

# WRATH & GLORY

Wrath and Glory is a game of fast-paced combat, so these shouldn't be too overwhelming, but you may want to bookmark the following few pages so that you can reference them later.

## The Wrath Die

Players should designate one of their dice to be a Wrath die. In every roll a player makes, one dice should be of a different colour — this is called the Wrath die.

Wrath dice act exactly the same as other dice in the pool, but a 1 or a 6 also has a dramatic effect on the scene. If the Wrath die rolls a 1, it means that the GM adds a Complication to the scene. Wrath Complications provide the perfect opportunity for the GM to open up new information, introduce conflict, or raise the stakes.

If the Wrath die rolls a 6, it means that not only has the player rolled an Exalted Icon (worth two Icons, remember) but they also have an extra special effect (known as a Wrath Critical). In combat it also means you cause a Critical Hit.

Wrath Criticals and Complications do not change the outcome of a roll, and both apply whether the roll succeeds or fails.

## Wrath Points

Agents start every session with two Wrath Points (or four if they have the *Touched by Fate* Talent). The GM can award Wrath Points for good roleplay or a really awesome moment. Every Agent also has an Objective for the adventure that immediately gives them a Wrath point when they achieve it.

Players can spend a Wrath Point to:

- ☠ Reroll every dice showing a 1, 2 or 3 on a single Test (except a Wrath Die that rolled a 1).
- ☠ Add a minor narrative element in the current scene, collaborating with the GM to make sure it fits.
- ☠ Take an Action to recover Shock equal to Rank + Tier, as long as they are still conscious.

## Glory Pool

Glory is a shared pool of points that all players can contribute to and spend. The Glory pool starts each session empty and can only ever contain a maximum Glory of 6. Players add 1 Glory to the pool whenever they roll a 6 on their Wrath die, and they can choose to Shift an Exalted Icon to add 1 Glory to the pool. Because Glory is a shared pool, players should make sure everyone is happy before spending it.

Players can spend Glory Points to:

- ☠ Add 1 die to a Test per Glory Point spent, after the initial dice roll and any Wrath re-rolls.
- ☠ Increase the damage of a successful attack: add 1 damage per point of Glory spent.
- ☠ Improve the effect of a Critical Hit (see page 23).
- ☠ Seize the Initiative during combat (see page 22).

## FEAR TESTS

When they witness unnatural horrors, Agents must make a Fear Test using their **Resolve** against a DN dictated by the source of the Fear. If they succeed, they may act normally; if they fail, they gain the *Fear* Condition, meaning that all Tests they make are at +2 DN until the end of the scene or until an ally passes a **Leadership (Wil) Test** of DN 2+ the source's Fear value.







## MAKING A TEST

To take a Test, a player rolls a number of d6s equal to their Attribute plus their Skill. The player counts up how many 'Icons' they have rolled — each die that comes up as a 4 or 5 counts as one 'Icon' and a 6 is called an 'Exalted Icon', which means it counts as two. If the player has rolled enough Icons to meet or exceed the DN, their Agent succeeds at whatever they were trying to do.

## TESTS IN DETAIL

### Opposed Tests

When two characters go up against each other directly in a way that is not adequately represented by DN or Defence, they make an Opposed Test. The characters roll their pools at the same time (usually without a Wrath die) and whoever has the most Icons wins. Anything that would raise the DN for one character instead gives that number of bonus dice to the opposing character. On a tie, the character who initiated the Opposed Test wins.

### Shifting

A 6 on any die is called an Exalted Icon, meaning that it is worth 2 Icons and can potentially be spent for an additional effect. If a player rolls enough Icons on a Test that they manage to equal the DN and still have an Exalted Icon left over, they can choose to Shift that Exalted Icon by removing it from the total number of successes and using it for one of a range of cool effects:

- ☠ Learn one piece of information per Exalted Icon Shifted: either the player can ask the GM a question, or the GM tells the player one piece of information they would otherwise struggle to learn.
- ☠ Make a success on a Test exceptional, gaining some additional advantage from it, which the player and GM work together to determine.
- ☠ Reduce the time the Test takes, either by half or by a suitable amount the GM decides.
- ☠ As part of an attack, add +1 Extra Damage Dice (ED) per Exalted Icon Shifted (see page 7).
- ☠ Add 1 point of Glory to the Glory pool (see page 21) once per test.

### Damage in Combat

When an Agent is at risk of harm, they take damage. An Agent reduces the damage they take by their Resilience, and takes any remaining points of damage as Wounds. If a source of damage says it ignores Armour, use the character's base Resilience rather than their total Resilience. Some weapons are Armour Piercing, written as AP -1 or -2. If so, the damage ignores either 1 or 2 points of Armour.

### Lost Wounds and Death

A character who has suffered any Wounds has the *Wounded* Condition, meaning all Tests are at +1 DN. When a character takes more Wounds than their Maximum Wounds, they are *Dying* — unable to act and barely clinging to life. They immediately fall *Prone*.

If a character suffers further damage that would cause them to take a Wound while Dying, they take a Traumatic Injury instead. If a character suffers more Traumatic Injuries than their Tier + 1 (so, 3 for this adventure), they die. If the character's Wounds are restored (for instance, from a Medkit or a Regroup), they are no longer Dying.

### Determination

Agents have a special ability called Determination that allows them to shrug off some damage. Whenever an Agent would take a Wound, they can roll their Determination to try and convert that Wound into Shock. Shock starts at 0 for every Agent. Every Icon the Agent rolls on their Determination Test can convert one Wound into Shock. An Agent who takes more Shock than their Maximum Shock gains the *Exhausted* Condition until they have Shock restored.

### Initiative

In combat, the initiative order for each Round passes between the players and the GM. The players choose one Agent to act first. When that Agent has acted, the GM chooses a Threat or NPC to act next. Then the players choose a different Agent to act, pass the Turn back to the GM, and so on. Once everyone in the scene has acted, a new Round begins with one of the Agents again.

When an Agent has finished their Turn, another player can spend 1 Glory to Seize the Initiative and act next. After a Threat acts, the GM can spend 1 Ruin to Seize the Initiative and have another Threat act next.



## Actions

Each Agent can make one of each kind of action in a Round:

**Combat:** A task requiring the majority of the character's focus, such as attacking or performing most actions that require a Skill Test.

**Simple:** A task requiring some degree of attention but not the character's full attention, such as reloading a weapon or using the Awareness (Int) skill to learn more about the situation.

**Reflexive:** An instinctive task that a character can make outside of their Turn, such as defending themselves using a Talent.

**Movement:** An Agent moving their Speed in meters, or navigating a challenging obstacle.

**Free:** A task that requires little effort, such as opening an unlocked door or shouting a warning. Characters may take this action multiple times.

Some actions, such as Sprinting or taking Full Defence require the character to use their full Round.

## ATTACKING

Attack rolls work in a similar way to other Skill Tests. The character uses their Ballistic Skill (A) or their Weapon Skill (I) depending on whether they are attacking at range or in melee. The DN for an attack is the Agent or Threat's Defence. The attack hits if the Icons on the roll meets or exceeds their Defence.

The attacker then applies the amount of damage listed under their weapon or attack and rolls a number of dice equal to their ED (Extra Damage Dice). Any Icons rolled on the ED roll add to the listed weapon damage. For melee weapons, the base damage is the character's Strength plus the number listed. Reduce this total damage by the target's Resilience. The target suffers Wounds equal to the remaining damage.

## Threats and Determination

Only some Threats can use Determination, as listed on their Threat Profile under the 'Determination' section, and it usually requires the GM to spend a point of Ruin.

Threat attacks work in exactly the same way. The Threat's dice pools are listed on their Threat Profile, with only the most important ones listed and a 'Default' dice pool for everything else they might need to roll.

## Critical Hits

If a player rolls a successful hit with a 6 on the Wrath die, they can inflict a Critical Hit in addition to adding 1 Glory to the pool. If the attack misses, the Critical does not happen, but if the attack hits and the damage does not exceed the target's Resilience, the Critical still has its full effect.

The **Wrath & Glory Rulebook** has a table to roll on for Critical Hits, but for this adventure we recommend choosing a simpler option from the simplified Critical Hit Table below. Each Critical Hit also has an option for a greater effect if the Agent spends 1 Glory to activate it.

CRITICAL HIT TABLE

d6 Roll	Outcome
1	<b>Disarmed:</b> Whether this is the loss of a weapon or the removal of a limb, the character must spend a Simple Action retrieving, regrowing, or replacing their weapon. If they cannot replace or retrieve the weapon, they are unable to use that form of attack until they can replace it. <b>Glory:</b> They also take 1 Wound.
2	<b>Visceral:</b> The attack causes 1d6 additional damage. <b>Glory:</b> Their Resilience is also reduced by 1 for the rest of the scene.
3	<b>Chain Reaction:</b> The attack causes 1d3 additional Wounds. <b>Glory:</b> Another target within range also takes 1d3 additional Wounds.
4	<b>Bleeding:</b> The target takes -1 Resilience until the end of their next Turn. <b>Glory:</b> The -1 to Resilience lasts until the end of the scene.
5	<b>Parry:</b> The attacker gains +1 Defence until the end of their next Turn. <b>Glory:</b> This Defence bonus applies to an additional character.
6	<b>Weak Point:</b> The target takes -1 Defence until the end of their next Turn. <b>Glory:</b> The -1 to Defence lasts until the end of the scene.

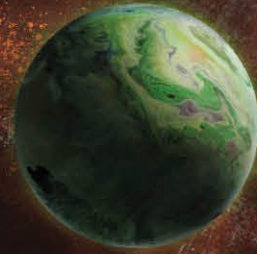




**AVACHRUS**  
++FORGEWORLD++



**GILEAD PRIMUS**  
++HIVEWORLD++



**VULKARIS**  
++QUARANTINED++



**OSTIA**  
++AGRIWORLD++

**TROILUS**  
++DEADWORLD++



**ENOCH**  
++SHRINEWORLD++

## THE GILEAD SYSTEM

The worlds of the Gilead System have stood for millennia as a beacon of Imperial order, located in the coreward region near the border of the Segmentum Solar and the Segmentum Obscurus. The numerous habitable planets and moons of the system were discovered by an Adeptus Mechanicus Explorator fleet. Heretics and corrupted Astartes had infested the halcyon system, and so the Imperium launched a war against the traitors to claim what was rightfully the Emperor's territory.

**CHARYBDION**  
++HIVEWORLD++



**NETHREUS**  
++KNIGHTWORLD++

