that allow them to comfortably withstand extremely cold temperatures which makes visiting their redouts a trying affair for outsiders. Planetary Governor Eineer Valgaard of House Valgaard is so heavily modified that he is said to swim daily in waters that would freeze a normal Human to death in seconds.

The individual captains of the various city-ships each have total command of their massive vessel and all those aboard them, which means their posts are rife for abuse. Some are famously scrupulous, others far less so, though none are openly corrupt.

The Astra Militarum is well respected on Jotungarth and serving the Imperial Guard is seen as a highly honourable choice, granting officers a fair amount of influence within the city-ships and underwater settlements. Troop detachments raised from here wield their famed ivory-inlaid harpoons with unerring accuracy and frequently excel at stealth operations.

WHISPERS

The Character's Patron charges them with the delicate task of overseeing a doctrinal survey of the Jotungarth city-ship *His Glorious Shield* due to unsettling rumours swirling about a sect thriving there called the Peerless Sun. Though the Peerless Sun's teachings do not directly contradict the Imperial creed, they are said to skirt the very edge of what is deemed acceptable by the Imperial Creed. The Characters are responsible for seeing that the survey is carried out, but given total discretion as to how it is to be done; however, the Peerless Sun are a fairly paranoid and belligerent lot. Violence, at some point, is likely.

PALEON

System: Paleon

Ancient, overgrown, and tumultuous, peripheral Paleon is the most politically perilous world in the Macharian Sector. Once, the Highborn families of Paleon ruled vast swathes of void territory stretching through the then unnamed sub-sectors of Cytheris and the Gallosque Nebula. Initial skirmishes with the Macharian Crusade convinced the Paleon Highborn that outright war would crush them entirely, and so they agreed to what they imagined was a temporary truce. To this day, there are heretical lineages that believe not only that their world is the most important in the galaxy, but that their great houses will one day rule unopposed by the Imperium once more — after they've dealt with their other Highborn rivals, that is.

Much of Paleon's massive wealth and the great houses' power is derived from the bounty of its uncontrollable, ever-growing jungles, which yield numerous plants with useful properties, provided they can be collected without succumbing to the seemingly intelligent, viciously territorial growth of flora, and the violent fauna that has been compared to the infamous creatures of Catachan.

When properly processed, the cervarch root, for example, can cause flesh to re-knit so quickly that Sisters Hospitaller have reported seeing wounds actually close before their eyes — unfortunately, this process has been described as more painful than sustaining the original injury, and at least half of those treated with cervarch root die of shock. By far the most valuable plant is the hulvasa, whose berries are a key ingredient in an effective rejuvenat treatment regimen. The elite of the Macharian Sector, with regular rejuvenat treatments, can typically expect to enjoy lifespans in excess of a century or two, while those with access to the hulvasa treatment and extensive augmetics will see three and even four hundred years before their bodies fail them at last.

Decades of extra life are worth a high premium, rendered even more dear as collecting the hulvasa harvest is no easy feat. Hulvasa bushes actively resist cultivation away from the perilous jungles of Paleon, and many experiments have shown they must be grown in the wild. Efforts to raise them on other worlds were uniformly abysmal failures, with the plants consistently adapting to produce insidious neurotoxins that have felled more than one arrogant noble. Adding to the harvest's difficulties, Paleon boasts terrifying reptilian megafauna, which makes gathering the hulvasa a potentially lethal endeavour.

The great houses will not countenance large-scale culling of the planet's bipedal gigantosaurs, though, as many house scholars believe that their presence may be part of what gives the hulvasa its unusual qualities. There are also some nobles that quietly suspect the blood of so many slaughtered lowborn harvesters, which has saturated the ground the hulvasa grow in for centuries, is the key. Whatever the great houses believe, they do not divulge, though it is perhaps worth noting that they do offer incentives generous enough to forever change the lives of those willing to participate in the harvests, if they can manage to retrieve even one or two bushes worth of hulvasa berries.

THE GREAT HOUSES

Many Highborn of Paleon consider theirs to be the most important planet of the sector. A few, though they only whisper it, consider that it a sibling world to Terra itself, though they strictly avoid mentioning this heretical notion to off-worlders. Paleon's nobles are famously mercurial in temperament, known for 'wearing their honour on their sleeves' and taking great delight in rivalries. They regularly engage in formal vendettas, known as Grievances, that often require adjudication from outside parties to avoid getting out of hand. Yet, their Crystal Thorn minders from the Order of Hallowed Glass, an Adepta Sororitas Famulous Order which has dedicated an entire mission to Paleon, suspect that much of what goes on 'publicly' is a performance, or at least, not as earnest as the nobles would have others believe.

They certainly drop all intra-great house contention in an instant when prompted to act in concert against outsider enemies and rivals. They detest the Mavins of Asterion, deeming them to be vulgar merchants who seek to display their ostentatious wealth at every opportunity simply because they have little else to recommend them. They deal with the Mavins only when they must, and only in order to access markets otherwise closed to them. In the main, the scions of the great houses evince little inclination to ever journey elsewhere, preferring to act through a myriad of agents and catspaw organisations, while arranging for intriguing diversions and amusements to come to them. Younger family members occasionally set out to see the Macharian Sector for a time, but very few stay away for long.

There are five great houses on Paleon: Alencar, Perore, Ochoa, Torralav, and Van Kaes. The planetary governorship rotates between the houses in a pre-set pattern once every twenty years, with the present governor being Barius of House Perore. All of the great houses retain massive artificially-raised mountain compounds the size of small cities with specially directed void shields that obscure them from outside view. From the jungles surrounding them, they appear to be only rocky promontories. The technology to build such defences is long lost, but all of the houses have arrangements with the Adeptus Mechanicus in order to preserve what they have.

The great houses each hold secrets of their own, but the single greatest that they all share is their unique perspective — they take the long view in a way that even the Imperium has not yet managed to uncover.

The hulvasa is not the only plant with longevity properties on Paleon. When the hulvasa is combined with other, rarer blooms, the results can be phenomenal. The eldest scions of the great houses of Paleon can live in excess of a thousand years. All of the great houses have members that ruled their former empire for centuries before the coming of Macharius and the Imperium.

To them, Macharius isn't a sainted figure of legend — he's merely a man they once met, albeit a gifted strategist, who butchered members of their families, subjugated their world, and usurped their rightful rule. To the great houses, the Imperium's rule is a passing phase. As the Days of Blinding came to Paleon, they perceived what they had long known would one day come to pass: the Imperium's fall. When the Noctis Aeterna moved on, elements within the great houses began to slowly prepare for rebellion, confident the Imperium has little ability left to stop them.

PERSONALITIES OF PALEON

Each of the great houses is said to have its own character, which greatly influences its scions. The Torralav are known for being forthright, the Ochoa, honourable, the Alencar, scholarly, and the Van Kaes, pragmatic. The Perore, one and all, are utterly vain. Planetary Governor Barius of House Perore compliments his egotism with overwhelming vanity and a sybarite's tastes. Barius used the long years of the Noctis Aeterna to his advantage, instead of tamping down the fears of the populace, he leaned into them, engaging in constant rhetoric against enemies real and imaginary. At present, he constantly rants about the evils of the soul-less money-grubbing Mavins of Asterion and their erosion of decency within the Macharian Sector. The Ecclesiarchy has noted the fervour of the masses that hang on his every pronouncement with some concern, yet Barius has always proclaimed himself the Emperor's most loyal servant. What he intends to do with his vast following when he ceases to be Planetary Governor is what concerns the Administratum…

THE POWERS OF PALEON

As an agri world that also provides a significant population tithe to the Astra Militarum, both the Hammer of the Emperor and the Administratum are in presence on Paleon. The highest of curators, overseers, and adepts all attempt to whisk any resources and soldiery away from the great houses as quickly as possible, seeing Paleon at once as a breadbasket and a potential powder keg. Though soldiers are commonplace among the populace, the Administratum are viewed with a mixture of fear and awe — the numberless labourers of Paleon have taken to the Imperial Creed far easier than its Highborns, as hope of something above and beyond their cruel masters provides a slim solace. Unfortunately, some have taken this religious fervour too far, and the line between orthodox Death Cult and Infractionist jungle-gangers has become thin.

The Order of Hallowed Glass is an Order Famulous of the Adepta Sororitas, conceived to fulfil the sacred task of bringing the wayward Highborn lineages of the Macharian Sector in line. Specialising in assignments far afield from their shrine world, the sisters of the Hallowed Glass are known as the Crystal Thorns. They were once deployed en masse amongst the Mavins of Asterion, but now a significant portion of their order attempt to wrangle the obstreperous nobility of Paleon. Indeed, private reports suggest that careful management of rivalries between the great houses has actually resulted in greater tithes from the agri world. The Crystal Thorns are but a part of the Ecclesiarchy presence on Paleon, as sly missionaries have had gradual success in bending Highborn beliefs toward more orthodox worship of the God-Emperor, often supported by bold action, blade, and sacred flame in times of dire need.

Fewest of the Imperial Factions on Paleon are the Adeptus Mechanicus, in evidence only to serve the colossal servo-haulers constantly broken by ignorant operators and the worlds' savage megafauna, as well as to study and maintain the mountain compounds of the great houses.

HOUSE ALLEGIANCE

All lowborn on Paleon spend their entire lives affiliated with one of the great houses, wearing the mark of their fidelity upon them at all times. None would ever claim to be a member of their house though, merely a servant. The only way for a citizen of Paleon to ever leave their great house is either through an approved marriage, in which case they join whatever house their betters decree, or by entering the Astra Militarum.

Lowborn are regularly tithed to the Imperial Guard in large quantities, and they really have no choice in the matter. Those marked for the tithe and who wish to enter the Guard as anything other than a raw recruit may earn the right to be considered as an officer candidate by acquiring a dagger crafted from the fang of a myra.

A swift-moving, lethal gigantosaur, myra's possess particularly lengthy teeth and a prodigiously rapid breeding cycle. Many that make the attempt perish, but enough have succeeded over the years that the Imperial Guard regiments of Paleon are widely referred to as the Long Teeth.

Scions of the great houses who wish to join may do so, but those who do are seen as incurring a debt to their house that their relatives must repay. This practice is not looked upon favourably by the Astra Militarum, who deplore any interference with the process of recruitment. Despite many attempts to ban this so-called 'soldiers debt', it continues to be an issue in certain quarters.

WHISPERS

A Crystal Thorn is found dead under mysterious circumstances. The characters are asked to look into the odd events surrounding her death and to discover what tremendous secret she had supposedly learned about the great houses.

Rardan Secundus

System: Rardan

Founded less than two centuries ago, Rardan Secundus was a developing frontier world before the coming of the Noctis Aeterna. Deep quarries scar the planet's surface between vast, oozing oceans of high mineral content and bizarre fungal forests. Unusual ruins suggest that Rardan Secundus was once a part of an exceedingly ancient empire of xenos. When the Days of Blindness fell, cults dedicated to these xenos bearing remnants of their bizarre technology emerged. The skirmishes with the cultists were disturbing, for the heretics used sinister, inexplicable tactics, stealing away soldiers even as they stood guard, and stealthily removing all bodies from battlefields unseen. The combat turned even more gruesome when twisted beings, amalgamations of incomprehensible xenos machinery and Human flesh, began attacking Imperium forces.

The Astra Militarum soldiers posted on Rardan Secundus soon learned, though — to their great shock — that the hideous new creatures were not weapons of the cultists, as they were eviscerating them as well. The perverse things ravaging both sides of the conflict are, unbeknownst to the other combatants, experiments of a Drukhari Haemonculi Coven, *The Sinew Insidious*. They are being crafted from the flesh of the fallen and casually tossed back onto Rardan's battlefields for the amusement of the twisted Haemonculi.

WHISPERS

After encountering a foe using strange technology not dissimilar to that reported on Rardan Secundus, the characters' Patron sends them to Rardan to retrieve more samples, unaware of the meat-grinder war zone the planet has become.

St. Isidore's Rest

System: Phillipus System

The volcanic shrine world of Isidore's Rest is claimed by Adepta Sororitas of the Order of the Charred Veil. Saint Isidore was a Battle Sister instrumental in holding a rear-guard action against sacrilegious rebels, which saved the lives of over a hundred thousand injured Astra Militarum soldiers during the Macharian Heresy. Though she was pierced by many wounds, Saint Isidore refused to fall until the last of the soldiers under her protection were evacuated.

A century ago St. Isidore's Rest was the site of a planet-wide war against a brutal force of Orks. Heavily outnumbered, the Sisters of Battle committed to martyring themselves in a final daring raid led by their Seraphim and Zephyrim, aimed at destroying the engines of the Ork Roks to prevent them from harming another of the God-Emperor's worlds. When the task was complete and the Adepta Sororitas prepared to make their final stand, one of the many volcanos on the planet erupted, fully engulfing the green tide in a devastating pyroclastic flow. Ork and Battle Sister alike were slain and perfectly preserved, ashen corpses frozen mid-battle, including the vile Ork Warboss.

The few members of the Order of the Charred Veil that survived to tell the tale view the event as a miracle preserving St. Isodore's Rest, and have since sanctified the Roks and converted them into some of the grandest shrines on the planet. St Isodore's Rest and the ever-frozen battle are the destination of more pilgrimages than ever, and some say that they can still hear the righteous battle cries of the lost Sisters of Battle, urging all who can hear them to take vengeance on Orks in the God-Emperor's name. Indeed, several visitors have flown into a holy rage, and the Inquisition are beginning to suspect some form of foul warp-treachery may be infecting their minds.

WHISPERS

Missionary Helene Marqual has gone missing during an inspection of the shrines of St. Isidore's Rest. The characters' Patron requests that they find — and if need be, rescue — the missionary, but to do so in a way that won't dishonour the Adepta Sororitas.

XI

THE GAMEMASTER

As the Gamemaster (GM), you have one of the most rewarding and important roles in the game: serving as the vital bridge between your players and the grim darkness of the 41st millennium. You set the scene, painting landscapes of gothic spires and industrial decay. You embody the numerous allies and enemies the players encounter, injecting them with character both noble and foul. And most importantly, you use your knowledge of the game rules to interpret the player's actions and how they affect the ever evolving and perpetually deadly universe their characters inhabit.

If this seems daunting to you, worry not. Being the GM does come with additional responsibilities and time commitments, but few things feel as satisfying as bringing a group of friends or family together and conjuring an exciting story together.

If you have never GMed before, or simply want to reduce the amount of preparation required to start playing, consider running the ***Imperium Maledictum Starter Set***, which provides an introductory mission that teaches the GM and players the rules of the game as you play. Alternatively, once you're more comfortable with the rules and setting, you can run a published mission, which provides a detailed story, setting, and cast of characters to work as the foundation for an entire campaign.

Before You Begin

Before you dive straight into the action and drama of your first session, there are a number of important aspects of running a game of **Imperium Maledictum** that you should consider.

THE GOLDEN RULE

If there is only one piece of advice you take away from this chapter, let it be this one. Always remember that everyone who takes part in your game is there to have fun. If anything you encounter in the rules, narrative, or setting ruins the fun for your group, you as the GM have the power to change it.

This change could be a simple alteration to an existing mechanic that your players find tedious — either simplifying it or adding additional complexity based on what your group finds fun. Your group may decide that they don't like tracking ammunition or encumbrance values, so you can offer to simplify or remove those mechanics from the game. Alternatively your players may find a specific story beat or setting detail not to their liking. You can move the narrative away from such topics, or simply strike them from the 'canon' of your own game entirely.

SESSION ZERO

It's always a good idea to get your group together for a preparatory session before you dive into your campaign fully. This is often called a Session Zero, and gives you a chance to break the ice and cover some of the basics of roleplaying and what the group can expect from the campaign.

- Discuss the basic rules, such as how different Attributes, Skills, and Talents work, as well as resolving Tests.
- Discuss the tone and themes of **Imperium Maledictum** and the **Warhammer 40,000** setting to prepare players for what they might encounter during the game.
- Discuss what kinds of narrative arcs or character archetypes they are interested in exploring.
- Introduce any safety tools the table would like to use during play.
- Go through Character and Patron creation together, to help build a cohesive group of characters to embody. Patron creation is the perfect moment to set expectations for your campaign.

EXPLICIT AND IMPLIED

As a GM you should always keep in mind that the characters in your game are going through hell, not your friends and family. It's deceptively easy to become mired in the grim darkness of the 41st millennium, especially while immersed in roleplaying, but you have a responsibility to ensure that the horrific experiences that player characters experience do not bleed out into the real world.

One of the simplest and best methods of protecting your players, keeping your games fun, and ensuring that your group stays together is to discuss what you'd like to get out of the game before starting. Some specific topics, themes, or narrative beats may not be to everyone's taste. Players may want to avoid some topics entirely, or gloss over the details of others.

For example, torture, graphic descriptions of violence or bloodshed, may be something that a player doesn't want to see at all in a game. If so, it is important that the entire group discusses this in advance so that everyone knows what's on the table, and what's to be avoided.

After discussing these topics, rather than avoiding such topics entirely you might still decide to include it, but only in reference to events that have happened in the past, a great distance from the group, or simply play out in a brief 'fade-to-black' moment, where you do not describe any of the gruesome details. This can be discussed openly, submitted anonymously, or shared privately depending on what works for your group. You should also make it known that they are not carved in stone, and may change over time.

TONE AND THEMES

It helps to be aware of the tone and most common themes present in **Imperium Maledictum**, and discuss them with your players to ensure that your group knows what kind of stories they can expect, and the various tropes they can embrace or subvert when playing their characters. The following tonal and thematic concepts are prominent in **Imperium Maledictum**.

GRIM AND PERILOUS

Grim and Perilous is a term often used to describe a certain tone of game where the player characters are average characters in a setting full to the brim with death and danger at every turn. Grim and Perilous Characters are always up against the odds. If they succeed, they do so with a hefty dose of cunning and luck, and always by the skin of their teeth.

In **Imperium Maledictum**, this tone is especially present. Most player characters are Imperial citizens who would otherwise be condemned to a life of mundane drudgery were it not for the intervention of their patron. They may have augmetic limbs, a blessed lasgun, or unshaking faith in the God Emperor of Mankind, but they die to a bolt round just as easily as any other Human.

Even with the newfound freedoms granted by their patron, the player characters are still just normal Humans — fragile creatures crawling through the behemoth war-machine of the Imperium, where every wrong step could see them crushed by the unyielding gears of Imperial society. This lends a hefty air of challenge and danger to your missions, as whenever weapons are drawn, or an influential person is made an enemy, somebody is going to get seriously hurt.

Players should always approach their missions with this in mind. Characters who charge into danger without thinking, regardless of whether it is physical or social, won't last long in the Imperium. Players should be encouraged to search for every advantage they can find before committing to violence. Systems such as Influence and Superiority (pages 192 and 163) are there to facilitate this tone by rewarding cautious players for gathering intelligence and making plans with the vital edge the players need to scrape victory from the jaws of defeat.

The 41st Millennium is bursting at the seams with nightmarish xenos, daemons, and heretics which can rip apart, corrupt, or drive your average Imperial citizen to irredeemable madness before they even get a chance to pray for salvation. Players should be made aware of this up front, and know that there are certain situations where fleeing is the only sensible choice.

GROUNDED ANTI-HEROES

Gritty investigations are intended to play a large part of missions in **Imperium Maledictum**. Tales of hard-boiled anti-heroes stalking the shadowed streets of crime-riddled cities set the perfect tone for **Imperium Maledictum**. Players may struggle to solve cases that nobody else will touch, or the players might be the criminals themselves! The Warhammer Crime series of novels are a great starting point for inspiring such stories, and you can reinforce these themes by highlighting certain visual cues in your games.

Oil-slick rain falls like dark curtains across broken stained glass, as the party await their mysterious contact in the dead of night. A techpriest uses a snaking mechadendrite to pry an unusual slug from the cold corpse of the murdered adept. A world-weary scum locks eyes with the ecclesiarchy informant across from them and, beneath the table, slowly slides their stubber from its holster. These are all characters and moments that would be right at home in **Imperium Maledictum**.

Protagonists in such narratives tend to be skilled professionals weighed down by vices, guilt, or dark secrets that keep them apart from the rest of their cohort. Keep this in mind when helping your players build and flesh out their characters. What dark incidents have they survived which changed how they view the Imperium? What vices or terrible guilt keeps them awake at night? This information teaches you more about the player characters and how they might react to your narrative.

This hard bitten aspect of the characters should not be mistaken for apathy or cynicism without boundaries, however. While they may claim that they are just 'doing their job' or 'in it for the money,' try to create moments that appeal to your Characters' better natures. That might be their faith in the Emperor driving them to stay on an investigation that others would toss aside, or it might be their genuine hope for a better world that pushes them to risk their life for a stranger. The darkness of the 41st Millennium can only be properly appreciated when it is set off against a mote of light, and such moments will serve to make the tragic failures and momentary successes all the more poignant.

CORRUPTION AND DECAY

The Imperium of Man is made of countless monolithic institutions that have operated by rote for thousands of years, and are slowly rotting from the inside out. **The Imperium** chapter (page 235) gives a detailed overview of how the Imperium operates at large, while **The Macharian Sector** (page 249) provides a wealth of information on a specific sector where much of **Imperium Maledictum** is set. Be sure to read these chapters before you begin your game to get a good feel for how the Imperium operates, and in many cases fails to operate.

If the Imperium is a great machine, consider corrupt individuals as foreign or broken cogs in the complex interdependent workings of the machine. All it takes is one misaligned piece, and the machine starts to tear itself apart. In the grand scale of the Imperium, a lone Administratum Adept under duress being forced to divert a single shipment of lasguns may appear inconsequential, but if that shipment later fails to arrive on a vital battlefield, an Astra Militarum regiment may find themselves unable to defend a key position, resulting in Xenos invaders overrunning a city, and eventually an entire planet.

These incidents are the sorts of warning claxons that sound when the machine is starting to crumble, and tracking down the source of corruption or decay is likely to be a common task for player characters. As such, every case they undertake may seem simple at first, but quickly spiral out into a convoluted web of lies and competing agendas involving untrustworthy nobles, devious cultists, and more. Countless individuals have found ways to circumvent or exploit the Imperium's dogmatic adherence to tradition for their own gain. Whether they are a symptom or a cause of Humanity's gradual descent from greatness is up to the players to decide.

NO HAPPY ENDINGS

No matter how hard the party tries, they cannot fix the Imperium, nor can they defeat its enemies. They are too large and powerful. As a result, players will often find themselves faced with a choice between the lesser of several evils. They might find that doing the 'right' thing grants greater power to corrupt individuals, or that an amoral action is the only way forward in a case. At the most extreme level, they may even find themselves facing the idea that recommending Exterminatus, the utter destruction of a world, is preferable to the alternative. These are grave decisions filled with moral weight which can be fantastic to roleplay. How do the player characters live with the knowledge that the best they can do is maintain the status quo for the cruellest and most bloody regime imaginable? Do they become embittered veterans of a thousand terrible choices, burning morality from their core in self defence? Or do they strive to protect the individual and precious seeds of hope that can take root, even in the gutters of the Imperium. Regardless, it is safe to say that there are no true happy endings in the grim darkness of the 41st millennium, only shades of grey and blood.

Running the Game

Once your players and their characters are ready to dive into the grimy underbelly of the Macharian system, it pays to take some time to think about how you run your games, especially using some of the unique mechanics that **Imperium Maledictum** incorporates.

RUNNING INVESTIGATIONS

Running any mission which focuses on investigation can be a daunting task at first. By their nature, investigations are clever puzzles which need to be challenging, but not so obscure that your player's cannot figure them out. It's a fine line to walk. When planning and running an investigation, keep the following in mind.

PACING AN INVESTIGATION

If you find yourself struggling to imagine how an investigation might play out, always remember that most satisfying investigations follow a similar pattern.

- **Call to Action:** The investigators are tasked with solving a case. They are given the initial brief, along with their patron's initial suspicions. This gives the party solid footing from which to build their case.
- **Gather Clues:** The investigators investigate the results of the crime. This might be one or more crime scenes. They gather their initial clues, which point them on to the next stage.
- **Investigate Suspects:** This is most often the largest part of an investigation. The clues and/or suspicions the party have compiled up to this point let them generate a list of suspects, each with their own motive. From here, it becomes a case of investigating the various suspects and determining their innocence or guilt. Suspects are rarely static entities though. They regularly confuse matters by attempting to hide tangential crimes, accusing others, or providing false evidence to muddy the waters of the case.
- **Judgement:** Once the players are certain that they have identified their guilty party, it's time for them to make the arrest, or otherwise bring them to judgement. This is often messy, and rarely goes to plan. In the end, the criminal is brought to justice, and the investigators are rewarded for their efforts.

You can use this as a framework for building and running your own investigations. If your players ever feel lost, you can nudge them along by clarifying what part of the investigation they are currently in. This is especially helpful if your players have a habit of getting tunnel vision when investigating a single suspect, and forget that there may be other suspects with different or even better motives.

DON'T WITHHOLD CLUES

When building investigations, many people choose to lock clues behind successful Tests or clever thinking on the player's part. While this feels natural, you can't expect someone to complete a puzzle if you don't give them all the pieces. They are just going to get frustrated, or jump to incorrect conclusions.

Whenever you build an investigation, it helps to build a list of all the vital clues that the players need to solve the case and ensure that each one has at least three different ways it can be discovered. Try to make one of these methods of discovery as foolproof as possible.

Example: *You want your players to discover that an Administratum Adept has likely been murdered by an Infractionist in their hab. At the scene of the crime, the party could find spent casings from an autopistol which all lack standard manufactorum serial numbers, indicating that they were not legitimately fabricated. The Adept's security Servo-Skull, trashed during the fight, may contain fractured images of the confrontation. Then, If all else fails, a scared resident from a nearby hab could approach the party and claim to have seen someone who looked like a ganger fleeing the scene.*

If all else fails, you can even move clues behind the scenes in response to the party's actions or misdirection, to ensure that they are discovered. By keeping this in mind, and ensuring that your players always have the clues they need to progress the story, you save your group a great deal of confusion and frustration, simply because they didn't say or do something you had expected them to.

Does this mean that skills like Awareness or Logic are useless? Not at all. But these skills should be used to inspect and interpret clues, not discover them. In the above example of the spent casings, Logic (Investigation) could be used by a character to realise what the lack of serial numbers means. Awareness could be used when inspecting the casings to discover that they contain more powder residue than normal, again indicating a non-standard source for the bullets. Failing these Tests and being left without a true understanding of what the bullets mean is far more satisfying —and realistic — than simply not finding them in the first place. It also allows the player to carry the clue around with them, obsessively inspecting the spent brass casing at dramatic moments in hopes of uncovering the clues that they are certain it must contain.

NO WRONG ANSWERS

Of course, sometimes the players come to a conclusion that isn't what you planned. Maybe they misinterpreted a clue or focused on the wrong line of thought. Maybe you made a mistake dispensing clues. Maybe you inadvertently convinced them that the guilty party is innocent. Regardless of the cause, don't panic. You still have a few options to unstick your investigation.

The first, is that you can simply let the players know that they're going down the line of inquiry. This should be done in a way that feels like a punishment rather than hand-holding — after all, they've likely failed to determine something important. You can do this by having the situation escalate in a way that points the characters in the right direction. For example, if they were investigating a series of bombings, failing to find the perpetrator may lead to more bombs going off — and more opportunities to find clues pointing the characters in the right direction. Alternatively, you can have a superior or other NPC step in to provide the necessary direction, but they should also take some time to berate the characters for nothing having realised the correct conclusion on their own merit.

Alternatively, you could let the characters play out their misunderstanding to its natural conclusion and the resulting consequences. The wrong person is accused, but later proves their innocence. Now the party is out in the open — their hand played. How does the true criminal respond? What about the party's Patron, or the local law enforcement? The party likely find themselves with less support or authority, but renewed drive to find the true culprit, as now their own reputation is on the line. This turns the party's 'failure' into an exciting story arc.

Finally, there is every chance that the conclusion the party comes to is better than what you had initially imagined. Remember that often many minds are better than one. The players may take the scattered pieces of your puzzle and put them together in a new way that is far more complex, interesting, or narratively satisfying. In a situation like this, there is zero shame in changing the investigation behind the scenes to match their conclusion. It might feel like a waste of your meticulous plans, but if the players come away from an investigation feeling clever and having a good time, zero effort was wasted.

FACTIONS AND INFLUENCE

One of the defining features of the Imperium and by extension games of **Imperium Maledictum**, is the ever-present threat of the various factions that make up its deadly landscape. It's almost impossible to get anything done within the Imperium without working with, or against, some power block with a bevy of vested interests. Considering each of the key factions and members within them also have their own complex agendas, how players balance your relationships with these factions can become a large part of your games.

When it comes to running the game in particular, factions are most interesting when they are placed in opposition to each other, with the players smack in the middle of their machinations. At its most simple, several factions may be closely watching an investigation that the party is undertaking, and each hold their own desired, likely mutually exclusive, outcome.

At this point, the players find themselves in the unenviable position of having to pick which faction they want to appease, and which they are willing to risk the ire of. In general, we recommend that each mission your party undertakes should have the interest of at least two to three competing factions or influential individuals.

As mentioned in **Influence** (page 192), the outcomes of a mission and who the party side with or against can alter a party's Influence with factions or contacts over the course of multiple missions. This lets a party slowly build allies, snub rivals, or walk the razor's edge of trying to keep all interested parties at least neutral to their interference.

In some cases, the party may even find themselves forced to settle for an unwanted ending to a mission, simply because they can't risk the anger or retribution from the wrong people. This can result in fascinating story moments, where the party must decide between their morals, or their safety. They have to let the corrupt Lord Governor go, simply because they know that angering his regime is a death sentence.

SUPERIORITY

Superiority (page 196) is a unique system that rewards players for investigation and preparation before facing a problem head on. In **Imperium Maledictum**, those who saunter in unprepared are going to have a much harder time. You should make this clear to your players whenever you can. If they are about to charge into a dangerous situation, don't be afraid to adopt the instinctive voice of self preservation or common sense that their characters should have which screams 'this is a bad idea!'. Encourage them to think about the obstacle before them, and use their vast array of skills to find whatever edge they can.

By the same token, Superiority is also a great reward for players who actively go out of their way to roleplay their investigation and play cautiously. If a player comes up with an ingenious method of gaining the upper hand, reward their unusual approach by granting them Superiority. This is especially important for player characters who are less combat oriented. A player character who is embodying a bookish Administratum character who barely knows which activation rune sets a chainswords teeth spinning, can find themselves having a bit of a dull time if they are caught in combat with nothing to do. However, if they have already contributed to the fight in advance, by pouring through documents to uncover secret entrances, armaments, or enemy composition, the entire party is rewarded for their efforts, and their out-of-combat contributions accelerate the battle to its natural conclusion.

On the other hand, once your players have got used to the benefits of Superiority, finding themselves with a lack of it can hit home the idea that they are unprepared for a fight. This makes them more likely to retreat, and can be a great story moment to showcase nefarious villains who manage to outsmart the party and beat them at their own game.

RESOLVE

Whenever you place an opposing character in front of the party, you should spare a moment to consider their Resolve (page 197). Resolve can tell you a lot about how a character will act in any given situation. A downtrodden voidsman, alone in the dark after a twenty hour shift cleaning out the ancient waste filters on an Imperial voidship is likely to have a penalty to their Resolve, and will offer little resistance to sufficiently prepared player characters — in social or combat situations. Meanwhile, if the same Voidsman is standing among their allies, well fed and armed, with their captain standing behind them issuing orders, their Resolve is likely to be much higher. Equally, consider the stakes involved. Many who have the resolve to fight to protect their homes would simply back down if threatened for the handful of Solars in their pockets.

Yet you shouldn't be beholden to the exact maths behind Resolve. Like everything else, it is a system put in place to help guide your narrative towards a relatively realistic and satisfying story for you and your players. At its heart, Resolve exists to provide an alternative end to encounters, especially combat encounters, without being forced to kill everyone. So if you find yourself in a situation where it would make sense, or simply save a number of dull combat rounds where characters manoeuvre into position to put a bolt round through the last snivelling cultist, never be afraid to adjust that Cultist's Resolve to a point where the party's Superiority is enough to force them to give up.

Superiority is also a great way to fast track encounters that might otherwise take a great deal of time to reach a foregone conclusion. If a pair of low-rank infractionists refuse to let your players into a gang's territory, you could enter into combat and begin taking turns, drawing weapons, moving into position, rolling attack actions, and dealing damage. Or you could encourage your players to gain a couple points of Superiority to beat the infractionists' Resolve, and then narrate how they deal with them swiftly. The players were always going to overcome the guards one way or another, so this simply glosses over an encounter that might otherwise have taken up valuable game time which could be spent on more exciting encounters.

CREATING COMBAT ENCOUNTERS

Sometimes subterfuge and diplomacy fail. Weapons are drawn and everything goes to Hel. Ensuring these moments of frantic action are exciting and memorable, as well as appropriately balanced, is a key aspect of running any game.

ENCOUNTER COMPLICATIONS

A good **Imperium Maledictum** combat encounter should include one or more complications aside from simply killing your enemies. This adds an interesting mix of action and puzzle solving, and grants members of the party who are less combat-focused some interesting ways to interact with the battle. The party may find themselves in an unusual or unstable environment. They might need to protect or destroy a specific target. Interactable objects might present unique strategic problems or opportunities. Or their foes may be equipped with strange tactics or heretical equipment.

The **Encounter Complications** Table provides you with various ways to elevate your encounters above simple arena battles. Simply choose or randomly determine a complication and work them into your encounter. You can even combine multiple complications to make truly difficult or climactic encounters, should your players be up to the challenge.

AGAINST THE ODDS

No matter how much power player characters can amass, the tragic truth of their struggles is that they are almost always against the odds. They face a hostile galaxy of countless foes. They must play it smart. **Imperium Maledictum** encounters should feature enemies of varying kinds. With grim Troops to offer bloody resistance, deadly Elites or Leaders to strike the fear of the void into the party's heart. In addition, as parties grow in strength, so do the dangers they face. You can use the list below as a good measure for the number and type of creatures a party can expect to face at various levels of XP.

- **Starting Party:** 1 Troop per party member, plus an optional 1 to 2 Elites or Leaders.
- **500–1500 XP:** 1.5 Troops per party member, plus an optional 1 to 3 Elites or Leaders.
- **2000+ XP:** 2 Troops per party member, plus an optional 2 to 4 Elites or Leaders.

ENCOUNTER COMPLICATIONS

1D6	1: Environmental	2: Tactical	3: Time Sensitive	4: Protection	5: Vital Target	6: Interaction
1	A Hazard is spreading through the Zones.	The enemy carries xenos or heretical equipment.	The party must deliver an urgent message or item.	A building or large vehicle which must be fortified.	The leader of the enemy forces needs to be defeated.	Lights which can obscure or illuminate the area.
2	The environment is Obscured by smoke, fog or even toxic gas.	The enemy fights defensively while waiting for reinforcements.	The entire area will soon be destroyed or uninhabitable.	A terrified group of innocents who cannot fight.	An arcane or technological artefact carried by a specific foe.	A huge container of water or toxic waste that could flood an area.
3	The floor or ceiling is collapsing.	The enemy uses ambushes or deadly traps.	The party must reach a location to stop an attack.	A witness or captive heretic to stand trial.	A set location that must be reclaimed.	Volatile thermic plasma conduits cross the area.
4	The battle takes place in a high or precarious location.	The enemy has seized control of environmental hazards.	An area must be held until allied reinforcements can arrive.	An immobile ally, piece of fragile technology, or arcane artefact.	Capture a foe or free an ally in the midst of enemy forces.	Blast doors or void shields which can be controlled.
5	The location unpredictably moves, shakes, or lurches.	The enemy has overwhelming numbers and is relentless.	A specific foe must be caught or killed before they escape.	A captive animal or enemy warrior that desires freedom.	A cogitator which must be hacked in the midst of a dangerous area.	Deadly galvanic servo-haulers which can crush enemies.
6	Natural predators or plantlife hunt allies and foes.	Multiple enemy factions have allied against the party.	A purifying ritual or technological process must be completed.	A vehicle or large animal moving through enemy territory.	A monstrous foe among a crowd of innocent mortals.	Unstable structures which could collapse if damaged.

Roll 1d6 to determine the row, then roll 1d6 to determine the column.

Of course, no two parties are alike. If you ever find these numbers are too weak or deadly for your party, consider weaving a 'benchmark encounter' or two into your mission. These encounters feature multiple waves of various enemies, each of increasing power, hurled at the party one after the other. Take note of what type of enemies provide the greatest challenge to the party and when it seems like they are reaching their breaking point, ease off the pressure and offer them an escape before their untimely demise. You can then use the information gathered to build future encounters that will challenge your unique party.

CLEVER CREATURES

Few creatures in the 41st Millennium are truly mindless. Even the most thick-skulled Ogryn or fanatical cultist claims some form of cunning or self preservation instincts. Players have access to various interesting Actions in combat (page 207) but by extension, so do their foes.

A centuries old Aeldari Ranger may Hide behind Cover, Aim and fire their xenos rifle at a Target Location to disarm their enemy. A towering Kroot Mercenary may Shove a foe off a raised platform into an Environmental Hazard, or Grapple them to try and affix some form of xenos restraining device. A Death cult Assassin may Dodge to weave through blows, while a curse-spouting Gang Leader might command their paid thugs to Defend them or Help them succeed at a difficult task.

By using the same Actions the players have access to, you not only encourage them to embrace more creativity in combat, but also infuse their enemies with more personality and intelligence than their stat-block alone can give.

REWARDS			
Type	**Amount**	**Conditions**	**Notes**
XP	50–80	Each session or mission completion.	Player characters should always be granted XP, though the amount can vary depending on the progress made towards completing their current mission during the session.
Solars	5 x Payment Grade	Each successful mission completion.	The amount of Solars awarded is most often based on the Patron's Payment Grade (page 29) but can be increased if additional resources or favours are garnered.
Equipment	1 Item	Successful mission completion	Patrons may award 1 Scarce or Rare piece of equipment to the party provided it is in their ability to acquire it. Exotic equipment may be awarded upon truly noble or exemplary work.
Services	–	Successful mission completion	Patrons are likely to offer Good or Excellent services such as Housing or Transportation (page 155) to consistently successful servants.
Augmetic Replacement	–	Suffer a permanent debilitating injury.	Patrons can often arrange for augmetic replacements for lost limbs or organs (page 152), though their quality will reflect the Patron's investment in, or opinion of, the injured servant.
Restricted Specialisation	–	After proving their unwavering loyalty.	This most commonly takes the form of specialisation in a Forbidden Lore, Medicae, or Linguistics skill that a patron or one of their influential contacts has access to.
Patron Boons	–	After fulfilling your Patron's agenda.	If the party successfully completes missions that further their Patron's agenda their patron could either acquire, or grant them access to, new Patron Boons (page 29).

REWARDING PLAYERS

The Ecclesiarchy would say that serving the Emperor is its own reward. Unfortunately, not everyone agrees. As unique individuals granted greater agency in the Imperium, many come to desire greater boons from their patrons. Player rewards can vary greatly depending on the missions the party undertakes and the patron they serve. Adeptus Mechanicus patrons likely have an abundance of augmetics. Administratum patrons may provide more comfortable accommodations. Inquisitors, meanwhile, may even entrust their most loyal servants with dark secrets that may forever change their perspective of the universe, and their place within it. **The Rewards** Table provides advice on the type, amount, and conditions required for various rewards which you can grant your players.

Many GMs grant rewards, especially XP and Solars, consistently at the end of each session. This represents player characters learning from their experiences during a mission, and their Patron granting them a stipend to continue their mission. Yet it can sometimes be difficult to justify how player characters are rewarded physical or financial rewards in the middle of a mission. This is especially noticeable if a player character spends their XP on unlocking particularly dramatic Talents.

For this reason, some GMs instead choose to reward players only at the end of a mission, or during natural breaks in the action such as during downtime when Events and Endeavours are taking place (page 228). Saving rewards for this period means that any marvellous new Talents a player character unlocks can be roleplayed as a breakthrough in training or self reflection, while physical rewards can be gifts from a patron, or lucky finds during downtime.

GM Toolkit

Many Gamemasters like to tweak and modify the rules to suit their group. The following section contains options and variant rules that you can use when playing **Imperium Maledictum**. If you choose to use any of these rules, be sure to inform your players when you begin play.

GRID BASED COMBAT

We find Zones to be the perfect midpoint between a fastidiously accurate map and the theatre of the mind. However, some people prefer a more detailed approach. If you wish for combat to play out on a grid, or even on a full wargaming table, you may use the following rules.

MOVEMENT

On your turn, you can move up to 2 metres as a free action. When you Move, you can move up to your Speed. When you take the Run action, you can move up to your Speed again. Movement speeds are as follows:

- **Slow:** 4 metres
- **Normal:** 8 metres
- **Fast:** 12 metres

Your Speed is halved in Difficult Terrain.

ZONES AND RANGE

When a weapon or effect targets a Zone, it instead targets a 4-meter radius sphere, centred on a point you choose. Attacks with the Spread trait strike the target and all additional creatures within one meter. The ranges for weapons and effects are as follows. You may fire a weapon normally up to its listed range, or up to twice that range with Disadvantage.

- **Immediate:** 2 metres
- **Close Range:** 6 metres
- **Short Range:** 12 metres
- **Medium Range:** 24 metres
- **Long Range:** 36 metres
- **Extreme Range:** 72 metres

USING A GRID AND MINIATURES

Zone based combat allows the GM to use scratch paper or a white board and markers to quickly mark in Zones and character position. However, using the above rules for exact range and movement, you can also use a gridded map or gameboard and miniatures. To do so, just assume each square or hex is equal to one metre. When determining the area of effect of an attack or psychic power that targets a Zone, pick a point where the lines meet and count out from there. The attack affects any square it touches. The approximate amount of space a creature occupies based on its size is as follows:

- **Tiny:** Can occupy a square with any other creature
- **Small:** 1 square
- **Medium:** 1 square
- **Large:** 4 squares (2 x 2)
- **Enormous:** 9 squares (3 x 3)
- **Monstrous:** 16 squares (4 x 4) or more

Warhammer has a long history of using un-gridded, dynamic terrain and a trusty ruler or measuring tape to work out distances. If you wish to do so, you may also use the above rules, assuming that one metre is equal to one inch on your tabletop.

GUNS AT RANGE

Some players may note that a weapon, such as a Lasgun, should be able to shoot effectively well beyond 48 metres. While this is almost certainly true in perfect conditions, such as at an Astra Militarum firing range, combat does not take place under perfect conditions. The rules presented throughout **Imperium Maledictum** should be considered to apply to desperate skirmishes fought amidst smoke, darkness, and screams, and as such firing at targets beyond the ranges presented here is simply ineffective. This happily also allows gridded combat to take place on a map that can fit on the average table.

Of course, you may wish to use a more realistic measurement of range — especially if long range sniping or the use of very heavy weapons is something you'd like to feature in your games. If so, you may allow a character taking an Aim action to increase their weapon's maximum range to 10 times what it would normally be. So a Medium Range weapon with a maximum range of 48 metres could shoot out to 480 metres instead.

Shooting into Melee

The rules as written make no account of the fact that, if shooting into a melee, one has a good chance of hitting the wrong target. If you wish, you may choose to represent this fact, making firing into a melee a much more risky proposition for those who don't wish to hit their comrades.

When firing into a melee, apply a penalty of −1SL for each combatant currently engaged with the intended target. If you succeed despite this penalty, then you hit your intended target. However, if you fail but would have passed if not for this penalty, you hit one of the other combatants instead. The GM may decide which one if there were several possible victims.

Counting Every Bullet

For weapons capable of Burst or Rapid Fire, **Imperium Maledictum** uses an abstract method of counting shots. Players are not required to keep track of single shots, and instead only reduce the weapon's ammunition when taking advantage of the Burst or Rapid Fire trait. This is intended to reduce bookkeeping and keep post-combat accountancy to a minimum.

If you wish to count each individual bullet instead however, you may do so. When using this rule, multiply the Magazine rating of all weapons with the *Burst* or *Rapid Fire* Trait by five. When making an attack using that weapon, decrease it's ammunition total by the following amounts:

- **Normal Attack:** Reduce by 1
- **Attack using the Burst Trait:** Reduce by 5
- **Attack using the Rapid Fire Trait:** Reduce by 5 times the weapons Rapid Fire rating.

Condition Resistances

Conditions can be suffered in several ways, such as by taking damage, being struck by specific attacks, or receiving Critical Wounds. The Inflict weapon trait (page 124), in particular, allows some conditions to be applied relatively easily. If players can't get out of the way of a Webber or suffer damage from a weapon firing Tox Rounds, they suffer a condition immediately. This approach does help to speed combat along but can make condition-inflicting weapons quite powerful. If you wish, you may allow characters to make a Test to avoid suffering a condition they otherwise would. Use the following table to determine which skill and specialisation to use to resist a particular condition.

CONDITION RESISTANCE

Condition	Skill
Ablaze	Reflexes (Dodge)
Bleeding	Fortitude (Endurance)
Deafened	Fortitude (Pain)
Fatigued	Fortitude (Endurance)
Frightened	Discipline (Fear)
Incapacitated	Fortitude (Endurance)
Overburdened	Strength (Might)
Poisoned	Fortitude (Poison)
Prone	Reflexes (Balance)
Restrained	Strength (Might)
Stunned	Fortitude (Pain)
Unconscious	Fortitude (Endurance)

BESTIARY

Were one to believe the proclamations that echo from the public vox-casters throughout the hive spires of Persepolis, the Macharian Sector has been completely pacified, its citizens spared the horrors that plague the Imperium Nihilus. The Emperor's Light shines once again across its stars and warp travel has resumed to connect worlds and their peoples. Within the sector there are innumerable Imperial subjects performing their allotted tasks to ensure the Imperium continues to rightfully rule the galaxy. Granted leadership over them are the powerful rulers of the sector, each of whom control certain aspects of entire worlds, all in the Emperor's Name.

This peaceful facade is a lie. The sector remains rife with xenos. Some are confined to a single world, while others flaunt the Emperor's judgement across the sector, travelling the void, preying on the Imperium's voidships, and vanishing before righteous retribution can be exacted. Myriad too are the forces of the Chaos Gods, from the most pitiful cultists weaving lies among the common citizenry, to the Heretic Astartes who launch devastating strikes on vulnerable worlds. Worst of all are the daemons of Chaos, for no foe is more malignant nor more terrible than those spawned of the warp itself. Monsters ripped from the nightmares of mortals and fueled by avarice and cruelty, these unnatural entities will not stop until reality itself has been torn asunder.

INFINITE WORLDS, INFINITE VARIETY

As the GM, you should feel free to tweak or change these profiles to reflect unique NPCs, factions, or even worlds your missions focus on. Tweaking their Characteristics, Skills, Traits, or simply giving them different equipment can make your NPCs stand out from the crowd.

STAT-BLOCKS EXPLAINED

Each NPC shows a table listing its game statistics. This is sometimes called its stat-block. NPC stat-blocks are presented in the following format:

1. The NPC's name.
2. The NPC's size, type, faction, and role.
3. The NPC's Characteristics.
4. The NPC's combat abilities, including Armour, Wounds, Critical Wounds (if applicable), Initiative, Speed, and Resolve.
5. The NPC's Skills and/or Specialisations. Note that if an NPC does not have a Skill or Specialisation, they use the relevant Characteristic instead.
6. The NPC's Traits. Traits are special abilities and features that the NPC has, and are similar to player character's Talents.
7. The attacks the NPC can make, depending on what weapon they have equipped. These list the Skill and Specialisation used to make the attack, the Skill value, the Damage the attack deals, and the Range (if applicable). Note that the Damage for melee attacks include the NPC's Strength Bonus. Each attack also notes any Weapon Traits.
8. A list of any unique equipment or valuable items that the NPC might have.

1 GANGER

2 *Medium Human (Infractionist), Troop*

3

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
35	35	30	40	40	20	30	20	20

4

Armour	Wounds	Critical Wounds
2	13	0

Initiative	Speed	Resolve
7	Normal	1

5 **Skills:** Melee 40, Presence 40, Ranged 40, Stealth 50.

6 **TRAITS**

Ambusher: The Ganger can attempt to make a Stealth Test as part of their Movement if the Zone they are in has Cover.

Home Turf: The Ganger has +1 Resolve and Advantage on Discipline Tests if it is in its own Gang's territory.

7 **ATTACKS**

Autogun: Ranged (Long Guns) 40, 6 + SL Damage, Long Range. *Loud, Rapid Fire (3), Two-handed.*

Stub Pistol: Ranged (Pistols) 40, 6 + SL Damage, Medium Range. *Burst, Close, Loud.*

Knife: Melee (One-handed) 40, 3 + SL difference Damage. *Subtle, Thrown (Short).*

8 **Possessions:** Heavy Leathers, Gang Colours, Filtration Plugs, 1d10 solars.

NPC ARMOUR

For ease of play, NPC armour is simplified, and most NPCs only list a single Armour value on their stat-block. When players attack NPCs, you simply apply this Armour value to all Hit Locations (page 211). This is far simpler than keeping track of piecemeal armour values for every enemy — especially when Traits that adjust Armour values such as Rend come into play.

If you want to make an NPC unique, you can give them different Armour on different Hit Locations. The most common version of this is when an NPC lacks head armour — as they have removed or do not possess a helmet.

Some NPCs wear forcefields, giving them a variable Armour value, for example '2+1d10' or '2d10'. Every time these NPCs are hit by an attack, roll to determine their Armour value. For more information on Force Fields, see page 142.

NPCS IN IMPERIUM MALEDICTUM

'It's a big universe out here, kid. If you can't tell the difference between a strung-out dreg and a hotshot-packin ganger, you won't last the week.'

— Cracuss 'The Cook', Sanctioned Bounty Hunter

This chapter presents all sorts of allies and enemies that you may encounter in your games. In addition, many new stat-blocks will be presented in future books.

NPC ROLES

There are three types of NPCs in **Imperium Maledictum**: Troops, Elites, and Leaders. For advice on creating combat encounters using these different types of NPCs with varying abilities, see the page 310, in **Chapter 11: The Gamemaster**.

TROOPS

Troops are the lowest ranking or weakest members of a faction and usually do not pose too much threat to a well-prepared party unless they are deployed in groups or exploit tricks, traps, or superior equipment to make up the difference.

Troops generally have Characteristics and Skills below that of the average player character. While there are always variations and outliers, the average Troop should have:

- A Characteristic Maximum of 50.
- A combined Characteristics total of 280.
- Around 5 Advances in relevant Skills or Specialisations.

Most importantly, Troops always have zero Critical Wounds. Any time they would suffer a Critical Wound, they are immediately defeated.

KEEP YOUR FRIENDS CLOSE...

Some abilities described in this chapter can cause the party to lose Superiority. In cases where an NPC with such an ability is working with the party rather than against them, once per encounter a successful use of the ability reduces the enemies Resolve by 1 instead.

ELITES

Elites are the stand-out members of a faction who pose a significant threat to a party. They may have additional training, advanced equipment, or unnatural abilities which make them particularly dangerous. One or two Elites often lead a small group of Troops, acting as their champion.

Elites are roughly equivalent to player characters in terms of their power and effectiveness. The average Elite should have:

- A Characteristic Maximum of 60.
- A combined Characteristics total of 380.
- Around 15 Advances in relevant Skills or Specialisations.

In addition, Elites only have 1 Critical Wound; if they suffer a second Critical Wound, they are immediately defeated.

LEADERS

Leaders are the heads of groups or powerful individuals in their own right. They tend to have the best equipment and far greater skills than their underlings. Often their Skill advances go towards Skills which help them manage and lead a group, or simply ensure they can keep their followers in line through their might of arms. In addition, they often have unique Traits which allow them to command their followers to rally or take action. The average Leader should have:

- A Characteristic Maximum of 70.
- A combined Characteristics total of 480.
- Around 25 Advances in relevant Skills or Specialisations.

Leaders have a full allowance of Critical Wounds, just like a player character.

ELITES AND CRITICAL WOUNDS

Elites are formidable foes, and it's worth describing their defeat in detail using the Critical Wounds the party inflict on them. If you want to make your Elites even more dangerous, you can simply give them a full allowance of Critical Wounds (equal to their Toughness Bonus), just like Leaders.

RESOLVE

Non-Player characters have a unique statistic called **Resolve**. This represents the NPC's grit and commitment to their cause, and how likely they are to put up a fight in combat and social situations. If a party's **Superiority** (page 196) is ever greater than an NPC's Resolve, the GM should pause to consider if they should surrender, flee, or otherwise stop resisting. If a group of NPC's has an obvious leader, use their Resolve instead.

There is no hard roll or Test required to find out if an NPC will surrender a fight. But there are many narrative conditions to consider which might increase or decrease an NPC's Resolve. For example, NPCs may increase their resolve by 1 or more if:

- They outnumber the party.
- They are cornered with no hope of escape.
- They know that surrender would result in death.
- They think that reinforcements are on the way.
- Their leader is with them and continues to resist.
- They are mindless beasts or incapable of reason.

In addition, some NPCs have unique Traits which boost their Resolve in situations where they feel particularly empowered, such as the **Ganger** (page 340) who has increased Resolve when fighting in their own territory.

Resolve simply acts as a reminder to the GM to consider the innate self-preservation of sapient NPCs, and use it to ensure they feel realistic and don't always fight to the death.

For more information on using Resolve in your games, see **The Gamesmaster** chapter starting on page 304.

PROMOTIONS

You can easily 'promote' Troops and Elites into more powerful versions if your mission requires it. For example, you could promote an Astra Militarum Trooper (a Troop) into a Sergeant (an Elite) by granting a bonus of +10 to each Characteristic, and +10 to Skill they already have an Advance in. The same applies for 'promoting' an Elite to a Leader. Remember to increase the NPC's allotment of Critical Wounds, as befits their new rank.

LOOK OUT, SIR!

Some Troops and Elites are particularly dedicated to their Leaders, and will lay down their lives to save them. If a Leader is targeted by a Ranged Attack, any truly dedicated Troop or Elite within Immediate Range that is not currently Engaged can use their Reaction to make a **Challenging (+0) Reflexes (Dodge)** Test. If they succeed, the Ranged Attack hits them instead.

Adeptus Astra Telepathica

'How dare you. I have made the long journey on a Black Ship to Holy Terra. I withstood the soul binding to Him on Terra, that inured me to the power of the warp! My eyes melted as my fellows died around me. Yet you dare question my loyalty?!'

— Excerpt from interrogation of Callix Dirge, Astropath accused of Heresy in the tenth year of the reign of Lord Aulus Sejanus.

Whenever supernatural abilities manifest among the Human population, there are only two sanctified methods of dealing with the issue: summary execution, or service to the Astra Telepathica. Those burgeoning psykers whisked away by the Black Ships never see home again, their mundane lives obliterated forever. As such, the Astra Telepathica is rightly feared by the general populace — either as inscrutable agents who snatch up those with nascent psychic talent without warning, or as hosts of trained psykers and mystics who leave death and destruction in their wake.

USING THEM IN YOUR GAME

The Astra Telepathica are a relatively small faction but have a large impact on the Imperium as a whole. Wherever a latent or rogue psyker is encountered, there is a chance that the Astra Telepathica will get involved. The Sisters of Silence, soulless psychic nulls immune to psykers and daemonic influence, may arrive to aid in their capture. Sanctioned Psykers may be dispatched to counter them, but when all is said and done, the Black Ships arrive to take them away to Terra, for execution or sanctification. Since the Great Rift opened, more and more psykers are emerging throughout the galaxy, stretching the servants of the Astra Telepathica thin, which is a great potential source of drama in your games, as overloaded Black Ships and overworked Astra Telepathica risk the escape of dangerous untrained psykers.

BLACK SHIP CREW MEMBER (TROOP)

The crew members of the Black Ships resemble those of other voidships: hard working individuals who have learned to operate in space without fear — but with a number of exceptions. The first is that they undergo training to withstand psychic influence, and while their resistances pale in comparison to the Sisters of Silence who often share their ships, it can make all the difference if a rogue psyker breaks free from their confinement. The second difference is that each and every Black Ship crew member is armed at all times, as their cargo is simply too dangerous to guard unarmed.

PRIMARIS PSYKER (ELITE)

Primaris Psykers are some of the most powerful psykers in the Imperium. Only one in a million psykers collected by the Black Ships can ever reach such heights of self control and psychic power. Those who survive the rigorous training become vital tools of war, often attached to high-ranking officers of the Astra Militarum, who can command the Primaris Psyker to utilise their devastating powers to maximum effect. They are bedecked in protective wards, their craniums lined with inhibitors to reduce the risk of psychic backlash or worse, daemonic possession, yet they can still hurl blasts of raw psychic energy powerful enough to turn reinforced ceramite into slag.

ASTROPATH (ELITE)

Astropaths are psykers capable of sending and receiving messages that bypass the limitations of realspace, using the warp to communicate instead, allowing Humanity to communicate between its scattered interstellar holdings, the lack of which caused incalculable disruption when the Noctis Aeterna temporarily severed Astropathic communication between worlds. They are perhaps the best known members of the Adeptus Astra Telepathica, and can be found on Imperial voidships, important hive cities, and wherever communication across impossibly long distances is needed. Astropaths are, by nature, aloof and even somewhat inscrutable characters, the result of their fundamental, psychic nature and the fact that they are only allowed to live as long as they're useful to the Imperium.

SISTER OF SILENCE (LEADER)

The Sisters of Silence are an ancient order of elite psyker hunters who date back to the Great Crusade itself. Each member is a psychic null, commonly known as a "pariah" or "untouchable." Far fewer in number than Psykers, these vanishingly rare mutants are of great use to the Imperium for the unusual qualities they possess. If they are discovered, the Astra Telepathica adopts and trains them to become a perfect weapon against psykers, as the curse which causes others to despise them protects them from the influence of psychic powers. Once they are trained and swear a sacred oath of silence, each Sister is granted their distinctive Vratine armour and the weapons they need to hunt psykers across the universe.

ASTROPATH

Medium Human (Adeptus Astra Telepathica), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
25	25	25	25	25	40	60	60	25

Armour	Wounds	Critical Wounds
1	13	1

Initiative	Speed	Resolve
6	Normal	3

Skills: Awareness (Psyniscience) 70, Discipline 70, Discipline (Psychic) 80, Linguistics 50, Lore 50, Psychic Mastery 70, Psychic Mastery (Divination) 80.

TRAITS

Astropath: The Astropath can make a Hard (–20) Psychic Mastery (Telepathy) Test to undergo a ritual to send or receive a message from another Astropath. This takes one hour, during which time the Astropath cannot be interrupted. The GM may modify the difficulty of the Test and the length of the ritual based on the distance between the two Astropaths and any potential warp interference.

Blind: The Astropath is blind, and automatically fails any Awareness (Sight) Tests. However, the Astropath is able to sense and interact with the world for the most part leaning on their Awareness (Psyniscience) Specialisation. The Astropath is immune to the *Blinded* Condition.

Sanctioned Psyker: The Astropath has a Warp Threshold equal to double their Willpower bonus. This is included below.

Soul-Bound: The Astropath has Advantage on all Tests made to resist Corruption.

Psychic Powers: The Astropath knows the following Minor Psychic Powers: *Smite, and Soulsight*.

Telepath: The Astropath knows the following Divination Psychic Powers: *Dowsing, Forewarning, Prescience, Psychometry, Scrying Gaze, Watchward.*

Warp Threshold: 12

ATTACKS

Laspistol: Ranged (Pistols) 25, 5 + SL Damage, Medium Range. *Burst, Close, Loud, Reliable.*

Force Staff: Melee (Two-Handed) 25, 3 + SL difference + Warp Charge Damage. *Defensive, Two-Handed.*

Smite: Psychic Mastery 80, Warp Rating 2, Medium Range, 8 + SL Damage. Ignores Armour.

Possessions: Astropath's Robes, a deck of the Emperor's Tarot, a Regicide game set, a Psy Focus.

SISTER OF SILENCE

Medium Human (Adeptus Astra Telepathica), Leader

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
50	50	50	50	50	40	40	50	20

Armour	Wounds	Critical Wounds
9	20	5

Initiative	Speed	Resolve
9	Normal	3

Skills: Awareness 50, Discipline 60, Discipline (Psychic) 70, Fortitude 60, Intuition 50, Linguistics (Thoughtmark) 50, Melee 60, Melee (Two-handed) 70, Ranged 60, Ranged (Long Guns) 70, Reflexes 60.

TRAITS

Blank: The Sister of Silence has no connection to the warp and curtails access to the immaterium in their immediate area. They win any Opposed Tests to resist a Psychic Power. They are immune to Daemonic Possession and cannot be detected through Psyniscience alone. Most Fellowship Tests are made with Disadvantage.

Tests made to Manifest a Psychic Power that targets their Zone, an individual in their Zone, or made within Short Range of them are made with Disadvantage. Daemons treat their Zone as a *Minor Hazard*. And individuals connected to a psychic hive mind that start in or enter their Zone must make a **Challenging (+0) Discipline (Composure)**Test or be *Stunned (Minor)*.

Null Maiden's Glare: As an Action, the Sister of Silence can make an opposed Presence (Intimidation) vs Discipline (Fear) Test against a Psyker Character they can see within Long Range. If the Sister of Silence wins the opposed Test, the party's Superiority is reduced by –1.

Witch Hunter: A Sister of Silence has Advantage on any Test made to track a Psyker, and gains +1 SL to all attack Tests against Psykers.

Vow of Tranquillity: Every fully-fledged Sister of Silence has sworn the Vow of Tranquillity, meaning they will not talk under any circumstances. The Sister of Silence communicates through sign language (see page 96).

ATTACKS

Boltgun: Ranged (Long Guns) 70, 8 + SL Damage, Long Range. *Loud, Penetrating (4), Rapid Fire (2) Spread, Two-handed.*

Executioner Greatblade: Melee (Two-handed) 70, 11 + SL difference Damage. *Heavy (2), Penetrating (6), Two-handed.*

Psyk-out Grenade: Ranged (Thrown) 60, 0 Damage, Medium Range. *Blast (4), Loud, Unstable*. Deals double damage to Psykers and daemons.

Possessions: A set of Vratine Armour.

BLACK SHIP CREWMEMBER

Medium Human (Adeptus Astra Telepathica), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
35	25	30	35	30	30	35	40	20

Armour	Wounds	Critical Wounds
2	13	0
Initiative	**Speed**	**Resolve**
6	Normal	3

Skills: Awareness 40, Discipline 50, Fortitude 40, Intuition 40, Melee 40.

TRAITS

Inured to Witchcraft: A Black Ship Crewmember gains +1 SL to any Opposed Test made to resist a Psychic Power.

ATTACKS

Shock Maul: Melee (One-handed) 40, 5 + SL difference Damage. *Loud, Inflict (Stunned).*

Pump Action Shotgun: Ranged (Long Guns) 25, 6 Damage, Medium Range. *Inflict (Prone), Loud, Spread, Two-handed.*

Choke Grenade: Ranged (Thrown) 25, 0 Damage, *Unstable.* When a Choke Grenade hits a Zone, all creatures in that Zone must make a **Hard (–20) Fortitude (Endurance)** Test or suffer the *Stunned (Minor)* Condition for three rounds. Additionally, anyone who enters or starts their turn in that Zone for the next three rounds must make the same Test.

Possessions: A Heavy Leather Uniform or a Void Suit, a Holy Icon.

PRIMARIS PSYKER

Medium Human (Adeptus Astra Telepathica), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
25	25	25	40	30	40	50	60	25

Armour	Wounds	Critical Wounds
1	16	1
Initiative	**Speed**	**Resolve**
8	Normal	3

Skills: Awareness (Psyniscience) 60, Discipline (Psychic) 70, Psychic Mastery 70, Psychic Mastery (Telekinesis) 80.

TRAITS

Sanctioned Psyker: The Primaris Psyker has a Warp Threshold equal to double their Willpower bonus (this is included below).

Psychic Powers: The Primaris Psyker knows the following Minor Psychic Powers: *Dread Presence, Float, Lull, Smite, Soulsight, Spasm, and Spectral Hands.*

Telekine: The Primaris Psyker knows the following Telekinesis Psychic Powers: *Abjuration Mechanicum, Crush, Psychic Barrier, and Psychic Maelstrom.*

Warp Threshold: 12

ATTACKS

Force Staff: Melee (Two-handed) 25, 4 + SL difference + Warp Charge Damage. *Defensive, Two-handed.*

Smite: Psychic Mastery 70, Warp Rating 2, Medium Range, 8 + SL Damage. Ignores Armour.

Possessions: A Primaris Psyker's Uniform, a Psy Focus.

OTHER PSYCHIC POWERS

The Primaris Psyker stat-block above uses the Telekinesis Psychic Discipline and lists a few specific psychic powers, but no two psykers are the same. Feel free to customise your Primaris Psyker's psychic powers, or even their Psychic Discipline, as best suits your game of **Imperium Maledictum**. Here are two examples, a Biomancer and a Pyromancer, to use or inspire you.

PRIMARIS BIOMANCER

Skills: Psychic Mastery (Biomancy) 80.
Psychic Powers: The Primaris Psyker Biomancer knows the following Minor Psychic Powers: *Call Vermin, Dull Pain, Float, Preternatural Senses, Seal Wounds, Smite, and Spasm.*
Biomancer: The Primaris Psyker Biomancer knows the following Biomancy Psychic Powers: *Affliction, Bio-Lightning, Metabolic Overdrive, and Shape Flesh.*

PRIMARIS PYROMANCER

Skills: Psychic Mastery (Pyromancy) 80.
Psychic Powers: The Primaris Pyromancer knows the following Minor Psychic Powers: *Combustion, Dread Presence, Float, Ignite, Nova, Scalding Glance, Sear, and Smite.*
Pyromancer: The Primaris Pyromancer knows the following Pyromancy Psychic Powers: *Fire Storm, Inferno, Molten Beam, and Plasma Torch.*

Adeptus Mechanicus

'Of course I prefer the company of machine spirits to Humans. A machine spirit is driven by divine logic. Humans are driven by biological urges and base desire — both of which are far too easily corrupted.'

— Magos Zeta-041, Overseer of Hive Vishavar Munitions Manufactorum V-09

Without the techno-priesthood of the Adeptus Mechanicus, the Imperium of Man would be overcome by its foes and fall into ruin in the blink of an eye. They are the holy servants of the Machine God, the only living beings within Imperial Society with the knowledge of the sacred rites and rituals required to keep the little understood technology functioning. Most disturbingly, many seek to bring themselves closer to the divine by forging temples to the Machine God from their very bodies, replacing flesh with plasteel, blood with sacred oils, and even their brains with advanced cogitators until onlookers struggle to believe that their mechanised skeletal bodies were ever Human to begin with.

USING THEM IN YOUR GAME

Wherever there is advanced technology in the Imperium, the Adeptus Mechanicus is nearby — otherwise the technology in question is ancient archeotech or heretical in nature. As such the Adeptus Mechanicus are a regular sight in any missions set within Imperial space. This means they can function as suitable roadblocks and key-keepers to all manner of technology or knowledge. Alternatively, they can be vital resources for parties seeking bespoke knowledge on technological matters — the Mechanicus has a specialty for almost any conceivable area of scientific or technological study such as Genetors who study biology and genetics, and Logi, who study mathematics and probability on a system-wide scale.

MANUFACTORUM LABOURER (TROOP)

The armies of the Imperium would be powerless without a vast industrial base to provide the weapons, ammunition, vehicles, and other materials necessary for warmongering. Manufactorum Labourers are the foundation of that colossal manufacturing effort, which also provides the worlds of the Imperium with the goods they need to survive and, more importantly, fulfil the tithes levied from them. Labouring amid thundering machinery, severe temperature extremes, and noxious chemicals, these workers toil under the uncompromising scrutiny of shift bosses, whose only concern is a single measure of success — meeting production quotas. The injuries and deaths that result are just more numbers to be factored into the cold metrics of productivity.

SERVITOR (TROOP/ELITE)

A fusion of arcane technology and flesh even more extreme than that of a Tech-Priest, Servitor is a generic term for a variety of cybernetic organisms employed across the Imperium for particularly dangerous, repetitive, or menial tasks. Most Servitors are manufactured by the Adeptus Mechanicus, either from genetically-engineered humanoid clones created for the purpose, or more commonly from criminals sentenced to Servitude Imperpituis, in which case their minds are wiped during processing. To better suit their purpose, the servitor's organic substrate is cybernetically-enhanced, then programmed to serve some specific, rudimentary function. Some may be programming and outfitted for more complex tasks, such as making repairs or even engaging in combat operations. Servitors may be able to respond to simple questions about their programmed functions, but are otherwise incapable of higher thought, making them the perfect servants and warriors for the logic-driven Adeptus Mechanicus.

MANUFACTORUM LABOURER

Medium Human (Adeptus Mechanicus), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
25	25	35	35	35	25	30	30	30

Armour	Wounds	Critical Wounds
0	12	0
Initiative	**Speed**	**Resolve**
6	Normal	1

Skills: Athletics 40, Athletics (Might) 50, Dexterity 40, Fortitude 40, Fortitude (Endurance) 50, Fortitude (Pain) 50.

ATTACKS

Industrial Tools (Improvised Weapon): Melee (One-handed) 25, 4 + SL difference Damage. *Ineffective.*

Possessions: Ragged clothes, a pair of Shoddy Filtration Plugs, a Holy Icon, 5 Solars.

SERVO-SKULL (TROOP)

One of the greatest honours an Imperial citizen can have is to continue their service to the Emperor in death. For some honoured few, their skulls — and sometimes brainmatter — are preserved and used as the foundation for a cybernetic creation known as a Servo-Skull. The polished and occasionally bronzed skulls contain small anti-grav engines and serve a number of useful roles, carrying out simple tasks via small manipulators or integrated tools — usually hardwired into the mouth or eye sockets.

SERVO-SKULL

Small Servitor (Adeptus Mechanicus), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
10	20	10	10	40	20	30	10	10

Armour	Wounds	Critical Wounds
0	4	0
Initiative	**Speed**	**Resolve**
7	Normal, Fly	1

TRAITS

Anti-grav Field Generator: The Servo-Skull can fly.

Programmed to Serve: Every Servitor has a pre-programmed task to perform. They will continue to operate on their programmed functions until re-programmed with a **Hard (–20) Tech (Augmetics)** Test. The individual that programmed (or re-programmed) the Servitor can give it simple orders.

ATTACKS

Skull Bash: Melee (Brawling) 10, 1 Damage. *Ineffective.*

SERVITOR

Medium Servitor (Adeptus Mechanicus), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
30	30	50	50	20	10	10	10	10

Armour	Wounds	Critical Wounds
2	16	0
Initiative	**Speed**	**Resolve**
3	Slow	See Traits

Skills: Athletics (Might) 60, Dexterity 30.

TRAITS

Programmed to Serve: Every Servitor has a pre-programmed task to perform. They will continue to operate on their programmed functions until re-programmed with a **Hard (–20) Tech (Augmetics)** Test. The individual that programmed (or re-programmed) the Servitor can give it simple orders.

ATTACKS

Servo Claw: Melee (Brawling) 30, 7 + SL difference Damage. *Penetrating (2).*

Possessions: None.

GUN SERVITOR

Medium Servitor (Adeptus Mechanicus), Elite

ATTACKS

A Gun Servitor has one of the following weapons installed (they cannot be removed without making a **Hard (–20) Tech (Augmetics)** Test):

Heavy Bolter: Ranged (Ordnance) 40, 10 + SL Damage, Long Range. *Heavy (4), Penetrating (5), Loud, Rapid Fire (3), Spread, Two-handed.*

Multi-melta: Ranged (Ordnance) 40, 16 + SL Damage, Long Range. *Heavy (4), Rend (10), Two-handed.*

Plasma Cannon: Ranged (Ordnance) 40, 12 + SL Damage, Extreme Range. *Loud, Heavy (4), Penetrating (6), Supercharge (4), Two-handed, Unstable.*

MEDICAE SERVITOR

Medium Servitor (Adeptus Mechanicus), Troop

Skills: Dexterity 40, Medicae 30, Medicae (Human) 50, Tech (Augmetics) 50.

TRAITS

Diagnostor Protocols: A Medicae Servitor gains +2 SL bonus to any Test made to reveal an illness or disease in a Human. They also gain a +2 SL bonus to Medicae Tests involving surgery, staunching blood loss, and similar procedures including installing/removing cybernetic components.

TECH-PRIEST (ELITE)

Tech-Priests are the cybernetically-enhanced adepts of the Adeptus Mechanicus that have a particular focus on expanding Imperial technical knowledge. This acquisition is a divine mission on behalf of the Omnissiah, the Emperor's aspect as the Machine-God. Using that knowledge, the Tech-Priests direct Forge-Worlds to produce the advanced machinery and equipment needed by the armed forces of the Imperium — everything from the humble lasgun to the colossal war machines of the Adeptus Titanicus. Most Tech-Priests are augmented with extensive cybernetic implants, and often have a robotic demeanour — dispassionate and calculating. Because of their enhancements and access to advanced weaponry, they can be dangerous foes or powerful allies, depending on how logical or heretical your intentions seem.

TECH-PRIEST

Medium Human (Adeptus Mechanicus), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
30	30	30	40	40	60	30	40	20

Armour	Wounds	Critical Wounds
2	15	1

Initiative	Speed	Resolve
7	Fast	2

Skills: Awareness 40, Fortitude 50, Logic 70, Logic (Mathematics) 80, Lore 70, Medicae 70, Piloting 50, Tech 70, Tech (Augmetics) 80, Tech (Engineering) 80.

TRAITS

Heavily Augmented: The Tech-Priest has Augmetic Arms, Augmetic Legs, an Augmetic Heart, an Augmetic Respiratory System, and Augmetic Sensory Organs, a Utility Mechadendrite, an Optical Mechadendrite, and a Biomechanical Interface. The benefits of these Augmetics are already included.

Augmetic Heart: As an Action, the Tech-Priest makes a Challenging (+0) Fortitude Test. If they are successful, they remove a *Bleeding* Condition from themself.

Augmetic Respiratory System: The Tech-Priest gains +2 SL to Fortitude Tests to resist the effects of airborne toxins and poisonous gases.

Biomechanical Interface: The Tech-Priest gains +1 SL to Tech Tests for operating a machine with a suitable connection, such as many vehicles, environmental processors, and manufactorum assemblers.

Optical Mechadendrite: Can access cramped areas to give visual data and includes a stablight which can remove the *Dark* Environmental Trait from a Zone.

Utility Mechadendrite: Functions as a Combi-tool and a melee weapon.

ATTACKS

Utility Mechadendrite: Melee (One-handed) 30, 4 + SL difference Damage.

Plasma Pistol: Ranged (Pistols) 30, 10 + SL Damage, Medium Range. *Close, Loud, Penetrating (6), Supercharge (4), Unstable.*

Possessions: Adeptus Mechanicus robes, an Auspex, a Combi-tool, 300 solars.

Adeptus Administratum

Thought for the day: Patience is our greatest weapon against temptation. Be patient, and the Emperor shall provide.

— Printed on petition ticket number 6,709,112

The Imperium is so vast that by its very nature it defies centralised rule. Nevertheless, it falls to the High Lords of Terra to do so, twelve of the most important figures in the entire Imperium. Beneath the High Lords lies the Adeptus Terra, the colossal bureaucratic engine that is broken up into myriad other organisations. Of these, the Adeptus Administratum is among the largest, itself comprised of thousands of further subdivisions. By long tradition and strict necessity, it is unthinkable that one of the High Lords not hold the position of Master of the Administratum. However, so vast and intractable is the body they rule that edicts they issue frequently take centuries to enact. Reports of immense import frequently arrive long after the High Lord who requested them has died, leaving a successor to determine their true worth.

USING THEM IN YOUR GAME

The Administratum is charged with ensuring that the endlessly turning cogs of Imperial order continue to move, and that the efforts of every citizen further the glory of Humanity. While this might cause the players to turn to the Administratum for aid, its many adepts are perpetually exhausted, engaged in an endless series of tasks that they are neither required nor encouraged to understand, merely perform. Should the players approach an adept of the Administratum seeking urgent assistance, they are far more likely to be granted an audience with a senior clerk in four years time than they are to be offered useful information or aid.

This does not mean the Administratum is inept, merely constrained, and those who interfere with its work will quickly find themselves the target of the forces that the Administratum can bring to bear. Adepts and their Overseers work well as stubborn obstacles in social and investigative scenarios, where their staunch adherence to protocol and their own self interests can clash with a party's goals. Should force be required the Administratum can usually reply upon the local Planetary Governer's Enforcers to put down minor threats, while the Adeptus Arbites can also be called upon to intervene in more serious matters.

ADMINISTRATUM ADEPT (TROOP)

Fundamental to the bloated edifice of Imperial bureaucracy are Administratum Adepts. Vastly powerful in an extraordinarily narrow field of administration, such as access to a sealed archive, the requisitioning of arms, or granting permission to pilot a transport within a city, an Administratum Adept can greatly aid or hinder a party with the flick of their auto-quill. Few things are more frustrating than dealing with an embittered Adept who gleefully erects bureaucratic roadblocks simply to flex their limited power — blustering officiously, overly concerned with minutiae and procedure, all to be purposefully unhelpful. However, there are rare Adepts who are genuinely devoted to aiding others in bureaucratic struggles as a way to honour the Emperor.

ADMINISTRATUM ADEPT

Medium Human (Administratum), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
25	25	25	25	35	40	35	30	30

Armour	Wounds	Critical Wounds
1	9	0

Initiative	Speed	Resolve
6	Normal	1

Skills: Awareness 40, Dexterity 40, Intuition (People) 40, Linguistics 50, Logic 50, Lore 50, Rapport 40.

TRAITS

Bureaucratic Boldness: The Administratum Adept has a Resolve of 3 whenever dealing with paperwork, tithes, or any other bureaucratic conversation.

Data Delver: The Administratum Adept has Advantage on Tests made to find or retrieve information from a document or archive (whether analog or digital).

ATTACKS

Flaccid Fists (Unarmed): Melee (Brawling) 25, 1 + SL difference Damage. *Ineffective.*

Possessions: Administratum robes, a Dataslate, several scrolls filled with records, 30 solars.

OVERSEER (TROOP)

While the Administratum Adepts wrestle with endless piles of paperwork, Overseers manage both them and the endless queue of ragged Imperial citizens who beseech them. Overseers are most often found marching along narrow walkways overlooking rows of Adepts, brandishing crackling shock weapons as a pointed warning to any citizens who step out of line or disrupt proper procedures, or who fail to meet their productivity quotas for the day. Their martial training is often limited, as they spend most of their days threatening the malnourished and downtrodden rather than engaging in combat, but most are loath to let anyone defy their power and will quickly resort to violence if disrespected, making them troublesome obstacles to overcome.

OVERSEER

Medium Human (Administratum), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
30	25	25	30	25	35	40	35	35

Armour	Wounds	Critical Wounds
1	11	0

Initiative	Speed	Resolve
6	Normal	2

Skills: Awareness 50, Discipline 40, Intuition (Human) 50, Linguistics 40, Logic 40, Lore 40, Melee (One-handed) 40, Presence 40, Presence (Intimidation) 50, Presence (Leadership) 50, Rapport 40.

TRAITS

Bureaucratic Boldness: The Overseer has a Resolve of 3 whenever dealing with paperwork, tithes, or any other bureaucratic conversation.

Chief Whip: The Overseer can use Presence (Intimidation) instead of Presence (Leadership) when dealing with members of the Administratum. As an Action, the Overseer can command any Troop of the Administratum to immediately take an Action.

ATTACKS

Shock Maul: Melee (One-handed) 40, 4 + SL difference Damage. *Loud, Inflict (Stunned).*

Possessions: Administratum robes, a Dataslate, several scrolls filled with records, a Chrono, 50 solars.

ENFORCER (ELITE)

Enforcers is the catch-all term for the policing force encountered on Imperial worlds. The most common found throughout the Macharian Sector are the Macharian Vigilites, who grew out of the Astra Militarum forces left to garrison worlds that resisted Lord Solar Macharius's conquest. On worlds that bent the knee more readily, they were often converted from the planet's existing policing force. These Enforcers usually answer directly to the planetary governor, whose primary concerns are ensuring their own position and fulfilling the tithes demanded of them by the Adeptus Administratum. For the most part this amounts to maintaining law and order, but only insofar as it serves the Governor's purposes to do so. They typically wear heavy armour and sport high quality weaponry, all designed to function as an open threat to would-be lawbreakers and the common citizenry alike. Where Enforcers encounter opposition — be it gangers or their patron's political rivals — they are brutal in administering 'justice'. Corruption runs rife among their ranks, and often Enforcers will turn a blind eye to infractions for the right price.

ARBITRATOR (LEADER)

The Adeptus Arbites are entirely outside the Administratum as a separate part of the Adeptus Terra. Nevertheless, their purview often overlaps. The Arbites are watchful for any activity that might threaten the Administratum's collection of the planetary tithe, and for other grave crimes that violate the Lex Imperialis: the Emperor's laws. They may interrogate any person or seize anything deemed of evidentiary value anywhere in the Imperium, meaning almost all Imperial citizens are subject to their scrutiny. Having investigated crimes and identified wrongdoers, justice is swiftly administered, usually as summary execution and seizure of all assets. Only those of high rank, such as members of the nobility or influential faction leaders, can reasonably expect anything resembling an actual trial. In addition to these duties the Adeptus Arbites are often the last line of defence on world's where malcontent or heresy erupt into outright rebellion, when they are expected to hold key facilities until an intervention by the Astra Militarum can be organised.

ENFORCER

Medium Human (Administratum), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
35	35	40	40	30	25	40	40	25

Armour	Wounds	Critical Wounds
5	16	1

Initiative	Speed	Resolve
6	Normal	2

Skills: Athletics 50, Awareness 50, Discipline 50, Fortitude 50, Intuition 50, Melee 40, Melee (One-handed) 50, Presence 50, Presence (Interrogation) 60, Presence (Intimidation) 60, Ranged 40, Rapport 30.

TRAITS

Call for Backup: As an Action, an Enforcer can call for backup. This call is heard by all Enforcers in a 1 mile radius. Backup usually arrives in 1d10 Rounds (or minutes if out of combat), but may be shorter or longer depending on distance.

Incarceratus: When an Enforcer is Grappling an individual they can Manacle them as a Free Action.

ATTACKS

Shock Maul: Melee (One-handed) 50, 6 + SL difference Damage. *Loud, Inflict (Stunned).*

Autogun: Ranged (Long Guns) 40, 6 + SL Damage, Long Range. *Loud, Rapid Fire (3), Two-handed.*

Stub Revolver: Ranged (Pistols) 40, 6 + SL Damage, Medium Range. *Close, Loud, Reliable.*

Choke Grenade: Ranged (Thrown) 40, – Damage. *Unstable.* When a Choke Grenade hits a Zone, all creatures in that Zone must make a **Hard (–20) Fortitude (Endurance)** Test or suffer the *Stunned (Minor)* Condition for three rounds. Additionally, anyone who enters or starts their turn in that Zone for the next three rounds must make the same Test.

Possessions: A set of Enforcer Carapace Armour, a Dataslate filled with information on infractionists, a set of Manacles, a Vox Bead, 50 solars.

The Adeptus Arbites do not fall under the authority of the Adeptus Administratum (in fact, they often investigate the Administratum and its adepts for breaches of the Lex Imperialis), but are presented here out of completeness.

ARBITRATOR

Medium Human (Administratum), Leader

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
40	40	50	50	40	40	50	40	30

Armour	Wounds	Critical Wounds
5	19	5

Initiative	Speed	Resolve
9	Normal	3

Skills: Athletics 60, Awareness 60, Discipline 50, Discipline (Composure) 60, Discipline (Fear) 60, Fortitude 60, Intuition 60, Melee 50, Melee (One-handed) 60, Presence 50, Presence (Interrogation) 60, Presence (Intimidation) 60, Ranged 50, Ranged (Long Guns) 60, Rapport 40.

TRAITS

Arbitrator Commander: As an Action, the Arbitrator may make a Presence (Leadership) Test. For every SL, a single Enforcer that can hear the Arbitrator may take an Action.

Call for Backup: As an Action, an Arbitrator can call for backup. This call is heard by all Enforcers in a 1 mile radius. Backup usually arrives in 1d10 Rounds (or minutes if out of combat), but may be shorter or longer depending on distance.

Guilty until Proven Innocent: As an Action, the Arbitrator can make an opposed Presence (Intuition) vs Discipline (Composure) Test to unearth guilt or evidence of a crime, reducing the party's Superiority by 1 if successful.

Incarceratus: When an Arbitrator is Grappling an individual they can Manacle them as a Free Action.

ATTACKS

Shock Maul: Melee (One-handed) 60, 7 + SL difference Damage. *Loud, Inflict (Stunned).*

Hand Cannon: Ranged (Pistols) 50, 8 + SL Damage, Medium Range. *Close, Heavy (4), Loud, Penetrating (2).*

Combat Shotgun: Ranged (Long Guns) 60, 6 + SL Damage, Medium Range. *Inflict (Prone), Loud, Spread, Two-handed.*

Choke Grenade: Ranged (Thrown) 45, – Damage. *Unstable.* When a Choke Grenade hits a Zone, all creatures in that Zone must make a **Hard (–20) Fortitude (Endurance)** Test or suffer the *Stunned (Minor)* Condition for three rounds. Additionally, anyone who enters or starts their turn in that Zone for the next three rounds must make the same Test.

Possessions: A set of Enforcer Carapace Armour, a Dataslate filled with information on infractionists, a set of Manacles, a Vox Bead, 100 solars.

Astra Militarum

'The average Astra Militarum soldier requires four Terran Standard months of basic training to reach combat efficiency. The aspiring officer should think on this before expending their lives without need. However, the needs of the Imperium are great indeed, and a bloody victory is infinitely preferable to a coward's defeat.'

— From 'On War and Time': first-year mandated reading in the Schola Progenium officer track.

The Astra Militarum is the by far the largest military arm of the Imperium. Untold millions are drafted into its ranks every day as part of every Imperial world's tithe. There they are trained in a rapid and gruelling process, armed with mass produced weapons and armour, and deployed as fast as humanly possible. Often this process takes place upon the very voidships that transport these fresh soldiers from their home planets to their first war zone, thrown blinking from packed landers into alien worlds beset by countless inhuman horrors. Those scant few who survive their first few campaigns, through skill or luck, all but inevitably become hard-bitten warriors to whom life is cheap, death a constant companion, and whose lives have become an unending tour of duty. Even if they claim victory in one war zone, their respite is brief, before they are mustered and shuttled to the next. Thus go the Astra Militarum, who know only war.

USING THEM IN YOUR GAME

The Astra Militarum is most often encountered on the frontlines — waging countless battles in unending wars against the Imperium's infinite enemies. As such, if your game takes place on a planet that is under siege, or at war against an enemy army, you can feature plenty of Astra Militarum characters in your narrative. Otherwise, they are less likely to be encountered. They are rarely used in a policing role, such tasks are left to Enforcers, though they may find themselves patrolling or protecting frontier cities, or those that have recently been occupied.

ASTRA MILITARUM TROOPER (TROOP)

The bulk of the Imperium's ground combat power is delivered by the Astra Militarum, whose myriad regiments are filled by a Human tithe levied by the Departmento Munitorum. Every world in the sector has its own unique regiments to provide such support. When said soldiers in the Macharian Sector are encountered it's most common for them to be of the Paleon Long Teeth Regiment, as its numbers far exceed those of other Macharian regiments. These range from security of vital installations to acting as an immediate response to Chaos or Xenos incursions. Such detachments are normally commanded by a Sergeant, one of those rare Astra Militarum troopers who has managed to survive beyond the short, brutal life of the average soldier.

SPECIALIST TROOPERS

Some Astra Militarum Troopers are specialists who devote themselves to the use of a singular piece of equipment.

- **Medic:** the Trooper has a Medicae (Humans) skill of 50 and a Chirurgeon's Kit.
- **Vox-Specialist:** the Trooper has a Vox-caster and a Tech (Engineering) skill of 30.
- **Lascutter:** the Trooper has a Lascutter, a Tech (Engineering) skill of 30, and carries a Breacher Charge (see Weapons Specialist Attacks)
- **Weapons Specialist:** the Trooper uses one of the weapons profiles listed in **Weapons Specialist Attacks** instead of their lasgun.

HEAVY WEAPONS TEAMS

The Astra Militarum often deploy heavy weapons teams in order to provide fire support, consisting of two troopers working in tandem to operate an outsized Ordnance weapon. The team may use one of the profiles listed in **Heavy Weapons Teams Attacks** in addition to their own weapons. If either member of a weapons team is suffering any Conditions or is dead, the remaining individual can operate the heavy weapon at Disadvantage.

TEMPESTUS SCION (ELITE)

The very best that the Schola Progenium can offer, the Tempestus Scions are the elite strike soldiers of the Astra Militarum. Trained from a young age in teams of efficient killers, and equipped with their iconic Hot-Shot Lasguns, encased in protective carapace armour, and boasting advanced targeting scanners, they represent the mono-filament scalpel of the Astra Militarum's brute force arsenal. They are regularly tasked with infiltration, sabotage, reconnaissance, and in open war they are trained in orbital drop manoeuvres to land in the heart of enemy lines where they can deal the most damage and destabilise or destroy key defences. Only those who are proven and devout remain in the Tempestus Scions for long, meaning that they are always single-minded and brutal in action and manner.

ASTRA MILITARUM TROOPER

Medium Human (Astra Militarum), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
30	30	40	40	30	25	30	30	25

Armour	Wounds	Critical Wounds
4	15	0
Initiative	**Speed**	**Resolve**
6	Normal	2

Skills: Discipline 40, Medicae 30, Melee 40, Ranged 40.

TRAITS

Stalwart: The Astra Militarum Trooper has Advantage on Tests to resist or end the *Frightened* Condition.

ATTACKS

Lasgun: Ranged (Long Guns) 40, 6 + SL Damage, Long Range. *Burst, Loud, Reliable, Two-handed.*

Knife: Melee (One-handed) 40, 4 + SL difference Damage. *Subtle, Thrown (Short).*

Frag Grenade: Ranged (Thrown) 30, 6 Damage, Medium Range. *Blast, Loud, Unstable.*

Krak Grenade: Ranged (Thrown) 30, 12 Damage, Medium Range. *Loud, Penetrating (4), Spread, Unstable.*

Possessions: A set of Astra Militarum Flak Armour, a pair of dog tags, a Gas Mask, an Entrenching Tool, a copy of the Imperial Infantryman's Uplifting Primer, a uniform, a set of Survival Gear in a Backpack, 30 Solars.

WEAPONS SPECIALIST ATTACKS

Sniper Rifle: Ranged (Long Guns) 50, 8 + SL Damage, Extreme Range. *Loud, Two-handed.*

Flamer: Ranged (Long Guns) 50, 8 + SL Damage, Medium Range. *Flamer, Inflict (Ablaze), Loud, Two-handed.*

Grenade Launcher: Ranged (Ordnance) 50, 6 Damage, Long Range. *Blast, Loud, Two-handed.*

Meltagun: Ranged (Long Guns) 50, 16 + SL Damage, Medium Range. *Rend (5), Two-handed.*

Plasma Gun: Ranged (Long Guns) 50, 10 + SL Damage, Long Range. *Loud, Penetrating (6), Supercharge (4), Two-handed, Unstable.*

Blasting Charge: Ranged (Thrown) 30, 10 Damage, Medium Range. *Loud, Spread, Unstable.*

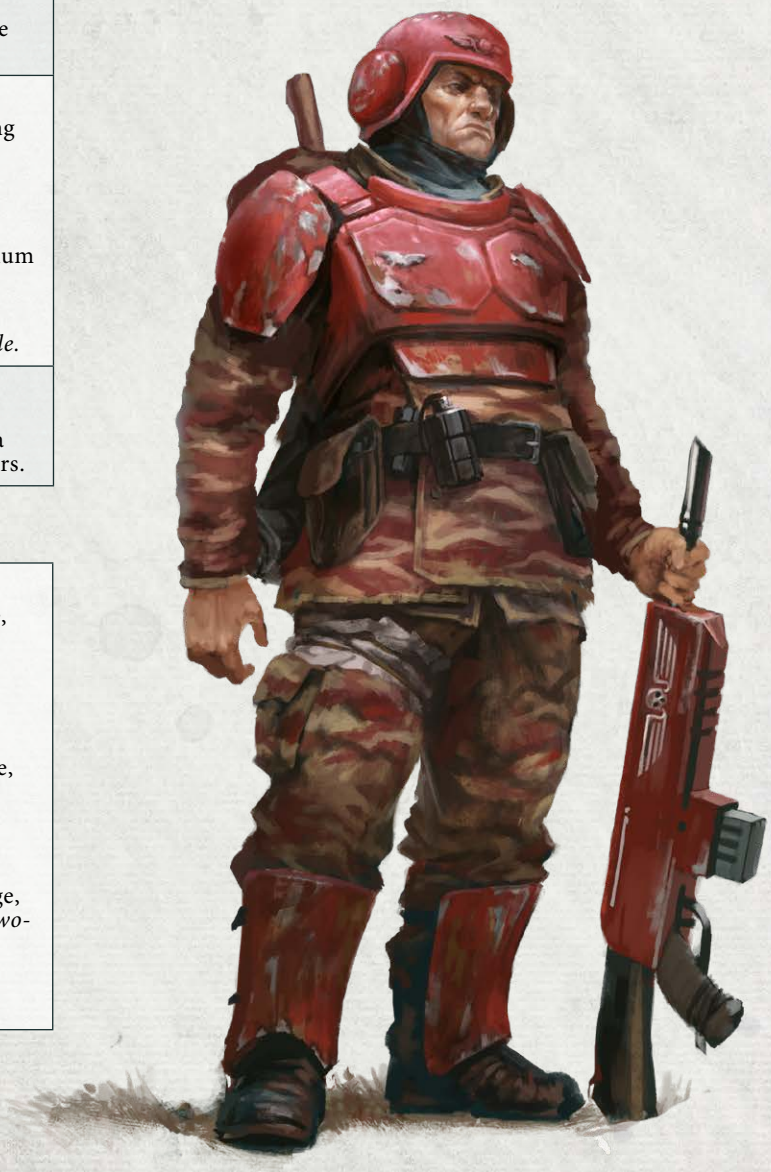
HEAVY WEAPONS TEAMS ATTACKS

Heavy Bolter: Ranged (Ordnance) 50, 10 + SL Damage, Long Range. *Heavy (4), Penetrating (5), Loud, Rapid Fire (3), Spread, Two-handed.*

Missile Launcher (Frag Missile): Ranged (Ordnance) 50, 8 Damage, Extreme Range. *Blast, Heavy (4), Loud, Two-handed.*

Missile Launcher (Krak Missile): Ranged (Ordnance) 50, 16 Damage, Extreme Range. *Heavy (4), Loud, Penetrating (6), Spread, Two-handed.*

Lascannon: Ranged (Ordnance) 50, 18 Damage, Extreme Range. *Heavy (4), Loud, Penetrating (10), Two-handed.*



TEMPESTUS SCION

Medium Human (Astra Militarum), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
40	45	50	50	40	30	40	30	25

Armour	Wounds	Critical Wounds
6	18	1

Initiative	Speed	Resolve
8	Normal	3

Skills: Athletics 60, Awareness 50, Discipline 50, Fortitude 60, Medicae 40, Melee 50, Navigation 40, Ranged 50, Ranged (Long Guns) 60, Reflexes 50.

TRAITS

Killing Zone: If a Tempestus Scion deals a Wound to a target with a Ranged Attack, until the beginning of the Tempestus Scion's next turn, any other Tempestus Scions who make a Ranged Attack against the same target gain +1 SL to their Attack Test.

Shock Trooper: If the Tempestus Scion attacks and their target is surprised, the target must make a **Challenging (+0) Discipline (Fear)** Test or be *Frightened*. If all party members are *Frightened* their Superiority is reduced to 0.

Stalwart: The Tempestus Scion has Advantage on Tests to resist or end the *Frightened* Condition.

ATTACKS

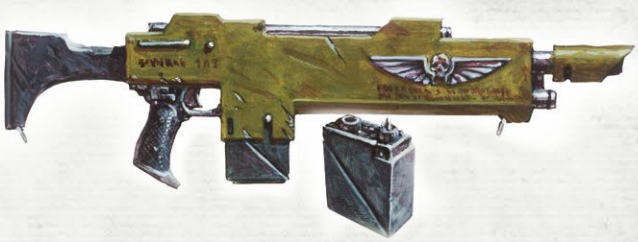
Hot-Shot Lasgun: Ranged (Long Guns) 60, 8 + SL Damage, Long Range. *Burst, Loud, Penetrating (2), Two-handed.*

Knife: Melee (One-handed) 50, 5 + SL difference Damage. *Subtle, Thrown (Short).*

Frag Grenade: Ranged (Thrown) 50, 6 Damage, Medium Range. *Blast, Loud, Unstable.*

Krak Grenade: Ranged (Thrown) 50, 12 Damage, Medium Range. *Loud, Penetrating (4), Spread, Unstable.*

Possessions: A set of Tempestus Carapace armour incorporating an Omnishield Helm (built in Photo-visors, Respirator, and Vox Bead), a Chirurgeon's Kit, a pair of dog tags, a set of Magnoculars, a Pict Recorder, a copy of the Imperial Infantryman's Uplifting Primer.



COMMISSAR (LEADER)

Commissars are the iron-willed graduates of the Schola Progenium who specialise in leading Astra militarum troops into the gaping jaws of the Imperium's greatest foes. Their individual methods of maintaining moral and battle readiness depends on the Commissar in question, but the majority take on the guise of terrifying tyrants, forcing their troops to view them as a leader more monstrous than the inhuman nightmares bearing down upon them. This aura of authority is not just for show, as all Commissars have the authority to summarily execute any soldiers under their command should they display signs of weakness or cowardice, a tool that many use to galvanise their troops into temporary bouts of terror-fueled bravery.

COMMISSAR

Medium Human (Astra Militarum), Leader

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
45	45	40	50	30	40	40	50	40

Armour	Wounds	Critical Wounds
3	19	5

Initiative	Speed	Resolve
7	Normal	3

Skills: Athletics 50, Awareness 50, Discipline 60, Discipline (Fear) 70, Intuition (Human) 50, Lore 50, Melee 50, Melee (One-handed) 60, Presence 50, Presence (Intimidation) 70, Presence (Leadership) 60, Ranged 50, Ranged (Pistols) 60, Rapport 50.

TRAITS

Aura of Discipline: All allies of the Commissar that can see them gain +1 SL to Discipline (Fear) Tests.

Stalwart: The Commissar has Advantage on Tests to resist or end the *Frightened* Condition.

Summary Execution: If an NPC of the Commissar within Short Range fails a Discipline Test or makes a roll on the **Perils of the Warp** Table, the Commissar may execute them as a Reaction. As long as the Commissar lives, all allies that can see them automatically pass all Discipline Tests until the end of the Encounter, and the party's Superiority is reduced by –1.

ATTACKS

Bolt Pistol: Ranged (Pistols) 60, 8 + SL Damage, Medium Range. *Burst, Close, Loud, Penetrating (4), Spread.*

Power Sword: Melee (One-handed) 60, 8 + SL difference Damage. *Penetrating (4).*

Possessions: A Commissar's uniform, a pair of dog tags, a Flak Jacket, a bookmarked copy of the Imperial Infantryman's Uplifting Primer, 100 solars.

Adeptus Ministorum

'Fight! Let faith be your blazing sword! Devotion your impenetrable shield! With the Emperor's light, we shall turn back the tide! You will see your families again! They await you beneath the Emperor's wings! So fight!'

— Ministorum Priest Chant

Faith and belief is intrinsically woven into every level of Imperial society. From the lowliest hab-worker to the most powerful noble, all pledge their allegiance to the Imperial Creed and the God Emperor of Mankind. To this end, the Adeptus Ministorum have a great deal of power and influence on most Imperial worlds. They even claim their own militant arm, the Adepta Sororitas, who wage wars on the church's behalf. To stand against the church is to rebel against the Imperial Creed — the gravest of heresies, punishable by torture and then execution.

USING THEM IN YOUR GAME

The Adeptus Ministorum, also referred to as the Ecclesiarchy, are an ever-present faction on most Imperial worlds, so it is almost inevitable that players will encounter them in some capacity. They may seek out a local priest for information on one of their devout followers, or be forced to wade through a thick crowd of pilgrims on Macharia. In addition, if there are large-scale threats to the Imperial Creed, you may encounter the Sisters of Battle on a quest to purge those threats before the corruption can spread.

DEVOUT (TROOP)

The Devout is an umbrella term for any Imperial Citizen who dedicates their life to upholding the Imperial Creed. These may be pilgrims on a grand journey of religious enlightenment, individuals dedicated to maintaining Imperial shrines, or even in some cases the half-mad doomsayers and demagogues who scream the Emperor's teachings wherever people gather. They are rarely an official part of the Ecclesiarchy, and as such survive upon the scant donations given by their followers, but their fervour for Imperial doctrine is no less powerful than official priests.

DEVOUT

Medium Human (Ecclesiarchy), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
25	25	25	35	30	30	25	40	35

Armour	Wounds	Critical Wounds
0	12	0

Initiative	Speed	Resolve
5	Normal	1

Skills: Discipline 50, Fortitude (Pain) 40, Lore 40, Lore (Theology) 50, Presence 40, Rapport 40.

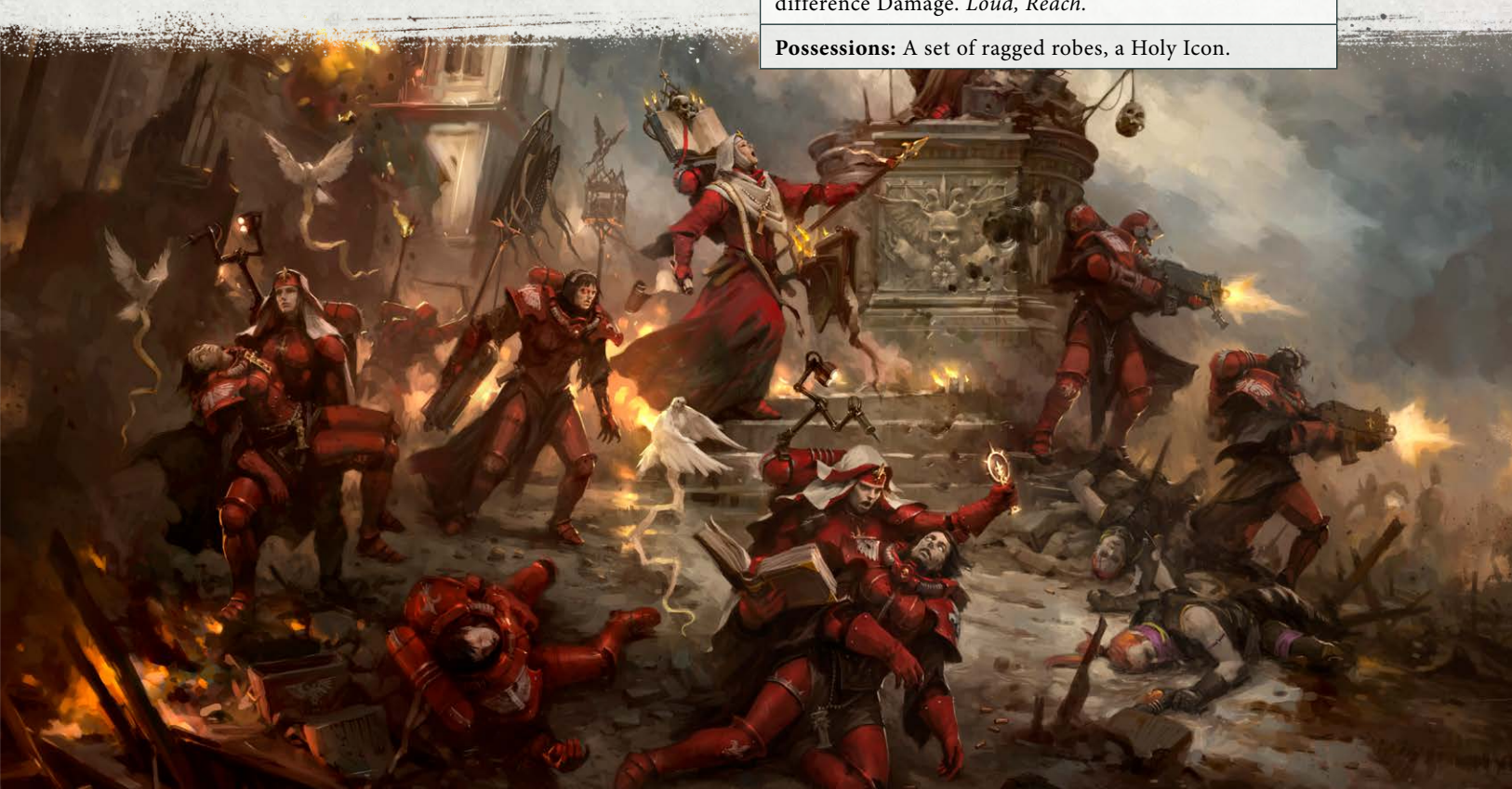
TRAITS

True Faith: The Devout has 1 point of Fate.

ATTACKS

Flagellation Whip: Melee (One-handed) 25, 2 + SL difference Damage. *Loud, Reach.*

Possessions: A set of ragged robes, a Holy Icon.



MINISTORUM PRIESTS (ELITE)

Ministorum Priests are the foot-soldiers of the Adeptus Ministorum, the lowest-ranking clergy and those most likely to regularly interact with the broader citizenry. A preacher is the spiritual leader of a parish, which is, in turn, part of a diocese, of which there are thousands across the Imperium. Stern and unforgiving in the spiritual oversight of their parishioners, they are forever vigilant for any hint of heresy among their flock. Preachers also exhort the troops of the Astra Militarum in battle as Ministorum Priests, stand with Inquisitors against heresy and daemonic incursion as Banishers, or may even lead Adepta Sororitas into righteous battle as Ecclesiarchy Confessors.

MINISTORUM PRIEST

Medium Human (Ecclesiarchy), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
30	30	30	30	30	40	40	50	40

Armour	Wounds	Critical Wounds
1 + 1d10	14	1
Initiative	**Speed**	**Resolve**
7	Normal	1

Skills: Awareness 50, Discipline 60, Intuition (Human) 50, Linguistics (High Gothic) 50, Lore 50, Lore (Theology) 60, Presence 50, Presence (Leadership) 60, Rapport 50.

TRAITS

True Faith: The Ministorum Priest has 1 point of Fate.

War Hymn: The Ministorum Priest makes a Presence (Leadership) Test as an Action to intone a Hymn of Battle. If they succeed, they may choose an ally that can hear them from the Ecclesiarchy Faction. The next time that ally makes a melee attack, they may make a second melee attack.

ATTACKS

Autopistol: Ranged (Pistols) 30, 5 + SL Damage, Medium Range. *Close, Loud, Rapid Fire (3).*

Chainsword: Melee (One-handed) 30, 6 + SL difference Damage. *Loud, Rend (2).*

Possessions: A Ministorum Priest's robe, a Holy Icon, a Laud Hailer, a Rosarius, 50 solars.

BATTLE SISTER (ELITE)

The devout and deadly warriors of the Adepta Sororitas are at the front lines wherever battles against the unfaithful, heretical, or apostate takes place. Though they wield fearsome weapons and stride into combat in protective power armour, it is their intense and unshakable faith in the Emperor that ensures no enemy escapes His Wrath. In the Macharian Sector, Battle Sisters of the Order of the Burned Rose are the bane of any who would hide from the Emperor's Light — their bone-coloured armour slowly growing darker with the smoke of righteous flames.

BATTLE SISTER

Medium Human (Ecclesiarchy), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
50	50	60	50	30	25	40	50	25

Armour	Wounds	Critical Wounds
10	19	1
Initiative	**Speed**	**Resolve**
7	Normal	3

Skills: Athletics 70, Awareness 50, Discipline 60, Discipline (Fear) 70, Discipline (Psychic) 70, Fortitude 60, Lore 30, Lore (Theology) 40, Medicae 30, Medicae (Human) 40, Melee 60, Presence 40, Ranged 60, Ranged (Long Guns) 70, Reflexes 40.

TRAITS

Deny the Witch: When a psyker within Medium Range of the Battle Sister Manifests a power, they may use their Reaction to attempt to disrupt it. The Battle Sister makes a Willpower Test with the same Difficulty as the Psychic Power. If they succeed, subtract their SL from the psyker's SL. This may reduce their SL below 1 and cause the psychic power to fail.

True Faith: The Battle Sister has 1 point of Fate.

ATTACKS

Boltgun: Ranged (Long Guns) 70, 8 + SL Damage, Long Range. *Loud, Penetrating (4), Rapid Fire (2), Spread, Two-handed.*

Bolt Pistol: Ranged (Pistols) 60, 8 + SL Damage, Short Range. *Burst, Close, Loud, Penetrating (4), Spread.*

Frag Grenade: Ranged (Thrown) 50, 6 Damage, Medium Range. *Blast, Loud, Unstable.*

Krak Grenade: Ranged (Thrown) 50, 12 Damage, Medium Range. *Loud, Penetrating (4), Spread, Unstable.*

Possessions: A set of Sororitas Power Armour, a Holy Icon.

Inquisition

'It is with the deepest regret and strongest conviction that I must bring to bear the final weapon in my arsenal upon the great enemy on Vitezovich. In doing so, I accept the weight of untold millions upon my soul and pray they find peace in the Emperor's light.'

— Exterminatus decree against the planet Vitezovich, Signed by Inquisitor [REDACTED]

The Holy Ordos of the Emperor's Inquisition are a secretive police force that operate outside of the standard Imperial hierarchy with the exclusive goal of hunting daemons, Heretics, and Xenos threats to Imperial society. They are so veiled in shadow that nobody knows exactly how many Inquisitors there are, and some whisper that a not-insubstantial number spend as much time hunting each other as they do genuine threats. What is known is that they command the terrible authority to investigate and pass judgement on any citizen of the Imperium, short of the Emperor Himself.

USING THEM IN YOUR GAME

The Inquisition is a fantastic faction to add to your investigation focused games as they consist of secretive groups of highly trained agents who can operate at any level of Imperial society. While it is rare to see an Inquisitor take to the field, they regularly organise multiple cells of specialised agents to enact their will. If your campaign focuses on investigating daemons, Heretics, or Xenos threats, there is a good chance that your players may encounter Inquisitorial agents, though whether they are allies or enemies comes down to the Inquisitor who leads them. Some are firebrand fanatics who desire to purge every trace of heresy with righteous flame, while others seek to fight the enemy with their own weapons, and may try to secure heretical artefacts or individuals. As a result, certain Inquisitorial agents are likely to carry strange equipment and artefacts of non-Imperial origins. Either way, an Inquisitor and their agents can easily act as allies, enemies, or a twisted mix of both. Most Inquisitorial operatives are Elites, though they often recruit allies from other factions such as the Ecclesiarchy, Administratum, or the Astra Militarum.

ACOLYTE (ELITE)

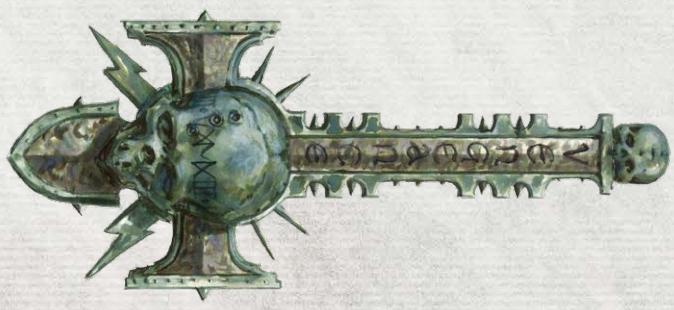
Inquisitorial Acolyte is a catch-all term for any number of individuals who have been recruited into an Inquisitor's service. By their very nature, they are often curious and have a keen eye for sniffing out truth amid the twisted web of bureaucracy and lies that forms the foundation of Imperial society. Their precise skills and equipment varies depending on the Ordo they serve, but regardless of their specialty, each Acolyte has been elevated from the masses due to some form of exceptional ability, making them powerful allies and dangerous foes.

DEATH CULT ASSASSIN (ELITE)

Death Cults are secretive organisations that operate throughout the Imperium and while their precise rituals and methods often vary greatly between the different cults, they are defined by their obsession with shedding blood, ritualised murder and, in some extreme cases, consuming the blood or corpses of their targets in the name of the God Emperor. Given their nature, many death cults walk a fine line between fanatical devotion to Imperial Doctrine, and outright heresy, which often brings them into conflict with the Inquisition. Yet their undeniable skills sees many Death Cult Assassins enter Inquisitorial service, where they can truly sate their bloodlust in the name of, and with the sanction of, the Emperor. These arrangements are usually ad hoc and often secured on a give-and-take basis with more tolerant Inquisitors, who may agree to overlook a cult's transgressions in exchange for a life-long service debt from their most skilled assassins.

INTERROGATOR (LEADER)

Interrogators are an Inquisitor's most trusted and skilled servants. They are often found leading Inquisitorial cells or heading up particularly important investigations when the Inquisitor cannot attend to them personally. They normally rise from the rank of Acolyte, and likely carry unique equipment or claim esoteric skills to match their Ordo and personal history. Regardless, each Interrogator is a proven leader and powerful agent of the Inquisition, dedicated to the uncovering of and punishing heresies wherever they take root.



ACOLYTE

Medium Human (Inquisition), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
30	30	30	40	30	40	40	50	40

Armour	Wounds	Critical Wounds
2	16	1
Initiative	**Speed**	**Resolve**
7	Normal	2

Skills: Awareness 50, Discipline 60, Fortitude 50, Intuition 50, Intuition (Human) 60, Linguistics 50, Logic 50, Logic (Investigation) 60, Lore 50, Melee (One-handed) 40, Presence 60, Presence (Intimidation) 70, Ranged 40, Ranged (Pistols) 50, Rapport 50, Rapport (Deception) 60, Rapport (Inquiry) 60, Reflexes 40, Stealth 40.

TRAITS

Ordo: The Acolyte is a member of an Ordo. See **Ordo Bonuses** below for more information.

Truthfinder: The Acolyte has Advantage on the first Intuition (People) Test it makes on an individual.

ATTACKS

Silenced Stub Pistol: Ranged (Pistols) 50, 6 + SL Damage, Medium Range. *Burst, Close.*

Shock Maul: Melee (One-handed) 40, 5 + SL difference Damage. *Loud, Inflict (Stunned).*

Smoke Grenade: Ranged (Thrown) 30, 0 Damage, Medium Range. *Loud, Blast, Unstable.* Makes Zone *Heavily Obscured* for 3 Rounds.

Possessions: an Armoured Bodyglove covered by inconspicuous clothing, a Chrono, a Comm Leech, a Dataslate, a Disguise Kit, a set of Magnoculars, a set of Manacles, a set of Photo visors, a Rebreather, a Vox bead, 100 solars.

DEATH CULT ASSASSIN

Medium Human (Inquisition), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
45	30	40	40	50	25	35	50	25

Armour	Wounds	Critical Wounds
2	17	1
Initiative	**Speed**	**Resolve**
8	Normal	3

Skills: Athletics 60, Awareness 50, Dexterity 60, Discipline 60, Fortitude 50, Lore (Theology) 40, Melee 50, Melee (One-handed) 60, Ranged 40, Ranged (Long Guns) 50, Reflexes 60, Stealth 60.

TRAITS

Bloodthirsty: When the Death Cult Assassin causes a Wound, they gain Advantage on their next Attack Test.

Martyrdom: When the Death Cult Assassin suffers one or more Wounds, they lose the *Frightened* Condition if they have it. *Frightened* allies in Short Range who can see the Death Cult Assassin may immediately make a Discipline (Fear) Test with Advantage as a Free Action. Characters who succeed are no longer *Frightened*.

ATTACKS

Death Cult Power Blade: Melee (One-handed) 65, 8 + SL difference Damage. *Penetrating (4).*

Sniper Rifle: Ranged (Long Guns) 45, 8 + SL Damage, Extreme Range. *Loud, Two-handed.*

Knife: Melee (One-handed) 65, 4 + SL difference Damage. *Subtle, Thrown (Short).*

Possessions: an Armoured Bodyglove, a Holy Icon.

ORDO BONUSES

Ordo Hereticus
A member of the Ordo Hereticus has Advantage on the following Tests if the source or target is a heretic:

- Discipline (Psychic)
- Discipline (Fear)
- Navigation (Tracking)

Ordo Malleus
A member of the Ordo Malleus has Advantage on the following Tests if the source or target is a daemon:

- Discipline (Psychic)
- Discipline (Fear)
- Navigation (Tracking)

Ordo Xenos
A member of the Ordo Xenos has Advantage on the following Tests if the source or target is a xenos creature:

- Discipline (Psychic)
- Discipline (Fear)
- Navigation (Tracking)

INTERROGATOR

Medium Human (Inquisition), Leader

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
50	30	30	40	40	50	50	50	40

Armour	Wounds	Critical Wounds
5	16	4

Initiative	Speed	Resolve
9	Normal	3

Skills: Awareness 60, Dexterity 50, Discipline 60, Fortitude 50, Intuition 60, Logic (Investigation) 60, Lore 60, Medicae 60, Melee 60, Presence 60, Presence (Interrogation) 70, Ranged 40, Rapport 50.

TRAITS

Deny the Witch: When a psyker within Medium Range of the Interrogator Manifests a power, they may use their Reaction to attempt to disrupt it. The Interrogator makes a Willpower Test with the same Difficulty as the Psychic Power. If they succeed, subtract their SL from the psyker's SL. This may reduce their SL below 1 and cause the psychic power to fail.

Extract Truth: Whenever an Interrogator causes a Wound to a Character with a melee attack, they may make an Opposed Test of their Presence (Interrogation) against the Character's Fortitude (Pain). If the Interrogator wins, the party's Superiority decreases by 1.

Hunter-controller: The Interrogator can use their Action to command any allied Imperial individual to immediately take an Action.

Ordo: The Interrogator is a member of an Ordo. See **Ordo Bonuses** on page 334 for more information.

ATTACKS

Needle Pistol: Ranged (Pistols) 40, 1 + SL Damage, Medium Range. *Close, Inflict (Poisoned), Penetrating (6), Subtle.*

Power Knife: Melee (One-handed) 60, 5 + SL difference Damage. *Penetrating (2), Subtle, Thrown (Short).*

Choke Grenade: Ranged (Thrown) 40, – Damage, Medium Range. *Unstable.* When a Choke Grenade hits a Zone, all creatures in that Zone must make a **Hard (–20) Fortitude (Endurance)** Test or suffer the *Stunned (Minor)* Condition for three rounds. Additionally, anyone who enters or starts their turn in that Zone for the next three rounds must make the same Test.

Possessions: an Armoured Bodyglove under dark clothing, a Flak Jacket, a Backpack, a set of Chirurgeon's Tools, a Chrono, a Dataslate, an Excruciator Kit, a Holy Icon, a set of Manacles, Photo-visors, a Respirator, a Screamer, a Signal Jammer, a Vox bead, 300 solars.

Navis Imperialis and Rogue Traders

'That's the thing with the void. First time I was up here? It scared the grox-dung out of me. All that emptiness just beyond the hull… but now? Now I see it for what it is… freedom.'

— Captain Manora Sandheru-Vomakt, Rogue Trader

Imperial voidships are incredible in scale and complexity, closer to flying cathedrals or baroque cities propelled by plasma drives than anything else. They operate upon countless ancient technologies, each one only half understood and maintained through ritual alone. When they travel beyond their system, they plunge into the warp itself, with little more than a Geller Field to protect them from ravening daemons, and the Astronomicon to light their way. When they engage in combat, they bring to bear cannons and lance batteries capable of laying waste to entire continents. With all this in mind, even in the astronomical scale of the Imperium, there are precious few who have the skills and experience to survive and thrive within the endless expanse between worlds. The most common of these are the Navis Imperialis, the fleets of warships and transports that wage war amid the stars, and the Rogue Traders, eccentric intergalactic merchants claiming a traders' writ which lets them operate beyond the fringes of Imperial space.

USING THEM IN YOUR GAME

Any time your players need to move between planets for their missions, they are likely to encounter the Navis Imperialis or Rogue Traders. Imperial voidships are simply too large, complex, and vital for a single party to operate and in most cases they will likely need to secure passage aboard a transport ship, join a Navis Imperialis strike force, make a profitable alliance with a Rogue Trader, or otherwise find a way of reaching their destination aboard a voidship. In addition, even utilising warp jumps, travel between worlds can take weeks, months, or even years. This means there is plenty of time for players to interact with the various characters aboard the ship, and in some cases, they may even have been tasked with rooting out heresy aboard a ship in the first place.

VOIDSMAN (TROOP)

To call Voidsmen "menial labourers" is to do them an injustice. While they certainly fit the bill, making up the bulk of any voidship's crew and undertaking all low-ranking roles such as routine maintenance, cargo hauling, and deck cleaning, even the lowliest Voidsman is a step above the common labourers found planet-side. Each Voidsman must undergo rigorous training simply to operate within space for extended periods, and they quickly amass a surprising amount of technical knowledge in order to combat the constant assault of decay and the void upon their ship. They are normally easily distinguished by their bulky void suits, which offer them some protection from unexpected hull breaches or atmospheric anomalies.

VOIDSMAN

Medium Human (Navis Imperialis), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
25	30	30	30	40	30	40	30	25

Armour	Wounds	Critical Wounds
3	12	0

Initiative	Speed	Resolve
8	Normal	1

Skills: Athletics 40, Navigation 40, Piloting 50, Ranged 40, Tech (Engineering) 40.

TRAITS

Part of the Ship: The Voidsman will defend their ship to the death, and have advantage on Discipline Tests and +1 Resolve whilst aboard their ship.

Void Legs: The Voidsman does not suffer Disadvantage due to environmental effects specific to the void, such as a ship rocking or zero gravity.

ATTACKS

Laspistol: Ranged (Pistols) 40, 5 + SL Damage, Medium Range. *Burst, Close, Loud, Reliable.*

Possessions: a Light Leather Uniform, a Void Suit.

ARMSMAN (TROOP)

Security aboard voidships is paramount, and Armsmen are responsible for keeping passengers in line, animal cargo under control, and repelling enemy boardings. They are normally an efficient and skilled group, who drill daily until they can navigate every corridor within their home ship blindfolded, and without gravity. Their coordination and discipline is also put to use in times of general emergency, such as fires or other ship-wide dangers, where they can organise mass responses or in the worst case, evacuations far better than their Voidsmen crew mates. They normally carry standard issue low-penetration shotguns and melee weapons, to reduce damage to the hull and other integral machinery during ship-bound firefights.

ARMSMAN

Medium Human (Navis Imperialis), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
25	40	25	30	30	30	40	40	30

Armour	Wounds	Critical Wounds
1	12	0

Initiative	Speed	Resolve
7	Normal	2

Skills: Athletics 30, Awareness (Sight) 50, Discipline 50, Intuition (Human) 50, Navigation 40, Piloting 50, Presence 50, Ranged 50.

TRAITS

Masters of Close Confines: The Armsman and any allied Voidsmen in the same Zone gain +1 SL to all Ranged Attack Tests when the target is at Close Range.

Part of the Ship: The Armsman will defend their ship to the death, and have advantage on Discipline Tests and +1 Resolve whilst aboard their ship.

Void Legs: The Armsman does not suffer Disadvantage due to environmental effects specific to the void, such as a ship rocking or zero gravity.

ATTACKS

Combat Shotgun: Ranged (Long Guns) 50, 6 + SL Damage, Medium Range. *Inflict (Prone), Loud, Spread, Two-handed.*

Laspistol: Ranged (Pistols) 50, 5 + SL Damage, Medium Range. *Burst, Close, Loud, Reliable.*

Possessions: a Heavy Leather uniform or a Void Suit, a Backpack, and a Lascutter.

MERCHANT TRADER (ELITE)

While the vast majority of the resources produced by Humanity are tithed and consumed by the Imperium to support the endless, grinding machinery of war, some do remain in private hands. Those who buy and sell these materials within systems are Merchant Traders, generally shrewd and often greedy dealers in everything from ration packs to voidship components — mostly through legal means, but opportunistic black marketeers do exist. Particularly successful Merchant Traders may obtain Charters of Trade from the Imperial authorities, allowing them to legally operate across an entire Segmentum as Chartist Captains. While they lack the true freedom of Rogue Traders, or the might of the Imperial Navy for support, Chartist Captains can operate within a sector relatively unimpeded, though their ships are the most likely to fall to pirates.

MERCHANT TRADER

Medium Human (Navis Imperialis), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
30	30	30	30	50	40	50	30	50

Armour	Wounds	Critical Wounds
1d10	13	1

Initiative	Speed	Resolve
10	Normal	1

Skills: Discipline (Composure) 50, Intuition 60, Linguistics 50, Logic (Evaluation) 50, Lore 50, Navigation 50, Presence 60, Piloting 60, Rapport 60, Rapport (Haggle) 70.

TRAITS

Argent Tongue: Intuition Tests targeting the Merchant Trader are made with Disadvantage.

Immovable Mercantile: The Merchant Trader has a Resolve of 3 whenever making a trade deal, and has Advantage on Discipline (Composure) Tests.

ATTACKS

Stub Revolver: Ranged (Pistols) 30, 6 + SL Damage, Medium Range. *Close, Loud, Reliable.*

Mono Sword: Melee (One-handed) 30, 5 + SL difference Damage. *Penetrating (2).*

Possessions: Clothes with the Ornamental Trait, a Chrono, a Refractor Field, a Void Suit with built in Mag Boots, 500 solars.

VOIDSHIP CAPTAIN (LEADER)

Whether they are a Captain within the Navis Imperialis, or an experienced Rogue Trader, Voidship Captains attain their lofty ranks through inheritance, or a truly stunning series of mercantile or military victories. To this end, most are a proud sort, and well aware that their every action steers the fates of thousands of crew members. They may rule with an iron fist or a honeyed word, and their methods of combat or negotiations vary wildly, but each Voidship Captain excels in their own way, as poor captains seldom last long in the Imperium.

VOIDSHIP CAPTAIN

Medium Human (Navis Imperialis), Leader

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
40	40	30	40	50	50	50	40	50

Armour	Wounds	Critical Wounds
2 + 1d10	15	4

Initiative	Speed	Resolve
10	Normal	3

Skills: Awareness 60, Discipline 50, Discipline (Composure) 60, Discipline (Fear) 60, Intuition 60, Logic 60, Melee 50, Navigation 60, Navigation (Stellar) 70, Piloting 60, Piloting (Voidship) 70, Presence (Leadership) 60, Ranged 50, Ranged (Pistols) 60.

TRAITS

Masters of Close Confines: The Voidmaster and any allied Voidsmen in the same Zone gain +1 SL to all Ranged Attack Tests when the target is at Close Range.

My Ship, My Rules: Whenever an allied member of the Imperial Navy fails a Test and can hear or see the Voidship Captain, the Voidship Captain can use their Reaction to allow the ally to re-roll the failed Test.

Part of the Ship: The Voidship Captain will defend their ship to the death, and have advantage on Discipline Tests and +1 Resolve whilst aboard their ship.

Void Legs: The Voidship Captain does not suffer Disadvantage due to environmental effects specific to the void, such as a ship rocking or zero gravity.

ATTACKS

Hot-Shot Laspistol: Ranged (Pistols) 60, 8 + SL Damage, Medium Range. *Burst, Close, Loud, Penetrating (2).*

Sword: Melee (One-handed) 50, 5 + SL difference Damage.

Possessions: A Heavy Leather uniform with the Ornamental Trait or a Void Suit with the Lightweight Trait, a Chrono, a Dataslate filled with information on their Voidship and its crew, a Refractor Field, 300 solars.

Citizens and Infractionists

'The Emperor is our shepherd, and we are his sheep. LAP DOGS!'

— Graffiti eradicated from an Imperial Monument on Dao Teyras

In the eyes of Sector Lord Sejanus, and much of Imperial Society, the teeming untold billions of Humanity stretched out across the Macharian Sectorcan be broken up into two distinct categories: Citizens and Infractionists. Citizens are law-abiding members of the Imperium — the Administratum holds records of their birth, residence, and roles — and they attend to their work diligently and worship the God Emperor during mandated periods of prayer. Infractionist, on the other hand, is a catch-all term for any Humans who break this mould — those who resort to crime, or prey on hard working Citizens. Regardless of the classification, life for both Citizens and Infractionists in the Imperium is hard. Citizens may have support in the form of meagre housing, food, and clothing from their respective workplace, but every moment of their lives is rigidly dictated and deviance is harshly punished. Infractionists, meanwhile, typically endure lives defined by violence and petty criminality, ever fearful of capture and brutal punishment. In return they exist somewhat outside of Imperial authority — a rare occurrence in the Imperium, and one that a handful of cruel and ruthless individuals have exploited to their own benefit.

USING THEM IN YOUR GAME

In many missions, Citizens and Infractionists are the most common characters that players will encounter. They make up the bulk of Imperial Society, and are most likely to be affected by the actions of the party. As a GM, you should feel free to amend the stat-blocks for various Citizens and Infractionists to paint a vibrant (and grim) tapestry of the culture and worlds your missions focus on (see **Origin** on page 51 for recommended adjustments). In addition, you can give them specific equipment to mark their roles, or even strange fashions to make them stand apart from Citizens and Infractionists on other planets.

IMPERIAL CITIZEN (TROOP)

The most generic of terms, Citizen describes any subject of the Imperium who does not otherwise fall into another category. Citizens are the unremarkable people engaged in the countless minor roles that keep the Imperium running. They encompass everything from a hab denizen labourer or downtrodden market trader, to a colonist tending a family field on a frontier world. They rarely have much in terms of wealth or valuable goods, unless they directly relate to their role within society.

DREG (TROOP)

Dregs is a catchall term for Imperial Citizens who have slipped through the cracks in the system and found themselves living a miserable, downcast existence. They are often found in large numbers where populations are at their most dense and Imperial culture most cruel. Dregs make easy prey for press gangs, regimental musterings, and in many cases turn to crime to feed and clothe themselves. With little to lose, and the majority of Imperial society against them, Dregs are often desperate or bitter enough to undertake any menial tasks one can imagine, all in exchange for meagre payment. Yet despite their appearance, you should never underestimate a Dreg. Their lives are short and filled with pain, which turns many into hard individuals who won't hesitate to pull a concealed knife or stub pistol on anyone who threatens the safety of them or their fellow Dregs.

IMPERIAL CITIZEN

Medium Human (Imperium), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
30	30	30	30	30	30	30	30	30

Armour	Wounds	Critical Wounds
0	12	0

Initiative	Speed	Resolve
6	Normal	1

Skills: Athletics 40, Dexterity 40, Lore 35.

ATTACKS

Unarmed: Melee (Brawling) 30, 1 Damage. *Ineffective.*

Possessions: Ragged clothing, a Holy Icon, 1d10 solars.

DREG

Medium Human (Infractionist), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
40	30	30	40	30	20	30	20	20

Armour	Wounds	Critical Wounds
0	13	0

Initiative	Speed	Resolve
6	Normal	1

Skills: Athletics 40, Awareness 40, Stealth 40.

TRAITS

Desperate: The Dreg has Advantage on any Dexterity (Sleight of Hand) Tests or other Tests it makes to attempt to steal solars or a piece of equipment.

Dire Conditions: The Dreg may have a randomly generated Mutation or Malignancy, as described on page 222 and 223.

ATTACKS

Stub Revolver: Ranged (Pistols) 30, 6 + SL Damage, Medium Range. *Close, Loud, Reliable.*

Knife: Melee (One-handed) 40, 3 + SL difference Damage. *Subtle, Thrown (Short).*

Possessions: Rotting rags, 1d5 solars.

GANGER

Medium Human (Infractionist), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
35	35	30	40	40	20	30	20	20

Armour	Wounds	Critical Wounds
2	13	0

Initiative	Speed	Resolve
7	Normal	1

Skills: Melee 40, Presence 40, Ranged 40, Stealth 50.

TRAITS

Ambusher: The Ganger can attempt to make a Stealth Test as part of their Movement if the Zone they are in has Cover.

Home Turf: The Ganger has +1 Resolve and Advantage on Discipline Tests if it is in its own Gang's territory.

ATTACKS

Autogun: Ranged (Long Guns) 40, 6 + SL Damage, Long Range. *Loud, Rapid Fire (3), Two-handed.*

Stub Pistol: Ranged (Pistols) 40, 6 + SL Damage, Medium Range. *Burst, Close, Loud.*

Knife: Melee (One-handed) 40, 3 + SL difference Damage. *Subtle, Thrown (Short).*

Possessions: Heavy Leathers, Gang Colours, Filtration Plugs, 1d10 solars.

GANGER (TROOP)

Hardened, professional criminals, Gangers are generally the lowest-ranking members of violent groups, syndicates, cartels, and other illicit enterprises. Steeped in blood and variously motivated by hatred, greed, or just general anger, Gangers can be formidable adversaries, particularly in groups. Those who survive and thrive may begin to specialise. Some are branded Skulkers, ruthless and stealthy killers, while others become Heavies, violent bullies who readily employ heavy weaponry and intimidation to get what they want. Such monikers vary from world to world and hive to hive, but similar individuals arise wherever there is opportunity and desperation — which is to say, almost everywhere in the Imperium. Regardless of their title, it is often a Ganger's reputation that speaks for them most of all. Infamous Gangers gain compliance simply by their reputation and all the despicable things they have done to get it.

SMUGGLER (ELITE)

Imperial interstellar commerce is heavily regulated, these rules enforced harshly by the Administratum and Navis Imperialis despite being overburdened with red tape and mountainous fees. In such an authoritarian environment, successful Smugglers are few and far between. Should they be caught by Imperial authorities, they face life imprisonment, or swift and lethal punishment. This is doubly true if the illicit cargo contains non-Imperial contraband, such as Chaos artefacts or Xenos tech that makes up the Silent Trade in the Macharian sector, in which case extensive interrogation and torture is added to the sentence. As such, Imperial Smugglers are often a heady mix of cocky and paranoid, with an abundance of skills and connections collected over long lives, necessary to back up their bold claims.

SMUGGLER

Medium Human (Infractionist), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
35	35	30	40	50	30	50	20	50

Armour	Wounds	Critical Wounds
1+1d10	13	1
Initiative	**Speed**	**Resolve**
10	Normal	2

Skills: Awareness 60, Discipline (Composure) 30, Linguistics 40, Logic (Evaluate) 40, Melee 40, Ranged 40, Rapport 60, Stealth 60.

TRAITS

Argent Tongue: Intuition Tests targeting the Smuggler are made with Disadvantage.

Home Turf: The Smuggler has +1 Resolve when in conversation.

ATTACKS

Shock Maul: Melee (One-handed) 40, 5 + SL difference Damage. *Loud, Inflict (Stunned).*

Silenced Stub Revolver: Ranged (Pistols) 40, 6 + SL Damage, Medium Range. *Close, Reliable.*

Possessions: Light Leathers, an Auspex, a Chrono, a Disguise Kit, a Multicompass, a Signal Jammer, a Refractor Field, a Vox Bead, 1d10 x 100 solars.

BOUNTY HUNTER (ELITE)

Bounty Hunters make a living from capturing or eliminating fugitives in return for a listed bounty. The most successful are highly skilled and well armed professionals, the worst little more than a street tough. They are often hired to seek out Infractionists who are too difficult, dangerous, or well connected for local Enforcers to pursue. Some Bounty Hunters are 'officially' sanctioned, whether by the Enforcers, Planetary Governors or in rare cases the Adeptus Arbites themselves. Other bounty hunters, unbothered about their source of their income, operate on the edge of what is permitted or well beyond it. As almost anyone with sufficient Solars can hire a Bounty Hunter they are often in competition with one another, sometimes competing for a bounty, sometimes facing off as little more than hired guns. In rare instances a group of Bounty Hunters may form a temporary alliance to take down a particularly tough bounty. The merest rumour of such a group forming is often enough to cause most citizens to hide until the shooting stops.

GANG LEADER (LEADER)

Gang Leaders are those who rose through the ranks of their gang through martial prowess, charisma, or a network of connections. A successful gang leader must command both respect and fear from their followers and the citizens they prey upon, while also ensuring that the gang remains prosperous. Those who fail in their duties risk being usurped, expelled, or worse.

BOUNTY HUNTER

Medium Human (Infractionist), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
50	50	40	50	40	30	50	30	30

Armour	Wounds	Critical Wounds
2	17	1
Initiative	**Speed**	**Resolve**
9	Normal	3

Skills: Athletics 50, Awareness 60, Intuition (People) 60, Logic (Investigation) 50, Navigation (Tracking) 50, Presence 40, Rapport (Inquiry) 50.

TRAITS

Ambusher: The Imperial Bounty Hunter can attempt to make a Stealth Test as part of their Movement if the Zone they are in has Cover.

Relentless Pursuit: If the Imperial Bounty Hunter deals a Wound to their quarry, they have Advantage on all Awareness and Navigation (Tracking) Tests to find their quarry until the Imperial Bounty Hunter sleeps. The Imperial Bounty Hunter also gains +1 SL to Attack Tests targeting their quarry.

ATTACKS

Chainsword: Melee (One-Handed) 50, 7 + SL difference Damage. *Loud, Rend (2).*

Shock Maul: Melee (One-Handed) 50, 6 + SL difference Damage. *Loud, Inflict (Stunned).*

Autogun: Ranged (Long Guns) 50, 6 + SL Damage, Long Range. *Loud, Rapid Fire (3), Two-handed.*

Webber: Ranged (Long Guns) 50, – Damage, Medium Range. *Inflict (Restrained), Two-handed.*

Possessions: An Armoured Bodyglove, an Auspex, a Chrono, a Comm Leech, a Disguise Kit, a set of Magnoculars, a set of Manacles, a Multikey, a set of Photo-contacts, a Rebreather, 100 solars.

GANG LEADER

Medium Human (Infractionist), Leader

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
50	50	50	50	50	30	30	40	40

Armour	Wounds	Critical Wounds
2	19	5
Initiative	**Speed**	**Resolve**
8	Normal	2

Skills: Athletics 60, Awareness 40, Discipline 50, Intuition 50, Melee 60, Presence 50, Ranged 60.

TRAITS

Home Turf: The Gang Leader has +1 Resolve and Advantage on Discipline, Presence, Navigation, and Stealth Tests if it is in its own Gang's territory.

Infractionist Ruler: As long as the Gang Leader is not Engaged, they may use an Action to make a Presence Test. If they succeed, a number of Gangers equal to the SL on the Presence Test that can hear the Gang Leader may immediately take an Action.

ATTACKS

Great Weapon: Melee (Two-handed) 60, 9 + SL difference Damage. *Heavy (4), Two-handed.*

Knife: Melee (One-handed) 60, 5 + SL difference Damage. *Subtle, Thrown (Short).*

Hand Cannon: Ranged (Pistols) 60, 8 + SL Damage, Medium Range. *Close, Heavy (4), Loud, Penetrating (2).*

Fire Bombs: Ranged (Thrown) 60, – Damage, Medium Range. *Blast, Loud, Inflict (Ablaze), Unstable.* When a Fire Bomb hits a Zone, it becomes a *Minor Hazard* for three rounds.

Possessions: Heavy Leathers, Filtration Plugs, Gang Colours, Laud Hailer, Rebreather, 300 solars.

DIRTY TRICKS

Gang Leaders often prepare their hideouts and meeting places with ambushes or traps. Consider giving any Gang Leader you use that knows their terrain either of the following Traits:

Infractionist Reinforcements: The Gang Leader has arranged an ambush, which can be noticed with a **Hard (–20) Awareness (Sight)** Test. As an Action, the Gang Leader can trigger the ambush. 1d5 +2 Gangers emerge from hiding, reducing the party's Superiority by 1 if they were not detected. The Gangers immediately attack

Turf Trap: The Gang Leader has prepared a number of environmental traps, which can be noticed with a **Hard (–20) Awareness (Sight)** Test. Each trap is a Feature of a Zone. As an Action, the Gang Leader can trigger the trap, which explodes as a Fire Bomb and creates a *Minor Hazard*. If undetected, the activation of the first trap reduces the party's Superiority by 1.

Heretics

'What has the Emperor done for you? Has he fed you? Has he clothed you? Has he sheltered you from the acid rain or the unceasing blows of your oppressors?... Has he shown you the newborn stars?'

— Sermon from the Sisterhood of the Celestial Light, branded Hereticus Extremis: 1.4 post MCM.M41.

The enemy within is one of the greatest threats the Imperium has ever faced. It is not a planet you can conquer, or an army you can face on the battlefield; it is an insidious force that ignores gunlines, circumvents blockades, and reaches into the very hearts of the civilian population — exploiting every weak point and spreading like a virus in the darkest corners of the Imperial society. The heresies of those who fall to the silvered words and honeyed promises of the cults which infest the Imperium are varied in ways both great and small. Some cults simply turn away from the Imperial faith, seeking mundane pleasures denied by the Imperial Creed, while the most extreme launch violent uprisings against the system, offering up bloody sacrifices in profane rituals or lashing out at the society that birthed them with a rending fury. Regardless of the reasoning or goals, these heretics are most often orchestrated by chaos or xenos influence, and as such must be purged for the Imperium to endure.

USING THEM IN YOUR GAME

Heretics are one of the most varied and common factions that you can utilise in your **Imperium Maledictum** games. They can be found on almost every Imperial world, and can infest every rank of society, from the lowest of the low to the highest ranks of the nobility. In many campaigns uncovering and eradicating heretics is the primary goal of the party, so as the game progresses, more and more corrupted heretics are encountered until the cult leader makes their grand play for power.

Since heretics can come from any walk of life, and cults can recruit from almost any faction, the GM can also take almost any character from any faction and turn them into a heretic, by simply having them match the goals or philosophies of the cult, and even applying a **Heretical Mark** to show those who are truly beyond redemption.

CULTIST (TROOP)

There are countless reasons why individuals choose to join a cult — desperation, bitterness, or a hunger for power to name a few. Regardless of the reason, cultists are most often the downtrodden masses who partake in profane rituals under the watchful eye of their leaders, praying for a glimmer of favour from their inhuman patron. Their equipment is often ramshackle and cast-off, and they receive little martial training from their leaders, yet they will throw themselves at their foes with reckless abandon if it offers the promise of appeasing their dark masters.

ACCURSED CULTIST (TROOP)

Bony carapaces, extra limbs, writhing tentacles, gaping maws—there is no end to the malignant changes that may be wrought by exposure to the twisting energies of the immaterium. Mutants are universally reviled in the Imperium, at best shunned, but more often simply killed outright, if not by Imperial authorities then by revolted citizens appalled by the egregious body-horror. Those born with mutations can only hope to find refuge among a hidden community willing to look upon them without hatred, which all too often leads them into the hands of Chaos cults. Meanwhile, many are the cultists who actively seek out mutations from the ruinous powers, viewing them as dark blessings that bring them closer to their inscrutable deities.

Every Accursed Cultist is uniquely tortured by their corruption — no two bodies are warped in quite the same way by the malefic influence of daemonic entities attempting to push into real-space through the unfortunate victim's physical form. To make an Accursed Cultist, start with a Cultist, give it a few mutations from page 222, and make some adjustments to its Attributes to suit the mutations. The **Accursed Cultist** presented on page 344 is just one example of the endless array of twisted possibilities you can achieve.

CULTIST

Medium Human (Heretic), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
30	30	30	30	30	30	30	30	30

Armour	Wounds	Critical Wounds
1	12	0

Initiative	Speed	Resolve
6	Normal	1

Skills: Linguistics (Forbidden) 40, Lore (Forbidden) 40, Melee 40, Presence 40, Ranged 40, Rapport (Deception) 40, Stealth 40.

TRAITS

Sanity is for the Weak: Whenever a Cultist fails a Discipline Test, they may choose to suffer 1d10 damage that ignores Armour to automatically pass the Test.

Witch-mark: The Cultist has a Witch-mark, as described below.

ATTACKS

Autogun: Ranged (Long Guns) 40, 6 + SL Damage, Long Range. *Loud, Rapid Fire (3), Two-handed.*

Autopistol: Ranged (Pistols) 40, 5 + SL Damage, Medium Range. *Close, Loud, Rapid Fire (3).*

Sword: Melee (One-handed) 40, 5 + SL difference Damage.

Knife: Melee (One-handed) 40, 3 + SL difference Damage. *Subtle, Thrown (Short).*

Possessions: a set of Cult Robes, a Disguise Kit, some Heretical Writings, a Glow Globe, an Unholy Icon, 20 solars.

ACCURSED CULTIST

Medium Mutant (Heretic), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
50	30	30	30	30	30	30	25	25

Armour	Wounds	Critical Wounds
2	11	0

Initiative	Speed	Resolve
6	Normal	1

Skills: Awareness 40, Linguistics (Forbidden) 40, Lore (Forbidden) 40, Melee (Brawling) 60, Presence 30, Stealth 40.

TRAITS

Extra Eye: The Accursed Cultist has an eye on the end of its Lashing Tentacle. When the Accursed Cultist looks through this eye, it counts as having Photo-Visors (page 144).

Lashing Tentacle: The Accursed Cultist has a Lashing Tentacle on its Body in addition to its other limbs. Unarmed attacks made with the Tentacle gain the *Reach* and *Inflict (Restrained)* Traits.

Warp Claws: The Accursed Cultist's unarmed attacks lose the Ineffective Trait and gain *Rend (1).*

ATTACKS

Autopistol: Ranged (Pistols) 30, 5 + SL Damage, Medium Range. *Close, Loud, Rapid Fire (3).*

Unarmed (Warp Claws): Melee (Brawling) 60, 3 + SL difference Damage. *Rend (1).*

Unarmed (Lashing Tentacle with Warp Claws): Melee (Brawling) 60, 3 + SL difference Damage. *Inflict (Restrained), Reach, Rend (1).*

Possessions: ragged Heavy Leathers, an Unholy Icon, 1d10 solars.

WITCH-MARKS AND OTHER HERESIES

Some cult members are rewarded, or cursed, for their loyalty by their inhuman masters through the manifestation of heretical marks or terrible mutations. These can be applied to any Heretic characters, including those from other factions. While many are associated with a specific Chaos power, there is no end to the variety of heresy to be found festering within in Imperium.

- **Genestealer Mutation:** the individual is connected to the Genestealer Broodmind, and gains Advantage on Discipline Tests when within Long Range of a Genestealer Psyker.

Heretical marks associated with the powers of Chaos are also known as witch-marks, and are typically associated with one of the Chaos gods.

- **Mark of Khorne:** +10 Weapon Skill and Strength. The +10 Strength increases Wounds by +1.
- **Mark of Nurgle:** +20 Toughness, which also increases Wounds by 4.
- **Mark of Slaanesh:** +10 Perception and Fellowship. The +10 Perception increases Initiative by +1.
- **Mark of Tzeentch:** +10 Intelligence and Willpower. These increases improve Initiative and Wounds by +1.

CHAOS SPAWN

Large Daemon (Heretic), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
50	10	90	90	20	10	10	10	10

Armour	Wounds	Critical Wounds
2	14	1

Initiative	Speed	Resolve
3	–	1

Skills: Awareness 20, Intuition 20, Reflexes 30.

TRAITS

Fearsome: The first time a Character sees the Chaos Spawn, they must make a **Hard (–20) Discipline (Fear)** Test or become *Frightened*. If all Characters are *Frightened* in this way, they lose –1 Superiority.

Mutated Beyond Reason: The Chaos Spawn may have any number of Mutations (page 222).

Mutated Movement: At the start of each of the Chaos Spawn's turns, roll 1d10 to determine is Speed:

1-4: Slow

5-7: Normal

8-0: Fast

Source of Corruption: Witnessing the Chaos Spawn is Minor Exposure. Make a **Challenging (+0) Discipline (Psychic)** Test to resist 1 Corruption Point. Every SL reduces the number of Corruption Points gained by 1. Additionally, physical contact with the Chaos Spawn is Moderate Exposure. Make a **Challenging (+0) Fortitude** Test to resist 2 Corruption Points. Every SL reduces the number of Corruption Points gained by 1.

ATTACKS

Hideous Mutations: Melee (Brawling) 50, 9 + SL difference Damage.

When the Chaos Spawn makes a Hideous Mutation attack, roll a d10 and apply the Weapon Trait rolled:

1-2 Razor Claw: *Penetrating (5).*

3-4 Grasping Pseudopods: The target is *Grappled* by the Chaos Spawn.

5-6 Toxic Haemorrhage: *Inflict (Poisoned).*

7-8 Wretched Maw: *Inflict (Bleeding).*

9-0 Thrashing Tentacles: Make a second Hideous Mutations attack.

Possessions: None.

CHAOS SPAWN (ELITE)

The Path to Glory is a treacherous one for those who pledge themselves to the Chaos Gods. For a scant few it ends with ascension, becoming an immortal Daemon Prince. For everyone else, it leads to an accursed end as a gibbering assemblage of shifting, mutating flesh; their sanity and intellect shattered as the blessed mutations bestowed upon them overwhelm their mortal forms. Some of their former fellow cultists pity or even despise these fallen champions, seeing them as faithful adherents who stumbled on the path to glory. Others worship them as physical manifestations of the power of their ruinous gods.

ROGUE PSYKER (ELITE)

Any Psyker who escapes the scrutiny of the Adeptus Astra Telepathica, either by chance or deliberate act, is branded as a Rogue Psyker — an existential threat to the Imperium. Their untrained connection to the warp risks the spread of corruption, daemonic possession, and untold destruction wherever they tread. Some Rogue Psykers blend into the crowd, unnoticed until they tap into their nightmarish abilities, while others are tortured individuals, twisted and contorted by the barely contained warp energies that ripple beneath their skin. Many are born into or find their way into powerful positions in cults, their mundane followers heralding them as messiahs as they bend reality to the cult's whims.

CULT LEADER (LEADER)

Having pledged themselves to a dark patron in exchange for power, wealth, or some other ephemeral trapping, a Cult Leader is truly and irrevocably damned. Many are pathologically ambitious, and ready to sacrifice their very Humanity for greater power and glorious rewards. In turn, Cult Leaders recruit others to their cause, spreading their influence like an insidious plague through sheer force of charisma, full of bombastic sermons and whispered promises of redemption. No two Cult Leaders are alike, but as the figureheads they typically embody the ideals and trappings of their cult — at least outwardly — as even lowly cultists will turn upon a hypocritical leader if they sway from the cult's already twisted teachings.

CULT LEADER

Medium Human (Heretic), Leader

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
40	40	40	50	40	40	40	50	50

Armour	Wounds	Critical Wounds
2	19	5

Initiative	Speed	Resolve
8	Normal	3

Skills: Awareness 50, Discipline 60, Discipline (Fear) 70, Fortitude 60, Intuition 50, Linguistics (Forbidden) 50, Lore (Forbidden) 50, Melee 50, Melee (One-handed) 60, Presence 60, Presence (Intimidation) 70, Presence (Leadership) 70, Rapport (Deception) 60, Stealth 50.

TRAITS

Fanatical Zealotry: As an Action, the Cult Leader can command all Cultists in their Zone to immediately Charge with an additional +1 SL.

The Price of Failure: If the party has 3 or more Superiority during a combat encounter with the Cult Leader, they may make a doomed plea to the dark gods for power as a Free Action. They immediately transform into a Chaos Spawn and take their turn.

Sanity is for the Weak: Whenever a Cultist fails a Discipline Test, they may choose to suffer 1d10 damage that ignores Armour to automatically pass the Test.

Witch-mark: The Cult Leader has a Witch-mark, as described on page 344.

ATTACKS

Chainsword: Melee (One-handed) 60, 7 + SL difference Damage. *Loud, Rend (2).*

Knife: Melee (One-handed) 60, 4 + SL difference Damage. *Subtle, Thrown (Short).*

Hand Cannon: Ranged (Pistols) 40, 8 + SL Damage, Medium Range. *Close, Heavy (4), Loud, Penetrating (2).*

Possessions: Tattered Heavy Leathers, an Unholy Icon, a Cult Standard, a book of abominable knowledge.

ROGUE PSYKER

Medium Human (Heretic), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
25	25	30	30	40	30	40	50	30

Armour	Wounds	Critical Wounds
1	14	1

Initiative	Speed	Resolve
8	Normal	2

Skills: Awareness 50, Awareness (Psyniscience) 60, Fortitude 40, Intuition 50, Linguistics (Forbidden) 40, Lore (Forbidden) 40, Psychic Mastery 60.

TRAITS

Malefic Psyker: The Rogue Psyker can use the following Psychic Powers:

Minor Psychic Powers: *Call Vermin, Dread Presence, Float, Ill Omen, Jinx, Nova, Smite.*

Biomancy Psychic Powers: *Affliction, Bio-Lightning, Haemorrhage, Life Leech, Wither.*

Divination Psychic Powers: *Question the Warp, Scrying Gaze, Twist Fate.*

Telekinesis Psychic Powers: *Gate of Infinity, Vortex of Doom.*

Telepathy Psychic Powers: *Compel, Dominate, Mental Interrogation, Psychic Shriek, Terrifying Visions.*

Source of Corruption: Physical contact with the Rogue Psyker is Minor Exposure. Make a **Challenging (+0) Fortitude** Test to resist 1 Corruption Point. Every SL reduces the number of Corruption Points gained by 1.

Unrestrained Power: The Rogue Psyker can choose to have Advantage on any Psychic Mastery Test. If they do so, they must double the Warp Charge gained.

Warp Threshold: 5

ATTACKS

Smite: Psychic Mastery 60, Warp Rating 2, Medium Range, 7 + SL Damage. Ignores Armour.

Chaos Stave (Force Staff, Psy Focus): Melee (Two-handed) 25, 5 + Warp Charge + SL difference Damage. *Defensive, Two-handed.*

Laspistol: Ranged (Pistols) 25, 5 + SL Damage, Medium Range. *Close, Loud, Reliable.*

Possessions: Tattered Light Leathers, an Unholy Icon.

Xenos Menaces

'I saw them! I saw them! Ten foot tall, they was! A whole herd of them! Heads all covered in quills and beaks that could bite your arm clean off! Call the Enforcers! Before they kill us all!'

— Eye witness account of purported xenos incursion in hive Vishavar

Beyond the Imperium's borders lie untold thousands of xenos threats. Virtually every species encountered to date has been hostile to Humans in one way or another, either through direct violence, or an insidious assault on Imperial culture and beliefs. As such, the term 'xenos' carries with it the same disgust upon Imperial tongues as 'heretic' and 'traitor'. There are countless different types of aliens in the vast universe of **Imperium Maledictum**, with those included below representing just a handful of those most likely to be encountered in the Macharian Sector.

USING THEM IN YOUR GAME

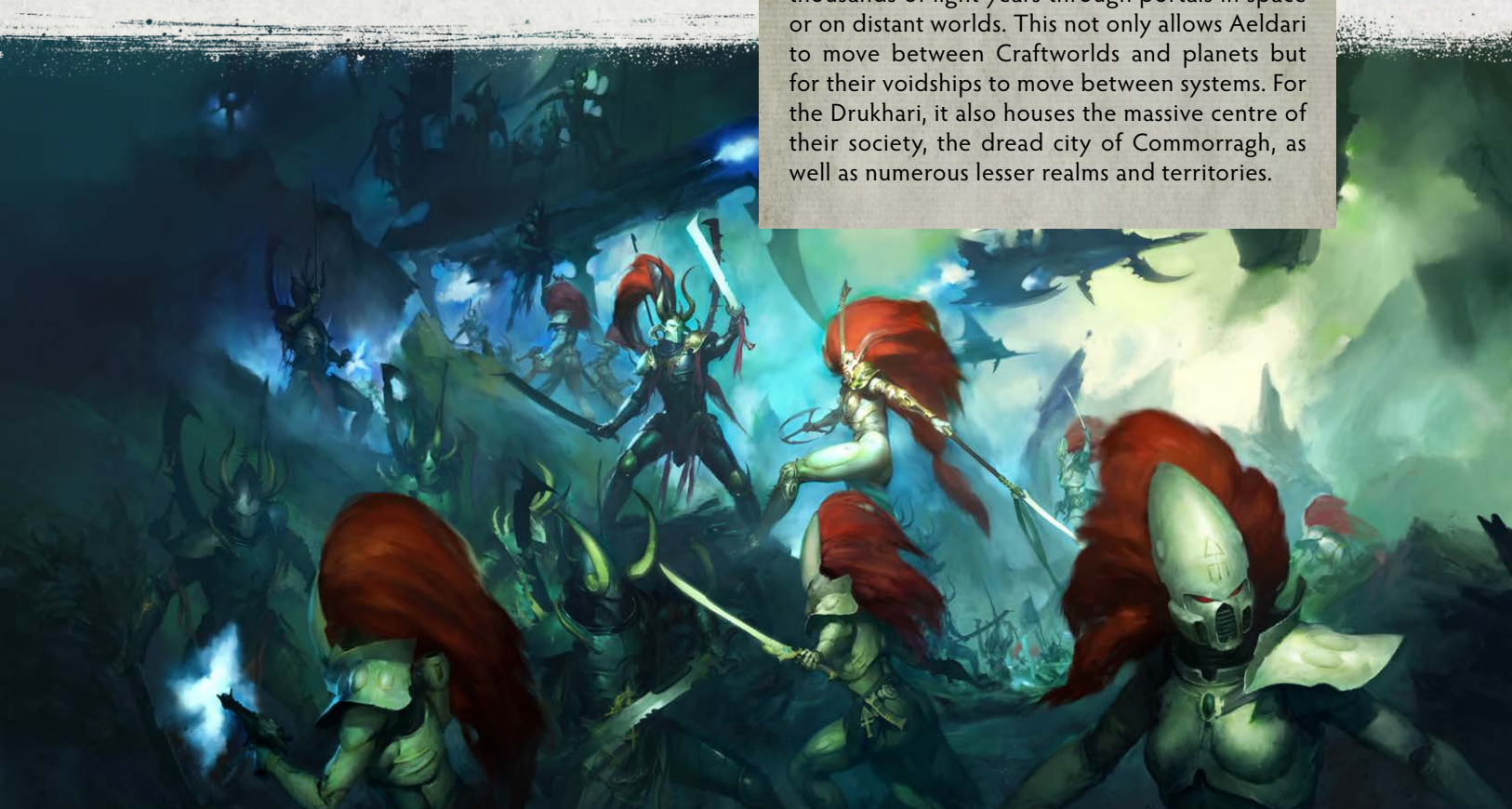
Due to the highly xenophobic nature of the Imperium, it is vanishingly rare to see xenos characters openly operating on Imperial worlds. Most xenos would be rooted out and executed before their influence could corrupt the citizenry. Yet still xenos creatures infest the Imperium, plying their trade on border planets, or operating in secret within the dense crowds of hive worlds, where they can use the concealing power of such large numbers to their advantage. An individual or small group of xenos may have infiltrated an Imperial world for any number of reasons, but xenos characters should be used sparingly. They work best when their alien nature remains just that, alien and unusual. Be sure to describe them as moving, speaking, and acting in inhuman ways, to ensure they are an exciting addition to your stories.

AELDARI RANGER (ELITE)

Clad in cameleoline cloaks that blend seamlessly into their environment, Aeldari Rangers use their superhuman agility, stealth, and cunning to snipe targets with precision long rifles, before quickly fading away. Many live a nomadic lifestyle, wandering throughout the galaxy, investigating alien planets, seeking lost webway portals, and keeping tabs on the Aeldari's enemies. Accordingly, while encounters with Aeldari Rangers upon Imperial worlds are rare, they are not unheard-of.

THE WEBWAY

The Webway is the means by which the Aeldari species travels between stars, a titanic alternate dimension that allows them to avoid the terrors and predations of the warp. It existed long before this species arose and consists of a vast network of landscapes and passages that can connect across thousands of light years through portals in space or on distant worlds. This not only allows Aeldari to move between Craftworlds and planets but for their voidships to move between systems. For the Drukhari, it also houses the massive centre of their society, the dread city of Commorragh, as well as numerous lesser realms and territories.



AELDARI RANGER

Medium Aeldari (Asuryani), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
30	60	30	30	50	40	40	50	20

Armour	Wounds	Critical Wounds
4	14	1

Initiative	Speed	Resolve
9	Fast	2

Skills: Athletics 40, Awareness 50, Awareness (Sight) 60, Awareness (Psyniscience) 60, Fortitude 40, Intuition 50, Melee 40, Navigation 50, Navigation (Surface) 60, Ranged 60, Ranged (Long Guns) 80, Reflexes 70, Stealth 70.

TRAITS

Cameleoline Cloak: The Aeldari Ranger has Advantage on Stealth Tests if they do not move that turn.

Psychic Sensitivity: The Aeldari Ranger may use Psyniscience. The Aeldari Ranger has Disadvantage on any Tests made to resist Psychic Powers.

Deadeye: When the Aeldari Ranger uses the Aim Action they gain +1 SL to their Ranged Attack Test.

ATTACKS

Ranger Long Rifle: Ranged (Long Guns) 70, 9 + SL Damage, Extreme Range. *Loud, Penetrating (2), Two-handed.*

Shuriken Pistol: Ranged (Pistols) 60, 6 + SL Damage, Medium Range. *Close, Penetrating (4).*

Possessions: A set of Aeldari Mesh Armour.

DRUKHARI KABALITE WARRIOR (ELITE)

Though technically part of the Aeldari species, the Drukhari split from their cousins many thousands of years ago to form their own civilisation devoted to cruelty, slavery, and piracy. The reasons are buried in time, but appear linked to the terrifying fate all Aeldari face from the Chaos God they helped bring into existence: the God of Excess, known as Slaanesh. Only through the suffering of others can the Drukhari maintain their lives past their normal spans, as well as fend off the predations of She Who Thirsts — for Slaanesh craves Aeldari souls. Warriors form the bulk of many Drukhari Kabals, and like all Drukhari relish in inflicting pain and torment in every action, no matter how minor. Drukhari Kabalites can often be found raiding frontier settlements on Imperial worlds, snatching errant citizens before vanishing through hidden Webway portals. It's best not to speculate on the fate of those unlucky enough to be taken alive.

DRUKHARI KABALITE WARRIOR

Medium Drukhari (Kabal), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
55	40	40	30	40	30	40	40	20

Armour	Wounds	Critical Wounds
5	14	1

Initiative	Speed	Resolve
8	Fast	2

Skills: Athletics 50, Fortitude (Pain) 40, Intuition 50, Melee 60, Melee (One-handed) 75, Presence 50, Presence (Interrogation) 60, Ranged 60, Reflexes 50, Rapport (Deception) 30.

TRAITS

Blade Artist: Whenever the Drukhari Kabalite Warrior makes a Melee Attack with a bladed weapon, it gains the *Penetrating (+1)* Trait.

Power from Pain: Whenever the Drukhari Kabalite kills an individual, roll a d10. All Drukhari Kabalite Warriors present gain the rolled effect until the end of the encounter. Each effect can only be gained once per encounter.

1-2 Inured to Suffering: All Drukhari present have Advantage on Fortitude Tests.

3-4 Eager to Flay: All Drukhari present gain +1 SL to Melee Attack Tests when they Charge.

5-6 Flensing Fury: All Drukhari present increase the *Rend* Trait on their bladed melee weapons by 2.

7-8 Mantle of Agony: All Drukhari present gain +1 Armour.

9-0 Emboldened by Bloodshed: All Drukhari present have Advantage on Discipline Tests.

ATTACKS

Splinter Rifle: Ranged (Long Guns) 50, 4 +SL Damage, Long Range. *Inflict (Poisoned), Penetrating (3), Two-handed.*

Knife: Melee (One-handed) 50, 4 + SL difference Damage. *Penetrating (1), Subtle, Thrown (Short).*

Possessions: A set of Kabalite Armour, a collection of horrific battle trophies.

KROOT MERCENARY (ELITE)

Much taller than Humans and vaguely avian in appearance, Kroot have the unique ability to spontaneously evolve by consuming their fallen foes and incorporating their genetic material into their own, meaning that any two Kroot may vary greatly in their specific appearance, depending on the creatures they have consumed in their travels. To facilitate their search for new and exotic genetic material, Kroot often hire themselves out as mercenaries and bounty hunters in the Macharian sector. In truth, many find Kroot to be unpalatable travelling companions as they can secrete a variety of potent musks from their skin on command, and many find a twisted mirth in the discomfort these smells cause Humans. In addition, they speak through a form of squawking mimicry, which allows them to learn new languages shockingly fast, but gives their 'voices' an uncanny, often grating timbre. Most Kroot carry traditional weapons known as Kroot Rifles, long solid projectile weapons affixed with wicked blades, but many mercenaries are additionally armed with exotic technology claimed during their travels.

KROOT MERCENARY

Medium Kroot (Kroot), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
40	40	40	30	40	25	40	35	20

Armour	Wounds	Critical Wounds
1	11	1

Initiative	Speed	Resolve
8	Normal	2

Skills: Athletics 50, Awareness 50, Fortitude 40, Intuition 50, Linguistics 40, Melee 50, Navigation (Surface) 40, Ranged 50, Stealth 50.

TRAITS

Ambusher: The Kroot Mercenary can attempt to make a Stealth Test as part of their Movement if the Zone they are in has Cover.

Stealthy Hunter: The Kroot Mercenary gains +1 Armour from Cover.

ATTACKS

Kroot Rifle (Shooting): Ranged (Long Guns) 50, 7 + SL Damage, Long Range. *Heavy (4), Loud, Two-handed.*

Kroot Rifle (Blades): Melee (Two-handed) 50, 6 + SL difference Damage. *Two-handed.*

Possessions: Ragged Light Leathers, 20 solars.

PURESTRAIN GENESTEALER (ELITE)

Among the most deadly creatures in the galaxy, Purestrain Genestealers are fortunately rare in the Macharian Sector. Ferocious monsters of tooth and claw, they can scale great heights, cross vast spaces, and rend through solid plasteel in the blink of an eye. Only a handful of Xenos Biologis in the Macharian sector understand that Genestealers are harbingers of something far worse, with most thinking them only a mindless xenos beast, perhaps spread unusually widely by Imperial voidships. Heretical rumours that hybridised versions of these creatures exist (and even thrive) have been denounced as biologically impossible, yet they continue to surface in worrying numbers on multiple planets.

PURESTRAIN GENESTEALER

Medium Genestealer (Genestealer Cult), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
60	10	50	60	60	10	30	30	10

Armour	Wounds	Critical Wounds
2	20	1

Initiative	Speed	Resolve
10	Fast	2

Skills: Athletics 60, Awareness 50, Intuition 50, Melee 70, Reflexes 70.

TRAITS

Hive Mind: The Purestrain Genestealer has +1 Resolve when connected to the Tyranid Hive Mind.

ATTACKS

Claws and Talons: Melee (Brawling) 70, 5 + SL difference Damage. *Penetrating (2), Rend (2).*

Possessions: None.

Daemons

'And lo, the unnamable beast did rend itself free from the flesh, and with its blood-slicked birthing cries, sang the funeral dirge of the world…

— Excerpt from 'The Fall of Vitezovich'

Daemons are spawned within the roiling extra-dimensional realm of the immaterium, forged from the raw warp energies coloured by the rippling emotions of living creatures. Their forms are incorporeal and unnatural, defying the laws of both physics and nature by their very existence. When they rip their way into the material universe, reality itself trembles, screaming in protest. They are the darkest of nightmares and unspoken desires made manifest, spilling into reality to hunt those of whom they are a dark mirror. Worse still, each daemonic incursion signals waves of eldritch corruption, which shatters the mind and twists the flesh of those who fall beneath their inhuman gaze. To this end, daemons are without a doubt one of the greatest threats the Imperium has ever faced.

USING THEM IN YOUR GAME

Daemons should be used sparingly in your games of **Imperium Maledictum**. They are truly powerful and terrifying foes, not only for their unfaltering and utterly inhuman biology which lets them shrug off wounds and fight till the bitter end, but for the insidious corruption that is spread by their mere presence. Left unchecked, a single daemon can signal the fall of an entire planet, and to face one unprepared is essentially a death sentence. If a daemonic incursion occurs, it is normally the result of serious effort and planning by a group of cultists undertaking dark rituals, a powerful Psyker suffering a catastrophic end, or an unnatural phenomenon such as a warp storm. This makes them great foes for climactic or nightmarish battles where the party has no choice but to take down their foe, or die fighting.

NURGLING SWARM (TROOP)

Spawned by the loathsome gastric alchemies within the churning guts of the mighty Great Unclean Ones, Nurglings are virtually a plague in their own right. Individually these diminutive daemons pose only a minor threat — but they are rarely found individually. Instead, they swarm, caper and cavort in tumbling hordes that overwhelm their foes, their slimy touch spreading plague and disease. Since the opening of the Nocturnis Rift, Nurglings have infested real space in greater numbers than ever — spreading novel diseases that in extreme cases cause more Nurglings to erupt from the bodies of those afflicted with a pop of pus filled pustules.

NURGLING

Small Daemon (Nurgle), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
20	10	10	20	20	10	20	20	10

Armour	Wounds	Critical Wounds
1d5	7	0

Initiative	Speed	Resolve
4	Normal	1

Skills: Melee 30.

TRAITS

Disgustingly Resilient: Whenever the Nurgling Swarm would suffer one or more Wounds, they may make a **Challenging (+0) Fortitude** Test. If they succeed, they reduce the amount of Wounds suffered by the SL.

Lesser Daemon: Whenever the Nurgling Swarm is attacked, roll 1d5 to determine its Armour.

Mischief Makers: A Nurgling Swarm can impose Disadvantage on any Character it is Engaged with as a Reaction.

Source of Corruption: Witnessing the Nurgling is Minor Exposure. Make a **Challenging (+0) Discipline (Psychic)** Test to resist 1 Corruption Point. Every SL reduces the number of Corruption Points gained by 1. Additionally, physical contact with the Nurgling is Moderate Exposure. Make a **Challenging (+0) Fortitude** Test to resist 2 Corruption Points. Every SL reduces the number of Corruption Points gained by 1.

ATTACKS

Diseased Claws and Teeth: Melee (Brawling) 30, 1 + SL difference Damage. *Inflict (Poison), Penetrating (2).*

Possessions: None.

BLOODLETTER (ELITE)

Rage and violence incarnate, Bloodletters are the foot-soldiers of Khorne's ravening hordes. Driven by an insatiable need to spill blood, they charge with hissing battlecries, their blackened Hellblades flaring with warp energy. With skin the colour of blood, and their eyes glowing with a merciless lust for brutality, they are some of the most aggressive creatures to emerge from the warp. They rip, tear, and slash at their opponents, spitting obscene curses and uttering bestial howls. Some Bloodletters also bear profane icons and brass horns that spur others of their kind into even greater heights of frenzied destruction. Weak-willed mortals who view Bloodletters feel their blood boil and violent emotions cloud their minds, often turning upon friend and foe alike in a blind frenzy that spreads savagery in a blood-soaked tide upon which the Bloodletters thrive.

BLOODLETTER

Medium Daemon (Khorne), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
70	10	60	50	40	10	40	40	10

Armour	Wounds	Critical Wounds
2 + 1d5	20	1

Initiative	Speed	Resolve
8	Normal	3

Skills: Melee 80.

TRAITS

Lesser Daemon: Whenever the Bloodletter is attacked, roll 1d5 + 2 to determine its Armour.

Source of Corruption: Witnessing the Bloodletter is Minor Exposure. Make a **Challenging (+0) Discipline (Psychic)** Test to resist 1 Corruption Point. Every SL reduces the number of Corruption Points gained by 1. Additionally, physical contact with the Bloodletter is Moderate Exposure. Make a **Challenging (+0) Fortitude** Test to resist 2 Corruption Points. Every SL reduces the number of Corruption Points gained by 1.

Unstoppable Ferocity: If a Bloodletter Charges or is Charged it has Advantage on Attack Tests and gains +1 Strength until it deals a Wound.

ATTACKS

Hellblade: Melee (Two-handed) 80, 10 + SL difference Damage. *Penetrating (3).*

Possessions: None.

PLAGUEBEARER (ELITE)

Announced by a dolorous tolling of bells and the pervasive hum of flies, Plaguebearers lumber into realspace to spread the plague-riddled gifts of Nurgle. They are shambling monstrosities with grossly distended bellies, and they exude a choking reek of pestilence and decay. Their Plagueswords — gnarled and corroded blades slick with toxic slime — strike at their foes, poisoning blood and necrotising flesh with every cut. All the while, they endlessly mumble maddening, sonorous tallies of the glorious new infections, pestilences and diseases of Grandfather Nurgle. Even worse, they are inured to pain and injury, making them profoundly difficult opponents to even slow, much less stop.

PLAGUEBEARER

Medium Daemon (Nurgle), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
30	10	50	70	10	20	20	40	20

Armour	Wounds	Critical Wounds
3 + 1d5	23	1

Initiative	Speed	Resolve
3	Slow	3

Skills: Fortitude 80, Medicae 30, Melee 40.

TRAITS

Disgustingly Resilient: Whenever the Plaguebearer would suffer one or more Wounds, they may make a **Challenging (+0) Fortitude** Test. If they succeed, they reduce the amount of Wounds suffered by the SL.

Lesser Daemon: Whenever the Plaguebearer is attacked, roll 1d5 + 3 to determine its Armour.

Source of Corruption: Witnessing the Plaguebearer is Minor Exposure. Make a **Challenging (+0) Discipline (Psychic)** Test to resist 1 Corruption Point. Every SL reduces the number of Corruption Points gained by 1. Additionally, physical contact with the Plaguebearer is Moderate Exposure. Make a **Challenging (+0) Fortitude** Test to resist 2 Corruption Points. Every SL reduces the number of Corruption Points gained by 1.

ATTACKS

Plaguesword: Melee (One-handed) 40, 8 + SL difference Damage. *Inflict (Poisoned).*

Possessions: None.

DAEMONETTE (ELITE)

Daemonettes are vile entities possessed of a horrifying allure and a sinister grace. Their lithe forms dance towards their enemies, honeyed voices raised in lilting songs of praise to Slaanesh. To them, mortal cries of suffering and pleasure are rapturous songs that sustain their immaterial being, so the longer and greater the elated agony they can inflict on mortals, the greater their own ecstasy. Those who encounter Daemonettes find their minds overwhelmed by a soporific musk and hypnotic glamours, leaving them trapped in a nightmarish state of intermingled bliss and agony as the Daemonette's graceful blades carve apart their bodies with artistic glee.

DAEMONETTE

Medium Daemon (Slaanesh), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
40	10	30	30	60	40	60	40	60

Armour	Wounds	Critical Wounds
1 + 1d5	13	1

Initiative	Speed	Resolve
16	Fast	3

Skills: Athletics 40, Awareness 70, Awareness (Sight) 80, Awareness (Smell) 80, Awareness (Hearing) 80, Awareness (Taste) 80, Awareness (Touch) 80, Fortitude 40, Fortitude (Pain) 50, Linguistics 50, Linguistics (Forbidden) 60, Melee 50, Melee (Brawling) 60, Presence 70, Rapport 70, Rapport (Charm) 80, Rapport (Deception) 80, Reflexes 70.

TRAITS

Lesser Daemon: Whenever the Daemonette is attacked, roll 1 + 1d5 to determine its Armour.

Quicksilver Swiftness: The Daemonette is Fast and gains +4 to its Initiative (this is included above).

Source of Corruption: Witnessing the Daemonette is Minor Exposure. Make a **Challenging (+0) Discipline (Psychic)** Test to resist 1 Corruption Point. Every SL reduces the number of Corruption Points gained by 1. Additionally, physical contact with the Daemonette is Moderate Exposure. Make a **Challenging (+0) Fortitude** Test to resist 2 Corruption Points. Every SL reduces the number of Corruption Points gained by 1.

ATTACKS

Piercing Claws: Melee (Brawling) 60, 4 + SL difference Damage. *Penetrating (2).*

Possessions: None.

PINK HORROR

Medium Daemon (Tzeentch), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
40	40	30	30	30	70	30	70	20

Armour	Wounds	Critical Wounds
2 + 1d5	16	1

Initiative	Speed	Resolve
6	Normal	3

Skills: Awareness 40, Intuition 40, Linguistics 80, Lore 80, Psychic Mastery 80, Ranged 50.

TRAITS

Deny the Witch: When a psyker within Medium Range of the Pink Horror Manifests a power, they may use their Reaction to attempt to disrupt it. The Pink Horror makes a Willpower Test with the same Difficulty as the Psychic Power. If they succeed, subtract their SL from the psyker's SL. This may reduce their SL below 1 and cause the psychic power to fail.

Ephemeral Form: The Pink Horror is immune to the *Penetrating* and *Rend* weapon traits.

Lesser Daemon: Whenever the Pink Horror is attacked, roll 1d5 +2 to determine its Armour.

Psyker: The Pink Horror knows the *Smite* psychic power. As a daemon, they have no Warp Threshold.

Source of Corruption: Witnessing the Pink Horror is Minor Exposure. Make a **Challenging (+0) Discipline (Psychic)** Test to resist 1 Corruption Point. Every SL reduces the number of Corruption Points gained by 1. Additionally, physical contact with the Pink Horror is Moderate Exposure. Make a **Challenging (+0) Fortitude** Test to resist 2 Corruption Points. Every SL reduces the number of Corruption Points gained by 1.

Split: When a Pink Horror would die it instead splits into 2 Blue Horrors.

ATTACKS

Coruscating Flames: Ranged (Thrown) 50, 6 + SL Damage, Medium Range. *Inflict (Ablaze).*

Daemonic Claws: Melee (Brawling) 40, 3 + SL difference Damage.

Smite: Psychic Mastery 80, Warp Rating 2, Medium Range, 9 + SL Damage. Ignores Armour.

Possessions: None.

PINK HORROR (ELITE)

Horrors are constructs of raw warp energy given form by the power of Tzeentch, each consisting of little more than a gaping fang filled face, writhing tentacles, and elongated limbs. They come in three primary forms: Pink Horrors gambol about, laughing joyfully while hurling bright bolts of raw sorcery, which engulfs their foes in conflagrations of agony and mutation. Should they be killed, a Pink Horror splits into two smaller Blue Horrors, morose and miserable and only slightly less dangerous. Blue Horrors split yet again when killed into tiny, spiteful creatures of living flame known as Brimstone Horrors. Where Tzeentch's Horrors go, mutation and madness follow, as their corrupting influence and mutating spells spread through a populace like wildfire.

BLUE HORROR

Medium Daemon (Tzeentch), Elite

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
30	30	20	20	20	50	20	50	20

Armour	Wounds	Critical Wounds
1 + 1d5	12	1

Initiative	Speed	Resolve
4	Normal	2

Skills: Awareness 30, Intuition 30, Linguistics 60, Lore 60, Psychic Mastery 60, Ranged 40.

TRAITS

Deny the Witch: When a psyker within Medium Range of the Blue Horror Manifests a power, they may use their Reaction to attempt to disrupt it. The Blue Horror makes a Willpower Test with the same Difficulty as the Psychic Power. If they succeed, subtract their SL from the psyker's SL. This may reduce their SL below 1 and cause the psychic power to fail.

Ephemeral Form: The Blue Horror is immune to the *Penetrating* and *Rend* weapon traits.

Lesser Daemon: Whenever the Blue Horror is attacked, roll 1d5 +1 to determine its Armour.

Psyker: The Blue Horror knows the *Smite* psychic power. As a daemon, they have no Warp Threshold.

Source of Corruption: Witnessing the Blue Horror is Minor Exposure. Make a **Challenging (+0) Discipline (Psychic)** Test to resist 1 Corruption Point. Every SL reduces the number of Corruption Points gained by 1. Additionally, physical contact with the Blue Horror is Moderate Exposure. Make a **Challenging (+0) Fortitude** Test to resist 2 Corruption Points. Every SL reduces the number of Corruption Points gained by 1.

Split: When a Blue Horror would die it instead splits into 2 Brimstone Horrors.

ATTACKS

Coruscating Flames: Ranged (Thrown) 40, 6 + SL Damage, Medium Range. *Inflict (Ablaze).*

Daemonic Claws: Melee (Brawling) 30, 2 + SL difference Damage.

Smite: Psychic Mastery 60, Warp Rating 2, Medium Range, 7 + SL Damage. Ignores Armour.

Possessions: None.

BRIMSTONE HORROR

Small Daemon (Tzeentch), Troop

WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
20	20	10	10	10	30	10	30	10

Armour	Wounds	Critical Wounds
1d5	6	0

Initiative	Speed	Resolve
2	Normal	1

Skills: Awareness 20, Intuition 20, Linguistics 40, Lore 40, Psychic Mastery 40, Ranged 30.

TRAITS

Deny the Witch: When a psyker within Medium Range of the Brimstone Horror Manifests a power, they may use their Reaction to attempt to disrupt it. The Brimstone Horror makes a Willpower Test with the same Difficulty as the Psychic Power. If they succeed, subtract their SL from the psyker's SL. This may reduce their SL below 1 and cause the psychic power to fail.

Ephemeral Form: The Brimstone Horror is immune to the *Penetrating* and *Rend* weapon traits.

Lesser Daemon: Whenever the Brimstone Horror is attacked, roll 1d5 to determine its Armour.

Psyker: The Brimstone Horror knows the *Smite* psychic power. As a daemon, they have no Warp Threshold.

Source of Corruption: Witnessing the Brimstone Horror is Minor Exposure. Make a **Challenging (+0) Discipline (Psychic)** Test to resist 1 Corruption Point. Every SL reduces the number of Corruption Points gained by 1. Additionally, physical contact with the Brimstone Horror is Moderate Exposure. Make a **Challenging (+0) Fortitude** Test to resist 2 Corruption Points. Every SL reduces the number of Corruption Points gained by 1.

ATTACKS

Coruscating Flames: Ranged (Thrown) 30, 6 + SL Damage, Medium Range. *Inflict (Ablaze).*

Daemonic Claws: Melee (Brawling) 20, 1 + SL difference Damage.

Smite: Psychic Mastery 40, Warp Rating 2, Medium Range, 5 + SL Damage. Ignores Armour.

Possessions: None.

APPENDIX I: FUMBLE TABLE

FUMBLE	
Roll	**Result**
1	You flail inelegantly, and take a few crucial seconds to reassert a defensible stance. You fall to the bottom of the Initiative order on the next Round.
2	You flounder clumsily as you attack, knocking you precariously off balance. You have Disadvantage on all Tests until the end of your next turn.
3	A poorly controlled swing or shot causes you to lurch and drop your weapon. You drop the weapon you used to attack. Anyone can pick it up with a Free Action.
4	You stumble due to an unwieldy swing or unexpected recoil. You fall *Prone*.
5	Your reckless attack causes you to twist your ankle, either by overextending in melee or buckling when absorbing recoil. Your Speed is reduced to Slow until the end of the current encounter. This does not count as a Critical Wound.
6	You mishandle your weapon, striking it on a hard surface or interfering with the workings of its Machine Spirit. Your weapon is *Unstable* (page 125) until it is fixed with a **Hard (-20) Tech (Engineering)** Test.
7	Your ungainly attack manages to briefly blind or deafen you. Perhaps you overloaded a plasma weapon, causing a searing burst of light, used a Loud weapon too close to your ear, or clumsily struck your own eye when your attack ricochetted. Your are *Blinded* or *Deafened*, whichever is determined more appropriate for your weapon by the GM.
8	Your graceless attack causes minor damage to your protective gear. Your Armour in a random hit location is reduced by 1 until repaired (see Tech, page 101). If you aren't wearing any armour in that location, you suffer 1 Wound instead.
9	In the fumbling confusion of battle, you manage to clumsily strike yourself with a glancing blow. You are either *Stunned* or *Bleeding*, whichever is determined more appropriate for your weapon by the GM.
10	Your attack hits an unintended target. If you roll this Fumble on a successful attack, your melee weapon might cleave through an enemy and into an ally, or a bullet might ricochet after passing through a foe. Your attack hits a random ally within weapon range with +0 SL. Roll to determine a random hit location. If there is no target in range, you somehow hit yourself.

APPENDIX II: CURIOS

All player characters start with one or more curios generated from the following tables. Curios are small objects of little monetary value but great personal significance. As GM, you might also wish to use this table to quickly generate 'pocket items' should the PCs search a slain foe or rifle through someone's personal effects.

CURIOS TABLE			
d100	**Type**	**d100**	**Type**
01–02	Small copper disk	**51–52**	Section of burnt cable
03–04	Empty bolt shell	**53–54**	Cracked exterminator cartridge
05–06	Segment of plasma coil	**55–56**	Mass of melted bullets
07–08	Smudged optic lens	**57–58**	Toggle switch
09–10	Vial of glowing liquid	**59–60**	Stablight lens (broken)
11–12	Broken sextant	**61–62**	Snapped callipers
13–14	Used firestick	**63–64**	Frayed acid-gloves
15–16	Bent key	**65–66**	Data slate dial
17–18	Shotgun shell casing	**67–68**	Dead compass
19–20	Brass cog wheel	**69–70**	Scalpel (cracked)
21–22	Coil of copper wire	**71–72**	Galvanic pump casing
23–24	Snapped lock	**73–74**	Broken augmetic finger
25–26	Rad-shield glove (torn)	**75–76**	Chunk of charcoal
27–28	Bent grenade pin	**77–78**	Deck plate section
29–30	Cracked leg irons	**79–80**	Phial of iron filings
31–32	Melted maglens	**81–82**	Ration pack foil
33–34	Three quartz marbles	**83–84**	Length of plasma coiling
35–36	Compass needle	**85–86**	Shard of hivewall
37–38	Arterial clamp (faulty)	**87–88**	Expired rad-counter
39–40	Deck of plasteel cards	**89–90**	Scroll of Machine Spirit cants
41–42	Ancestral spanner	**91–92**	Broken chrono
43–44	Auspex antenna	**93–94**	Fragment of a voidship viewport
45–46	Ancient magnifying lens	**95–96**	Cracked auspex display
47–48	Pin from a frag grenade	**97–98**	Autogun trigger
49–50	Cogitator punchkey	**99–00**	Void suit glove

APPENDIX III: CRITICAL WOUNDS

TREATMENT

Each Critical Wound lists the Treatment required to heal it. The listed Difficulty assumes the Critical Wound is being treated during combat. When treating a Critical Wound outside of combat, the Difficulty decreases one step (Hard (−20) becomes Difficult (−10), Challenging (+0) becomes Routine (+20), etc).

Entries that list '**Treatment**: None Required' do not require treatment, and do not count towards untreated Critical Wounds for the purposes of Dying (see page 215).

INJURY

Some Critical Wounds cause Injuries, which take effect immediately but linger long after the Critical Wound has been treated. Injuries inflict long term penalties and may require medical care or surgery to fully heal, but by themselves do not count as Critical Wounds for the purposes of Dying (see page 215). Injuries are detailed on page 216.

APPENDIX IV: CONDITIONS

Weapons, environmental hazards, and psychic powers can inflict a wide range of Conditions. A complete list of Conditions is presented below. Conditions last for an amount of time determined by what caused the Condition, or until removed as listed in the description.

Some Conditions have two effects: a **Minor** and a **Major Effect**. Unless stated otherwise, you suffer the Minor Effect the first time you gain the Condition, and the Major Effect if you gain the Condition again.

Ablaze

- You are on fire.
- **Ablaze (Minor):** You suffer 1d5 Damage at the start of your turn, which ignores armour.
- **Ablaze (Major):** You suffer 1d10 Damage at the start of your turn, which ignores armour.

White you are *Ablaze*, you automatically fail all Stealth Tests. Unless specified otherwise, you may remove an *Ablaze* Condition by dropping *Prone* and using your Action to make a successful **Challenging (+0) Athletics** Test.

Bleeding

- You are losing blood.
- **Bleeding (Minor)**: You suffer 1 Damage at the end of your turn, which ignores Armour.
- **Bleeding (Major)**: You suffer 3 Damage at the end of your turn, which ignores Armour.

If you exceed your Wound Maximum because of the *Bleeding* Condition, you suffer a Critical Wound as normal. Once this has occurred, you no longer suffer any damage due to *Bleeding*, but can't recover Wounds until the *Bleeding* has been treated. Bleeding conditions not gained from a Critical Wound can be treated with a Challenging (+0) Medicae Test, or through the use of a Chirurgeon's Kit (page 145).

Blinded

- You can't see.
- You can only succeed on Tests that rely on sight, such as Awareness (Sight) and Ranged Tests, by rolling a 01–05.
- You have Disadvantage on Melee and Reflexes (Dodge) Tests.

Unless specified otherwise, a *Blinded* Condition is lost after 1d10 rounds.

Deafened

- You can't hear.
- You can only succeed on Tests that rely on hearing, such as Awareness (Hearing), by rolling a 01–05.

Unless specified otherwise, a *Deafened* Condition is lost after 1d10 minutes.

There is rarely a way to end a Blinded or Deafened condition sooner, though an Action spent undertaking a power-cycle is sufficent for those with the appropriate augmetic sensory organ.

Fatigued

- You are exhausted and stressed, and desperately in need of rest.
- **Fatigued (Minor):** You have Disadvantage on all Tests.
- **Fatigued (Major):** All Tests you make have their difficultly increased to Very Hard (−30).

If you would gain Fatigued again while already under the effects of **Fatigued (Major)**, you may continue to act for a number of minutes equal to your Toughness Bonus, after which you fall *Unconscious*. Unless specified otherwise, you may remove a *Fatigued* Condition by undertaking six hours of rest.

Frightened

- You are *Frightened*.
- **Frightened (Minor):** Due to your fear and heightened senses, you have Advantage on Awareness and Intuition Tests. However, you have Disadvantage on all Tests relating to confronting the source of your fear.
- **Frightened (Major):** You are terrified. You must run from the source of your fear in the most direct route possible, stopping only to open doors or otherwise free yourself from your current situation.

Unless specified otherwise, at the end of each round, you may make a **Challenging (+0) Discipline (Fear)** Test to remove this Condition.

Incapacitated

- You can't Move or take Actions.
- You can't defend yourself. Melee attacks against you automatically score a Critical Hit (see page 215).

Overburdened

- While *Overburdened*, you have Disadvantage on all Agility Tests and your Speed is reduced one step.

Poisoned

- You are sick or unwell.
- **Poisoned (Minor):** You have Disadvantage on Strength and Toughness Tests. The maximum SL you can achieve on any Test is equal to your Toughness Bonus.
- **Poisoned (Major):** You become *Prone* and *Incapacitated*.

If the duration of a *Poisoned* Condition is not specified, it lasts for 1d5 hours.

Most poisons can be treated with a Challenging (+0) Medicae Test and the use of a Chirurgeon's Kits (page 145). Particularly dangerous substances increase the difficulty to Difficult (-10) or worse. Truly lethal concoctions require a Very Hard (-30) Test, and, once their duration has ended, the victim often simply dies.

Prone

- A *Prone* creature can only move by crawling (see page 202), unless they use their Move to stand up.
- You have Disadvantage on Melee Tests.
- Creatures attacking you from within Immediate Range have Advantage on their attack Test.
- Creatures attacking you from outside Immediate Range have Disadvantage on their attack Test.

Restrained

- You are unable to move normally.
- **Restrained (Minor):** You cannot take move Move actions. You have Disadvantage on Tests involving movement of any kind, including Athletics, Dexterity, Melee, Reflexes, and Ranged Tests.
- **Restrained (Major):** You become *Incapacitated*.

Ending this Condition usually requires a Test appropriate to the siuation, such as a Dexterity (Lock picking) Test.

Stunned

- You are dazed and disoriented.
- **Stunned (Minor):** You can take either a Move or an Action, but not both.
- **Stunned (Major):** Additionally, you have Disadvantage on all Tests.

If the duration of a *Stunned* Condition is not specified, it lasts for 1d5 rounds. If an ally spends an Action attempting to rouse you, you may make a **Challenging (+0) Fortitude (Pain)** Test to end this condition.

Unconscious

- You have fallen *Unconscious*.
- You immediately drop anything you are holding, fall *Prone*, and become *Incapacitated*.
- Anyone within Immediate Range with a weapon that does not have the Ineffective Trait can kill you without needing to make a Test.

APPENDIX V: I WANT TO PLAY...

Characters in **Imperium Maledictum** are primarily composed of an Origin (where they come from), a Faction (the organisation they belong to), and a Role (what they do as part of the group during play). These elements can be combined in a myriad of ways to make unique characters from the 41st Millennium. If you are familiar with the dark future of **Warhammer 40,000**, you might already have some idea of a particular archetype you want your character to represent, such as an Astra Militarum Trooper. If this is the case, you can use the **I Want to Play...** Table after the Critical Wound tables on page 363. Use this table to guide your choices to create a typical example of that archetype, showing how Origin, Faction, and Role can be combined to result in a familiar character.

HEAD CRITICAL WOUNDS

Roll	Descr.	Additional Effect	Treatment
1	Black Eye	You are struck in the eye. You have Disadvantage on Awareness (Sight) and Ranged Tests for 1 hour.	None required.
2	Rattling Blow	The blow floods your vision with flashing lights. You are *Stunned* until the end of your next turn.	None required.
3	Laceration	You suffer a laceration to the cheek. You are *Bleeding*.	A **Routine (+20) Medicae** Test to stop the *Bleeding*; application of bandages; or the laceration will close naturally after 1 hour.
4	Sliced Ear	The attack slices your ear, leaving your ears ringing. You are *Deafened* until the end of your next turn, and are *Bleeding*.	A **Challenging (+0) Medicae** Test to stop the *Bleeding*; application of bandages; or the laceration will close naturally after 1 hour.
5	Dislocated Jaw	The blow strikes you in the face, dislocating your jaw. You are *Stunned* until the end of your next turn, and have Disadvantage on Rapport Tests and Tests that rely on speech. **Injury:** Your jaw is cracked. You suffer a *Broken Bone (Minor)* Injury to your jaw.	A **Challenging (+0) Medicae** Test to relocate the jaw.
6	Struck Forehead	You are struck in the head, causing blood to run down your face and impair your vision. You are *Blinded* and *Bleeding*.	A **Challenging (+0) Medicae** Test to stop the *Bleeding*; application of bandages; or the laceration will close naturally after 1 hour.
7	Major Eye Wound	You are hit in the eye, causing serious damage. You are *Bleeding*, and have Disadvantage on Awareness (Sight) Tests. If you only have one eye, you are *Blinded*. **Injury:** Your orbital bone is shattered. You suffer a *Broken Bone (Major)* Injury to your eye.	A **Difficult (–10) Medicae** Test to treat the eye and stop the *Bleeding*.
8	Major Ear Wound	The blow strikes you in the ear or otherwise damages your ear drums. You are *Deafened*. If you suffer this result again, your hearing is permanently lost.	A **Difficult (–10) Medicae Test**, usually using drugs to reduce swelling and inflammation in the ear.
9	Smashed Mouth	The blow smashes out several teeth. You are *Bleeding* and must make a **Challenging (+0) Fortitude (Pain)** Test or also fall *Prone*. **Injury:** You lose 1d10 teeth. You suffer the *Amputation (Teeth)* Injury.	A **Difficult (–10) Medicae** Test performed by someone with the *Chirurgeon* Talent or similar expertise.
10	Broken Nose	You are struck in the nose, shattering the bone and filling your eyes with tears. You also gain the *Bleeding (Major)* Condition. Additionally, you are Blinded until the end of your next turn, and must make a **Challenging (+0) Fortitude (Pain)** Test or become *Stunned* until the end of your next turn. **Injury:** Your nose is shattered. You suffer a *Broken Bone (Major)* Injury to your nose.	A **Hard (–20) Medicae** Test using a chirurgeon's kit to stop the *Bleeding*.
11	Mangled Ear	The blow tears your ear apart. You are *Deafened* and *Bleeding (Major)*. You must make a **Challenging (+0) Fortitude (Pain)** Test or also gain the *Stunned* Condition until the end of your next turn. **Injury:** Your ear is torn off. You suffer the *Amputation (Ear)* Injury.	A **Hard (–20) Medicae** Test performed by someone with the *Chirurgeon* Talent or similar expertise.
12	Concussive Blow	You take a concussive blow to the head. You are *Deafened* and *Stunned* for 1 minute, and are *Bleeding*. **Injury:** You are concussed, and are *Fatigued* for 1d10 days regardless of how much rest you take.	A **Hard (–20) Medicae** Test using a chirurgeon's kit to stop the *Bleeding* and restore hearing.
13	Devastated Eye	A strike to your eye causes it to burst. You are *Bleeding (Major)*, and have Disadvantage on Awareness (Sight) Tests. If you only have one eye, you are *Blinded*. **Injury:** You lose your eye. You suffer the *Amputation (Eye)* Injury.	A **Very Hard (–30) Medicae** Test performed by someone with the *Chirurgeon* Talent or similar expertise.
14	Mangled Jaw	The blow shatters your jaw and destroys your tongue, sending teeth flying. You are *Bleeding (Major)*. You must make a **Challenging (+0) Fortitude (Pain)** Test. On a success you are *Stunned* until the end of your next turn; on a failure you are *Incapacitated* until the end of your next turn and fall *Prone*. **Injury:** You lose 1d10 teeth, and suffer the *Amputation (Teeth)* Injury. Additionally, your jaw is shattered, and you suffer the *Broken Bone (Major)* Injury to your jaw.	A **Very Hard (–30) Medicae** Test performed by someone with the *Chirurgeon* Talent or similar expertise.
15+	Shattered Skull	Your head is caved in or erupts in a shower of bone and gore. You are dead.	

ARM CRITICAL WOUNDS

Roll	Descr.	Additional Effect	Treatment
1	Jolted Wrist	You are struck in the wrist, jarring your hand. Drop any item held in the hand.	None required.
2	Dead Arm	You are struck by a rattling blow in your arm, causing it to temporarily go numb. You have Disadvantage on all Tests using the arm for 1 minute.	None required.
3	Laceration	You suffer a laceration to the arm. You are *Bleeding*.	A **Routine (+20) Medicae** Test to stop the *Bleeding*; application of bandages; or the laceration will close naturally after 1 hour.
4	Sliced Hand	Your hand is sliced open, sending jolts of pain through your arm. You are *Bleeding* and drop any item held in the hand.	A **Challenging (+0) Medicae** Test to stop the *Bleeding*; application of bandages; or the laceration will close naturally after 1 hour.
5	Dislocated Shoulder	The strike dislocates your shoulder from the socket. The arm is useless until popped back into place. At the start of each turn while you have a dislocated shoulder you must make a **Challenging (+0) Fortitude (Pain)** Test. On a failure, you are *Stunned* until the start of your next turn.	A **Challenging (+0) Medicae** Test to pop the shoulder back into place.
6	Severed Finger	The attack tears off one of your fingers. You are *Bleeding (Major)*. **Injury:** One of your fingers is torn off. You suffer the *Amputation (Finger)* Injury.	A **Challenging (+0) Medicae** Test performed by someone with the *Chirurgeon* Talent.
7	Clean Break	The attack fractures a bone in your arm. Your arm is completely useless, and you drop any item held. You must make a **Challenging (+0) Fortitude (Pain)** Test or be *Stunned* for one minute. **Injury:** Your arm is broken. You suffer the *Broken Bone (Minor)* Injury to your arm.	A **Difficult (–10) Medicae** Test to treat shock. This Test does not treat the break.
8	Deep Cut	You suffer a deep gash on your arm, reducing your effectiveness. You are *Bleeding (Major)* and have Disadvantage on all Tests using the arm.	A **Difficult (–10) Medicae** Test using a chirurgeon's kit to stop the *Bleeding*.
9	Mangled Hand	The blow devesates your hand, breaking bones and potentially severing fingers. You are *Bleeding (Major)* and immediately drop any item held. **Injury:** Your hand is crushed. You suffer the *Broken Bone (Major)* Injury to your hand. Additionally, you lose 1d10 – 5 fingers. If your result is 0, you manage to keep all of your digits. Otherwise, you suffer the *Amputation (Fingers)* Injury.	A **Difficult (–10) Medicae** Test performed by someone with the *Chirurgeon* Talent.
10	Shattered Elbow	The attack shatters the bones in your elbow. Your arm is completely useless, and you immediately drop any item held in the hand. Additionally, you must make a **Difficult (–10) Fortitude (Pain)** Test or be *Stunned* for one minute. **Injury:** Your arm is broken. You suffer the *Broken Bone (Major)* Injury to your arm.	A **Hard (–20) Medicae** Test to treat shock. This Test does not count as treating the broken bone.
11-12	Cleft Hand	Your hand is splayed apart, causing a major injury and severing fingers. You are *Bleeding (Major)* and immediately drop any item held in the hand. Additionally, you must make a **Difficult (–10) Fortitude (Pain)** Test or be *Stunned* for one minute. **Injury:** You lose a finger. You suffer the *Amputation (Finger)* Injury. For each minute the Critical Wound is untreated, you lose an additional finger. If you lose all fingers on the hand, you instead gain the *Amputation (Hand)* Injury.	A **Hard (–20) Medicae** Test performed by someone with the *Chirurgeon* Talent or similar expertise.
13-14	Sliced Artery	You suffer a serious wound to a major artery. You are *Bleeding (Major)*, *Fatigued* from blood loss, your arm is completely useless, and you immediately drop any item held in the hand. **Injury:** Due to blood loss, you are *Fatigued* for 1d10 days regardless of how much rest you take.	A **Hard (–20) Medicae** Test using a chirurgeon's kit to stop the *Bleeding*.
15-16	Severed Hand	Your hand is taken clean off. You are *Bleeding (Major)* and *Stunned* for 1 hour. **Injury:** You lose a hand. You suffer the *Amputation (Hand)* Injury.	A **Very Hard (–30) Medicae** Test performed by someone with the *Chirurgeon* Talent or similar expertise.
17-19	Ruined Arm	Your arm is mangled and torn apart, with only the barest piece of flesh attaching it to your body. Your arm is completely useless, and you immediately drop any item held in the hand. You are *Bleeding (Major)* and *Stunned* for 1 hour. If you suffer any further Damage to the arm, you automatically suffer the Brutal Dismemberment Critical Wound and die. **Injury:** Your arm is hanging on by a thread and must be amputated. You suffer the *Amputation (Arm)* Injury.	A **Very Hard (–30) Medicae** Test performed by someone with the *Chirurgeon* Talent or similar expertise to fully remove the arm.
20+	Brutal Dismem-berment	Your arm is completely destroyed and torn from your body, causing shock and catastrophic blood loss. You are dead.	

BODY CRITICAL WOUNDS

Roll	Descr.	Additional Effect	Treatment
1	Winded	The blow knocks the wind out of you. You are *Stunned* until the end of your next turn.	None required.
2	Low Blow	You are struck in a sensitive area. You must make a **Challenging (+0) Fortitude (Pain)** Test or fall *Prone*.	None required.
3	Laceration	You suffer a laceration to the body. You are *Bleeding*.	An **Routine (+20) Medicae** Test to stop the bleeding; application of bandages; or the laceration will close naturally after 1 hour.
4	Gut Shot	You are hit hard in the stomach. You are *Bleeding* and knocked *Prone*.	A **Challenging (+0) Medicae** Test to stop the bleeding; application of bandages; or the laceration will close naturally after 1 hour.
5	Cracked Rib	The attack cracks one of your ribs. You have Disadvantage on Strength and Agility Tests, and your Move is reduced one step. **Injury:** You have a cracked rib. You suffer the *Broken Bone (Minor)* Injury to your torso.	None required.
6	Hammering Blow	You are thrown back by the force of the blow. You are *Stunned* for 1 minute and are *Bleeding*.	A **Challenging (+0) Medicae** Test performed by someone with the *Chirurgeon* Talent.
7	Broken Collarbone	You suffer a crunching blow to your collarbone — determine randomly if this is on your left or right. You drop any item held in the hand on that side and have Disadvantage on all Tests using the arm. Additionally, you must make a **Challenging (+0) Fortitude (Pain)** Test or be *Stunned* for one minute. **Injury:** Your collarbone is broken. You suffer the *Broken Bone (Minor)* Injury to your collarbone, which is treated as a broken arm.	A **Difficult (–10) Medicae** Test to treat shock. This Test does not count as treating the broken bone.
8	Deep Cut	You suffer a deep cut on your lower abdomen, which makes it difficult to move. You are *Bleeding (Major)*, and your Speed is reduced one step.	A **Difficult (–10) Medicae** Test using a chirurgeon's kit to stop the bleeding.
9	Fractured Hip	You are hit in the hip, causing the bone to fracture. You are knocked *Prone*, have Disadvantage on Tests that rely on mobility, and your Move is reduced one step. Additionally, you must make a **Challenging (+0) Fortitude (Pain)** Test or be *Stunned* for one minute. **Injury:** Your hip is fractured. You suffer the *Broken Bone (Minor)* Injury to your hip, which is treated as a broken leg.	A **Difficult (–10) Medicae** Test to treat shock. This Test does not count as treating the broken bone.
10	Shattered Ribs	The attack shatters multiple ribs, leaving shards of bone peppered throughout your flesh. You have Disadvantage on any physical Test, and your Move is reduced two steps to a minimum of Slow. **Injury:** You suffer a *Broken Bone (Major)* Injury to your torso.	A **Difficult (–10) Medicae** Test to treat shock. This Test does not count as treating the broken bone.
11	Punctured Lung	The attack punctures your lung, perhaps embedding shrapnel, a bullet, or a fragment of your own bone. You gain a *Fatigued* Condition and a *Bleeding (Minor)* Condition. **Injury:** Your lung is badly damaged and partially filled with fluids. A **Difficult (–10) Medicae** Test performed by someone with the *Chirurgeon* Talent is required to repair the damaged tissue and remove the *Fatigued* Condition.	A **Difficult (–10) Medicae** Test to patch up the wound and remove the *Bleeding* Condition.
12-13	Sliced Artery	You suffer a serious wound to a major artery. You are *Bleeding (Major)*, *Fatigued* from blood loss, have Disadvantage on Tests that rely on mobility, your Move is reduced one step, and you fall *Prone*. **Injury:** Due to blood loss, you are *Fatigued* for 1d10 days regardless of how much rest you take.	A **Hard (–20) Medicae** Test using a chirurgeon's kit to stop the bleeding.
14-15	Flayed Flesh	A chunk of the flesh of your torso is blasted away, leaving an ugly, open wound that exposes the bones and organs beneath. You are *Bleeding (Major)* and *Prone*. Additionally, you are *Stunned* for 1 hour. **Injury:** A **Difficult (–10) Medicae** Test performed by someone with the *Chirurgeon* Talent is required to repair the damaged tissue.	A **Very Hard (–30) Medicae** Test performed by someone with the *Chirurgeon* Talent or similar expertise.
16-17	Injured Spine	You suffer a substantial injury to your spine, making it difficult to stand and leaves you in terrible pain. You are *Bleeding (Major)* and *Prone*. **Injury:** Your spine is cracked or broken. You suffer the *Broken Bone (Major)* Injury to your torso.	A **Very Hard (–30) Medicae** Test performed by someone with the *Chirurgeon* Talent or similar expertise.
18+	Torn Apart	You are split in two or otherwise torn apart. Creatures within Short Range are showered in blood and gore. You are dead.	

LEG CRITICAL WOUNDS

Roll	Descr.	Additional Effect	Treatment
1	Twisted Ankle	You twist your ankle, causing you to stumble. You fall *Prone*.	None required.
2	Dead Leg	You are struck by a rattling blow in your leg, causing it to temporarily go numb. Your Speed is reduced one step for 1 minute.	None required.
3	Laceration	You suffer a laceration to the leg. You are *Bleeding*.	A **Routine (+20) Medicae** Test to stop the *Bleeding*; application of bandages; or the laceration will close naturally after 1 hour.
4	Sliced Calf	Your calf is sliced open, sending jolts of pain through your leg. You are *Bleeding* and fall *Prone*.	A **Challenging (+0) Medicae** Test to stop the *Bleeding*; apply bandages; or wait 1 hour.
5	Dislocated Knee	The strike dislocates your knee. You have Disadvantage on Tests that rely on mobility, and your Move is reduced one step. At the start of each turn while you have a dislocated knee you must make a **Challenging (+0) Fortitude (Pain)** Test. On a failure, you are *Stunned* until the start of your next turn.	A **Challenging (+0) Medicae** Test to pop the knee back into place.
6	Severed Toe	The attack tears off one of your toes. You are *Bleeding (Major)*. **Injury:** One of your toes is torn off. You suffer the *Amputation (Toe)* Injury.	A **Challenging (+0) Medicae** Test performed by someone with the *Chirurgeon* Talent.
7	Clean Break	The attack fractures a bone in your leg. Your leg is completely useless, you immediately fall *Prone*, you have Disadvantage on Tests that rely on mobility, and your Move is reduced one step. Additionally, you must make a **Challenging (+0) Fortitude (Pain)** Test or be *Stunned* for one minute. **Injury:** Your leg is broken. You suffer the *Broken Bone (Minor)* Injury to your leg.	A **Difficult (–10) Medicae** Test to treat shock. This Test does not count as treating the broken bone.
8	Deep Cut	You suffer a deep gash on your leg, reducing your effectiveness. You are *Bleeding (Major)* and have Disadvantage on all Tests using the leg, such as jumping or climbing.	A **Difficult (–10) Medicae** Test using a chirurgeon's kit to stop the *Bleeding*.
9	Mangled Foot	The blow devastates your foot, breaking bones and potentially severing toes. You are *Bleeding (Major)*, immediately fall *Prone*, and your Move is reduced one step. **Injury:** Your foot is crushed. You suffer the *Broken Bone (Major)* Injury to your foot. Additionally, you lose 1d10 – 5 toes. If your result is 0, you manage to keep all of your digits. Otherwise, you suffer the *Amputation (Toes)* Injury.	A **Difficult (–10) Medicae** Test performed by someone with the *Chirurgeon* Talent.
10	Shattered Knee	The attack shatters the bones in your knee. Your leg is completely useless, you immediately fall *Prone*, your Move is reduced one step, you have Disadvantage on Tests that rely on mobility. You must make a **Difficult (–10) Fortitude (Pain)** Test or be *Stunned* for one minute. **Injury:** Your leg is broken. You suffer the *Broken Bone (Major)* Injury to your leg.	A **Hard (–20) Medicae** Test to treat shock. This Test does not count as treating the broken bone.
11-12	Cleft Foot	Your foot is splayed apart, causing a major injury and severing toes. You are *Bleeding (Major)* and immediately fall Prone. Additionally, you must make a **Difficult (–10) Fortitude (Pain)** Test or be *Stunned* for one minute. **Injury:** You lose a toe. You suffer the *Amputation (Toe)* Injury. For each minute the Critical Wound is untreated, you lose an additional toe. If you lose all toes on the foot, you instead gain the *Amputation (Foot)* Injury.	A **Hard (–20) Medicae** Test performed by someone with the *Chirurgeon* Talent or similar expertise.
13-14	Sliced Artery	You suffer a serious wound to a major artery. You are *Bleeding (Major)*, *Fatigued* from blood loss, have Disadvantage on Tests that rely on mobility, your Move is reduced one step, and you fall *Prone*. **Injury:** Due to blood loss, you are *Fatigued* for 1d10 days regardless of how much rest you take.	A **Hard (–20) Medicae** Test using a chirurgeon's kit to stop the *Bleeding*.
15-16	Severed Foot	Your foot is taken clean off. You are *Bleeding (Major)* and *Prone*. Additionally, you are *Stunned* for 1 hour. **Injury:** You lose a foot. You suffer the *Amputation (Foot)* Injury.	A **Very Hard (–30) Medicae** Test performed by someone with the *Chirurgeon* Talent.
17-19	Ruined Leg	Your leg is mangled and torn apart, with only the barest piece of flesh attaching it to your body. Your leg is completely useless, you fall *Prone*, your Move is reduced one step, and have Disadvantage on Tests that rely on mobility. You are *Bleeding (Major)* and *Stunned* for 1 hour. If you suffer any further Damage to the leg, you automatically suffer the Brutal Dismemberment Critical Wound and die. **Injury:** Your leg is hanging on by a thread and must be amputated. You suffer the *Amputation (Leg)* Injury.	A **Very Hard (–30) Medicae** Test performed by someone with the *Chirurgeon* Talent or similar expertise to fully remove the leg.
20+	Brutal Dismem-berment	Your leg is completely destroyed and torn from your body, causing shock and catastrophic blood loss. You are dead.	

I WANT TO PLAY...			
Archetype	**Origin**	**Faction**	**Role**
Acolyte Sister of Silence	Shrine World	Adeptus Astra Telepathica	Zealot
Administratum Adept	Hive World	Administratum	Savant
Aeronautica Pilot	Voidborn	Imperial Navy	Savant
Cadet Commissar	Schola Progenium	Astra Militarum	Interlocutor
Death Cult Assassin	Feudal World	Adeptus Ministorum	Zealot
Ganger	Hive World	Infractionist	Penumbra
Imperial Guardsman	Feudal World	Astra Militarum	Warrior
Inquisitorial Acolyte	Schola Progenium	Inquisition	Penumbra
Inquisitorial Exorcist	Shrine World	Inquisition	Zealot
Inquisitorial Storm Trooper	Schola Progenium	Inquisition	Warrior
Inquisitorial Pariah	Hive World	Inquisition	Mystic
Astra Militarum Field Medic	Feudal World	Astra Militarum	Savant
Astra Militarum Sniper	Schola Progenium	Astra Militarum	Penumbra
Missionary	Shrine World	Adeptus Ministorum	Interlocutor
Officio Assassinorum Initiate	Schola Progenium	Administratum	Penumbra
Preacher	Shrine World	Adeptus Ministorum	Zealot
Rejuvenat Adept	Shrine World	Administratum	Savant
Rogue Trader's Mercenary	Feral World	Rogue Trader Dynasty	Warrior
Rogue Trader's Seneschal	Voidborn	Rogue Trader Dynasty	Interlocutor
Sanctioned Psyker	Voidborn	Adeptus Astra Telepathica	Mystic
Sister Dialogus Novitiate	Schola Progenium	Adeptus Ministorum	Savant
Sister Famulous Novitiate	Schola Progenium	Adeptus Ministorum	Interlocutor
Sister Hospitaller Novitiate	Schola Progenium	Adeptus Ministorum	Savant
Sister of Battle Novitiate	Schola Progenium	Adeptus Ministorum	Warrior
Tech-Priest	Forge World	Adeptus Mechanicus	Savant
Tempestus Scion Cadet	Schola Progenium	Astra Militarum	Warrior
Voidsman-At-Arms	Voidborn	Imperial Navy	Warrior

WARHAMMER 40,000 ROLEPLAY

IMPERIUM MALEDICTUM

ORIGIN | FACTION | ROLE | PATRON

AGE | EYES | HAIR | HEIGHT | WEIGHT | HANDEDNESS

CHARACTER NAME | DISTINGUISHING FEATURES | XP Current / Spent

CHARACTERISTICS

	WS	BS	Str	Tgh	Ag	Int	Per	Wil	Fel
Starting									
Advances									
Current									

FATE

CURRENT | TOTAL

CORRUPTION

TOTAL

MUTATIONS & MALIGNANCIES

SKILLS & SPECIALISATIONS

Skill	Characteristic	Adv. (+5 each)	Total
Athletics	Str		
Awareness	Per		
Dexterity	Ag		
Discipline	Wil		
Fortitude	Tgh		
Intuition	Per		
Linguistics	Int		
Logic	Int		
Lore	Int		
Medicae	Int		

Skill	Characteristic	Adv. (+5 each)	Total
Melee	WS		
Navigation	Int		
Presence	Wil		
Piloting	Ag		
Psychic Mastery	Wil		
Ranged	BS		
Rapport	Fel		
Reflexes	Ag		
Stealth	Ag		
Tech	Int		

Specialisation	Skill	Adv. (+5 each)	Total

GOALS

CONNECTIONS

NOTES

DIVINATION

SOLARS

OTHER CURRENCIES

INFLUENCE

Faction	Infl.	Contacts

TALENTS

	Effect

CUBICLE 7 ENTERTAINMENT LTD. © GAMES WORKSHOP LIMITED 2023. PERMISSION IS GRANTED TO PHOTOCOPY FOR PERSONAL USE

INITIATIVE

PerB + AgB

WOUNDS

StrB + (2 × TghB) + WilB

CURRENT | MAXIMUM

CRITICAL WOUNDS

Maximum equal to TghB

LOCATION	EFFECT

WEAPONS

NAME	SPECIALISATION	TEST	DAMAGE	RANGE	MAG.	ENC.	TRAITS

ARMOUR

NAME	LOCATIONS	ARMOUR	ENC.	TRAITS

D10	HIT LOCATION	ARMOUR
1	Head	
2	Left Arm	
3	Right Arm	
4	Left Leg	
5	Right Leg	
6–0	Body	

COMBAT NOTES

EQUIPMENT

ENCUMBRANCE

CURRENT | MAXIMUM

StrB + TghB

PSYCHIC POWERS

NAME	WR	DIFFICULTY	RANGE	TARGET	DURATION	EFFECT

WARP CHARGE

CURRENT | THRESHOLD

WilB (× 2 if Sanctioned)

WARHAMMER 40,000 ROLEPLAY

IMPERIUM MALEDICTUM

PATRON SHEET

PATRON NAME

FACTION

DUTY

PAY GRADE

MOTIVATION

DEMEANOUR

BOONS

LIABILITIES

INFLUENCE

FACTION	INFL.	CONTACTS	INTEL

NOTES

CUBICLE 7 ENTERTAINMENT LTD. © GAMES WORKSHOP LIMITED 2023. PERMISSION IS GRANTED TO PHOTOCOPY FOR PERSONAL USE

INDEX

A
Acolyte 333
Actions 207
Administratum Adept 325
Advancement (XP) 90
Advances (Skills) 91
Advantage 189
Aeldari Ranger 347
Aim 207
Ammunition 132
Amputations 217
Arbitrator 326
Armour Traits 124
Astra Militarum 22, 64, 242
Astra Militarum Trooper 328
Astropath 319
Attack 207
Attacks while hidden 214
Augmetics 152
B
Barrier 204
Battle Sister 332
Biomancy 171
Black Ship Crew Member 319
Boons 29
Bounty Hunter 341
Broken Bone 216
Burst Fire 124
C
Chaos Spawn 345
Characteristic Bonus 50
Charge 207
Chirurgeons Kit 145
Close 124
Cold (Exposure) 218
Combat 198
Commission 232
Commissar 330
Conditions 356-357
Consolidating Influence 232
Corruption 220-221
Cover 204
Crafting (Endeavour) 232
Craftsmanship 121
Critical 213
Critical Hit 215
Critical Wounds 214
Cult Leader 345
Cultist 343
Cyrus 252
D
Damage and Wounds 214
Dark 205
Death Cult Assassin 333
Defend 207
Defensive 124
Defiant 256
Delayed Explosives 134
Deny the Witch 163
Desperate 197
Devout 331
Difficulty 188
Disadvantage 189
Disengage 207
Dodge 208, 212
Dreg 340
Drowning 218
Dual Wielding 102, 107, 111,b 214
Dying 215
E
Eidetic Memory 107
Elite 317
Encumbrance 122
Endeavours 229
Enforcer 326
Engaged 212
Envirnomental Traits 204
Experience 90
Explosives 124, 134
Exposure 218
F
Faction 54
Falling 203
Fate 220
Feature 205
Flamers 129
Flaws (Item) 122
Flee 208
Fortis (Battle Group) 261
Free Action 199
Fumble 213, 355
G
Ganger 340
Getting Help 189, 208
Grapple 208
Grenades 134
Grid combat 313
H
Hazard 206
Healing 219
Help 208
Hide 208
Hit Location 211
I
Improvise 209
Influence 192
Infractionists 247
Initiative (Turn order) 198
Injuries 214
Interlocutor 75
Interrogator 333
Investment 231
Inquisition 70, 244, 333
K
Know Thy Foe 196
L
Laspistol 132
Laud Hailer 148
Leaders 317
Liabilities 37
Lickspittle 113
Long Term Goals 85
Lord Solar Macharius 249-253
M
Magnoculars 148
Malignancies 221, 223
Manufactorum Labourer 322
Manifest 161, 209
Maximum Wounds 88
Medicae (Forbidden) 97
Medicae Maverick 113
Medical Care 156
Medical Treatment 219
Melee Attacks 211
Melee Weapons 126
Ministorum Priest 332
Minor Break 216
Minor Exposure 221
Minor Hazard 206
Minor Psychic Powers 160
Missiles 134
Money 28, 118
Mounts 203
Move 199
Mystic 76
Mutations 221, 222
N
Noxious (Exposure) 218
O
Obscured 206
Opposed Test 190
Overwatch 209
Overseer 326
P
Payment Grade 28
Penumbra 77
Perils of the Warp 165, 166
Plaguebearer 352
Poorly Lit 206
Primaris Psyker 319
Psychic Disiplines 160
Psychic Phenomena 163, 164
Psychic Powers 158, 166
Psykers 58, 158, 159, 238
Pursuit 204
Q
Qualities (Item) 121
R
Range 202
Ranged Attack 212
Rapid Fire 125
Reactions 199
Reliable 125
Reload 209
Rend 125
Resolve 197, 310
Retreat 209
Role 74
Run 209
S
Savant 78
Search 209
Seize the Initiative 209
Selling Items 120
Services 155
Servitor 35, 322
Servo-Skull 323
Shove 209
Shields 142
Shooting into Melee 314
Sister of Silence 319
Size 201, 208
Solars 28, 118
Specialisations 92
Speed 202
Spread 125
Stunned 357
Subtle 125
Success Levels 187
Suffocation 218
Superiority 196
Surgery 104, 216-217
T
Take Cover 210
Target Location 210, 211
Tech-priest 324
Tempestus Scion 328
Tools 145
Traits (Weapon and Armour) 124
Troops 317
Turn Order 198
Two-weapon Fighting 214
V
Vehicles 225
W
Warrior 79
Weapon Traits 124
Wounds 214
Z
Zones 200

Skills & Specialisations

Athletics (Str) 93
Climbing, Might, Riding, Running, Swimming
Awareness (Per) 93
Sight, Smell, Hearing, Taste, Touch, Psyniecience (Restricted)
Dexterity (Ag) 94
Lock Picking, Pickpocket, Sleight of Hand, Defuse
Discipline (Wil) 94
Composure, Fear, Psychic
Fortitude (Tgh) 95
Endurance, Pain, Poison
Intuition (Per) 95
Group (Various), Human, Surroundings
Linguistics (Int) 95
Cipher, High Gothic, Forbidden (Var., Restricted)
Logic (Int) 96
Evaluation, Investigation
Lore (Int) 96
Academics, Adeptus Terra, Planet, Sector, Theology (Restricted) Forbidden (Various, Restricted)
Medicae (Int) 97
Animal, Human, Forbidden (Various, Restricted)
Melee (WS) 97
Brawling, One-handed, Two-handed
Navigation (Int) 97
Surface, Tracking, Void, Warp (Restricted)
Presence (Wil) 97
Interrogation, Intimidate, Leadership
Piloting (Ag) 98
Aeronautics, Civillian, Military (Rest.), Minor Voidship (Rest.), Major Voidhsip (Rest.)
Psychic Mastery (Wil) 98
Psykers, Various (Restricted) .....
Ranged (BS) 99
Long Guns, Ordnance, Pistols, Thrown
Rapport (Fel) 99
Animals, Charm, Deception, Haggle, Inquiry
Reflexes (Ag) 100
Acrobatics, Balance, Dodge
Stealth (Ag) 100
Conceal, Hide, Move Silently
Tech (Int) 101
Augmetics (Restricted), Engineering, Security

Talents

A 102-103
Acute Sense, Adrenaline, Acceleration, Agile Attacks, Air of Authority, Ambidextrous, Applied Anatomy, Artistic, Attentive Assistant
B 103-104
Blank, Bone Breaker, Briber, Bulwark, Burglar
C..... 104-105
Chirurgeon, Close Quarters Discipline, Combat Master, Condemn the Witch, Contortionist, Counter Attack, Coup de Grâce
D..... 105-107
Data Delver, Deadeye, Dealmaker, Demolition Specialist, Devoted, Servant, Directed Strikes, Dirty Fighting, Disarm, Disturbing Voice, Distracting, Drilled, Dual Wielder, Duellist
E 107-108
Eidetic Memory, Ever Vigilant, Exploit Vulnerability, Extended Proprioception
F 108-111
False Retreat, Faithful (Imperial Cult), Familiar Terrain, Fated, Field Medicae, Flagellant, Flanking Fire, Flesh is Weak, Forbidden Knowledge, Forger, Full-Auto Fanatic, Frenzy
G..... 111
Gallows Humour, Gothic Gibberish, Guardian, Gunslinger
H 112
Hatred, Hit and Run, Holdout Expert, Hypno-Indoctrination
I..... 112-113
Icon Bearer, Ignorance is my Shield, Inspiring Presence, Inheritor
L 113
Lawbringer, Lickspittle
M..... 113-114
Martyrdom, Medicae Maverick Mental Fortress, Mimic
O..... 114
Overseer
P 114
Pathologist, Phlebotomist, Porter, Psychic Castigation, Psychic Flood, Psyker
Q..... 115
Quickdraw
R..... 115
Rapid Reload, Read Lips, Registered Trader
S..... 115-116
Sanctioned Psyker, Secret Identity, Shock Assault, Skulker, Slippery, Superior Commander, Suppressing Fire, Sure-Footed
T 116
Tactical Movement, Tenacious, Two-Handed Cleave
U..... 116-117
Unflinching Presence, Unremarkable
V..... 117
Void Legs
W..... 117
Well-prepared

Tables

Abjuration Mechanicum 179
Accommodations and Lodgings..... 156
Age..... 84
Arch-Confessor (Patron)..... 21
Arm Critical Wounds..... 359
Armour..... 141
Astropath (Patron) 19
Augmetic Replacements 152
Augmetics..... 153
Bartering..... 121
Body Critical Wounds..... 360
Breach 179
Canoness (Patron)..... 21
Characteristic Improvement XP Cost..... 90
Clothing and Personal Gear.... 143
Condition Resistances..... 314
Connections..... 86
Crafting Difficulty 233
Criminal Mastermind (Patron) 24
Curios 355
Custom Ammunition..... 133
Departmento Munitorum Ordinate (Patron)..... 18
Devoted Servant 106
Difficulty..... 188
Diplomat (Patron)..... 26
Distinguishing Features..... 84
Divinations..... 89
Encounter Complications..... 311
Encumbrance Examples 122
Evasive Manoeuvers Difficulty 227
Events 230
Events 231
Eye Type..... 84
Faction 55
Force Fields 142
Forge Lord (Patron) 20
Fumble..... 355
Grenades And Explosives..... 136
Guildmaster (Patron)..... 24
Hair..... 84
Head Critical Wounds 358
Hit Locations..... 211
I Want To Play... 362
Influence..... 192
Leg Critical Wounds 361
Lord-Commissar (Patron)..... 22
Magos Biologis (Patron) 20
Malignancies 223
Market Availability..... 119
Medical Care 157
Melee Weapons..... 128
Mental Interrogation 183
Mutations..... 222
Name..... 82
Ordo Hereticus (Patron)..... 25
Ordo Xenos (Patron)..... 25
Origin..... 51
Outcomes 187
Patron Demeanour..... 28
Patron Faction..... 17
Patron Motivation 27
Patron Payment Grade..... 28
Perils Of The Warp..... 165
Port Commander (Patron)..... 23
Provisions And Meals 156
Psychic Phenomena 164
Psychometry 175
Ranged Weapons 132
Rewards..... 312
Senior Officer (Patron) 22
Shape Flesh Difficulty 173
Sister Of Silence (Patron) 19
Skill and Specialisation XP Cost..... 90
Skill List 92
SL Required..... 233
Soulsight 170
Tithe Prefectus (Patron) 18
Tools..... 151
Trader Militant (Patron)..... 26
Travel..... 156
Vehicle Critical Hit 227
Vehicle Ram Damage 227
Voidship Captain (Patron) 23
Watchward 176
Weapon Modifications..... 137

Psychic Powers

Abjuration Mechanicum 179
Affliction..... 171
Armour Bane 174
Beacon..... 182
Bio-Lightning..... 172
Breach 179
Call Vermin 166
Cauterise..... 177
Cleanse..... 172
Combustion..... 167
Command Flames 177
Compel..... 182
Crush..... 180
Deflection 180
Dominate..... 182
Dowsing..... 174
Dread Presence 167
Dull Pain..... 167
Erasure 182
Ferrocrete Flesh 172
Fire Storm..... 177
Float..... 167
Forewarning 174
Gate of Infinity..... 180
Gravity Well..... 180
Haemorrhage 172
Ignite 168
Ill Omen..... 168
Impel 181
Inferno 177
Iron Limb..... 172
Jinx..... 168
Life Leech..... 172
Luck..... 168
Lull..... 168
Mental Interrogation..... 183
Metabolic Overdrive 173
Molten Beam..... 178
Nightshroud 183
Nova 169
Perfect Timing 174
Plasma Torch..... 178
Prescience..... 175
Preternatural Senses..... 169
Psychic Barrier..... 181
Psychic Fortitude..... 183
Psychic Maelstrom 181
Psychic Scrutiny..... 169
Psychic Shriek..... 184
Psychic Static..... 169
Psychometry..... 175
Pyrelight..... 178
Question the Warp 175
Scalding Glance 169
Scrying Gaze 176
Seal Wounds..... 170
Sear..... 170
Shape Flesh..... 173
Smite..... 170
Smouldercloud..... 178
Soulsight 170
Spasm..... 171
Spectral Hands..... 171
Sunburst..... 178
Telepathic Link 184
Terrifying Visions..... 184
Thermal Shroud..... 178
Twist Fate..... 176
Vortex of Doom..... 181
Watchward..... 176
Wither..... 173

Worlds of the Macharian Sector

Cytheris
Asterion 264
Belnshudha..... 266
Crultus 267
Dao Teyras..... 268
Eskutchax..... 270
Harjus..... 272
Illisear..... 273
Leonova..... 276
Macharia 274
Maleer 277
Omyr 278
Persepolis..... 262
Varkassa 278
Vitezovich..... 280
Voll 280
Drimor
Ayzinith Abyss 281
Proteus Quartus..... 282
Proteus Quintus..... 282
Proteus Secundus 282
Somrot..... 283
Virida 284
Yix
Eythlaer..... 286
Goros Pok..... 286
Hrom..... 288
Iron Archipelago, The 289
Res Cor..... 290
Res Vai..... 290
Res Vilissima 289
Res Vilissima 290
Tarang 291
Three Moons, The..... 290
Andosk
Arrian's Wrath..... 293
Forkas-63 294
Ibal Primus 295
Kallastin 295
Mahagan 297
Xenophon 297
The Gallosque Nebula
Jotungarth..... 298
Paleon..... 300
Rardan Secundus..... 303
St. Isidore's Rest..... 303

CHECK OUT ALL OF
CUBICLE 7'S EXCITING GAMES AT

WWW.CUBICLE7GAMES.COM

WARHAMMER OFFICIALLY LICENSED

CUBICLE 7 SEVEN

Cubicle 7 Entertainment Ltd.© Copyright Games Workshop Limited 2023