

WARHAMMER

40,000

ROLEPLAY

IMPERIUM MALEDICTUM

GRIM AND TREACHEROUS ADVENTURE IN THE 41ST MILLENNIUM

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It is the 41st millennium. For more than a hundred centuries the Emperor has sat immobile on the Golden Throne of Earth. He is the master of mankind by the will of the gods, and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium for whom a thousand souls are sacrificed every day, so that he may never truly die.

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

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INTRODUCTION

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

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

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

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

USING THIS BOOK

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

GAME TEXT

This book uses some standard ways of presenting information.

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

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

NEW TO ROLEPLAYING GAMES

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

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

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

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

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

THE BASICS

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

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

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

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

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

LIFE IN THE MACHARIAN SECTOR

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


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

ROLLING BONES

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

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

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



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

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



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

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



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

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

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





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

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

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

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



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

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





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

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

