WARHAMMER 40,000™

ROLEPLAY

WRATH & GLORY™



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HAMMER OF TERTIUM

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CONTENTS

The Rejects 3
Framework: The Rejects 4
Ascension Package: Grendyls' Trusted 4
Character Tools 5
Archetypes 7
Veteran 8
Veteran Talents 9
How to Play The Veteran 10
Zealot 11
Zealot Talents 12
How to Play The Zealot 13
Psyker 14
New Psyker Talents 15
How to Play The Psyker 15
New Psyker Abilities 16
Ogryn 18
Ogryn Talents 19
How to Play the Ogryn 19
Arbites Arbitrator 20
Arbitrator Talents 21
How to Play the Arbitrator 21
SKITARIUS 22
How to Play the Skitarius 23
Skitarius Talents 23
Threats 24
Moebian 6th Traitor 25
Poxwalker 26
Plaguebearer 27
Plague Marine 28
Beast of Nurgle 29
Darktide Wargear 30
Ranged Weapons 30
Melee Weapons 31

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THE REJECTS

In the crumbling depths of Hive Tertium, survival is not a right but instead a desperate, bloody struggle.

High above the skies of Atoma Prime, the ancient and venerable vessel *Mourningstar* currently serves as host to Inquisitor Grendyl of the Ordo Hereticus and his retinue. Below this indomitable fortress, the planet has been befouled by forces loyal to the Chaos God Nurgle, including the traitorous Moebian 6th regiment of the Astra Militarum, vile cultists and heretics and daemonic, warp-spawned horrors.

This supplement provides players and Gamemasters with the tools and character options to play as the titular Rejects of the Darktide video game by introducing a collection of specialised Archetypes and Talents.

These individuals, known as the Rejects, are expendable agents of the Inquisition. They are prisoners, recidivists and scum who must earn their continued existence with every heretic they slay, and together these four archetypes form a versatile and lethal unit capable of facing the worst horrors Hive Tertium has to offer.



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CHARACTER CONVERSION

The Archetypes, Skills, Talents and Wargear presented in this PDF were initially available in the Darktide Character Conversion tool for the Foundry VTT system. This PDF allows players and Game Masters to create their own Rejects, and set adventures within Hive Tertium while also introducing new talents, wargear and abilities that are comparable to the Darktide videogame and that fans will be familiar with.

FRAMEWORK: THE REJECTS

In the depths of the hive, the seeds of corruption threaten to turn into an overwhelming tide of darkness. A mysterious and sinister new force is seeking to take control of the entire city. It is up to you and your allies in the Inquisition to root out the enemy before the city succumbs to Chaos. As Hive Tertium falls, Rejects Will Rise.

Desperate souls fighting for a desperate cause, the Inquisition frequently sequesters Imperial citizens to do its dirty work: investigating and battling underhive gangs, eliminating political rivals, protecting secret interests, or simply ferrying clandestine messages.

This is your fate now, in the service of the Inquisitor, you are a disposable commodity, a nameless convict given a singular, brutal choice: either serve the Inquisitor in the defence of Tertium or face summary execution. Under his cold, watchful gaze, you are deployed directly into the decaying, rusted bowels of Tertium.

Alongside your fellow Rejects, Veterans, Zealots, Abhuman monstrosities, and dangerous Psykers, you will push and bleed through the claustrophobic corridors of the hive, fight back the filth of Nurgle, and attack the relentless march of the traitorous Moebian 6th Regiment.

You are not expected to survive, nor will your name be inscribed upon any monument, but in death comes salvation from your crimes.

LIMITATIONS

Any character with the **IMPERIUM** Keyword.

WARGEAR

Each member of the group receives a Periculum Kit (W&G pg.239)

BONUS

+1 bonus die to Influence Tests when using your Symbol of Authority. The **REJECT** Keyword

ASCENSION PACKAGE: GRENDYLS' TRUSTED

XP Cost: 5x New Tier
Requirements: Must have the Reject Keyword.
Keywords: Gain **INQUISITION** Keyword
Influence Bonus: +2 Influence

You have gained the trust of Inquisitor Grendyl and are welcomed into the Inquisition as an understudy of one of the many Interrogators aboard the *Mourningstar*. You gain:

- A Symbol of Authority
- The **INQUISITION** Keyword

Any 1 Rare Wargear you share 2 or more Keywords with, or any 1 Very Rare Wargear you share 3 or more Keywords with.

Any 1 talent from your Archetype's "Suggested Talents" without XP Cost.



Sample file

CHARACTER TOOLS

This section provides a selection of character tools to help determine the name, background and motivations of your Reject character and help bring them to life. You can choose to generate these randomly using the tables provided or simply pick the ones that correspond best with your character.

REJECTS NAMES

Result (D66)	First Name	Last Name
11-16	Tobian	Berrika
21-23	Algernon	Solius
24	Sirus	Luzia
25-32	Wyrdross	Gibonias
33	Dimas	Smithe
34-45	Hydicynth	Kolambas
46-54	Hendrych	Carrimore
55	Lysander	Kolsan
56-61	Aliciya	Arasmal
62-65	Kirsein	van Tibossa
66	Miniaeel	Lins

KEYWORD: REJECT

This PDF introduces the Reject Keyword, which is gained by characters being sequestered into the service of Inquisitor Grendyl. This keyword gives characters access to the talents and wargear available in this PDF, however, it also marks them as criminals and dedicates them to the service of the Inquisition for the rest of their, presumably, short existence.

THE REJECTS
ARCHETYPES
VETERAN
ZEALOT
PSYKER
OGRYN
ARBITRATOR SKITARIUS
THREATS
DARKTIDE WARGEAR

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