

WARHAMMER
40,000

ROLEPLAY

WRATH & GLORY™



RULEBOOK





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Special thanks to the GW team.

Further thanks to Dave Allen, Aleksandr Ermakov, Dave Keaveney, Jacob A.J.T. Smith, and all the fans who took the time to contact us. Without you, this book would not be the same.

Published by Cubicle 7 Entertainment Ltd, Units 5&6, Block C, Balbriggan Business Campus, Balbriggan, Co Dublin, Ireland.



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Publisher: Markus Plötz

Studio Manager for Ulisses North America: Timothy Brian Brown

Special Thanks: Nathan Dowell, Andy Hoare, Len Pimentel, and Michael Surbook

Third Printing: October 2023



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INTRODUCTION

Welcome to **Warhammer 40,000: Wrath & Glory**. A grim universe of glorious adventure awaits you. One of your group will bring to life a dark and dangerous galaxy; the rest of you will live and adventure in it, discovering glorious wonders, facing wrathful foes, and everything in between.

You'll walk the crumbling streets of a galaxy-spanning empire, flanked by colossal cathedrals, and toxic factories where workers labour intensely in service of an immortal God. You'll investigate the profane sorceries of those who can manipulate reality, whilst kilometre-long voidships of forgotten technology fly overhead. Trans-humans genetically enhanced beyond recognition clash with shapeshifting daemons on one planet, enigmatic aliens the next, warring endlessly to defend a corrupt and callous Imperial society.

Prepare yourself for a galaxy of gruesome mayhem, where life is cheap and you must rely on strange allies to survive. Prepare yourself for a world of ignorance and superstition, fraught with perilous arcane technology and vile daemonic rituals. Prepare yourself for wrathful acts and glorious adventures in the grim darkness of the 41st Millennium.

ROLEPLAYING GAMES

Wrath & Glory is a tabletop roleplaying game, commonly abbreviated to RPG. You might be familiar with RPG games on a computer or console, in which case you'll be right at home. One of your group will take on the role of Gamemaster (GM), who describes the world and what is happening. Everyone else will play a single character, a protagonist of the story that interacts with the world the GM presents.

Players tell the GM what their characters are doing, and the GM interprets the outcomes of those actions, using the rules where necessary. As the world reacts to the players' characters and the things they do, the game proceeds, following the story the GM has prepared — or going off on a wild tangent while the GM improvises like crazy. Either way, you'll be telling your own epic tales in the perilous world of **Warhammer: 40,000**.

This rulebook includes all the information and options you'll need to play **Wrath & Glory**. If you've never played a RPG before, we recommend you take a look at the 'What is a RPG?' section of our website: www.cubicle7games.com. Ultimately, this book is a guide to help you get the most out of the game. You can play a roleplaying game however you like, so don't worry about getting the rules wrong. As long as you and your friends are having fun creating awesome stories in the grim darkness of the 41st Millennium, you're doing it right!

USING THIS BOOK

The first few Chapters will guide you through creating your character. New players should take a look at the letters beyond these pages or the start of **Chapter 3** for an introduction to the 41st Millennium and the Empire of Humanity, the Imperium.

Chapters 8 and **9** are for everyone. In them, you will find the rules for playing the game and running fun and fair battles in **Wrath & Glory**. If your character is a Psyker capable of manipulating reality with their powers or someone familiar with the daemonic realm of the Warp, you'll want to look through **Chapter 11**.

Chapter 12 is full of information on the Gilead System, the setting of **Wrath & Glory**; it's up to the GM to decide how much of this knowledge they share with the players — particularly the strange secrets that could spoil their adventures.

Chapters 13 and **14** are for the GM, providing advice on how to run the game and a Bestiary brimming with foes for the players to face.

GAME TEXT

The information in this book is presented in specific ways to keep the rules clear.

Game Terms

All game terms are capitalised, so you can tell when someone is being tested or when you should make an Intellect Test.