

ONLY WAR™



ROLEPLAYING IN THE GRIM DARKNESS
OF THE 4TH MILLENNIUM

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INTRODUCTION

"Everything out there is trying to kill you, soldier. If you figure that out quickly enough, you might live long enough to pass it on to the next batch of fresh casualties-to-be."

—Private Mercito Grant

ENEMIES OF THE IMPERIUM is a supplement for **ONLY WAR** that gives deeper insight into the deadly foes of the Imperial Guard who lurk in the Spinward Front. It contains not only NPC profiles and guidance on how to deploy them in battle, but also provides considerable information on how these factions make war on the Imperium and each other. Further, it provides rules for managing Formations to facilitate squad-level combat and new resources for Guardsmen and Support Specialist characters who have cut their teeth against these deadly foes, surviving the worst that the Spinward Front can throw at them.

WHAT'S IN THIS BOOK?

This volume contains a plethora of new options for Player Characters, including new regiments of legend and regimental options, Advanced Specialities for Guardsman characters, and a host of new Talents, Orders, and wargear. It also includes rules for creating Mixed Regiments and Mounted Combat, opening up even more new kinds of tactics and tales in **ONLY WAR**.

CHAPTER I: THE TRAITOR

Chapter I: The Traitor explores the Severan Dominate, examining Duke Severus' rebellion in terms of the grand political schism and long-standing personal feud that it represents. It delves into the battlefield tactics and strategies of the Severan Dominate throughout the Spinward Front, and

also provides rules for Severan Dominate troopers and officers, as well as Ducal Legates, the agents of Severus' will. Finally, it includes rules for creating one of the many Severan Dominate regiments, the Ohmsworld Spireguard.

CHAPTER II: THE BEAST

Waaagh! Grimtoof rages across the Spinward Front, and countless Guardsmen are crushed underfoot beneath the rampaging Orks. The second chapter examines these violent and erratic xenos in great detail, exploring the plans of Grimtoof himself, who has set his eyes on conquering the Spinward Front before shattering the Calixis Sector itself. It also has rules for many the powerful Ork NPCs, including Nobz, Mekboyz, Warbosses, Squiggoths, and others, and contains templates that allow the Game Master to quickly create Orks from different Clans like the Blood Axes, Bad Moons, and Goffs.

CHAPTER III: THE SHADOW WALKERS

The third chapter of *Enemies of the Imperium* concerns itself with the foes skulking on the fringes of the Spinward Front, from the depraved Dark Eldar to the carnivorous Kroot to the foul worshippers of Chaos. It covers the various splinter-factions within these groups, along with lethal new enemies like Archons, Incubi, Kroot Shapers, Great Knarlocs, Chaos Space Marines, and mighty Daemon Princes.

CHAPTER IV: VETERANS OF THE FRONT

Chapter IV: Veterans of the Front contains rules for managing Formations of foes, streamlining large-scale battles for the Game Masters. It also introduces new options for those Guardsmen who survive the onslaught of deadly enemies. These include Veteran Talents, Kill Markers, and Squad Medals, which much be earned through sweat, blood, and sacrifice on the battlefields of the Spinward Front.

The Infantryman's Guide to the Spinward Front

Chapter I, Section I (Introduction),
Sub-Section I (Prelude)

THE SPINWARD FRONT

The loyal soldiers of the Imperial Guard face many pernicious and cowardly foes in the Spinward Front. This document seeks to inform the reader of the threats to the sanctity of the Imperium of Mankind that might be seen on the battlefield. It covers everything a dutiful trooper needs to know to protect against the corruptive and dangerous influence of the heretic, the alien, and the witch, as well as exact methods by which to identify and cleanly dispatch any and all of these hazards. Adhere to the principles outlined within this document, and there is nothing to stop a trooper with a faithful heart and a loaded lasgun from fulfilling the duty that the Emperor on Terra has placed before all of us!

Any questions or comments regarding this document should be submitted to one's regimental Commissars or other appropriate figures of authority for succinct and thorough evaluation of your query.

If you've been given this guidebook, it probably means that I've smoked my last lho. But that's good news for you. I left some notes and "corrections" in here. Maybe it'll even help you survive. Hopefully you'll get something more out of this guide than paper to roll lhos. Though it is pretty good for that.

That was a joke. Don't let the Commissar catch you doing that.

—Sgt. Natalia Talwar, Attilan 264th



THE
TRAITOR

THE REVOLUTION

•
WORLDS OF
THE SEVERAN
DOMINATE

•
SEVERAN
DOMINATE
REGIMENTS

•
FORCES OF
THE SEVERAN
DOMINATE

Chapter IV, Section I (The Severan Dominate),
Sub-Section I (Introduction)

THE CHARGE OF HUMANITY

Only through the providence of the Immortal Emperor may Mankind continue to flourish among the galaxy's vast stars. The wise and the fearful know to trust in His guidance and protection, and those who embrace His litanies and guidance are certain to stand strong against the powers of darkness.

TRAITORS TO THE EMPEROR

Yet, even as those in the Imperial Guard stand true in His name, there remain some among humanity's children who have turned from his light. Many of these fools are overcome by the sin of pride. They choose to ignore the evidence, compiled over the millennia, that the only true path for salvation is within the protection of the God-Emperor. By the power of their ignorance, they proclaim a new path, damning their souls as they forsake the obligations and responsibilities that come with the blessing of life under His grace.

There is no hope of salvation for those who have turned their backs in this way. Without His guidance, the traitors are certain to fall to the temptations that lurk within every shadow. As they damn their souls, the misguided also create a weakness within the very fabric of the Imperium. Unless their heretical ways are quickly terminated, the heresy might spread to neighbouring worlds with horrifying speed. Soon, vast swaths of the Imperium might be susceptible to the unholy, leading to widespread collapse.

It is the sacred duty of the Imperial Guard to return light to shadows created in this way. Our mighty hammer must smite the enemy, so that the worlds of the galaxy may once more know His light. Those who lurk in the darkness remain ever ready to exert their influence upon even the most zealous of His children, and only by perpetually shining His light and following His word may we hope to protect ourselves.

Yet even as we fight the fallen, we must be aware that their very presence may exert a corrupting influence upon our souls. Look not upon their emblems or their banners, for they may contain dark symbols, lurking among the script or cleverly concealed within their iconography. Instead, employ your weapons mercilessly, and destroy any traces that the heretic might leave behind. Rather than watching the actions of thy foe, instead focus upon your comrades. Know that any of your fellows might fall prey to these influences at any time. Be prepared to ignore the bonds of friendship, for any so corrupted would not hesitate to exploit such misplaced loyalty. A solitary stain upon the soul might spread amongst thy brethren like a hideous plague. The first sign of corruption must ever be the last.



A lot of their officers and veterans don't wear helmets. Makes our job easier.

Their equipment is mostly the same as ours, whatever this book says. You can even take their lasgun charge packs (as long as nobody important is looking).