

ONLY WAR™

SALVAGING SOLACE



ROLEPLAYING IN THE GRIM DARKNESS
OF THE 41ST MILLENNIUM

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THE FALL OF SOLACE

"In this galaxy, nothing is more fleeting than the illusion of peace."

—Ancient Imperial Aphorism

Originally written for use at Gen Con Indy 2013, **SALVAGING SOLACE** is a scenario for **ONLY WAR**. It is one of four linked scenarios that concern the fate of the Imperial world of Solace. While each adventure stands on its own as a complete module suitable for immediate play, a group that plays all four adventures will spot the connections between the events as they transpire around the hive world of Solace. This section includes a brief summary of each adventure to help the Game Master keep track of how they overlap if intending to run more than one of them.

BINDING CONTRACTS

BINDING CONTRACTS is an adventure for **BLACK CRUSADE** that follows a group of Heretics as they pursue the prophecy of the Many-Eyed, a dread oracle of Chaos. The Ruinous Powers have whispered to her that Solace will end in fire when a star descends from the sky. They murmur that the terror and confusion this event brings about must be properly dedicated to the Chaos Gods.

Before this portent appears, the Heretics must infiltrate Solace and rally the wretched mutants that live beneath the hive. Then, once the star burns bright in the sky, they must lead their newly assembled army up one of Hive Solace's spires, where they can cast down a rival sorcerer and take control of his ritual to summon a Daemon of unfathomable power to the Materium. If they succeed, the Heretics will have struck a blow against the Imperium within the Calixis Sector and won vast glory for themselves. If they fail, however, the unholy ritual could be their doom.

FALLING STAR

After centuries lost in the Warp, the *Ardent Crown* has returned in a degrading orbit around the world of Solace. This vessel vanished carrying a number of important relics, and in this **DEATHWATCH** adventure, a Kill-team has been assembled to board the derelict as it drifts toward the world of Solace, secure the sacred artefacts, and extract from the voidship.

However, the Battle-Brothers are not alone in their ambitions aboard the *Ardent Crown*. An Eldar Farseer also has designs for a particular relic, and leads an elite team of her allies in her quest to take it back. And while the Eldar are powerful and duplicitous foes, something even more terrible lurks aboard the *Ardent Crown*, stirring after aeons of cold slumber as footsteps fall once again on the long-abandoned decks. The Battle-Brothers of the Deathwatch must face these enemies, cast them down in the name of the Emperor, and escape the *Ardent Crown* before it plummets to its demise. The fate of the sector and the honour of the Deathwatch alike hang in the balance.

SHEDDING LIGHT

In this adventure for **ROGUE TRADER**, the Explorers delve deep into the ancient secrets of Solace. Solace was colonised by the Imperium in the final hours of the Angevin Crusade to unite the Calixis Sector, but its secrets wind perilously back into times forgotten by all but the most ancient. There have always been dark tales in Solace's mines about the things that dwell beneath the world's parched surface, but there have also been whispers of fortunes beyond the comprehension of any mortal.

These whispers have spread far and wide and have reached the ears of a daring Rogue Trader, a warrior-privateer who braves the dangers of the unknown in the name of incalculable wealth and glory. Now, an avid group of Explorers journey to Solace, delving deep into an ancient chasm that contains strange relics of forgotten aeons. But when a cataclysm rocks the world of Solace, the Explorers find themselves facing a terrible threat that is not pleased about its rude awakening.

SALVAGING SOLACE

In this adventure, **SALVAGING SOLACE**, the players take on the roles of Imperial Guard troopers faced with a mounting series of catastrophes in the hive city of Solace. When an unknown voidship strikes the world of Solace, the surface shakes and the brave men and women of the Cadian 99th must gird themselves for battle once again in this adventure for **ONLY WAR**. Having just suffered losses campaigning in the Spinward Front, the Cadian 99th is caught on the outskirts of the catastrophe in the midst of a training exercise. In addition to the devastation the crash wrought, the impact has sent waves of mutants surging up from the underhive, and so the troopers must step forth into the breach to restore order.

Unfortunately, this is only the start of the Player Characters' troubles. As they struggle to bring Hive Solace under control, still more crises loom over them. The troopers must go above and beyond their normal duties to have a chance of survival. With the lives of everyone on the planet—including their own—resting on their actions, the PCs are the last line of defence against the coming catastrophe.

TYING IT ALL TOGETHER

BINDING CONTRACTS, **FALLING STAR**, and **SHEDDING LIGHT** each include a full adventure, premade characters, and the profiles for any NPCs unique to the adventure, much in the same way as **SALVAGING SOLACE**. Each is designed to be run with the system for which it was written and requires a copy of the appropriate Core Rulebook to play.

Using all four of these adventures, a GM can create a cohesive event that tells the story of the **Fall of Solace**. Because these adventures were originally written for use at a convention, each one includes certain notes on the time that should be devoted to given sections. If the GM wishes to run one of these adventures in a typical four to six hour convention timeslot, these notes can be useful; if the GM is not under any time restrictions, however, he should feel free to pace the adventure as he sees fit based on the group and other circumstances.



SALVAGING SOLACE

ADVENTURE SUMMARY

"When you fight the enemies of humanity, you can't always rout your foes and stride triumphantly across their corpses. Sometimes you just have to set your mind on not losing, no matter the cost, for one more day. Sometimes that has to be enough."

—Private Mercito Grant

Originally written for Gen Con Indy 2013, **SALVAGING SOLACE** is a scenario for **ONLY WAR**. Game Masters must have a copy of the **ONLY WAR** Core Rulebook in order to run the adventure. This adventure was originally designed for Player Characters with 1,000 additional xp (beyond starting xp), but some of the foes within can provide a challenge for even the most tested veterans. Players can use the premade characters found on pages 18–32 or create their own PCs as described in the **ONLY WAR** Core Rulebook.

Because it was written as a convention scenario, **SALVAGING SOLACE** has notes about the time allotment for certain events. These notes have been left in for the convenience of any GM who wishes to run **SALVAGING SOLACE** in a typical 4–5 hour convention timeslot, but any GM who is not pressed for time should feel free to amend (or ignore) these suggestions about time allotment and the pacing of encounters to best accommodate his particular group and schedule.

"The enemies of humanity descend on us from all sides. This could be the fall of Solace. Or it could be its finest hour! Soldiers, follow me, and we'll find out if this is Solace's end or the start of a new saga of glory!"

—Corporal Etheni of the Castus Levy

The Guardsmen of the Cadian 99th Mechanised Infantry, Eighth Battalion, are having a profoundly bad day. Of course, so are all of the other residents of Hive Solace, which is in the midst of being afflicted by disaster after world-shaking disaster. What should be a relatively low-effort assignment for the Eighth Battalion turns into an unmitigated disaster when a crashing Imperial cruiser (filled with Tyranids) strikes the hive. A small army of heretics and Chaos mutants, who have foreseen this event and wish to exploit the catastrophe in a powerful ritual, provides a further layer of opposition for the redoubtable troopers of the Cadian 99th.

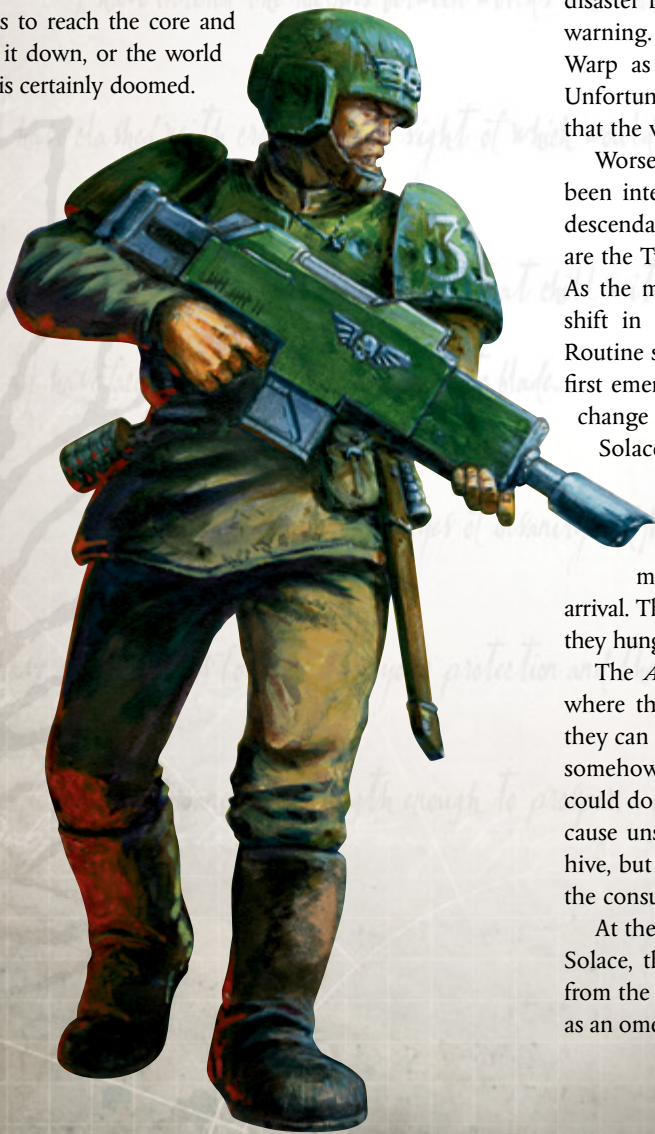
The adventure begins as another grinding day of running a new batch of troopers through a simple training exercise. These recruits, newly raised from the world of Solace and merged into the veteran Cadian 99th by an errant stroke on a Departmento Munitorum form, have kept the Player Characters busy with such exercises for the last several weeks. The relative calm ends abruptly when a tremendous explosion of a cruiser striking the hive hurls the PCs from their feet

ADVENTURE BACKGROUND

and immediately cuts out the power. The Player Characters and their allies have a few moments to scramble in darkness and ruin as they try to help the injured and achieve a state of controlled calm and relative normalcy.

The first complications occur once communications are restored. Initially, the Player Characters are tasked with establishing a perimeter against the rabble spilling forth from the underhive. This means not only restoring the chain of command, but also getting any civilians in the region calmed and under control. However, a rampaging force of chaos mutants offers a swift challenge to their perimeter and inflicts further damage upon the unit and its allies.

Sadly, the rug is soon pulled out from under them between waves of the mutant attack. The recruits—former soldiers of the Castus Levy—are drawn off to help evacuate Hive Solace. The cruiser's engines are rapidly dying, and their final scream will be an explosion that reduces Hive Solace to a vast pool of bubbling slag. The surviving members of the Cadian 99th are assigned a last-ditch effort to travel into the ruined warship, find the engines, and shut them down before they can enter meltdown. Along the way, the PCs make the unpleasant discovery that the cruiser is filled with Tyranids. These foul xenos are seemingly the cause of the crash, and infest the twisted corridors of the vessel in horrifying numbers. As is their nature, the Tyranids spill forth in a wave of ravenous jaws and chattering teeth, seeking to devour any and all biomass that they happen upon. The Player Characters must survive these trials to reach the core and then shut it down, or the world of Solace is certainly doomed.



“For its valorous service in the Spinward Front, the 49th Company is assigned a provisional reprieve from patrols and the honour of initiating the prospective recruits from the Castus Levy.”

—Colonel Arkat of the Cadian 99th

The 49th Company of the Cadian 99th Mechanised Infantry were recently recalled from the Spinward Front. The company had suffered serious casualties during particularly brutal fighting against an Ork assault. More than 70 per cent of the soldiers sustained incapacitating or lethal wounds. The Departamento Munitorum responded to these losses by merging the regiment with the 19th Solace Castus Guard. Unfortunately, due to an errant stroke of an autoquill on the part of a clerk, this regiment did not exist yet. Thus, the Cadian 99th found itself rerouted to Solace to integrate the new recruits into its own forces.

Meanwhile, a new threat was emerging in the Solace system of the Calixis Sector. Even as doom approached, the planet's citizens remained utterly oblivious to its danger. Decades earlier, a choir of Astropaths had prophesied a xenos-spurred disaster for Solace. The sector's officials largely ignored the warning. That vessel—the *Ardent Crown*—emerged from the Warp as prophesied and, hours later, its course changed. Unfortunately, that alteration in trajectory was just enough so that the vessel now travels directly toward Solace.

Worse yet, the seemingly abandoned Imperial craft has been internally transformed. It no longer plays host to the descendants of human survivors. Instead, its sole passengers are the Tyranids that have haunted its corridors for centuries. As the massive vessel lacks power and communications, its shift in direction toward the planet has gone unnoticed. Routine systems noted its course as being innocuous when it first emerged into the system. They have not recognised the change in direction, and so it plunges toward the world of Solace, blind and deaf in the emptiness of space.

As the adventure begins, the Player Characters are completely unaware of the incoming threat. The Tyranids, in contrast, have begun preparations for a major assault, their eldritch senses detecting the imminent arrival. These foul xenos have awakened from their slumber, and they hunger to swallow up the entire world of Solace.

The *Ardent Crown* is on a direct course to strike the hive where the Player Characters are training. There is nothing they can do to be aware of the impending threat. Even if they somehow had knowledge of the danger, there is little they could do to avoid it. Not only is the doomed vessel certain to cause unspeakable damage when it crashes into an Imperial hive, but it carries a savage army of Tyranids bent entirely on the consumption of all biomass on Solace.

At the same time, a violent riot has erupted within Hive Solace, the twisted denizens of the underhive rising up from the depths as the falling star descends. They see it as an omen—the harbinger of the will of wicked gods.

SALVAGING SOLACE

GAZETTEER: SOLACE

"Solace might be a miserable, boring rock, but at least it's quiet."

—Sergeant Zakil of the Cadian 99th

Colonist began to settle Solace even before the Angevin Crusade had completed. Preliminary auguries and portents confirmed of the world could not wait for the end of the interminable conflict, and so colonists deemed "suitable" for this rough, unshaped world—including an exceptionally high percentage of penal colonists—were dispatched to Solace. This first wave of colonists worked under the direct supervision of Adeptus Mechanicus elements from the crusading forces. Hardy individuals were tithed from harsh worlds across what would become the Calixis Sector and Koronus Expanse and relocated to Solace; these new arrivals were promptly put to work extracting the phenomenal mineral wealth that rested beneath the world's surface.

During these early days on Solace, countless small vessels flitted back and forth between the mines and much larger craft in orbit, creating a glittering flow of lights in Solace's sky that blotted out even the stars. From orbit, the massive ships transported the fruits of their labour to forge worlds, where the ore and other materials were forged into the equipment necessary to continue the crusade to conquer the Calyx Expanse. Some religious scholars on Solace claim that, were it not for the wealth extracted from their world and the many who shed their blood to get it, the crusade might have run out of raw materials and faltered.

Of course, precise records from this period are fragmentary. The Imperial forces in the region were so focused upon prosecuting the crusade that minor details—particularly those associated with procurement—were often not properly recorded. However, the amount of raw materials extracted from the planet seems to have been truly extraordinary. Further, many of these materials seem to have been combined into alloys that were ready for manufacturing almost immediately, requiring very little refinement. Some historians have speculated that this was simply evidence that the materials had been illegally obtained from another, undocumented Imperial asset. Other, more radical elements have argued that this could be compelling evidence that the world was once home to a sophisticated xenos species, and that the alloys were all that remained of a long-dead civilisation.

Regardless of whether or not the materials came from Solace, one factor is clear. Assignment to the mining facilities on Solace was a death sentence. Few, if any, of the tens of thousands of colonists sent into these facilities ever returned. Official Imperial records indicate that this was due to toxic elements present in the mines and a lack of faith amongst the workers.

The legends, however, are far darker. They speak of unholy terrors that lurked beneath the planet's surface.

Oral histories, passed down through the generations, say that there were xenos dwelling far beneath the surface. These tales indicate that the dark things

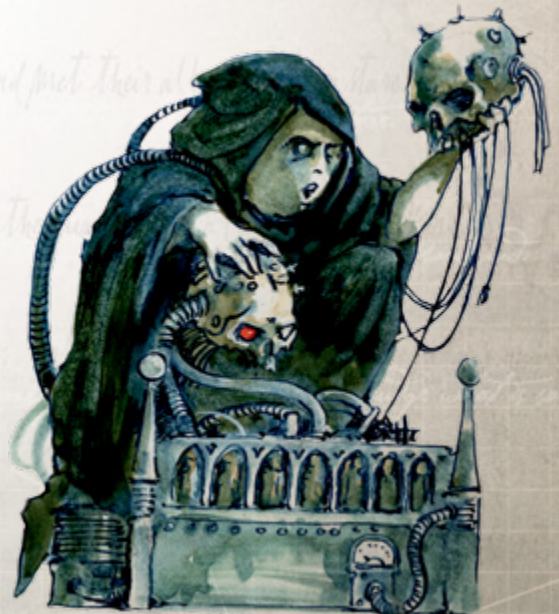
were only banished after the blessed Drusus visited the world and expunged them in the name of the God-Emperor. There are no official records of St. Drusus ever having visited Solace, but the population still reveres him as the man who cleansed their world and liberated them from terror and death at the hands of shadows and nightmares.

THE FIRST HIVES

As the Angevin Crusade wound down, there were few resources to transport the surviving soldiers back to their worlds of origin. Consequently, many were simply delivered to Solace, where they were left. While a minority saw this as a just reward, permitting those who had worked so hard to enjoy the fruits of their labours of war, only a scant few of the newly retired soldiers looked upon their new lot in life as a blessing. While the soldiers now lived without the immanent certainty of a violent death, they also possessed few skills and assets with which to forge their survival. The functionaries of the Adeptus Administratum were no longer willing to provide them with clothing, food, and shelter. Instead, it was up to the soldiers themselves to make their way where and how they might.

At the conclusion of the Angevin Crusade, the Adeptus Mechanicus still had a significant number of assets active in the Solace system. Before all of the elements in the system were reassigned, however, a cunning administrator requested that the manufactorums' available capacity be put to immediate use. Taking advantage of some of the already available raw materials, the manufactorums built rudimentary settlements to house the veterans of the crusade and let them continue to serve the Imperium. While toiling upon Solace was hardly a pleasant prospect, it might have seemed less terrible than the brutal warzones of the Angevin Crusade.

Eventually, what began as a barren mining world became the home of six fully functional Imperial hives, most dedicated to further mining operations. The Adeptus Mechanicus had built facilities that housed the original colonists, and these structures gradually grew into the massive, towering spires of Solace's hives as generation upon generation built upon them.



PLANETARY LEADERSHIP

The leadership of Solace treads a dangerously narrow path. In what some factions in the Calixis Sector revile as a violation of Imperial regulations, the Planetary Governor of Solace has always been, since the early days of the colonies there, an Ecclesiarchal Cardinal. While this is not strictly in violation of the Decree Passive, the Planetary Governor is the supreme commander of the defence forces of any given world, and the Cardinal who governs Solace has always been eyed with suspicion as a result. The argument has been made, by some, that as neither the Sector Lord nor an Inquisitor has chosen to take action upon this matter, the governance of Solace must be divinely ordained.

Because of the piety of its rulers, the populace of Solace has shown few deviances from the Imperial Creed over the centuries. There are remarkably few known incidents of heresy on Solace. The world has consistently paid all necessary tithes to the sector government, including consistent surpluses of soldiers, labourers, and processed materials.

THE CASTUS LEVY

Thanks to the fact that Solace was settled largely by veterans, military service is an integral part of the world's culture. All able-bodied men and women are required to perform a period of service within the planet's defensive military, known as the Castus Levy. This is typically a five-year term. Often, a large portion of this service is devoted toward maintaining planetary peace within the now tightly crowded Imperial hives. However, roughly once a generation, the Castus Levy are called upon to repel a significant xenos incursion. Solace's assets are sufficient to regularly draw the attention of the greedy, who think that it might be a world ripe for conquest. To date, none of those assaults have succeeded.

Solace has also gladly tithed full regiments to the Imperial Guard upon fourteen separate occasions. Most often drawn from the ranks of the Castus Levy, these regiments proved their devotion to the Emperor by their noble acts of sacrifice to carry on the glorious tradition of the Imperial Guard. While none of these regiments managed to assemble a particularly prestigious roll of service, none disgraced their home world.

Even among the Imperial Guard, the Castus Levy often exhibit an exceptional level of devotion to the Imperial Creed. Those who interact with them often consider them particularly pious. Some argue that this reaction may be a consequence of their uniforms as much as anything else. This is because those of the Castus Levy invariably wear a chasuble over their armour and kit, proudly displaying the iconography of their devotion upon a field of purest white.

BEYOND THE HIVES

Even before its great hive spires and the fires of industry blackened the sky, Solace was never a world hospitable for colonisation. Its surface is harsh and largely devoid of water, and its atmosphere was only technically breathable before the fires of human industry poured countless pollutants into the air. The mineral resources beneath its surface, however, were reason enough for the Imperium to claim Solace and condemn millions to toil in vast, cavernous mines, extracting ore and other valuable materials.

Outside of the all-protective enclosures built to house the miners, Solace is little more than a hellish wasteland. Its atmosphere has become even more polluted from the waste that the hives generate. The mines are no longer actively worked by anything more than a skeleton crew. The population centres are capable of producing a significant percentage of their own foodstuffs through fungal farming in long-depleted mineshafts and nutrient reclamation techniques. Still, imported food and other supplies are crucial to the survival of Solace's people (and, more importantly, to its ongoing productivity). Without the support of other worlds in the subsector, the hives of Solace would be utterly unsustainable.

When people leave the relative safety of the hives, they must contend with a dangerous atmosphere and predators who are far better evolved to deal with the dangerous conditions. Much of the world's surface is little more than barren rock that offers no shelter from the planet's scorching daytime heat. As a consequence, travel between the hives most commonly takes place via subterranean tunnels that were adapted to that purpose from the world's ancient mines.



THE SPINWARD FRONT

In recent years, the Calixis Sector has devoted an ever-increasing portion of its resources toward the ongoing war in the Spinward Front. Solace's location along a Warp route makes it a prime location for assembling goods from the subsector before they are reloaded onto transports destined for the Periphery. The fact that the hives have some manufacturing capacity only accentuates this, as many of the raw materials can be transformed into goods that are directly useful in the war effort.

As a consequence, the war effort has been a major boon for the planet. Solace's manufactorums have never been more productive, and the Adeptus Administratum has allocated far more resources than usual to the upkeep and expansion of the infrastructure on Solace as a result. Morale has also significantly improved, as the populace feels that they are acting directly in the service of the Imperium and contributing to the war against the xenos.

Such is the fervour among the Castus Levy that many of the planet's youth have even been reluctant to end their enlistment after the mandatory five years. Enough of the recruits have zealously sustained their service to the extent that the world has already contacted the Adeptus Administratum about raising a regiment, even before their next tithe is due. The wheels have already been set in motion to see that this happens quickly, ostensibly to help with the effort in the Spinward Front.

The only major danger is that this has been disruptive to many of the hives' integral processes and systems. The increased workload has begun to decrease the time that most citizens have available for worship. The sheer number of the planet's youth preparing to join the Imperial Guard could even decrease the overcrowding in some of the hives. It is too early for any certainty, but by the time the war for control of the Spinward Front concludes, Solace could be a world dramatically transformed.

RESOURCES AT HAND

With the flow of new materials to the world, Solace's storage facilities are bursting with resources. With their enthusiasm for the war effort, many of the planet's inhabitants have put themselves to the metaphoric plough such as to astound the functionaries of the Administratum. As a consequence, raw materials and manufactured goods have been produced even faster than they could be transported to the Spinward Front. With every day, additional spaces not intended for storage have had to be used to house the surplus. At their current pace, some of the living quarters in the hive cities might have to be used to hold materials destined for the soldiers in the Spinward Front.

This excess of useful materials has drawn the attention of some less pious and law-abiding parties. Criminal elements have begun to take note of these supplies and speculate on how they might be used for personal gain rather than the good of the Imperium. At least one Rogue Trader has taken advantage of this overflow to fill his holds with undocumented supplies.

As word spreads of this manufacturing and storage capacity, it is likely that elements from beyond the Imperium might take an interest. This could include both xenos and heretical threats. Just as this wealth of equipment and supplies can contribute in a meaningful way to the war that the Imperium wages, they could also be used against it. While enlistment in the Castus Levy is high, Solace's defensive plans are not designed for a world as desirable as it has suddenly become. If a well-organised attack plan were implemented, it could be vulnerable. This would place many extraordinarily useful assets at a level of tremendous risk. Currently, the Calixis Sector can ill afford a loss of this magnitude, but it also lacks the available resources to reallocate for improving the planet's defences.



THE SETUP

“Discipline and blind obedience are the only ways to serve the Emperor. Your sole duty is to follow the orders you are given.”

—Lord Commissar Salieri

As the adventure opens, the Player Characters have little reason to suspect any significant danger (the players themselves, of course, will likely be on their guard for this very reason). Their current deployment is a chore, but it is not a terribly onerous one by the standards of the 41st Millennium. Sent to the loyal world of Solace on the edge of the Calixis Sector, the troopers are here to aid in training replacement forces for their regiment. While live-fire exercises and the irritation of dealing with new recruits cause some friction, Solace is still far more pleasant than any of the regiment’s past deployments in the Calixis Sector.

Prior to their arrival, the Player Characters’ company suffered greater than seventy percent casualties in the Spinward Front. The survivors were reassigned to Solace. The healthy soldiers assigned to assist in the integration of the Solace 19th number less than a full platoon. With an unusually high mixture of officers and support personnel, the grouping is hardly what could constitute a typical set of Guardsmen. The chain of command has been disrupted, and squad mates are unlikely to know each other as would normally be expected of a group that had served together in an active front. However, they do have a shared history and a general sense of shared camaraderie. The Cadian 99th has won the right to be proud, for the blood it heroically spilled on the worlds of the Spinward Front and on battlefields older still.

Game Masters should briefly describe the current situation, and then let the players describe how their characters have responded to it. While discipline is clearly lax compared to the battlefield, Solace is not a world prone to large festivities and celebrations, either. The majority of life seems devoted either toward the rites and rituals of the Ecclesiarchy or the military. As a consequence, the amount of trouble they can stir up while on a training assignment is more limited than it might be on other worlds. After the players have a few moments to briefly set the tone for their characters, the Game Master should read or paraphrase the following:

Last night was a rough one, full of one of the biggest religious celebrations you can recall since reaching Solace. It was apparently the feast of some patron saint, whose name you can hardly remember. Of course, that’s not the only thing you can’t remember for sure after last night. The one thing you do know is that reveille didn’t come any later this morning. Now, you’re feeling miserable as you put a squad of new recruits through a standard live-fire exercise. Your squad is being sent up against a number of recruits to show them the ropes of a gunfight. Colonel Arkat told you to feel free to lightly wound them, but that it would be best not to kill any recruits if it can be avoided. In spite of that, you’ve been cleared for full auto, and the lasguns you’ve been given for the exercise are fully charged. Explosives and heavier weapons have been restricted from this exercise, barring the discretion of the overseeing lieutenant.

The new recruits—members of the newly-raised Solace 19th—are currently running through an obstacle course, attempting to take a fortified position held by the Player Characters. The course is located within a large training area located within the Solace Hive. It incorporates multiple twists and turns, artificial changes in elevation, countless barriers to climb, and a vast quantity of mud brought in specifically to challenge the recruits. The recruits are dressed in their full combat gear, which includes everything in their standard kit except for their main weapons and enter the room from the other side, 50 metres from the PCs.

The Player Characters are working together as a single squad, assembled from the Imperial Guardsmen assigned to the world. Their current position is in a sandbag bunker located off to the side of the course, in one corner of the room. It is placed atop a slight rise, which provides them with a broad view of the course. However, because of the placement of obstacles and the twists and turns built into the course, the bunker does not always offer a clear line of sight on the soldiers progressing through the course.

The recruits are under orders to try to complete the course in the shortest time possible, taking the fortified position from the PCs. Though they are hardly expected to succeed, any squads of recruits that fail to meet the minimum requirements are fated for the worst assignments for the remainder of their training, including extra rounds of physical training. In contrast, the most successful units are more likely to be incorporated into more valuable squads. This has left all of the groups of Solace natives highly motivated to complete the course quickly.

On the other side of the fence, there is an unofficial betting pool between the different Cadian squads for which unit can tag the most recruits. Each trainee tagged by a lasgun shot is worth one point. However, any that suffer serious harm—or worse yet, death—count as five points subtracted from the total. Depending on the PCs’ performance, they can potentially win access to better supplies—not that such things seem terribly important on such a placid assignment.

For this exercise, each PC and each trainee is equipped with a Hesh-pattern “Staccato” light lascarbine (Basic; 40m; S/3/6; 1d10+1 E; Pen 0; Clip 25; Rld Full; Primitive [6], Reliable) and one photon flash grenade (see page 183 of the **Only War** Core Rulebook). Their other weaponry is in an unlocked storage locker several metres away, but has been restricted from use in the exercise. The PCs are seated in a sandbag fortification that provides 2 APs of cover. Though the “Staccato” lascarbine’s limited power output makes it less likely to inflict harm upon a target, the GM is encouraged to avoid maiming any PCs too badly during this stage.

Any hit, regardless of whether or not it inflicts Damage, counts as a “tag” for the purposes of the exercise, and any “tagged” character is instructed to lie low until the shooting stops (upon risk of being shot again, naturally).

The trainees (who use the profile for an Imperial Guardsman on page 372 of the **ONLY WAR** Core Rulebook) come in waves of ten, entering the room 50 metres from the PCs’ position and attempting to make their way through the intervening cover to reach the bunker. The first wave uses the Run Action to approach the PCs at full tilt, only firing once they get within 10 metres. The second is

more hesitant, advancing and then clinging to a patch of cover 15 metres from the PCs (which provides 3 APs of cover) and firing. The third lays down covering fire and attempts to use its photon flash grenades to blind the PCs, and then it closes the gap as quickly as possible while they are Blinded. Any “tagged” PC can return between waves, hopefully to salve his wounded pride at being shot by a rookie by avenging himself upon the next wave. A GM who requires more waves to fill the allotted time is encouraged to be creative, giving the trainees new tactics suitable for such an exercise.

If the PCs manage to drop more than 15 recruits before the transition to the next scene, each PC wins a spare clip for his main weapon for the mission. If they manage to down 30 or more, each PC wins an additional frag grenade and a half-full (or half-empty) pack of lho-sticks or a small bottle of amasec.

Game Masters should allow this scene to play out for around thirty to forty-five minutes, depending upon how long it took to review characters. This encounter is an opportunity for the players to get into character and get a feel for each Player Character’s areas of competency, as well as to get to know the other PCs in the group. Once everyone seems to have gotten a sufficient feel for the group composition and their skills, proceed to **The Incident**.

THE INCIDENT

“Do not view this challenge as a crisis. Consider it an opportunity to demonstrate your faith in the Emperor!”

—Lord Commissar Salieri

This scene should begin with an extremely sharp transition from the prior scene. In fact, it may even be appropriate to make it part way through a combat round, perhaps even by stopping midsentence in a description. The transition is intended to be extraordinarily abrupt, taking the players by surprise in much the same way that it shocks the Player Characters.

Signal the transition with an abrupt and sharp noise. This could come from dropping a stack of books on the table (make sure it’s stable first) or other appropriate punctuation. Shaking the table or even just making an ominous, unexpected rumbling noise could also work. The goal is to turn every head toward the Game Master. Immediately launch into the following text, reading or paraphrasing as appropriate:

You hear and simultaneously feel a cataclysmic bang that seems to stretch on for hours. The floor shakes like a crashing lander, as walls buckle and ceiling tiles avalanche from above. A rent in the floor opens, and you smell the faint odour of Solace’s noxious atmosphere wafting into the room. The lights flicker, and conduits and cables that should be hidden by bulkheads are suddenly visible. Sparks and fluids shower everywhere. When the floor finally stops shaking—or at least seems to slow—it seems uneven, as though the entire level is tilted to the side. Emergency lights have kicked on, granting a surreal contrast of light and shadow as cables and pipes begin to sway in what had been a secure environment until moments earlier. Emergency klaxons blare intermittently as they gain and lose power.



Have each of the Player Characters make a **Difficult (–10) Strength or Agility Test**. If he succeeds, the character manages to avoid all of the falling debris and keep his feet without issue. A character who fails loses balance and is hurled to the ground, suffering 1 Wound (ignoring Armour and Toughness bonus). Any character who suffers four or more Degrees of Failure on the Test also suffers some form of narrative complication. These are subject to Game Master discretion, but could involve having portions of their wargear lost or damaged, suffering 1 Level of Fatigue, misplacing their much-needed lho-sticks in the confusion, or suffering some other unpleasant but not debilitating setback. Miraculously, the PCs’ other weaponry in the storage locker survives, and they can retrieve it without a Test.

No matter how poorly the Player Characters fare, the recruits suffer an uglier fate. Where the PCs were positioned in a relatively stable place, the recruits were running all out. When the flooring tilted and shifted, many of them took serious tumbles. Further, much of the obstacle course completely collapsed. Obstacles that were poorly secured have been hurled about the large room. Mud and water traps have made the floor dangerously slippery. Razor wire is now dangling in far more treacherous and unexpected places. Between the poor lighting, tilted flooring, and the treacherous conditions, simply moving around is a challenge. Unless the Guardsmen are equipped to deal with low-light conditions, keep those in mind when assigning Test difficulties for the remainder of the scene.



SALVAGING SOLACE

WHAT JUST HAPPENED?!

Hive Solace was just struck by an Imperial cruiser that crashed into the planet. The impact inflicts catastrophic (and likely irreparable) damage to the hive. Much of the facility was obliterated in the impact as the massive kinetic energy even overpowered the hive's emergency void shields. The hive is thrown into disarray as power, communications, and basic life support are all shut down. It could take the sages of the Adeptus Mechanicus years if not decades to even assess the scope of the damage to hive, to say nothing of the time that would be required to begin meaningful restoration. Of course, whether or not anyone survives to reclaim and repair Hive Solace will depend a great deal on the events of next few hours and the heroism of a few brave, hopelessly outmatched individuals...

The remainder of this scene presents an opportunity for the characters to try and organise themselves and the new recruits in the midst of a scene of utter pandemonium. There are people seriously injured. The hive is largely without power and other basic functions. Therefore, the PCs must take charge of the situation around them, as they are the most experienced soldiers in the vicinity.

The Guardsmen have basic survival gear and the vox, which represents the only communications system that is not dependent upon the hive's interior systems. This puts them several steps up on the panicked hive residents and the native defenders.

Give the Player Characters a few moments to take the initiative on this situation. There are clearly other wounded members of their regiment as well as many wounded recruits. Set the scene and give the Guardsmen a chance to act upon it. If they demonstrate a clear recognition of their duty and responsibility, they may begin to aid the helpless. Alternatively, they might begin to try and search out the cause of the problem. If they start to try and help the wounded, give this a bit to play out. This is a great opportunity for the Player Characters to roleplay a vignette that gives them the opportunity for compassion. Depending upon the Game Master's judgement, this could also involve dispatching the Emperor's Mercy to some of the more seriously injured.

If the Player Characters show little initiative or are more focused on their own survival than helping others, then just permit this scene to play out briefly. If they are more concerned with the desperate conditions of others, give this up to twenty minutes, accompanying it with descriptions of the badly wounded and the disastrous conditions. When the characters seem ready to proceed or the available time has passed, proceed to **Security** (see page 12).

SECURITY

"Perimeter patrol might be boring, but if you've got any sense at all, you pray to the Emperor that it stays that way."

—Trooper Akto Vern

After beginning to rally their company and some of the recruits back into a functional unit, this encounter challenges the Guardsmen to actually exploit their training. The planetary commanders as well as their own officers begin working with the unit to try to exploit its abilities, given the current disaster. At the same time, a swarm of heretics and mutants emerge from the depths of the hive. Their goal is to exploit this disaster for their own purposes. The Player Characters are not the primary targets of this group, but they can ill afford to ignore one another. Some of their already thinly stretched resources must be used to divert catastrophe. As this scene begins, Game Masters should read aloud or paraphrase the following:

After what seems like hours of desperation and static, the vox suddenly springs to life. Colonel Arkat's crisp, unyielding voice cuts through the static: "As you have no doubt noticed, we have entered a crisis situation. Intelligence reports say that a large object fell from orbit and struck the hive, inflicting considerable damage upon its structure. A riot has begun within the hive, but local authorities say that it is surely nothing but panicking scum from the underhive. I am not willing to assume as much. We may well be the only functioning military force on this planet, and the Emperor has called us to defend this world as we have countless others. Your orders are to quickly establish a secure perimeter and maintain security within the city. Notify your unit leaders if you encounter anything out of the ordinary. Be vigilant, and let the Emperor guide your way. We shall show Solace how Cadia faces the enemies of humanity."

A **Routine (+20) Scrutiny Test** reveals that the colonel likely believes the situation much worse than he stated explicitly but also that he genuinely does not know anything else of value at this time. Veterans of the regiment who succeed on this Test might remember a similar steel in his voice during an Ork strike upon a voidship on which the Cadian 99th was travelling and his steady demeanour throughout the brutal boarding action that ensued.

Initially establishing a perimeter is as complicated as the Game Master wishes to make it. The hive is now functionally broken. Nothing is stable. Basic systems—including power, ventilation, and plumbing—are thoroughly disrupted. If time seems like a major constraint, it can be faster to handle much of this narratively, calling for the PCs to make choices and single Tests rather than taking any prolonged actions. For instance, the Game Master might have one PC undertake a **Ordinary (+10) Perception Test** to find a suitable choke point and then have another make a **Routine (+20) Tech-Use Test** to set up a working barricade. Simple description can enable the Guardsmen to quickly restore some degree of

discipline and establish order among the hive's inhabitants—at least those who are nearby. Alternatively, sifting through the rubble, issuing orders to the green recruits, and calming the panicked residents is a terrific opportunity for good roleplaying. If the PCs have an Operator amidst their number, the GM might wish to offer the squad the opportunity to salvage the one functional Chimera APC trapped in the rubble near them. Freeing it requires a **Challenging (+0) Tech-Use Test** or another appropriate Test. Though there is little room to manoeuvre, having the APC can prove a great boon once the assault begins.

Game Masters should use their discretion based upon the available time and the mood of the table. When the Squad has established a perimeter, read aloud or paraphrase the following:

The ruins of the hive are in a state of utter bedlam. Your company, working with the recruits, has established some degree of order for this floor of the hive, but it is going to be challenging to extend that level of stability. Walls and floors are buckled, while many citizens are grievously injured. Morale for the city's natives is clearly plummeting, and discontent combined with panic ever leads to violence. At that moment you hear the sound of lasgun shots fired, and the vox springs to life. You recognise the voice of one of your company's vox operators: "We have mutants in the hive. Repeat, mutants are in the hive. All troopers engage and eliminate them in the Emperor's name!"

Within moments, a swarm of twelve Chaos mutants led by a single hulking Chaos mutant (see page 353 of the **ONLY WAR** Core Rulebook) emerges onto the floor from an access passageway. If the Player Characters recovered the Chimera, an additional group of eight Chaos mutants and two hulking Chaos mutants move to engage the vehicle. Game Masters may use their discretion when determining initial range and placement. However, they should keep the badly damaged nature of the hive in mind when setting up the combat. The twisting passages, poor lighting, and collapsed walls mean that there are no lines of sight beyond fifteen metres. This is a brutal fight that happens very close. Characters might have to resort to using melee weapons if they cannot act to very swiftly eliminate their opponents.

The swarm facing the characters is not the sole opposition. In fact, other members of their company as well as some of the recruits face similar threats. However, this is not a battle that can be easily scaled up. There is, essentially, no front. Rather, there are a series of isolated incidents as the mutants attempting to climb to the higher levels of the hive pass through the region that the Guardsmen occupy. At their discretion, if the initial conflict is painless, the Player Characters can either fight additional foes as they move to assist their allies or they can encounter further waves of mutants. In all, there are thousands of these Chaos-tainted creatures attempting to reach a higher level of the hive. In spite of this, they do not yet represent the greatest threat that the Guardsmen will face. After at least the first wave has been dispatched, proceed to **Assault!** (see page 13).

ASSAULT!

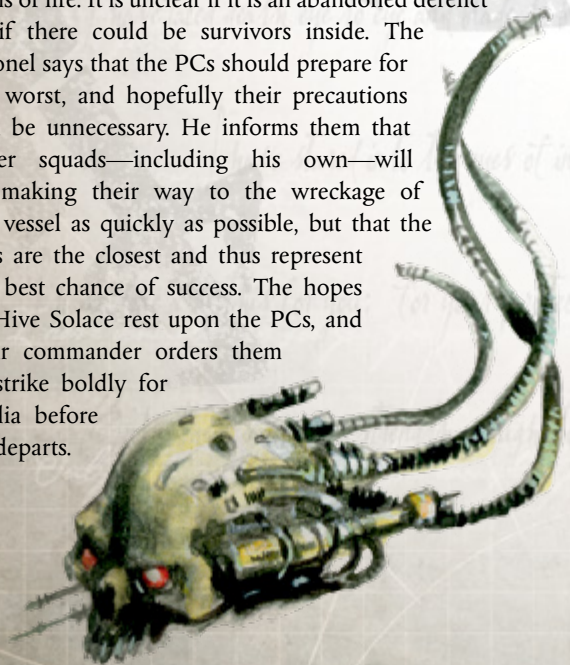
“Get in there and crush them! I don’t care if you fear these abominations—you should fear me far more!”

—Commissar Connya Rhaegg

The Guardsmen have already encountered a disastrous situation, but things are about to become significantly worse. Their residence has been shattered and they have fallen under assault. Their next command requires them to perform actions that are of inhuman difficulty. If Hive Solace is to have any slim hope of survival, their company—without any outside support—must strike deep into enemy territory and repair a complex piece of technology that is in danger of meltdown. Begin this scene by reading or paraphrasing the following aloud:

You can still hear the awkward gait and the inhuman moaning of the mutants echoing through the walls when the vox springs to life once more. The voice of Colonel Arkat once again cuts across the vox. “Squad Epsilon, D Platoon. Are you still alive? Report.”

After the Player Characters explain their circumstances to Colonel Arkat, he heaves an enduring sigh and explains their task to them. The Imperial craft that struck Hive Solace had active (if nonresponsive) engines—engines that are now in the process of meltdown. Agents of the Adeptus Mechanicus have concluded that those engines are preparing an unplanned rite of self-immolation. The action must be terminated. If it is not, the engines are likely to detonate in a fashion that would destroy all that remains of Hive Solace—and everything else within a several hundred-kilometre radius. All surviving members of the Cadian 99th are tasked with moving out immediately to find the nearest entrance to the massive vessel, find its engine room, and perform the rites of unplanned cessation. Planetary authorities have had no communication, with the vessel nor have they completed a successful scan for signs of life. It is unclear if it is an abandoned derelict or if there could be survivors inside. The colonel says that the PCs should prepare for the worst, and hopefully their precautions will be unnecessary. He informs them that other squads—including his own—will be making their way to the wreckage of the vessel as quickly as possible, but that the PCs are the closest and thus represent the best chance of success. The hopes of Hive Solace rest upon the PCs, and their commander orders them to strike boldly for Cadia before he departs.



Resources must be reallocated, as it is clearly necessary to also begin the evacuation of the hive as well. Surviving hive bureaucrats hope that many of the city’s inhabitants—starting with the officials—can safely evacuate from the blast radius before the situation completely deteriorates. In order for this to be possible, resources must immediately be allocated to maintaining discipline and security during the evacuation. As the Guardsmen have done such an effective job at coordinating the recruits, the hive government council believes that those recruits should now be capable of working on their own. They are temporarily recalling that unit so that they can coordinate the evacuation.

Note that the Player Characters might take umbrage at losing the largest portion of their force. The former members of the Castus Levy significantly outnumber the Cadians. Without them, they have less than thirty soldiers moving into a presumably hostile vessel. The Player Characters can try to make an **Arduous (–40) Charm Test** to try persuading the authorities to leave a portion of the recruits to assist them. For each Degree of Success, they receive a ten-trooper squad of recruits (who still use the profile for Imperial Guardsman on pages 371–372 of the **ONLY WAR** Core Rulebook, with the listed equipment).

INTO THE CRAFT

The journey to the vast ship is not an easy one. If the Player Characters have retrieved their Squad’s Chimera transport in the wreckage, they can use it to plow their way through the shattered thoroughfares. The driver must make three **Hard (–20) Operate (Surface) Tests** along the way; if he fails any of these, the vehicle become stuck for several tense moments, and if he fails by five or more Degrees of Failure, it becomes completely wedged or reaches a tunnel too narrow for it and the PCs must abandon it unless they can wrest it free or find another way around. Otherwise, they must make the journey on foot; each character must make a **Challenging (+0) Toughness Test** or suffer 1 Level of Fatigue from the hard march. The Game Master should describe the collapsed walls, utter darkness, and dangling cables and pipes. The sounds of people—some in pain, some in panic, and some in prayer—are everywhere. During the journey, the smell of external air becomes ever more prominent as the PCs pass through the hive to the side that was struck by the craft.

Entering the broken Imperial cruiser is surprisingly easy. Its outer hull was shattered in the collision that devastated Hive Solace. One important caveat is that the kilometre-long vessel is wedged at an angle relative to the Hive. The portions of it that survived the impact are not level. Fortunately, the vessel’s artificial gravity mechanisms are functioning well enough to counter this problem for everyone inside of the ruined ship. The craft—interior signs indicate it was the *Ardent Crown*—looks decrepit and neglected. First impressions suggest that it has been centuries since anyone travelled these corridors. Its layout seems fairly unremarkable for such a vessel. All of the characters have a sufficiently solid idea of how to reach the engine room, based upon their previous journeys aboard such craft. Unfortunately, their Chimera cannot pass into the corridors (if they have brought it along), and they must leave it behind once they enter the *Ardent Crown*.

The requisite bad news is that the vessel is not abandoned. In fact, it is inhabited by a significant number of Tyranids. Give the Player Characters a few minutes to devise a plan for entering and exploring the vessel. Once they have entered it, play up the lack of functioning power, the stale and musty smell to the air, and the general state of corrosion and neglect.

After a few minutes of passing through corridors, the unit moves into a larger, more open area. This was once one of the craft's countless massive cargo holds. It is littered with the remains of thousands of storage containers, many stacked several metres high, though there are vast open areas without cover as well. After they enter, have all of the characters make a **Challenging (+0) Opposed Awareness Test**. Remember to apply penalties for the limited lighting conditions as appropriate. If they succeed, the PCs detect a lurking swarm of twenty Termagants led by a Tyranid Warrior (see pages 17–18), who move in to assault the Guardsmen. They have been hiding among the storage containers, listening for the humans to come closer.

If the Guardsmen survive that conflict, their journey through the vessel runs into another snag before reaching the engine room. A swarm of five Genestealers (see page 17) detects the Guardsmen travelling through the corridors. They also attempt to use stealth, dim lighting, and their ability to travel along the ceiling and in ventilation shafts to surprise the Guardsmen. If the Guardsmen dispatch them too easily, another group of five Genestealers attacks them in the aftermath of the first encounter.

Finally, any survivors who reach the engine room can attempt the ritual to shut down the plasma engines. This is a complicated process that requires some familiarity with the massive systems. Performing the shutdown requires success on a **Hard (–20) Extended Tech-Use Test**. The Player Characters must accrue a total of six Degrees of Success, and each Test takes five minutes to complete. If the characters suffer twelve Degrees of Failure prior to reaching the goal, the engines instead detonate dramatically, destroying the vessel and the hive. Every fifteen minutes that the characters struggle with the engines, a swarm of five Genestealers or a lone Tyranid Warrior (see page 17) arrives to try to consume the squad.

Additionally, for every five minutes the Player Characters remain within the chamber, each one must make a **Routine (+20) Toughness Test** with a cumulative –10 penalty. Each character who fails this Test suffers 1 Corruption Point and 1 Level of Fatigue from the searing radiation within the chamber. If a character lapses into unconsciousness from this effect, he must make a **Very Hard (–30) Toughness Test** or perish from the deleterious effects of the radiation.

The Player Characters might well perish in their heroic assault on the reactor; if they manage to shut it down but perish, they die knowing that Solace shall live on another desperate day, even if they themselves do not. Should the Player Characters succeed and actually survive the terrible ordeal, they receive the **Rewards** as listed on page 15.



WRAP UP

“Survival is its own reward. I’ve met people who disagreed, but they’re all dead these days.”

—Gavit Sharpeye, Ratling Sniper

The adventure is intended to conclude after the characters shut down the plasma engines (or die trying). If they somehow manage to shut down the engines successfully and there is time remaining, Game Masters might choose to play through their escape from the shattered cruiser. This is entirely at their discretion, and could involve evacuating through a life pod, sliding out a torpedo tube, finding a working airlock, or even fighting back to Hive Solace and possibly using the Chimera (if they retrieved it) to escape. In any case, it is certain to involve more encounters with Tyranids.

When all is concluded, proceed to **Rewards** for any surviving characters.

REWARDS

Characters who successfully complete this scenario earn Experience and bonuses to their Logistics Rating for their service. In addition to the rewards included here, Game Masters can certainly choose to grant additional awards for excellent roleplaying as indicated on page 293 of the **ONLY WAR** Core Rulebook.

EXPERIENCE REWARDS

Characters receive Experience Points for successfully navigating the challenges of this adventure. Consider how the soldiers overcame or avoided each of the following challenges, and award experience as appropriate.

- **Survived the adventure:** 250 xp
- **Did not kill any of the recruits in training:** 20 xp
- **Successfully established a perimeter:** 25 xp
- **Rallied the recruits in the wake of the crash:** 25 xp
- **Defeated the Chaos mutants:** 50 xp
- **Reached the plasma engines:** 100 xp
- **Successfully shut down the plasma engines:** 50 xp

LOGISTICS AWARDS AND MEDALS

Characters can receive the following awards for completing this mission and saving Solace:

- Characters who successfully shut down the plasma engines receive a +5 bonus to their Logistics Rating.
- Characters who remained calm throughout the crisis receive a +2 bonus to their Logistics Rating.
- Any character who participates in a successfully executed mission is awarded with a Star of Solace, either in person or posthumously. This medal grants its bearer a +10 bonus to Fellowship Tests made with members of other regiments active in the Calixis Sector and especially the Spinward Front, who are duly impressed by legends of their noble service and tenacity on Solace.
- Any character who inflicts a killing blow upon a Tyranid Warrior is awarded the Medallion of St. Drusus’ Felling Hand (either in person or posthumously). This medal grants the character’s Melee Attacks, Ranged Attacks, and Psychic Powers the Felling (2) Quality against targets with a Size Trait of 6 or higher.

SPECIAL REWARDS

If the PCs manage to save Solace, they are honoured by Colonel Arkat with an heirloom item from the regiment’s history. Each PC who survives may choose one of the following as a permanent piece of personal wargear:

- **Grimtoof’s Bane:** When the 43rd Company of the Cadian 99th was wiped out while protecting an Adeptus Mechanicus research station on Hervara from a subterranean Ork assault, the grateful Tech-Priests sought to repay their saviours. The Magi recovered twelve chainswords, all spattered in gouts of dark Ork blood, and reforged them, creating elaborate scenes of valour against the alien menace in shining filigree across the blades and replacing the snapped and shattered teeth with a mysterious metal wrought through their techno-arcane arts. Now, these heirlooms are carried by the 99th’s most esteemed heroes.
- **Traitor’s Penance:** On the grave world of Cyrda, the Cadian 99th clashed against the forces of the Severan Dominate only to be ambushed by Dark Eldar. Though the 99th was forced to retreat in the face of grisly losses, a squad from the 5th Company managed to assassinate a Ducal Legate during their exit. Though the members of the squad hotly debated whose shot killed the emissary of Duke Severus, all of their lasguns and pistols were consecrated by the regiment’s Enginseers. Today, several of these rifles are still held by their original wielders, while others have been gifted to regimental heroes, etched with the names of all the past warriors who wielded them.



TABLE 1-1: SPECIAL AWARD WEAPONS

Melee Weapons										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Grimtoof’s Bane	Melee	—	—	1d10+4 R	0	—	—	Tearing, Felling (4)	4kg	Near Unique
Las Weapons										
Name	Class	Range	RoF	Dam	Pen	Clip	Rld	Special	Wt.	Availability
Traitor’s Penance	Basic	120m	S/—/3	1d10+3 E	0	20	Half	Accurate, Proven (6)		Near Unique

SALVAGING SOLACE

NPC ENEMIES

"When you're on a voidship, watch the ceilings. Always watch the ceilings. They'll come from the ceilings. Keep your eyes on the floors, too. The walls aren't safe, either."

—Private Mercito Grant

The following characters play a significant role in this scenario, but are not present in the **ONLY WAR** Core Rulebook. Note that Tyranids are extremely deadly when pitted against the soldiers of the Imperial Guard, and the Game Master should use his best judgement when deploying them against his Player Characters.

TERMAGANT

Termagants are small Tyranid organisms that act as rank-and-file troops. Though they are far less dangerous than the massive Tyranid Warriors that lord over them, a single Termagant is still extremely dangerous to an Imperial Guard trooper—and Termagants almost never travel alone...

Termagant (Troop)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
30	33	32	30	40	10	40	30	—	

Movement: 4/8/12/16

Wounds: 9

Armour: Chitinous Carapace (All 3)

Total TB: 6

Skills: Athletics (S) +10, Awareness (Per), Dodge (Ag), Stealth (Ag).

Traits: Dark Sight, Improved Natural Weapons (Teeth and Claws), Instinctive Behaviour (Lurk), Natural Armour (3), Size (4), Tyranid.

Weapons: Fleshborer (Basic; 20m; S/—/—, 1d10 +5 R; Pen 3; Clip —, Reload —; Living Ammunition, Tearing), teeth and claws (Melee; 1d10 +3 R; Pen 3).



NEW TRAITS AND WEAPON QUALITIES

Many Tyranid creatures use the following Traits and weapon Qualities in their profiles:

INSTINCTIVE BEHAVIOUR (NEW TRAIT)

A Tyranid creature with this Trait is reduced to acting according to its instincts if separated from the controlling presence of the Hive Mind. In effect, this means that for any encounter in which creatures with this Trait are not accompanied by a Tyranid creature with the Synapse Creature Trait within 20 metres, they cannot think tactically and behave according to their instincts. The creature's instinctive behaviour is noted in parentheses and has the following effects:

Lurk: The creature's instincts are to find shelter from attack, to hide and survive. It will try to flee and find shelter in whatever way the situation allows. In a starship, for example, it might scuttle into the ducting system. When confronted, the creature's aim is to try to escape, and only attacks if left no avenue for escape or in order to survive.

SHADOW IN THE WARP (NEW TRAIT)

The Tyranid creature floods the Warp around it with the all-enveloping cloud of interference that is the signature of the Hive Mind. Each non-Tyranid psyker within a range equal to the creature's Willpower in metres suffer a –20 penalty to his Tests to use Psychic Powers.

SYNAPSE CREATURE (NEW TRAIT)

A Tyranid creature with this Trait is a node from which the controlling and unifying presence of the Hive Mind guides the actions of other Tyranids. The presence of a synapse creature in an encounter grants the Fearless Talent to all other Tyranid creatures within 20 metres and allows them to ignore their Instinctive Behaviour Trait when in range.

TYRANID (NEW TRAIT)

The creature is a species of Tyranid, the all-consuming alien race ruled by the will of the Hive Mind that links and controls all Tyranids. Tyranids are immune to all of the effects of the following: Pinning, mind-affecting Psychic Powers, Warp-based powers that affect the mind, cold, heat, diseases, and poisons, including the effects of weapons with the Toxic Quality.

LIVING AMMUNITION (NEW WEAPON QUALITY)

The ranged weapons of the Tyranids use ammunition that is grown, gestated, or excreted by the creature or weapon. Weapons with this Quality have no Clip value (it is considered to be infinite), do not need to be Reloaded, and never Jam.

GENESTEALER

Terrifying vanguard organisms with claws that can shear through the most resilient armour and predatory instincts that surpass all but the most vicious of creatures, Genestealers are dreadful enemies to encounter anywhere. However, they are especially pernicious aboard lost vessels and space hulks, where the close quarters allow them to easily ambush their foes, using their four muscular arms and needle fangs to rip their prey into a splatter of gore before vanishing back into the shadows.

Genestealer (Elite)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
65	--	45	40	40	35	60	45	--	

Movement: 8/16/24/48
Armour: Reinforced Chitin (All 4)
Skills: Athletics (S) +10, Awareness (Per) +10, Dodge (Ag) +10, Stealth (Ag) +0.

Talents: Ambidextrous, Fearless, Furious Assault, Hard Target, Leap Up, Lightning Attack, Lightning Reflexes, Step Aside, Swift Attack.

Traits: Brood Telepathy†, Dark Sight, Fear (2), Improved Natural Weapons (Rending Claws), Multiple Arms, Natural Armour (4), Size (5), Tyranid, Unnatural Agility (4), Unnatural Strength (4), Unnatural Toughness (4).

Weapons: Rending claws (Melee; 1d10+12 R; Pen 5, Razor Sharp).

†**Brood Telepathy:** Genestealers have a constant telepathic link with each other which can function clearly and without restriction (such as from intervening objects or other forms of shielding) up to one kilometre. This allows them to communicate with each other and pass information to nearby Genestealers quickly and quietly.

TYRANID WARRIOR

Tyranid Warriors are not the largest of Tyranid fighting organisms, but to an Imperial Guardsman, a single Tyranid Warrior would seem an implacable giant. Its massive, chitin-crested head carries cruel jaws capable of ripping off limbs, and its scything talons and deathspitter make it incredibly lethal at any range. To face one of these creatures and live, an Imperial Guard trooper would need not just courage, skill, and tenacity, but also more than his fair share of luck, and bringing one down would be an impressive task for any squad, to say nothing of an individual attempting to slay one of these creatures.

USING TYRANID WARRIORS

When using Tyranid Warriors in this and other ONLY WAR adventures, GMs should be aware that few personal weapons Guardsmen carry can hope to fell such creatures. Imperial Guard troopers faced with such a horror would do well to think laterally about how to defeat it, using their wits, their coordination as a unit, and the environment to topple a goliath that brute force alone might find insurmountable.

Tyranid Warrior (Master)									
WS	BS	S	T	Ag	Int	Per	WP	Fel	
55	30	60	50	44	20	35	50	--	

Movement: 6/12/18/36
Armour: Reinforced Chitin (All 8)
Skills: Athletics (S) +10, Awareness (Per).

Talents: Fearless, Swift Attack.

Traits: Dark Sight, Fear (3), Improved Natural Weapons (Scything Talons), Multiple Arms, Natural Armour (8), Shadow in the Warp, Size (6), Synapse Creature, Tyranid, Unnatural Strength (5), Unnatural Toughness (5).

Weapons: Scything talons (Melee; 1d10+14 R; Pen 3), deathspitter (Basic; 40m, S/3/-; 1d10+6 E; Pen 4; Clip ---; Reload ---; Living Ammunition, Tearing).



CHARACTERISTICS

WEAPON SKILL (WS) BALLISTIC SKILL (BS) STRENGTH (S) TOUGHNESS (T) AGILITY (AG) INTELLIGENCE (INT) PERCEPTION (PER) WILLPOWER (WP) FELLOWSHIP (FEL)

33 47 31 41 33 27 19 43 45

WEAPON

NAME	Good Craftsmanship Power Fist						
CLASS	Melee	DAMAGE	2d10+6	TYPE	Energy	PEN	9
RANGE	—	ROF	—	CLIP	—	RLD	—
SPECIAL RULES	Power Field (see p. 172), Unwieldy (see p. 173), Good (+5 to WS Tests)						

WEAPON

NAME	Good Craftsmanship Bolt Pistol						
CLASS	Pistol	DAMAGE	1d10+5	TYPE	Explosive	PEN	4
RANGE	30m	ROF	S/2/—	CLIP	8	RLD	Full
SPECIAL RULES	Reliable (see p. 172), Tearing (see p. 173)						

WEAPON

NAME	Good Craftsmanship M36 Lasgun						
CLASS	Basic	DAMAGE	1d10+3	TYPE	Energy	PEN	0
RANGE	100m	ROF	S/3/—	CLIP	60	RLD	Full
SPECIAL RULES	Reliable (see p. 172), Lasgun Variable Setting (see p. 175)						

WEAPON

NAME							
CLASS		DAMAGE		TYPE		PEN	
RANGE		ROF		CLIP		RLD	
SPECIAL RULES							

PSYCHIC POWERS

Psy Rating: []

COMRADE

NAME _____ STATUS _____
 DEMEANOUR _____
 SPECIAL ABILITIES _____

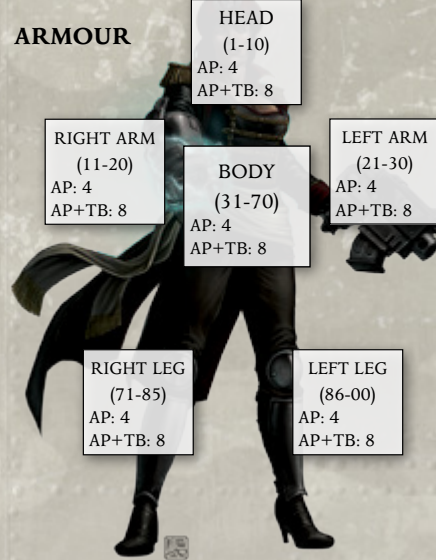
TIPS FOR PLAYING COMMISSAR JEBALUKA

Jebaluka can use the Inspire Special Use of the Command Skill to give allies a +10 bonus on Tests or the Terrify Special Use to keep them from panicking (see p. 119 for details).

Jebaluka's power fist hits very hard, especially against armoured foes, but against soft targets her bolt pistol is often a more accurate option. Keep in mind that Pistol weapons can be fired in melee combat!

In a pinch, Jebaluka's Summary Execution can be used to save another Player Character—at the cost of that character's Comrade's life (see p. 87)!

ARMOUR



HEAD
(1-10)
AP: 4
AP+TB: 8

RIGHT ARM
(11-20)
AP: 4
AP+TB: 8

BODY
(31-70)
AP: 4
AP+TB: 8

LEFT ARM
(21-30)
AP: 4
AP+TB: 8

RIGHT LEG
(71-85)
AP: 4
AP+TB: 8

LEFT LEG
(86-00)
AP: 4
AP+TB: 8

GEAR

Power fist	Commissar's uniform
Bolt pistol with 3 clips	Flak armour (see p. 195)
M36 lasgun with 4 charge packs	Micro-bead (see p. 202)
Autopistol with 2 clips (see p. 174)	Gas mask (see p. 198)
Knife (see p. 185)	Lamp pack (see p. 201)
Frag grenade (x1) (see p. 183)	Other Cadian kit items (see p. 43)
Krak grenade (x1) (see p. 183)	Chimera (1 per Squad) (see p. 217)

EXPERIENCE:

XP TO SPEND [0]
 TOTAL XP SPENT [1300]

APTITUDES

Willpower	Finesse
Agility	Leadership
Fellowship	
Perception	
Weapon Skill	
Ballistic Skill	

CHARACTERISTICS

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH (S)	TOUGHNESS (T)	AGILITY (AG)	INTELLIGENCE (INT)	PERCEPTION (PER)	WILLPOWER (WP)	FELLOWSHIP (FEL)
27	25	31	42	41	42	26	52	27

WEAPON

NAME	Best Craftsmanship Force Staff						
CLASS	Melee	DAMAGE	1d10+5	TYPE	Impact	PEN	4
RANGE	—	ROF	—	CLIP	—	RLD	—
SPECIAL RULES	Force (see p. 169), Two-handed (requires two hands to wield)						

WEAPON

NAME	Good Craftsmanship Laspistol						
CLASS	Pistol	DAMAGE	1d10+2	TYPE	Energy	PEN	0
RANGE	30m	ROF	S/2/-	CLIP	60	RLD	Half
SPECIAL RULES	Reliable (see p. 172), Lasgun Variable Setting (see p. 175)						

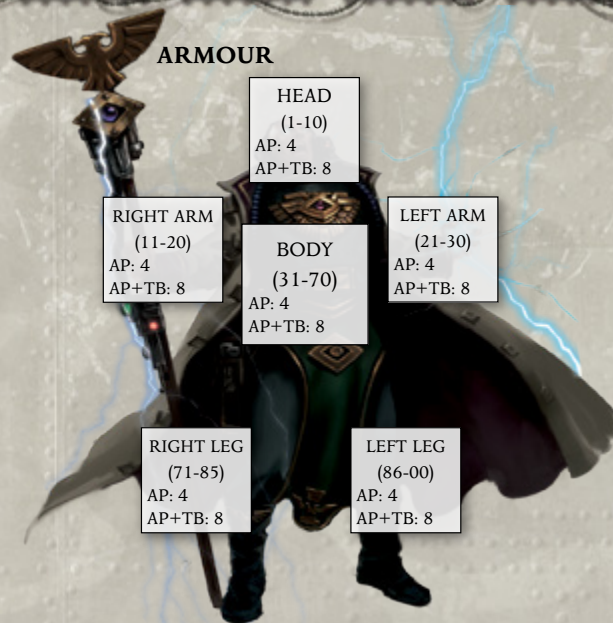
WEAPON

NAME	Good Craftsmanship M36 Lasgun						
CLASS	Basic	DAMAGE	1d10+3	TYPE	Energy	PEN	0
RANGE	100m	ROF	S/3/-	CLIP	60	RLD	Full
SPECIAL RULES	Reliable (see p. 172), Lasgun Variable Setting (see p. 175)						

WEAPON

NAME							
CLASS		DAMAGE		TYPE		PEN	
RANGE		ROF		CLIP		RLD	
SPECIAL RULES							

ARMOUR



GEAR

Force Staff	Flak armour (see p. 195)
Laspistol with 2 clips	Micro-bead (see p. 202)
M36 lasgun with 4 charge packs	Gas mask (see p. 198)
Knife (see p. 185)	Lamp pack (see p. 201)
Frag grenade (see p. 183)	Data-slate (see p. 200)
Krak grenade (see p. 183)	Other Cadian kit items (see p. 43)
Psy focus (see p. 203)	
	Chimera (1 per Squad) (see p. 217)

EXPERIENCE:

XP TO SPEND	{ 0 }
TOTAL XP SPENT	{ 1300 }

APTITUDES

Intelligence	Knowledge
Perception	Psyker
Strength	
Toughness	
Willpower	

PSYCHIC POWERS

Psy Rating: **[2]**

Spontaneous Combustion (see p. 234)

Foreboding (see p. 231)

Enfeeble (see p. 230)

Assail (see p. 234)

COMRADE

NAME Bas Argyle STATUS _____

DEMEANOUR Sensible

SPECIAL ABILITIES

Overseer (see p. 95)

TIPS FOR PLAYING ALSIT

Alsit's Psychic Powers allow the psyker to light foes aflame, predict enemy attacks, weaken nearby targets, and even hurl enemies away with blasts of mental force. See the individual Psychic Powers (listed above) for details.

Alsit can also Push Powers to inflict more harm (with dangerous side-effects) or use them Fettered to maintain control (see p. 224). The Favoured by the Warp Talent (see p. 144) also reduces the risk of Psychic Phenomena.

Alsit is not terribly skilled at melee combat, but Alsit's force staff's Force Quality (see p. 169) can inflict tremendous Damage—if the blow hits.

CHARACTER NAME Corporal Sigret Ashlen

PLAYER NAME _____

REGIMENT Cadian 99th Mechanised Infantry

SPECIALITY Weapon Specialist

DEMEANOUR Smooth

DESCRIPTION Sigret Ashlen is a true Cadian—a born soldier and

an apt student of war from a renowned lineage. Ashlen's abiding confidence and ambition are considerable, but they have never yet surpassed the corporal's skill.

CHARACTERISTICS

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH (S)	TOUGHNESS (T)	AGILITY (AG)	INTELLIGENCE (INT)	PERCEPTION (PER)	WILLPOWER (WP)	FELLOWSHIP (FEL)
38	49	36	30	34	36	33	32	29

SKILLS

	Trained	+10	+20	+30
Acrobatics (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (S)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commerce (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore [†] (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Imperial Guard	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Imperium	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
War	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forbidden Lore [†] (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquiry (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interrogation (WP)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linguistics [†] (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Low Gothic	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TOTAL { 12 }

WOUNDS:

CURRENT { }

FATIGUE { }

CRITICAL DAMAGE _____

INSANITY:

POINTS { }

MENTAL DISORDERS _____

Medicae (Int)

Trained
+10 +20 +30

Navigate (Surface) (Int)

Navigate (Stellar) (Int)

Navigate (Warp) (Int)

Operate (Aeronautica) (Ag)

Operate (Surface) (Ag)

Operate (Voidship) (Ag)

Parry (WS)

Psyniscience (Per)

Scholastic Lore[†] (Int)

Scrutiny (Per)

Security (Int)

Sleight of Hand (Ag)

Stealth (Ag)

Survival (Per)

Tech-Use (Int)

Trade[†] (Int)

[†]denotes Skill Group

CORRUPTION:

POINTS { }

MALIGNANCIES _____

MUTATIONS _____

MOVEMENT:

HALF { 3 } CHARGE { 9 }

FULL { 6 } RUN { 18 }

FATE POINTS:

TOTAL { 2 } CURRENT { }

CHARACTERISTICS

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH (S)	TOUGHNESS (T)	AGILITY (AG)	INTELLIGENCE (INT)	PERCEPTION (PER)	WILLPOWER (WP)	FELLOWSHIP (FEL)
38	49	36	30	34	36	33	32	29

WEAPON

NAME	Good Craftsmanship M36 Lasgun						
CLASS	Basic	DAMAGE	1d10+3	TYPE	Energy	PEN	0
RANGE	100m	ROF	S/3/-	CLIP	60	RLD	Full
SPECIAL RULES	Reliable (see p. 172), Lasgun Variable Setting (see p. 175)						

WEAPON

NAME	Auxiliary Grenade Launcher (attached to M36 Lasgun)						
CLASS	Basic	DAMAGE	(as grenade)	TYPE	(as grenade)	PEN	(as grenade)
RANGE	45m	ROF	S/-/-	CLIP	1	RLD	Full
SPECIAL RULES	Weapon Upgrade (see p. 188)						

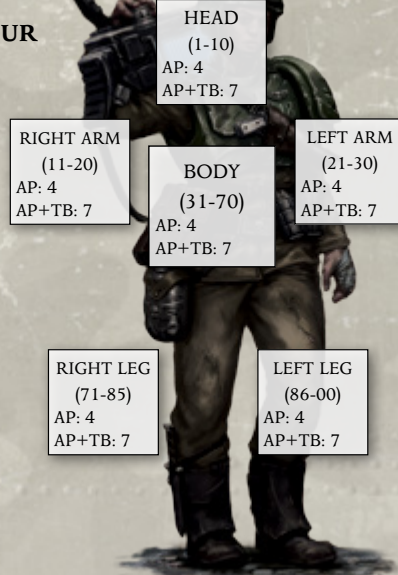
WEAPON

NAME	Common Craftsmanship Plasma Gun						
CLASS	Basic	DAMAGE	1d10+7	TYPE	Energy	PEN	6
RANGE	90m	ROF	S/2/-	CLIP	40	RLD	5 Full
SPECIAL RULES	Maximal (see p. 171), Overheats (see p. 172)						

WEAPON

NAME							
CLASS		DAMAGE		TYPE		PEN	
RANGE		ROF		CLIP		RLD	
SPECIAL RULES							

ARMOUR



GEAR

M36 lasgun with 4 charge packs	Flak armour (see p. 195)
Auxiliary grenade launcher	Micro-bead (see p. 202)
Plasma gun with 1 clip	Gas mask (see p. 198)
Autopistol with 2 clips (see p. 174)	Lamp pack (see p. 201)
Knife (see p. 185)	Other Cadian kit items (see p. 43)
Frag grenade (x5) (see p. 183)	
Krak grenade (x1) (see p. 183)	
	Chimera (1 per Squad) (see p. 217)

EXPERIENCE:

XP TO SPEND	{ 50 }
TOTAL XP SPENT	{ 1550 }

APTITUDES

Agility	Fieldcraft
Ballistic Skill	Finesse
Fellowship	
Weapon Skill	
Willpower	

PSYCHIC POWERS

Psy Rating: { _____ }

COMRADE

NAME Leif Reynolt STATUS _____
 DEMEANOUR Slow
 SPECIAL ABILITIES
Armsman (see page 85)
Hail of Fire (see page 85)

TIPS FOR PLAYING CORPORAL ASHLEN

- Ashlen can be very effective at range, picking apart targets who present themselves. If Ashlen can get into solid Cover, hunker down and use the Lasgun Barrage Talent to inflict additional hits with Semi-Auto fire.
- Ashlen's Armsman ability means that Ashlen's Comrade can hand off any weapon as a Free Action. Use it to quickly swap between the lasgun (for softer targets) and the plasma gun (for heavily armoured foes).
- Ashlen's auxiliary grenade launcher can take down large groups of foes. Just be sure not to hit squad mates with the blast!

CHARACTERISTICS

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH (S)	TOUGHNESS (T)	AGILITY (AG)	INTELLIGENCE (INT)	PERCEPTION (PER)	WILLPOWER (WP)	FELLOWSHIP (FEL)
42	35	33	31	30	41	29	35	36

WEAPON

NAME	Best Craftsmanship Heirloom Officer's Sabre					
CLASS	Melee	DAMAGE	1d10+6	TYPE	Rendering	PEN 3
RANGE	—	ROF	—	CLIP	—	RLD —
SPECIAL RULES	Balanced (<i>see p. 169</i>), Razor-Sharp (<i>see p. 173</i>), Best (+10 to WS Tests)					

WEAPON

NAME	Good Craftsmanship Laspistol					
CLASS	Pistol	DAMAGE	1d10+2	TYPE	Energy	PEN 0
RANGE	30m	ROF	S/2/-	CLIP	60	RLD Half
SPECIAL RULES	Reliable (<i>see p. 172</i>), Lasgun Variable Setting (<i>see p. 175</i>)					

WEAPON

NAME	Good Craftsmanship M36 Lasgun					
CLASS	Basic	DAMAGE	1d10+3	TYPE	Energy	PEN 0
RANGE	100m	ROF	S/3/-	CLIP	60	RLD Full
SPECIAL RULES	Reliable (<i>see p. 172</i>), Lasgun Variable Setting (<i>see p. 175</i>)					

WEAPON

NAME						
CLASS		DAMAGE		TYPE		PEN
RANGE		ROF		CLIP		RLD
SPECIAL RULES						

PSYCHIC POWERS

Psy Rating: []

COMRADE

NAME Kors Wei STATUS
 DEMEANOUR Joker
 SPECIAL ABILITIES
Vox-Tech (see page 83)

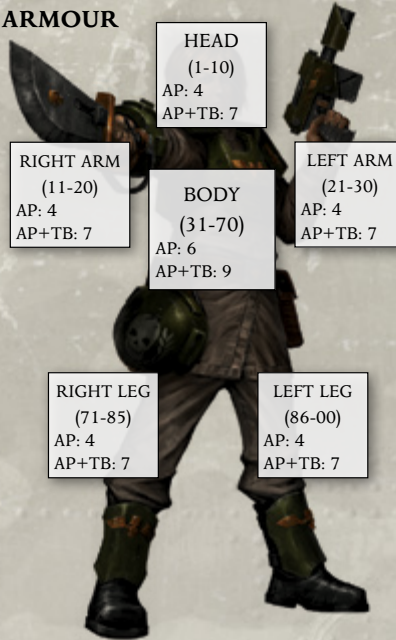
TIPS FOR PLAYING SERGEANT OSPARN

Sergeant Osparn is particularly dangerous in melee combat and can be very effective leading a charge from the front. The Get Them! Order can make full-Squad assaults even more effective!

Osparn can use the Inspire Special Use of the Command Skill to give allies advice for a +10 bonus on Tests or the Terrify Special Use to keep them steady in battle (*see p. 119 for details*).

Osparn's Combat Formation Talent gives allies a +1 bonus to Initiative and lets them use Osparn's Intelligence Bonus for Initiative (*see p. 141*).

ARMOUR



GEAR

Heirloom officer's sabre	Flak armour (<i>see p. 195</i>)
Laspistol with 4 clips (<i>see p. 174</i>)	Carapace chestplate (<i>see p. 195</i>)
M36 lasgun with 4 charge packs	Micro-bead (<i>see p. 202</i>)
Knife (<i>see p. 185</i>)	Gas mask (<i>see p. 198</i>)
Frag grenade (x1) (<i>see p. 183</i>)	Lamp pack (<i>see p. 201</i>)
Krak grenade (x1) (<i>see p. 183</i>)	Other Cadian kit items (<i>see p. 43</i>)
Baleful eye (<i>see p. 205</i>)	
	Chimera (1 per Squad) (<i>see p. 217</i>)

EXPERIENCE:

XP TO SPEND [50]
 TOTAL XP SPENT [1550]

APTITUDES

Fellowship	Defence
Perception	Leadership
Strength	
Toughness	
Weapon Skill	
Willpower	

CHARACTERISTICS

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH (S)	TOUGHNESS (T)	AGILITY (AG)	INTELLIGENCE (INT)	PERCEPTION (PER)	WILLPOWER (WP)	FELLOWSHIP (FEL)
43	29	35	33	31	35	26	36	42

WEAPON

NAME	Good Craftsmanship Chainsword (x2)					
CLASS	Melee	DAMAGE	1d10+5	TYPE	Rending	PEN 2
RANGE	—	ROF	—	CLIP	—	RLD —
SPECIAL RULES	Balanced (see p. 169), Tearing (see p. 173), Good (+5 to WS Tests)					

WEAPON

NAME	Good Craftsmanship Flamer					
CLASS	Basic	DAMAGE	1d10+4	TYPE	Energy	PEN 2
RANGE	20m	ROF	S/-/-	CLIP	6	RLD 2 Full
SPECIAL RULES	Flame (see p. 169), Reliable (see p. 172), Spray (see p. 173)					

WEAPON

NAME	Good Craftsmanship M36 Lasgun					
CLASS	Basic	DAMAGE	1d10+3	TYPE	Energy	PEN 0
RANGE	100m	ROF	S/3/-	CLIP	60	RLD Full
SPECIAL RULES	Reliable (see p. 172), Lasgun Variable Setting (see p. 175)					

WEAPON

NAME						
CLASS		DAMAGE		TYPE		PEN
RANGE		ROF		CLIP		RLD
SPECIAL RULES						

ARMOUR

HEAD (1-10) AP: 4 AP+TB: 7	RIGHT ARM (11-20) AP: 4 AP+TB: 7	BODY (31-70) AP: 4 AP+TB: 7	LEFT ARM (21-30) AP: 4 AP+TB: 7
RIGHT LEG (71-85) AP: 4 AP+TB: 7	LEFT LEG (86-00) AP: 4 AP+TB: 7		

GEAR

Chainsword (x2)	Ecclesiarchy robes
Flamer	Flak armour (see p. 195)
M36 lasgun with 4 charge packs	Refractor field (Common) (see p. 195)
Mono knife (x4) (see p. 185)	Micro-bead (see p. 202)
Frag grenade (see p. 183)	Gas mask (see p. 198)
Krak grenade (see p. 183)	Lamp pack (see p. 201)
	Book of scripture
	Other Cadian kit items (see p. 43)
	Chimera (1 per Squad) (see p. 217)

EXPERIENCE:

XP TO SPEND	{ 0 }
TOTAL XP SPENT	{ 1300 }

APTITUDES

Ballistic Skill	Leadership
Fellowship	Social
Perception	
Strength	
Weapon Skill	
Willpower	

PSYCHIC POWERS

Psy Rating: { _____ }

COMRADE

NAME Egin Elishe STATUS _____
 DEMEANOUR Sarcastic
 SPECIAL ABILITIES
Curate (see p. 89)

TIPS FOR PLAYING HIERARCH KOVOS

- Hierarch Kovos' Curate Comrade ability means that whenever his blows trigger Righteous Fury in melee, he grants a temporary Fate Point to an ally (see p. 89). Get into melee and smite the Emperor's foes!
- Kovos' Refractor field can help keep him alive when in the thick of battle (see p. 196). Remember to use it whenever an attack gets past his guard.
- Kovos' Hatred Talents (see p. 145) make him particularly deadly in melee against his chosen foes.

CHARACTER NAME Faleg Vin

PLAYER NAME _____

REGIMENT Cadian 99th Mechanised Infantry

SPECIALITY Ratling

DEMEANOUR Old

DESCRIPTION Faleg Vin's small, grizzled face has been a familiar sight around the Cadian 99th longer than anyone seems to recall. The ratling's knack with a long-las and self-appointed role as keeper of the regiment's lore are an asset in any squad.

CHARACTERISTICS

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH (S)	TOUGHNESS (T)	AGILITY (AG)	INTELLIGENCE (INT)	PERCEPTION (PER)	WILLPOWER (WP)	FELLOWSHIP (FEL)
32	48	30	26	41	32	43	29	39

SKILLS

	Trained	+10	+20	+30
Acrobatics (Ag)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Athletics (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Awareness (Per)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Charm (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Command (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Commerce (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Common Lore [†] (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Imperial Guard	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Imperium	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
War	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Deceive (Fel)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Dodge (Ag)	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Forbidden Lore [†] (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Inquiry (Fel)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Interrogation (WP)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Intimidate (S)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Linguistics [†] (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Low Gothic	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
_____	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Logic (Int)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

TOTAL { 9 }

WOUNDS:

CURRENT { }

FATIGUE { }

CRITICAL DAMAGE _____

INSANITY:

POINTS { }

MENTAL DISORDERS _____

Medicae (Int)

Trained +10 +20 +30

Navigate (Surface) (Int)

Navigate (Stellar) (Int)

Navigate (Warp) (Int)

Operate (Aeronautica) (Ag)

Operate (Surface) (Ag)

Operate (Voidship) (Ag)

Parry (WS)

Psyniscience (Per)

Scholastic Lore[†] (Int)

Scrutiny (Per)

Security (Int)

Sleight of Hand (Ag)

Stealth (Ag)

Survival (Per)

Tech-Use (Int)

Trade[†] (Int)

Cook

[†]denotes Skill Group

CORRUPTION:

POINTS { }

MALIGNANCIES _____

MUTATIONS _____

TALENTS & TRAITS

Bred for War (see page 43)

Deadeye Shot

Double Team

Hated Enemy (see page 43)

Hatred (Servants of Chaos)

Heightened Senses (Sight)

Nerves of Steel

Rapid Reload

Set-Up Shot (see page 93)

Size (Weedy)

Spotter (see page 93)

Weapon Training (Las)

Weapon Training (Solid Projectile)

MOVEMENT:

HALF { 3 } CHARGE { 9 }

FULL { 6 } RUN { 18 }

FATE POINTS:

TOTAL { 1 } CURRENT { }

CHARACTERISTICS

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH (S)	TOUGHNESS (T)	AGILITY (AG)	INTELLIGENCE (INT)	PERCEPTION (PER)	WILLPOWER (WP)	FELLOWSHIP (FEL)
32	48	30	26	41	32	43	29	39

WEAPON

NAME	Good Craftsmanship Long Las with Preysense Sight (see p. 189)						
CLASS	Basic	DAMAGE	1d10+3	TYPE	Energy	PEN	1
RANGE	150m	ROF	S/-/-	CLIP	40	RLD	Full
SPECIAL RULES	Accurate (see p. 169), Felling (4) (see p. 169), Reliable, Lasgun Variable Setting						

WEAPON

NAME	Good Craftsmanship Laspistol						
CLASS	Pistol	DAMAGE	1d10+2	TYPE	Energy	PEN	0
RANGE	30m	ROF	S/2/-	CLIP	60	RLD	Half
SPECIAL RULES	Reliable (see p. 172), Lasgun Variable Setting (see p. 175)						

WEAPON

NAME	Good Craftsmanship M36 Lasgun						
CLASS	Basic	DAMAGE	1d10+3	TYPE	Energy	PEN	0
RANGE	100m	ROF	S/3/-	CLIP	60	RLD	Full
SPECIAL RULES	Reliable (see p. 172), Lasgun Variable Setting (see p. 175)						

WEAPON

NAME							
CLASS		DAMAGE		TYPE		PEN	
RANGE		ROF		CLIP		RLD	
SPECIAL RULES							

ARMOUR



GEAR

Long-las with 2 charge packs	Flak armour (see p. 195)
Preysense sight (on long-las) (see p. 189)	Chameleoline cloak (see p. 197)
Laspistol with 1 charge pack	Micro-bead (see p. 202)
M36 lasgun with 4 charge packs	Gas mask (see p. 198)
Knife (x2) (see p. 185)	Lamp pack (see p. 201)
Frag grenade (see p. 183)	Other Cadian kit items (see p. 43)
Krak grenade (see p. 183)	
Hot-shot charge pack (x4) (see p. 194)	Chimera (1 per Squad) (see p. 217)

EXPERIENCE:

XP TO SPEND	{ 50 }
TOTAL XP SPENT	{ 1250 }

APTITUDES

Agility	Fieldcraft
Ballistic Skill	Finesse
Fellowship	Social
Perception	
Willpower	

PSYCHIC POWERS

Psy Rating: { _____ }

COMRADE

NAME Gwid Heathe STATUS _____
 DEMEANOUR Strict
 SPECIAL ABILITIES
Spotter (see p. 93)
Set-Up Shot (see p. 93)

TIPS FOR PLAYING MARKSMAN VIN

- Given Vin's skill with ranged weapons, Vin is usually best off far from the front lines, lining up the perfect shot. Remember that Vin's long-las is Accurate (see p. 169), which makes it much deadlier after Aiming.
- Vin's Comrade can use the Spotter ability to help Vin Aim, and employ the Set-Up Shot ability to prevent foes from avoiding attacks. This is particularly useful when combined with Vin's long-las and special lasgun ammo.
- Vin can load a hot-shot charge pack into any Las weapon to boost its Damage considerably for one shot (see p. 194).

CHARACTERISTICS

WEAPON SKILL (WS)	BALLISTIC SKILL (BS)	STRENGTH (S)	TOUGHNESS (T)	AGILITY (AG)	INTELLIGENCE (INT)	PERCEPTION (PER)	WILLPOWER (WP)	FELLOWSHIP (FEL)
24	37	26	29	44	41	26	29	31

WEAPON

NAME	Good Craftsmanship Meltagun with Melee Attachment <i>(see p. 188)</i>						
CLASS	Basic	DAMAGE	2d10+10	TYPE	Energy	PEN	12
RANGE	20m	ROF	S/-/-	CLIP	5	RLD	Full
SPECIAL RULES	Melta <i>(see p. 172)</i> , Reliable <i>(see p. 172)</i>						

WEAPON

NAME	Good Craftsmanship M36 Lasgun with Red-Dot Sight <i>(see p. 189)</i>						
CLASS	Basic	DAMAGE	1d10+3	TYPE	Energy	PEN	0
RANGE	100m	ROF	S/3/-	CLIP	60	RLD	Full
SPECIAL RULES	Reliable <i>(see p. 172)</i> , Lasgun Variable Setting <i>(see p. 175)</i>						

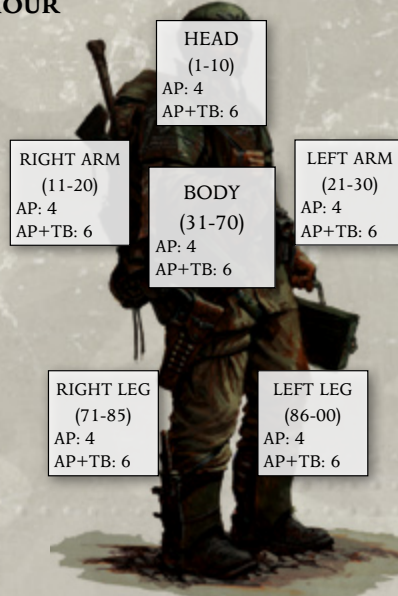
WEAPON

NAME	Mono Knife with Tox Dispenser <i>(see p. 189)</i>						
CLASS	Melee/Thrown	DAMAGE	1d5+3/1d5	TYPE	Rending	PEN	2
RANGE	10	ROF	S/-/-	CLIP	—	RLD	—
SPECIAL RULES							

WEAPON

NAME	DAMAGE	TYPE	PEN
CLASS			
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

ARMOUR



GEAR

Meltagun with 1 clip	Flak armour <i>(see p. 195)</i>
M36 lasgun with 4 charge packs	Micro-bead <i>(see p. 202)</i>
Mono knife <i>(see p. 185)</i>	Gas mask <i>(see p. 198)</i>
Frag grenade <i>(see p. 183)</i>	Lamp pack <i>(see p. 201)</i>
Krak grenade <i>(see p. 183)</i>	Auspex <i>(see p. 200)</i>
Demolition Charge (1kg) <i>(see p. 201)</i>	Common MIU <i>(see p. 208)</i>
Data-slate <i>(see p. 200)</i>	Combi-tool <i>(see p. 200)</i>
	Multi-key <i>(see p. 202)</i>
	Medikit <i>(see p. 202)</i>
Chimera (1 per Squad) <i>(see p. 217)</i>	Other Cadian kit items <i>(see p. 43)</i>

EXPERIENCE:

XP TO SPEND	{ 50 }
TOTAL XP SPENT	{ 1550 }

APTITUDES

Agility	Fieldcraft
Ballistic Skill	Tech
Fellowship	
Intelligence	
Willpower	

PSYCHIC POWERS

Psy Rating: { _____ }

COMRADE

NAME Kella Donen STATUS _____
 DEMEANOUR Optimist
 SPECIAL ABILITIES
Gunner (see page 81)

TIPS FOR PLAYING TROOPER SMYTHE

- Smythe's training in Tech-Use, Medicae, and Operate (Ground) makes Smythe extremely versatile in and out of combat. Smythe's Gunner Comrade ability makes Smythe an ideal driver for the squad's Chimera.
- Smythe's meltagun is extremely destructive up close and can be made even more lethal once per encounter when boosted by Smythe's Weapon-Tech Talent *(see p. 153)*.
- Smythe's tools (auspex, mind-impulse unit, combi-tool, multi-key, and medikit) grant bonuses to various Skill Tests. Remember to use them!