

# ONLY WAR™



ROLEPLAYING IN THE GRIM DARKNESS  
OF THE 41ST MILLENNIUM

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# INTRODUCTION

*"We're going out there to fight the worst the universe can throw at us, and we've got nothing but the weapons in our hands and our wits to fight them. But do you know what that means, soldier? If you're clever and tough and lucky enough to survive it all, everything else will seem easy!"*

—Unknown Imperial Guard Sergeant,  
before the battle of Garhive

**H**AMMER OF THE EMPEROR is a supplement for **ONLY WAR** focused on the soldiers of the line who protect the Imperium of Mankind from the countless threats posed by the unrelenting galaxy of the 41st Millennium. These heroes are men and women hailing from worlds across the galaxy, fighting with the resources they have been given and seizing victory through their wits and their determination. Imperial Guardsmen often fight and die unsung, their valour and their failures known only by their surviving squad mates or by none at all. But despite the odds, they serve, for such is the duty of the Imperial Guard.

## 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: HEROES OF THE IMPERIUM

**Chapter I: Heroes of the Imperium** focuses on the regiments of the Imperial Guard, adding both famous regiments from the Warhammer 40,000 universe and new options to support the creation of original regiments. From the Attilan Rough Riders and Armageddon Steel Legion to the Tanith First-and-Only and Valhallan Ice Warriors, this chapter introduces some of the best-known regiments alongside supplemental Regiment Creation Rules to build these regiments and countless others. Further, this chapter contains rules for Mixed Regiment formations, allowing players to create diverse Squads that draw from two or more Imperial Guard regiments.

### CHAPTER II: ADVANCED FIELD TRAINING

The second chapter introduces Advanced Specialities, new Specialities for experienced Guardsman characters that allow them to replace their starting Speciality, either to focus on enhancing specific skills they have already developed or cultivate new abilities to represent the incredible versatility of Imperial Guard troopers. This chapter contains such Advanced Specialities as Sharpshooter, Field Surgeon, and Sentry, each of which has access to different Comrade Advances, Aptitudes, and tools of the trade.



### CHAPTER III: RULES OF WAR

The third chapter introduces new options for all characters, including a wide array of new Talents to suit all Specialities and expanded Comrade Orders that allow Player Characters and their Comrades to use new tricks and tactics on the field of battle. It also contains an Extended Armoury with weapons and wargear to equip regiments both new and old and rules for Variant Pattern Creation that aid with the creation of new versions of existing weapons and equipment. Finally, this chapter contains the rules for Mounted Combat to accompany the inclusion of cavalry regiments (such as the Attilans and the Death Riders of Krieg), allowing players to fight from the backs of mighty steeds chosen from a list of profiles or invented with the Mount Creation system.



HEROES  
OF THE  
IMPERIUM

- NEW REGIMENTS
- 
- NEW HOME WORLDS
- 
- NEW DOCTRINES
- 
- REGIMENTAL DRAWBACKS
- 
- MIXED REGIMENTS



# CHAPTER I: HEROES OF THE IMPERIUM

*"Sacrifice is the nature of service to the God-Emperor. Labourers offer up their toil, priests pledge of their faith, and Guardsmen give their lives."*

—Scrivener Cellivar Gehan

In the **ONLY WAR** Core Rulebook, a number of pre-generated Imperial Guard regiments are presented for use by Players and Game Masters both. These are some of the most famous and well-respected regiments in the galaxy, such as the Death Korps of Krieg, the Mordian Iron Guard, and the vaunted Cadians. Along with these regiments, a comprehensive, point-based regiment construction system is included that allows for the construction of custom regiments to fill the needs and desires of Players and Game Masters alike. This chapter expands on both the pre-generated regiments and the available options for regiment creation, as well as introducing new rules for creating Mixed Regiments.

The new pre-generated regiments include Rough Rider regiments, fast-striking units mounted on sturdy beasts, and represented by the savage Attilan Rough Riders and the implacable Death Riders of Krieg. These regiments (and the option to build your own Rough Rider regiments) are complemented by the rules for Mounted Combat presented in **Chapter III: Rules of War** (see page 132). Other noteworthy regiments and organisations introduced in this volume include the Armageddon Steel Legion, the Valhallan Ice Warriors, the Tanith First-and-Only, the "Last Chancers," and the elite of Cadia, the Kasrkin. Finally, it contains two regiments local to the Calixis Sector serving in the Spinward Front: the Brontian Longknives, renowned for their deadly skill with the blade and harsh code of honour, and the Scintillan Fusiliers, an elite regiment from the Calixis Sector's major hive world, who first appeared in the adventure supplement **ELEVENTH HOUR**.

Along with these regiments are more regimental creation options, including new Home World options such as forge worlds, frontier worlds, and mining colonies, and new Regiment Types provide support for creating Rough Rider regiments, powerful artillery regiments, and deadly guerilla regiments. New Training and Equipment Doctrines allow for even further customisation and specialisation. Options such as Anti-Armor and Vanguard Doctrines grant access to a plethora of new abilities, equipment, and storytelling options. This section also contains rules for Regimental Drawbacks. These are penalties that players and Game Masters creating a new regiment can choose to take on in exchange for extra points toward regimental options. These Drawbacks can add an extra layer of depth and open up new roleplaying options for playing members of these blighted or unfortunate regiments, those who have disgraced themselves on the battlefield to warriors who hold themselves to an unrelenting code of conduct to Guardsmen who have lost their home world to the enemies of Mankind.

Finally, this chapter contains rules for creating Mixed Regiment formations, allowing players and Game Masters to create groups of characters from diverse backgrounds united under a single banner to serve the Imperium. These rules can be used to create numerous different formations, from "mongrel" regiments formed from the tattered survivors of multiple regiments to squads formed from various specialists pulled from across a battlefield to perform a specific task. Mixed Regiments open up a number of new options for Game Masters and players alike, allowing for new configurations and new stories of soldiers with diverse ideologies and methods serving the same cause on the brutal battlefields of the 41st Millennium.

