WARHAMMER 40,000
ROLEPLAY
WRATH & GLORY

THREAT ASSESSMENT: XENOS

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BATTLEZONE GILEAD

The desperate battlefields of the Gilead System

II

AELDARI

Lithe warriors, wayward pirates, and lethal performers

DRUKHARI

Deadly warriors who thrive on suffering, intrigue, and pain

IV

ORKS

Rampaging Boyz intent on krumpin' their foes in a right good scrap

GENESTEALER CULTS

Insidious servants of xenos gods, bound together by tainted blood

VI

NECRONS

Mechanical warriors of a war lost to myth, true inheritors of the galaxy

THE T'AU EMPIRE

An upstart empire of high technology and inescapable loyalties

BATTLEZONE: GILEAD

AELDARI

DRUKHARI

ORKS

GENESTEALER CULTS

NECRONS

THE T'AU EMPIRE

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BATTLEZONE: GILEAD

The Imperium is besieged by foes on all sides; some known, ancient enemies like the furious Ork hordes, others barely understood, such as the slowly stirring Necron armies. Were the full extent and capabilities of these enemies known to the average citizen of the Imperium, they would surely retreat into the lowest depths of the worlds, never to look upon the open sky again. Only those with true strength of will, or whose faith in the Emperor is unshakeable, can hope to learn of them and retain their sanity.

In his lonely quarters aboard the Ducal Circlet, flagship of the flotilla, the Rogue Trader Jackal Varonius has commissioned a series of reports on the many enemies facing the Gilead System — it does not make for light reading. His fragile alliance with the Greensteel Corsairs grows ever harder to maintain, and the flickering hololight report suggests even more Aeldari are flooding into the system. Orks infest the asteroid belts, fashioning crude ships and somehow surviving where even the most experienced of his voidborn crew would struggle. The ravings of a Tech-Priest that he cannot fully dismiss speak of ancient xenos machines becoming active throughout the system, and earlier promises that the Genestealer infestation was isolated to a handful of quarantined space hulks were apparently overly optimistic. Some are even claiming that the T'au, a young but technologically advanced species native to the other end of the Galaxy have somehow gained a foothold in Gilead.

Many claim that Jackal Varonius came to Gilead only to turn a profit: as he considers the horrifying implications of the Threat Assessment before him, the Rogue Trader cannot help but wish they were right.

Threat Assessment: Xenos contains everything you need to include a swathe of new alien enemies in your games of Wrath and Glory. From cunning Aeldari Harlequins to the hybrid monstrosities of the Genestealer Cults, you'll find everything you need to challenge even the most competent Agents of any Tier.

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PROFILES

Threat Assessment: Xenos contains dozens of new profiles for alien threats that stalk the worlds of Gilead. An enemy's statistics, keywords, skills, and unique abilities are presented in quick-reference form as a Profile. These represent typical examples of that enemy.

Tier/Threat: This shows how a team of Agents for a given Tier of game would consider a single enemy of that type. As a general rule, the same enemy is considered as less of a threat the higher the Tier of the Agents. For example, the Purestrain Genestealer below is powerful enough to qualify as a campaign-defining Adversary (shown by an 'A') to a Tier 1-2 party, an Elite ('E') at Tiers 3-4, while at Tier 5 the same threat is considered a mere Troop (shown by a 'T').

Keywords: Any Keywords the Threat typically has, important for many Agent and enemy abilities. These cover the most common examples, but you can alter them as necessary.

PURESTRAIN GENESTEALER

Threat	A|A|E|T			<GENESTEALER>			
S	**T**	**A**	**I**	**WIL**	**INT**	**FEL**	
6	6	6	6	4	1	1	

Defence	Wounds	Shock	Resilience
5	12	7	7

SKILLS: Default 6, Athletics 10, Awareness 8 (passive 4), Stealth 10, Weapon Skill 10

BONUSES

Second Strike: This Threat reduces the Multi-Attack penalty by 2DN, as though is had the Dual Wield Talent (**Wrath & Glory** page 133)

ABILITIES

BATTLECRY: Swift and Deadly

The Threat Seizes the Initiative without spending a point of Ruin and Charges. It gains an additional +1 bonus die to its attack Test as part of the Charge.

ACTION: Rending Claw: 12 + 4 ED / -2 AP / Range 1 / Rending (2)

DETERMINATION: Lighting Reflexes

Spend 1 Ruin to roll 6D6. This Threat can roll Determination against Mortal Wounds.

Conviction	Resolve	Speed	Size
4	3	8	Avg

MOB ABILITIES

Flurry of Claws: As long as all individuals in the Mob of Genestealers target the same opponent, they gain +2 bonus dice to the attack Test

Primary Attributes: The Threat's primary Attributes (S, T, A, I, Wil, Int, Fel) are listed first, followed by derived Combat Attributes (Resilience, Defence, Wounds, Shock), for easy reference during encounters.

Skills: The total dice pools to use for any relevant Skill Test. Note: The most commonly linked Attribute Ratings are already included in these values! A Default dice pool is usually provided for unlisted skills.

Bonuses: Any special rules that apply are found here.

Abilities: The various Actions a Threat can take and the special abilities they can manifest are broken down into the following sub-sections:

- ☠ **Battlecry:** These are combat abilities that activate only once, either at the beginning of combat or when this Threat takes its first Turn, usually providing the Threat an advantage or putting the Agents at a disadvantage.
- ☠ **Action:** These are the most common Actions a Threat takes in combat, usually in the form of the typical weapons they possess, but can include psychic powers or other, stranger attacks.
- ☠ **Ruin:** If a Threat has its own unique Ruin Actions, they will be detailed here.
- ☠ **Wrath:** A few Threats have effects that only activate when they roll a Wrath Critical. They are detailed here.
- ☠ **Complication:** Any effects that trigger when the Threat rolls a Complication ware detailed here.
- ☠ **Reaction:** If the Threat can take any Reflexive Actions, they are detailed here, along with the specific conditions that activate them.
- ☠ **Determination:** The Threat's Determination dice pool is detailed here, including any requirements for it to roll Determination and any special effects pertaining to Determination.
- ☠ **Annihilation:** Some Threats have abilities that trigger once they are Dying or dead. They are detailed here.

Mental Traits: The Threat's Conviction, Resolve, Speed and Size are listed here.

Mob Abilities: Any special abilities or bonuses the Threat has while it is in a Mob are listed here. Note that the Mob still retains any abilities they had before forming a Mob; Mob Abilities are an addition, not a replacement!

BATTLEZONE: GILEAD

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TYPES OF THREAT

Wrath & Glory classifies the power of enemies according to the level of danger they pose relative to the Tier of the game, and not the experience and skills of the Agents themselves. While an individual Ork Boy poses a serious danger to an Agent in a Tier 1 game, the same Ork Boy is barely a speed bump for anAgent in a Tier 4 Game.

This serves two purposes. First, when increasing the Tier of a game, it shows a real increase in power for Agents who may only have marginally improved combat skills. It helps to see it as growing experience and knowledge of an enemy's weaknesses that aren't easily codified in rules.

Secondly, it keeps the combat fast and flowing. Fighting 20 Ork Boyz while tracking their individual Wounds would take a lot of time and book-keeping which dulls the momentum of the game. It is considerably more satisfying to carve a bloody path through them instead by treating them as lesser enemies. The Imperium is filled with heroes like Commissar Yarrick who have done just that, and it is exciting for players to follow in their footsteps.

TROOPS

Troops are expendable. They are still capable fighters that can cause serious harm (A Mob of 20 Astra Militarum soldiers in a good firing position can really hurt Agents at any Tier!), but they are easily defeated by a team of Agents working together. They are most dangerous at the beginning of combat, when they still have numbers on their side. Their purpose is to soak up damage for the Elites and Adversaries, and to make the Agents look heroic as they take on larger forces and win (albeit often with a bloody nose).

ELITES

Elites are the backbone of the enemy combatants. Regardless of Tier, they are dangerous individuals that require respect (or fear) from the Agents. They are a cut above the rest in terms of the damage they can take and dish out, and have the ability to use Ruin Actions, as well as often having powerful abilities.

ADVERSARIES

Adversaries are to Elites as Elites are to Troops. They serve as the arch-nemeses of any game, the Troops and Elites acting according to their plans. Even without their minions, they promise a difficult fight where survival is not guaranteed, and they are rarely without their followers. Adversaries typically have enhanced Skills, better equipment, and at least some of their Elite minions' abilities, as well as powerful unique abilities and Ruin Actions.

They are best saved for dramatic points in the story; Agents may hear of them working in the background during their missions, or learn of them after several encounters with their underlings. They make for excellent 'boss fight' showdowns, finales and (if they escape or the Agents can't find the body) cliffhangers.

MOBS

Many threats in the Gilead System form near-limitless hordes, making up for individual weakness with strength in numbers. Swarms of lesser Tyranids, mobs of Ork Boyz, and masses of Chaos cultists routinely take to the battlefield. Keeping track of these large formations as GM would be extremely difficult if they were all treated as individual enemies, not to mention slowing encounters to a crawl.

As GM you get to decide when to replace 2 or more Troops with a Mob. The circumstances around each encounter are different, and some combats may be served better by a large number of individual Troops. As a general rule however, if there are more enemies than Agents in a combat, it's worth considering forming some of them into a Mob. It cuts down on the number of Turns per Round, so players aren't left waiting for their next Turn, and keeping track of everything is easier for the GM. If individual Troops are having trouble damaging an Agent, forming a Mob can provide the extra dice needed to push through their defences. Players might find combat against individual Troops more exciting than a Mob, or they may dislike taking down every enemy and wish to get through fights quickly. Consider past encounters and adjust accordingly. With time and experience you will be able to judge when best to make use of Mobs.