

WARHAMMER
40,000

ROLEPLAY

WRATH & GLORY™



BRASS TAX

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WHAT IS WRATH & GLORY?

Cubicle 7's **Warhammer 40,000 Wrath & Glory** is the story of the Gilead System, six Imperial worlds cut off from the Emperor's light by the Great Rift. **Wrath & Glory** runs on heroic sacrifices and epic action. It's as intense and unrelenting as life in the 41st Millennium, throwing seasoned fighters into the carnage of battle alongside fierce and unlikely allies! **Brass Tax**, this exclusive adventure for **Wrath & Glory** is the perfect taster for your gaming group!

Looking for more? Continue your journey with the **Wrath and Glory Starter Set**. The set contains everything you need to begin roleplaying action packed adventures in the world of **Warhammer 40,000**. Whether this is your first tabletop roleplaying game, or you are an experienced Gamemaster, the starter set is the perfect starting point for anyone interested in **Wrath and Glory**. Pre-order on cubicle7games.com.

USING THIS PDF

This PDF contains information on the Absolvers Chapter of Space Marines, long sworn to defend the Gilead System. It contains a short adventure for up to five players — four Agents and one GM. While you will require either the **Wrath and Glory Core Rulebook** or the **Starter Set** to play this adventure with your friends. However, reading through the story of Scout Sargent's **Viridis** and his neophytes should give you a taste of the adventure to be found in **Wrath and Glory**! Perhaps it can even serve as the basis for a scenario for your next game of **Warhammer 40,000**!

RUNNING THE ADVENTURE

The GM should be sure to read through the adventure in full before attempting to run it. All stats for enemy NPCs and weapons can be found in this PDF, and you'll find profiles for four absolver scouts at the end. Players may use these or, if you have access to the **Wrath and Glory Core Rulebook**, feel free to allow them to create their own.





TIER 2 ADVENTURE

BRASS TAX



Centuries ago, the Absolvers swore to defend Gilead. Like any vow made by this Chapter of the Adeptus Astartes, it is a promise that will be followed to the bitter end. Though the system is caught in the grip of the merciless Cicatrix Maledictum, isolated from the Imperium at large, and with little chance of either escape or reinforcement, the Absolvers have not swayed from this course. They have bolstered the beleaguered system's defences impressively, but mighty as they are, these stalwart defenders of the Imperium are stretched thin.

So it is that the Absolvers 10th Company, their neophyte Scouts, have been tasked with missions that, in ordinary times, would almost certainly demand the attention of a tactical squad of full fledged battle brothers.

These are not ordinary times, however, and 10th Company finds itself assigned to ever stranger and more lethal objectives.

ADVENTURE OUTLINE

The party are a group of Space Marine Scouts on a stealth mission in search of Neophyte Marius, a lost fellow Scout.

One of Marius's former contacts can direct them to a supposedly derelict manufactorum on a crumbling shoreline. In fact, in hidden sub levels below the now cold forges and silent machinery, covert work continues to take place. Once used to mass-produce supposed relics to sell to pilgrims, today it has been modified to re-manufacture bolter rounds.

Though such unsanctioned work is heretical in its own right, given the situation in Gilead this might have been overlooked. Unfortunately the manufactorum has been co-opted by cultists loyal to The Faithful Writ, a Chaos Space Marine warband active in Gilead. They delight in the fact that a shrine world of the corpse-emperor is producing ammunition they can use to slay more of his servants.