

# BASIC RULES REFERENCE SHEET

## TESTS

In situations where the success of an Action is in doubt or is opposed by another party, **Imperium Maledictum** uses **Tests**. When the Gamemaster asks you to make a Test, they will tell you which Skill or Specialisation is being tested. To make a Test, roll 1d100 and compare the result to your relevant Skill or Specialisation. If you roll a result equal to or less than what is being tested, you succeed!

If you have no Advances in a Specialisation being tested, you use the Skill instead; if you have no Advances in a Skill being tested, you use the associated Characteristic.

- ☛ A result of 96–00 is always a failure.
- ☛ A result of 01–05 is always a success.

## DIFFICULTY

Tests are shown with their **Difficulty** followed by the Skill, with any relevant Specialisation in parentheses:

- ☛ Make an **Routine (+20) Awareness (Sight)** Test.
- ☛ You must succeed a **Challenging (+0) Reflexes (Dodge)** Test to avoid the falling debris.
- ☛ Characters who succeed at a **Hard (–20) Lore** Test recognise the heraldry of House Valmor.

The difficulty is added to or subtracted from the Skill being tested. Easy tasks add to the Skill, while harder tasks reduce the Skill. Most tasks are **Challenging (+0)**.

***Example:** Casseum needs to make a **Routine (+20) Athletics (Climbing)** Test to scale some scaffolding. Unfortunately, he has no Advances in the Climbing Specialisation or the Athletics Skill, so must make the Test using his Strength of 23. Casseum gets a 42. Normally this would be a failure, but as the test had a Difficulty of Routine he adds +20 to his Characteristic for a total of 43. Casseum just succeeds, knocking a servo skull out of his way in the process, potentially drawing unwanted attention to his escapades.*

## DIFFICULTY MODIFIER TABLE

DIFFICULTY	TEST MODIFIER	DIFFICULTY	TEST MODIFIER
Very Easy	+60	Difficult	–10
Easy	+40	Hard	–20
Routine	+20	Very Hard	–30

## SUCCESS LEVELS (SL)

For the majority of Tests, it's enough to know whether you succeed or fail. However, sometimes it is useful to know how well you succeed or how badly you failed. This is especially the case with an **Opposed Test** (see the other side of this sheet) In these cases, Imperium Maledictum uses **Success Levels**, abbreviated to **SL**.

To determine the SL of a Test, subtract the tens digit of the result from the tens digit of the Skill being tested, including any modifiers from the Difficulty of the Test. The higher the SL, the better the outcome; the lower the SL, the worse things have gone. Even though they're called Success Levels, you still generate SL on a failed Test!

***Example:** Kalli is driving an Atalan dirtcycle through rocky terrain, trying to reach a crashed Arvus Lighter in time to save her ally. The GM calls for a **Difficult (–10) Piloting (Surface)** Test, and states she will use the SL to determine how quickly Kalli can reach their destination. Kalli has a Piloting (Surface) Skill of 47 and rolls a 28. The tens digit of the Skill being tested is effectively 3 thanks to the difficulty modifier of –10. The tens digit of the roll is 2, so Kalli succeeds with +1 SL (3–2=1). The GM declares that Kalli just manages to reach her destination in the nick of time.*

## OUTCOMES TABLE

SL	RESULT	HAVE YOU SUCCEEDED?
+5 or more	Astounding Success	<b>Yes, perfectly!:</b> You achieved your goal and may get a beneficial side effect.
+3 to +4	Impressive Success	<b>Yes, and...:</b> You achieve your goal and exceeded expectations.
+1 to +2	Success	<b>Yes:</b> You achieve a solid success.
+0	Marginal Success	<b>Yes, but...:</b> You achieve your goal, but there is an unintended side effect or flaw.
–0	Marginal Failure	<b>No, but...:</b> You marginally fail, perhaps accomplishing a portion of what you intended.
–1 to –2	Failure	<b>No:</b> You do not achieve your goal.
–3 to –4	Impressive Failure	<b>No, and...:</b> Not only do you fail, but you also cause additional things to go wrong.
–5 or less	Astounding Failure	<b>No, not in any way!:</b> Everything goes wrong in the worst way, potentially with additional consequences.



## OPPOSED TESTS

When two characters are in direct opposition, the GM can call for an Opposed Test. Opposed Tests are used when one character is trying to get the better of another, like sneaking past a wary guard, or deceiving a sceptical cleric.

For an Opposed Test, both parties make a Test. The GM determines the Skills being tested and the Difficulty for each participant. The character with the highest SL wins. If it is important to know how well the winner of an Opposed Test succeeds, use the difference in SL to determine the final SL.

**Example:** *Wilkus is trying to talk their way into a dinner in honour of the planetary governor. Unfortunately the suspicious guard has their doubts. The GM calls for Wilkus to make a **Rapport (Deception) Test** opposed by the guards' **Intuition (People)**. Wilkus's player rolls and the GM rolls for the guard. Wilkus' **Rapport (Deception)** is 41 and they roll a 57, giving them -1 SL. The guards' **Intuition (People)** is 45 and he rolls a 23, giving him +2 SL. The guard knows Wilkus is lying and demands they move aside so other guests can get through.*

Even if you fail the Test, you can still win an Opposed Test provided your opponent fails worse than you do. If you tie on SL, the character with the higher Skill wins.

## ADVANTAGE AND DISADVANTAGE

Certain circumstances outside of your control may provide a benefit or hindrance to a Test, beyond the Difficulty of the Action. These situations are known as having **Advantage** or **Disadvantage**.

- ☠ When you have Advantage, you can **choose** to reverse the tens and the units if it would be more beneficial for you.
- ☠ When you have Disadvantage, you **must** reverse the tens and the units if it would be worse for you.

**Example:** *Leo ducks into an alcove to hide from some approaching Ministorum guards. The GM rules that the shadowy alcove makes it easier to remain unseen, so tells Leo to make his Stealth Test with Advantage. Leo's Stealth Skill is 56 and he rolls a 72. Normally this would be a failure, but Advantage allows Leo to reverse the numbers for a roll of 27 — a success!*

## SUPERIORITY

Life in the 41st Millennium is a perilous nightmare, and you'll need to leverage every advantage you can to survive. The odds are stacked against you, so gathering clues, researching individuals, and making solid plans is essential to success in **Imperium Maledictum**. **Superiority** is a group resource that represents the power of your party's preparation and momentum during combat.

Each character can use Superiority to gain an SL bonus to one Test of their choice each Turn in combat (see the **Combat Reference Sheet**). This bonus is equal to the total number of Superiority the party has gained. Once a character has used this bonus on a Test, they cannot use it again until the start of their next Turn.

Superiority is always gained against a specific enemy or group of enemies. Learning the tactics and armaments of a gang, for example, will not aid the characters in fighting off an ambush by Genestealer Cultists!

Regardless of the preparations made, the maximum amount of Superiority that can be gained before combat has begun is +3. The Gamemaster can decide to award Superiority for the following reasons:

**Know Thy Foe:** Learning important information about your enemy can allow you to gain Superiority before combat. This should be vital, secretive, useful information that you can exploit in your tactical planning.

**Example:** *Knowing your foes have no access to heavy weapons and that their helmets restrict their vision.*

**Know Thy Battlefield:** Knowledge of the landscape where your battle will take place can be the difference between a swift and commanding victory, or finding yourself another corpse in a hab vent. Identifying aspects of the battlefield that could give you a tactical advantage grants +1 Superiority.

**Example:** *Scouting the area for an ambush site, a high ground, an unexpected approach, or a bottleneck kill zone.*

**Know Thy Players:** The limitless ingenuity of players means they will come up with many other unorthodox strategies to gain an advantage over their foes. While the GM shouldn't be unduly generous, these inspired schemes are to be encouraged and the most promising rewarded with a point of Superiority.



# COMBAT REFERENCE SHEET

## ZONES

Combat areas are divided into Zones. Zones have no set size or shape, and are formed along natural divides or breaks into the environment such as walls or doors. Characters can usually move from Zone to Zone as part of their turn, but some Zones might only be accessible by flying, swimming, climbing, or other special movement.

## RANGE

Ranges are relative to Zones. There are five ranges:

- **Immediate Range:** anything within arms reach. Tests to fire a Ranged Weapon at this range are made at Disadvantage, unless the weapon has the *Close* Trait.
- **Short Range:** anything within the Zone you occupy.
- **Medium Range:** any Zone adjacent to your current Zone. Long Range: anything 2 Zones away from your current Zone.
- **Extreme Range:** anything beyond Long Range, three or more Zones away from your current Zone.

## URNS AND ROUNDS

During combat, time is split into Rounds, which are split into Turns. Every combatant takes a Turn, starting with the Character with the highest Initiative statistic and going from highest to lowest. When all participants have taken a Turn, that's one Round, and a new Round starts with the Character with the highest Initiative taking their 2nd Turn. On your Turn, you can **Move** and take a single **Action**.

## ACTION

When it is your Turn, describe what you want to do. The GM tells you if your Action requires a Test to accomplish, and then you narrate the results together. The most common Action in combat is Attacking, explained on the next column. A list of other frequently used Actions can be found on the other side of this reference sheet.

## MOVE

How far you can move is based on your **Speed**. Most characters have **Normal** Speed, and are able to move anywhere in their Zone for free or use their Move to enter an adjacent Zone. **Fast** Characters can move to an adjacent Zone for free, and can use their Move to go Zone further. **Slow** Characters must use their Move to move within their current Zone, and must use the **Run Action** (see the other side of this reference sheet) to get to an adjacent Zone.

## ATTACKING

To use your Action to Attack, follow these steps:

1. Check your target is within your weapon's **Range**.
2. **Roll to Hit.** If you are making a melee attack, make a Melee Test opposed by the target's Melee or Reflexes. If you are making a ranged attack, make a **Challenging (+0) Ranged** Test. Ranged attacks might expend ammunition (see **Burst & Rapid Fire** on the **Wargear Traits Reference Sheet**), and if at Immediate Range are made with Disadvantage.
3. **Determine Hit Location.** Consult the table below to see where you hit your target (determined by the units number on your attack roll).
4. **Deal Damage.** The Damage dealt with a **Ranged Weapon** is equal to the weapon damage, plus the SL of your attack Test. The Damage dealt with a **Melee Weapon** is equal to the weapon damage, plus the SL difference of the Opposed Test.
5. **Deal Wounds.** The Damage dealt is reduced by any Armour on the target location. The target suffers the remaining Damage as Wounds.

### HIT LOCATIONS

UNITS RESULT	LOCATION
1	Head
2	Left Arm
3	Right Arm
4	Left Leg
5	Right Leg
6-0	Body

## WOUNDS

You suffer Wounds whenever you take Damage to a location that exceeds your Armour in that location. If your Wounds equal or exceed your **Maximum Wounds**, you go **Prone** (see the **Conditions** sheet), and if you aren't healed within a number of Rounds equal to your Toughness Bonus (the tens digit of your Toughness Characteristic), you fall **Unconscious** until you heal at least 1 Wound. Whenever you take damage that exceeds your Maximum Wounds or are struck by a Critical Hit, you suffer a Critical Wound. For more information, see the **Criticals and Wounds Reference Sheet**.



## ENGAGED

When you attack or are attacked by a creature within Immediate Range, you are Engaged with the target. If you try to move away from a creature you are Engaged with, they can make an immediate melee attack if they have a weapon ready. Likewise, if a creature you are Engaged with tries to move away from you, you can make a melee attack (this uses your Reaction for the round, which you get back at the beginning of your next turn). You may use a Disengage Action to move away from an enemy you are Engaged with safely.

## CRITICALS AND FUMBLES

When you roll doubles on an attack with positive SL, you score a **Critical Hit**. This happens even if the roll was opposed and your opponent scored more SL than you.

When you roll doubles on an attack with negative SL, you **Fumble**. This happens even if the roll was opposed and your opponent scored less SL than you.

See the **Criticals and Wounds Reference Sheet** for more information.

## ACTIONS

**Aim:** The Range of your weapon increases by one step (Medium becomes Long, Long becomes Extreme). You cannot Move this Turn.

**Attack:** You make an Attack (see the other side of this sheet).

**Charge:** You use your Move and Action to move to an adjacent Zone and make a melee attack against an enemy in that Zone with Advantage. You have Disadvantage on Melee and Reflexes Tests to defend yourself until the start of your next turn.

**Defend:** As an Action, choose an ally in Immediate Range or your current Zone. If you choose an ally, you become the target of Attacks targeting them, and may oppose melee attacks. If you choose a Zone, anyone that attempts to enter the Zone must use an Action to defeat you in an opposed **Athletics (Might)** Test.

**Disengage:** When **Engaged** (see above) you can use your Action to move away from the enemy without provoking an Attack.

**Dodge:** Until the start of your next turn you have Advantage on the next **Melee** or **Reflexes (Dodge)** Tests to defend yourself in combat. You can also oppose Ranged Attack Tests with your **Reflexes (Dodge)**.

**Flee:** You spend your Action and Move to escape the battle. You leave the combat and can take no further actions. You are removed from the Initiative order and Superiority decreases by 1.

**Grapple:** You make an **Athletics (Might)** or **Melee (Brawling)** Test, opposed with either the target's **Athletic (Might)**, **Melee (Brawling)**, or **Reflexes (Dodge)**. If you succeed, the target is **Restrained** (see the **Conditions Sheet**). You can release the grapple at any time as a Free Action. On their turn, the creature can use an Action to try to escape the grapple by repeating the Opposed Test.

**Help:** You use your Action to assist an ally, giving them Advantage on their next Test at the GM's discretion.

**Hide:** Make a **Stealth Test** and use the environment to hide. The Zone you are hiding in must have some feature or Environmental Trait that you can use to hide, such as the Cover or Obscured Traits. When you Hide, your Speed is reduced to Slow. Attacks while hidden are made with Advantage. If you hit with a melee attack while hidden, it also causes a Critical Hit.

**Improvise:** Tell your GM what you want to do, and they will tell you if it's possible and if you need to make a Test to do it.

**Manifest:** You attempt to manifest a psychic power (see the **Psychic Powers Sheet**).

**Overwatch:** You prepare yourself to act when a specific event happens. You must declare the trigger for your Overwatch, and the Action you will take when it happens. If the trigger for your Overwatch doesn't happen this Round, you can choose to proceed to the next Round without taking an Action, or you can take a different Action but act last in the Initiative order for the rest of the combat.

**Reload:** You reload a ranged weapon.

**Retreat:** Call for a retreat. If all your allies agree, you all safely flee the conflict.

**Run:** Use your Action to move to an adjacent Zone.

**Search:** Make an **Awareness (Sight)** Test.

**Seize the Initiative:** Move to the top of the Initiative order for the rest of the combat.

**Shove:** Make an **Athletics (Might)** Test opposed by the target's **Athletics (Might)** or **Dodge (Reflexes)**. If you win, the target is shoved a number of metres equal to the difference in SL and you are no longer Engaged. If you succeed by +3 or more SL, you may shove the target into an adjacent Zone.

**Take Cover:** If your Zone has the Cover Trait you can use this Action. Partial Cover gives you +3 Armour against ranged attacks. Total Cover gives you +6 Armour against ranged attacks.

**Target Location:** You make an Attack at Disadvantage. If you hit, you may choose the **Hit Location** (see above). At the GM's discretion, you can use this to ignore the armour benefit awarded to targets behind cover.

**Use an Object or Feature:** Use an object that requires an Action or activate Zone Feature.



# CRITICALS AND WOUNDS REFERENCE SHEET

## WOUNDS

You suffer Wounds whenever you take Damage that exceeds your Armour in that location. If your Wounds equal or exceed your **Maximum Wounds**, you suffer the following effects:

- ☠ On your Turn you may Move or take an Action, but not both. This effect lasts until you heal at least 1 Wound.
- ☠ You must make a **Challenging (+0) Fortitude (Pain)** Test or fall *Unconscious*. Repeat this Test each time you receive further Wounds. You don't regain consciousness until you heal at least 1 Wound.

## CRITICAL HITS

If you roll a double on an Test (11, 22, 33, and so on) with positive SL, or successfully attack whilst hidden, the attack deals a Critical Hit. The target suffers a **Critical Wound**. Roll 1d10 to determine the Hit Location, then deal Damage from the attack as normal. After dealing Damage, make a **Severity Roll** by rolling 1d10 and consult the Critical Wounds table below to determine the type of devastating blow you dealt.

## EXCEEDING MAXIMUM WOUNDS

If you suffer Wounds that would exceed your Maximum Wounds, you suffer a Critical Wound. Determine the Hit Location and make a **Severity Roll**. Roll 1d10 + the excess Damage and consult the Critical Wounds table below. If the number of untreated Critical Wounds your Character has exceeds their Toughness Bonus, they die.

*Example: Kalli attacks a wounded Gang Leader with her sword, striking them in the right leg for 8 Damage. The Gang Leader has a Maximum Wounds of 16, but has already suffered 14 Wounds. The first 2 Damage inflict 2 Wounds, meaning the Gang Leader reaches their Maximum Wounds. The remaining 6 Damage causes a Critical Wound.*

*The GM rolls 1d10 (the **Severity Roll**) and adds the remaining 6 Damage to the result. The GM rolls an 8, for a total of 14 (8 + 6). The GM checks the Critical Wound table for a result of 14: a **Savage Slice**. The Gang Leader is *Bleeding* and their right leg is broken, making them *Slow* and imposing *Disadvantage* on *Athletics* and *Reflexes* Tests.*

## CRITICAL WOUNDS

SEVERITY ROLL + EXCESS DAMAGE	NAME	EFFECTS
1	Struck Down	The victim is knocked <i>Prone</i> .
2-3	Laceration	The victim is <i>Bleeding</i> until someone makes a <b>Routine (+20) Medicae</b> Test to staunch the flow.
4-5	Low Blow	The victim is <i>Stunned</i> until the end of their next Turn.
6-7	Hammering Blow	The victim is knocked <i>Prone</i> and must make a <b>Challenging (+0) Fortitude (Pain)</b> Test or be <i>Stunned</i> until they take an Action to make a successful <b>Challenging (+0) Fortitude (Pain)</b> Test.
8-9	Savage Slice	The victim is <i>Bleeding</i> until someone makes a <b>Challenging (+0) Medicae</b> Test to staunch the wound. Additionally, they must make a <b>Challenging (+0) Fortitude (Pain)</b> Test or be knocked <i>Prone</i> .
10-11	Gaping Wound	The victim is <i>Bleeding</i> until someone makes a <b>Challenging (+0) Medicae</b> Test to staunch the wound. Additionally, they are <i>Stunned</i> until the end of their next Turn.
12-13	Shattering Strike	The victim is knocked <i>Prone</i> and the hit location suffers an <b>Injury</b> (see the other side of this sheet).
14-15	Catastrophic Cut	The victim is <i>Bleeding</i> until someone makes a <b>Challenging (+0) Medicae</b> Test to staunch the wound, and the hit location suffers an <b>Injury</b> (see the other side of this sheet).
16-17	Brutal Blow	The victim is <i>Stunned</i> until they take an Action to make a successful <b>Challenging (+0) Fortitude (Pain)</b> Test, and the hit location suffers an <b>Injury</b> (see the other side of this sheet).
18+	Devastation	The hit location suffers an <b>Injury</b> (see the other side of this sheet), and the victim must make a <b>Challenging (+0) Fortitude (Pain)</b> Test or be <i>Incapacitated</i> (This might be time to <b>Burn Fate!</b> ).



## HEALING WOUNDS

If you rest for 6 to 8 hours, you recover a number of Wounds equal to your Toughness Bonus. If you rest for a full 24 hours and do not undertake any strenuous activity, you heal Wounds equal to your Toughness Bonus x2.

If you have at least 1 Advance in the *Medicae* Skill you can make a **Routine (+20) Medicae** Test to treat someone's Wounds. During Combat, this Test is **Challenging (+0)**. If the Test succeeds, your target heals Wounds equal to the SL plus your Intelligence Bonus.

## HEALING CRITICAL WOUNDS

If the number of untreated Critical Wounds your Character has exceeds their Toughness Bonus, they die. If you have the *Chirurgion* Talent and a Chirurgion's Kit you can make a **Hard (-10) Medicae** Test to treat a Critical Wound. During Combat, this Test is **Very Hard (-30)**. If the Test succeeds, your target heals a single Critical Wound. Healing a Critical Wound doesn't fix an **Injury**. If nobody in your group has the *Chirurgion* Talent, you will need to find someone who does and pay them to operate!

## FUMBLES

When you roll doubles on an attack with negative SL, you Fumble. This means something unfortunate and potentially dangerous has happened. If you Fumble, roll on the Fumble table below, or decide what unlucky accident your Character experiences with the GM.

## INJURIES

Some particularly dangerous sources of damage, such as Critical Hits, can cause lasting traumatic Injuries. The effects of an Injury differ depending on the Hit Location:

**Head:** Choose one of the following:

- ☠ **Eye:** Disadvantage on Awareness (Sight) Tests. If both eyes are injured, you're *Blinded* until healed.
- ☠ **Ear:** Disadvantage on Awareness (Sound) Tests. If both ears are Injured, you're *Deafened* until healed.
- ☠ **Mouth:** *Bleeding* for 2 Rounds, Disadvantage on any Test that requires talking.
- ☠ **Nose:** *Bleeding* for 2 Rounds, Disadvantage on Awareness (Smell) Tests.

**Arm:** Disadvantage on any Tests made using the arm, such as attacks.

**Leg:** Your Speed is Slow, and you have Disadvantage on Tests using the leg, such as Reflexes and Athletics. If both legs are Injured, you are *Prone* and cannot stand up until healed.

**Torso:** You have Disadvantage on all Athletics, Dexterity, Fortitude, Melee, and Reflexes Tests.

If you have the *Chirurgion* Talent and a Chirurgion's Kit, you can take 2 hours to make a **Challenging (+0) Medicae** Test to fix an Injury. If you succeed, the Injury is healed and the negative effects are removed after 30 + 2d10 days.

## FUMBLE

1d10	RESULT
1-2	You flail inelegantly, and take a few crucial seconds to reassert a defensible stance. You fall to the bottom of the Initiative order on the next Round.
3-4	A poorly controlled swing or shot causes you to lurch and drop your weapon. You drop the weapon you used to attack. Anyone in Immediate Range can pick it up with an Action.
5-6	You stumble due to an unwieldy swing or unexpected recoil. You fall <i>Prone</i> .
7-8	Your ungainly attack manages to briefly blind or deafen you. Perhaps you overloaded a plasma weapon, causing a searing burst of light, used a Loud weapon too close to your ear, or clumsily struck your own eye when your attack ricocheted. You are <i>Blinded</i> or <i>Deafened</i> , whichever is determined more appropriate for your weapon by the GM.
9-0	In the fumbling confusion of battle, you manage to clumsily strike yourself with a glancing blow. You are either <i>Stunned</i> or <i>Bleeding</i> , whichever is determined more appropriate for your weapon by the GM.



# CONDITIONS AND ENVIRONMENTAL HAZARDS REFERENCE SHEET

## CONDITIONS

Some weapons, environmental dangers, and psychic powers can inflict Conditions, the semi-permanent status ailments detailed on this sheet. A Condition lasts either 1d10 Rounds or until directly treated with a *Medicae* Test.

### ABLAZE

You are on fire. You suffer 1d5 Damage at the start of your turn, which ignores armour. You may remove an *Ablaze* Condition by dropping *Prone* and using your Action to make a successful **Challenging (+0) Athletics** Test.

### BLEEDING

You are losing blood. You suffer 1 Damage at the end of your turn, which ignores armour.

If you exceed your Maximum Wounds due to the *Bleeding* Condition, you suffer a Critical Wound. If this happens, you no longer suffer any damage due to *Bleeding*, but can't recover Wounds until the *Bleeding* is treated. *Bleeding* can usually be treated with a **Challenging (+0) Medicae** Test or by using a Chirurgeon's Kit.

### BLINDED

You can't see. You can only succeed on Tests that rely on sight, such as Awareness (Sight) and Ranged Tests, by rolling a 01–05. You have Disadvantage on Melee and Reflexes (Dodge) Tests.

### DEAFENED

You can't hear. You can only succeed on Tests that rely on hearing, such as Awareness (Hearing), by rolling a 01–05.

### FATIGUED

You are exhausted, stressed, and desperately in need of rest. You have Disadvantage on all Tests. You may remove the *Fatigued* Condition by resting for 6 hours.

### FRIGHTENED

You are scared. Due to your fear and heightened senses, you have Advantage on Awareness and Intuition Tests.

However, you have Disadvantage on all Tests relating to confronting the source of your fear. At the end of each round, you may make a **Challenging (+0) Discipline (Fear)** Test to remove this Condition.

### INCAPACITATED

You can't Move or take Actions. You can't defend yourself. Melee attacks against you are automatically a **Critical Hit**.

### POISONED

You are sick or unwell. You have Disadvantage on Strength and Toughness Tests. The maximum SL you can achieve on any Test is equal to your Toughness Bonus. If the duration of a *Poisoned* Condition is not specified, it lasts for 1d5 hours. Most poisons can be treated with a **Challenging (+0) Medicae** Test and the use of a Chirurgeon's Kit.

### PRONE

You can only move by crawling, which makes you Slow, unless you use your Move to stand up. You have Disadvantage on Melee Tests. Creatures attacking you from within Immediate Range have Advantage on attack Tests. Creatures attacking you from beyond Immediate Range have Disadvantage on attack Tests.

### RESTRAINED

You cannot Move. You have Disadvantage on Tests involving movement of any kind, including Athletics, Dexterity, Melee, Reflexes, and Ranged Tests. Ending this Condition usually requires a situational appropriate Test, such as a Dexterity (**Lock picking**) Test.

### STUNNED

You are dazed and disoriented. You can take either a Move or an Action, but not both. If the duration of a *Stunned* Condition is not specified, it lasts 1d5 rounds. If an ally spends an Action attempting to rouse you, you may make attempt a **Challenging (+0) Fortitude (Pain)** Test to end this Condition.

### UNCONSCIOUS

You have fallen *Unconscious*. You immediately drop anything you are holding, fall *Prone*, and become *Incapacitated*.



## ENVIRONMENTAL TRAITS

Most battlefields are riddled with obstacles and hazards that affect combatants and influence the outcome of the fight. Environmental Traits affect an entire Zone.

### BARRIER

A *Barrier* is anything that impedes movement between Zones. To bypass a Barrier, you must use an Action to make a Test determined by the GM. This may be a Tech (Security) Test to deactivate a forcefield, or an Athletics (Climbing) Test to clamber over fallen debris, or anything else deemed appropriate. If you succeed on the Test, you get past the *Barrier* and make it to the Zone you were trying to reach. If you fail, you remain in your current Zone. Regardless of the result, your turn ends.

### COVER

If you start your turn in a Zone with the *Cover* Trait, you can use your Move to get into cover and immediately gain its benefit. If you enter a Zone with the *Cover* Trait, you must use the Take Cover Action to benefit from it this turn. *Cover* grants Armour to all Hit Locations:

- ☛ **Light Cover** grants +2 Armour against ranged attacks.
- ☛ **Medium Cover** grants +4 Armour against ranged attacks.
- ☛ **Heavy Cover** grants +6 Armour against ranged attacks.

### DARK

While in a *Dark* Zone, you can use the environmental conditions to Hide and have Advantage on Stealth (Hide) Tests. Awareness (Sight) Tests to see creatures, objects, or details only succeed on a 01–05. Ranged Tests to target anyone in the Zone only succeed on a 01–05. You have Disadvantage on Dexterity, Melee, Reflexes, and Tech Tests, or any Tests that would be affected by the absence of light. An area in shadow but with some illumination is *Poorly Lit* instead of *Dark*.

### DIFFICULT TERRAIN

When you begin your turn in a Zone of *Difficult Terrain*, your Speed is reduced one step, to a minimum of Slow. Athletics (Running) and Reflexes (Dodge) Tests are made at Disadvantage. Moving into a Zone of *Difficult Terrain* uses any remaining movement you have. You reach your destination, but you must then use the Run Action to move further, such as to an adjacent Zone.

## FEATURE

*Features* are objects and environmental details that you can interact with, such as doors, cogitators, containers, vats of corpse-starch, tables to flip for cover, and so on.

*Features* do not have an effect themselves, but using them might trigger or remove Environmental Traits. Turning a valve might cause steam to vent, making the Zone *Heavily Obscured*; using a cogitator might open a sealed bulkhead, removing a *Barrier*; using a flamer on a promethium container might cause it to erupt, creating a *Major Hazard*.

### HAZARD

**Minor Hazards** cause small wounds. Examples include thorny branches or a small fire. When you enter the Hazard or start your turn there, you suffer 5 Damage.

**Major Hazards** cause serious injury. Examples include poisonous spores or a promethium fire. When you enter the Hazard or start your turn there, you suffer 10 Damage.

**Deadly Hazards** cause near fatal injury. Examples include molten metal or a plasma leak. When you enter the Hazard or start your turn there, you suffer 15 Damage.

### OBSCURED

Heavy rain, thick smoke, and other environmental effects can affect your vision, making it hard to gauge your surroundings or even see your allies. Zones can be either *Lightly Obscured* or *Heavily Obscured*.

**Lightly Obscured:** You can use the environmental conditions to Hide, and have Advantage on Stealth (Hide) Tests. You have Disadvantage on Awareness (Sight) Tests and Ranged Tests. Creatures outside your Zone have Disadvantage on Awareness (Sight) Tests to see into the Zone, and on Ranged Tests to target anyone in the Zone.

**Heavily Obscured:** You are *Blinded*. Creatures outside your Zone can't see into the Zone at all, and can't target anyone in the Zone with ranged attacks.

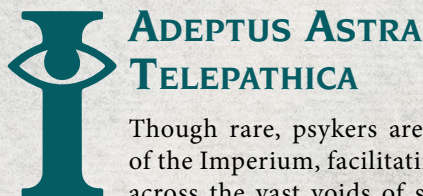
### POORLY LIT

Shadowy alcoves, halls illuminated by the faint light of a glow-globe, or a cathedral lit by flickering candles are all *Poorly Lit*. While in a *Poorly Lit* Zone, you can use the environmental conditions to Hide. Awareness (Sight) Tests to see creatures, objects, or details in the Zone are made at Disadvantage. Ranged Tests to target anyone in the Zone are made at Disadvantage.



# FACTIONS AND INFLUENCE

**Imperium Maledictum** uses the term Faction to refer to various organisations within the Imperium. Many of these are Adepta, organisations ruled by the High Lords of Terra, their authority derived from the Emperor. A Faction's leadership is rarely of one mind on any matter, and most have internal power blocs of one kind or another. In particular, Infractionists are anything but unified, with various gangs and cartels vying for control of even the lowest sub-level.



## ADEPTUS ASTRA TELEPATHICA

Though rare, psykers are an essential facet of the Imperium, facilitating communication across the vast voids of space that separate civilised Human worlds and unleashing terrifying powers on the battlefield. The Adeptus Astra Telepathica are responsible for securing, transporting, and training psykers, their sinister Black Ships relieving each Imperial world of them as part of the planet's tithe. The strongest of these souls, those with the mental fortitude to resist the corrupting influence of the warp and predacious entities that dwell within it, are trained at the Scholastica Psykana to control their accursed power. Those who lack such fortitude are sacrificed to sustain the Golden Throne.



## ADEPTUS MECHANICUS

Devoted adherents of Omnissiah, the cybernetically enhanced servants of the Machine God have spread from the sacred forge world of Mars throughout the Imperium. They are responsible for the manufacture and maintenance of the technology upon which Humanity relies, and fulfil their role with fervour and devotion. By tending to the machine spirits of these devices they venerate the Emperor of Mankind, whom their creed declares to be an aspect of the Omnissiah. The cult's Tech-Priests are obsessed with acquiring lost knowledge and trading weak flesh for blessed augmetics.



## ADEPTUS ADMINISTRATUM

The Adeptus Administratum collates and processes the titanic mountains of data that constantly pour forth from the many worlds which make up the Emperor's domain. Its work is enacted by a veritable army of clerks whose processes generally move at a glacial pace. Tithes are the basis of the Imperium and every world must pay, in the form of warriors, materials, and psykers.

The Administratum assesses what contributions any given world should be able to tithe and directs the flow of these resources throughout the Imperium, founding armies, launching crusades, and funding new projects as needed.

## ASTRA MILITARUM



The largest military organisation in the galaxy is the Imperium's Astra Militarum, commonly referred to as the Imperial Guard. Made up of tithed regiments from the countless worlds of the Imperium, their numbers are literally incalculable, for they fluctuate by the millions every day as Guardsmen perish in service to the Emperor, and new recruits are inducted to take their place. While the Astra Militarum have been essential to many of the Imperium's most notable victories, this has come at a terrible cost. Pitted against a tide of xenos horrors and foul heretics alike, the Astra Militarum's approach to warfare is utterly brutal — victory by devastating firepower and overwhelming attrition.

## ADEPTUS MINISTORUM



The Adeptus Ministorum, also called the Ecclesiarchy, is the organisation that enforces the Imperial Cult, the faith which unites the people of a million disparate worlds in the worship of the God-Emperor. Though the specific dogma may differ slightly from one planet to another, the cardinals and preachers of the Ecclesiarchy ensure that faith in the Emperor remains strong across his vast realm. The Missionarus Galaxia bring the word of the Imperial Cult to those in need of the Emperor's protection, and where his truth is refused, the Adepta Sororitas, wage holy crusades to purge heretics of their impious existence.

## THE INQUISITION



To whisper its name is to spur fear amidst even the most loyal servants of the Emperor. This must be so, for the Holy Orders of the Inquisition have an unenviable task, to battle the foulest foes of Humanity. They answer only to themselves, granted almost limitless jurisdiction to safeguard the Imperium. No one is above suspicion, least of all their peers, and those bearing the Inquisitorial Rosette have ended careers, lives, and on occasion, entire worlds. There are three Ordos Majoris within the Inquisition: the Ordo Xenos, who preserve the purity of the Imperium from inhuman species; the Ordo Hereticus, who root out witches, heretics and other traitors; and the Ordo Malleus, daemon slayers, the hammer that crushes the spawn of the warp.





## THE IMPERIAL FLEET

With the Imperium spread across countless thousands of light-years, void travel and trade is essential to maintaining its integrity. The Imperial Fleet is composed primarily of two large organisations, the militant Navis Imperialis, and the trade focused Merchant Fleets. They are directly responsible for protecting and ensuring that commerce, and the Imperium's Tithe, flow. The Navis Imperialis transports the forces of the Astra Militarum, protecting them while they are in transit with its vast armadas. A branch of the Navis Imperialis, the Aeronautica Imperialis, is dedicated to combat aviation in planetary atmospheres. In the Macharian Sector, the Navis Imperialis exercises an iron-fisted authority over the entirety of the Imperial Fleet.



## ROGUE TRADER DYNASTIES

Tasked with venturing into the unknown reaches of space beyond the boundaries of the Imperium, a Rogue Trader seeks new worlds to colonise in order to expand the Emperor's realm. Each Rogue Trader bears a Warrant of Trade, a hereditary writ that empowers an individual to seek fortune outside of the Imperium. These individuals are often nobility, and almost always incredibly wealthy, amongst the minuscule minority that can afford both a voidship and a crew to command. Rogue Traders and their agents have a rare freedom provided their activities serve the Emperor. Some secure vital intelligence or cartographic information, while others focus on more tangible gains, conquering, colonising, or reclaiming worlds for the Imperium. Centuries ago Voll was one such world, and it remains a profitable holding of the Castyx Dynasty today.



## INFRACTIONISTS

Infractionists are those who live on the periphery of Macharian society, whether out of choice or necessity. While not beholden to a citizen's toil, their lives are frequently far harsher, for as callous by necessity as the Imperium may be, it at least provides some form of shelter, protection, and sustenance. Through choice or circumstance, Infractionists escape from this oppression, in exchange for any future they might have had within Imperial society. Some turn to petty crimes: smuggling, simple theft, forging counterfeit goods. Others embrace a life of organised crime, grand larceny, chem-trading, augmetic reclamation, wet work, and worse.

If there's profit to be had, you can bet some Infractionist will take a chance on it. Life outside the confines of Imperial order requires initiative, independence, and cunning. Those found lacking wind up dead, either at the hands of the authorities, or their cut-throat peers.

## INFLUENCE

Influence represents your standing in the eyes of a Faction. It affects interactions between you and that Faction: opening doors or securing allies when they are most needed, or inviting further resistance and betrayal at the worst possible time. When making a Test to interact socially with members of a Faction that you have positive or negative Influence with, you gain a number of SL equal to that Influence. Additionally, the GM may rule that the attitude of members of that Faction as well as how much access they give you to locations, goods, and services, may be dependent on your Influence. The GM may determine that your actions during an adventure could change your Influence with a Faction (positively or negatively), even temporarily or with an individual.

## PERSONAL & PATRON INFLUENCE

Patrons operate at a much higher level than Player Characters, and as such have much higher influence tracked by the GM in secret. You may invoke your Patron's Influence instead of your own, but be aware this may have consequences — see the Party Sheet for more information.

## INFLUENCE

LEVEL	THIS FACTION WILL TYPICALLY...
+3	...allow you to procure some rare equipment and hire personnel, and will overlook minor transgressions.
+2	...lend you some equipment and the service of their underlings.
+1	...share pertinent knowledge with you and expedite standard procedures.
0	...treat you as an insignificant cog in the colossal machine of the Imperium.
-1	...will observe you closely and expect you to follow procedures to the letter, potentially hindering your efforts.
-2	...refuse to aid you, give you information, or access to any resources.
-3	...actively attempt to undermine your efforts.



# WARP AND PSYKERS REFERENCE SHEET

## THE WARP AND PSYKERS

Beyond physical reality there exists another realm known as the warp, a timeless expanse of roiling power where malevolent daemons and the gods of Chaos dwell. The incomprehensible energies and malign denizens of the warp pose perhaps the most perilous existential threat to the Imperium, and yet it is essential to the survival of Humanity. By harnessing the treacherous power of the warp, Humans can communicate and travel across the vastness of space, and twist its boundless power to achieve the impossible. However, both warp technology and psychic powers can have unpredictable and nightmarish effects, corrupting souls and allowing daemonkind to invade reality.

Some are born with a mutation connecting them to the warp and are able to harness a minuscule fragment of its unstable energies. These individuals are known as psykers, able to manifest psychic powers. Many are corrupted by this boundless power, becoming pawns of the Chaos gods or hosts to daemonkind. Others are collected by the Adeptus Astra Telepathica and trained to control their accursed gifts, moulded into Sanctioned Psykers who wield the warp somberly in support of the Imperium.

## CORRUPTION

Corruption is the slow, corroding, and twisting influence of Chaos upon your soul. Whenever you are exposed to Chaos, its servants or dark designs, you risk gaining Corruption. Those who amass Corruption become sicker, stranger, and eventually undergo a gradual, nightmarish transformation into something inhuman and abhorrent.

When you encounter a corrupting influence such as a daemon or a profane ritual, the GM may ask you to make a Fortitude Test to resist physical corruption or a Discipline Test to resist spiritual corruption.

- ☠ A **Challenging (+0) Fortitude** Test to resist 2 Corruption when attacked by a Mutant wielding a tainted weapon.
- ☠ A **Challenging (+0) Discipline** Test to resist 2 Corruption when reading a profane tome detailing a heretical ritual.

If you succeed on the Test, you reduce the Corruption you gain by your SL, to a minimum of 0.

Whenever you gain Corruption and have more total Corruption than your Willpower Bonus plus your Toughness Bonus, you must succeed on a **Challenging (+0) Fortitude** or **Discipline** Test. If you fail, you must roll on the **Mutation** Table below.

## WARP TOUCHED ZONES

A *Warp-touched Zone* bears lasting corruption, where the veil that holds back the immaterium is thin. A *Warp-touched Zone* has the following effects:

- ☠ All Psychic Power Tests are made with Advantage.
- ☠ Psychic Powers generate additional Warp Charge equal to the SL, regardless of if they succeed or fail.
- ☠ When you end your turn in the Zone, or spend a significant amount of time there, you must make an **Routine (+20) Fortitude** Test or gain 1 Corruption.
- ☠ The GM can choose to roll on the **Psychic Phenomena Table** and apply the result to a *Warp-touched Zone*.

## MUTATIONS

1d10	MUTATION	1d10	MUTATION
1-3	A small mark of a Chaos God or the eight pointed star forms on your flesh. Roll on the Hit Location table to determine where.	7	An eye appears somewhere on your body. Roll on the Hit Location table to determine where. The eye sees things you cannot.
4	Metal scales or ore deposits spread across your body. You gain +2 Armour on all locations, but your Agility is reduced by 10.	8	You do not appear in mirrors or other reflective surfaces, or in video recordings that use the visual light spectrum.
5	You grow an extra mouth. Roll on the Hit Location table to determine where. The mouth acts of its own accord, whispering and infrequently screaming in a language you don't know.	9	Your legs twist into a muscular digitigrade form, enhancing your agility. You have Advantage on Athletics Tests to run, leap, or otherwise use your legs.
6	Your shadow does not match your own movements, and it looms large and visible regardless of the light. Whenever you are in darkness and cannot see it, you have the unshakeable feeling it is doing something terrible.	10	Your armour and cybernetic implants fuse with your flesh. You can repair items merged with you using your Fortitude Skill. Tests to repair these items using conventional methods have Disadvantage. You can't change your armour or don additional armour.



## MANIFESTING PSYCHIC POWERS

To manifest a psychic power, follow these steps:

1. Choose the psychic power and a target. The power details the Difficulty of the Psychic Mastery Test required to manifest it, how and what it can target, and its range.
2. Make a Psychic Mastery Test against the Difficulty of the psychic power using the relevant Specialisation.
3. You gain Warp Charge equal to the Warp Rating (WR) of the psychic power. If you fail, you gain an additional Warp Charge for every negative SL.
4. If you succeeded on the Test, apply the power's effects.

## WARP THRESHOLD AND PERILS OF THE WARP

Psykers have a Warp Threshold, usually equal to their Willpower Bonus. If your Warp Charge exceeds your Warp Threshold at the end of your turn, you must make a **Challenging (+0) Psychic Mastery** Test.

If you fail, you must roll on the **Perils of the Warp** Table below at the start of your next turn, adding +1 to your result for every Warp Charge you have over your Warp Threshold. After this, your Warp Charge resets to 0 and any powers you are Sustaining end.

## SUSTAINED POWERS

Some powers have a duration of Sustained. You can continue the effect of a successfully manifested Sustained power as a Free Action, as long as you are conscious and have a higher Warp Charge than the power's Warp Rating.

## PURGATION

As an Action, you may make a **Challenging (+0) Discipline (Psychic) Test** to reduce your Warp Charge by 1 +SL, to a minimum of 0. Whenever you successfully Purge, roll 1d10 plus 1 for each Warp Charge removed and apply the result from the **Psychic Phenomena** Table below.

## DENY THE WITCH!

A Psyker may attempt to **Deny the Witch!** Whenever another Psyker within Short range attempts a Manifest Test. The Psyker attempting to deny the power must make a **Challenging (+0) Psychic Mastery** Test. Every +SL they receive reduces their target's Manifest Test by -1 SL.

## PERILS OF THE WARP

1d10	EFFECT
1-2	You catch a glimpse of something in the Warp that sends shivers down your spine. Gain the <i>Frightened</i> Condition.
3-4	Destructive warp power surges through you. You suffer 3 Wounds.
5-6	A violent burst of energy from the warp smashes your mind and you are sent reeling. You are <i>Stunned</i> .
7-8	Warp energy floods your body. You are Restrained by an invisible force with Strength 50 for 1d10 rounds.
9-10	An unnatural psychic storm erupts, covering your Zone with a downpour of blood. The Zone is <i>Warp-touched</i> for 1d10 hours.
11-12	Time flows oddly around you, and you are flung 1d10 rounds into the future. You disappear for 1d10 rounds.
13+	Power gushes from you in a warplight cascade, spewing arcs of iridescent light. All other characters within Short Range suffer a hit that deals 1d10+6 Damage. Targets may attempt to Dodge this hit as if it were a Ranged Attack with 1 SL.

## PSYCHIC PHENOMENA

1d10	EFFECT
1-2	The area is covered with a thin layer of hoarfrost. Breath fogs in the air, and an unnatural chill infiltrates even the thickest armour.
3-4	Images such as pictures, icons and statues in the area appear to weep blood.
5-6	Any perishable goods in the area become stale and unpalatable. Insects and small animals nearby quickly perish.
7-8	All light sources dim substantially, causing the Zone to become <i>Poorly Lit</i> .
9-10	Loud disembodied screeching fills the area, periodically making it impossible to hear other sounds.
11-12	Gravity reverses for a few seconds. Everyone in your Zone must succeed a <b>Challenging (+0) Reflexes (Acrobatics) Test</b> or fall <i>Prone</i> .
13+	The air is sucked from the lungs of everyone present. Everyone in your Zone must succeed at a <b>Challenging (+0) Fortitude (Endurance) Test</b> or become <i>Stunned</i> for one round.



# TRADING AND GEAR REFERENCE SHEET

Solars are the widely accepted currency of the Macharian Sector and are commonly used to trade on every level of Rokarth. You will find a veritable panoply of goods and services to purchase on the back of this sheet.

The GM may call for a Rapport (Inquiry) Test to find an item you want to buy or a buyer for something you want to sell. You may make an Opposed Rapport (Haggle) Test with a trader to negotiate a price, changing it by 5% per positive SL.

## WARGEAR TRAITS

Some wargear has effects or qualities, referred to as Traits, that affect the mechanics of the game:

**Blast:** When you use a weapon with the *Blast* Trait, target a Zone within range and make a single Ranged (Thrown) Test. All characters in the target Zone can make an Opposed Reflexes (Dodge) Test versus the result of your Test. If you win the Opposed Test, you deal Damage equal to your weapon Damage plus the difference in SL.

**Close:** Ranged weapons with Close can be used in Immediate Range without incurring Disadvantage on the Attack Test.

**Defensive:** You have Advantage on Opposed Tests when defending from melee attacks with this weapon.

**Flamer:** This weapon spews a stream of burning chemical liquid. Attacks made with a *Flamer* have Spread and ignore Cover. Instead of targeting a creature with the *Flamer*, you can choose to target a Zone within range. The Zone becomes a *Minor Hazard* until the end of your next turn.

**Inflict (Condition):** If an attack with this weapon deals Wounds, the target suffers the Condition. If the weapon or attack does not list a damage rating, the attack only needs to hit to inflict the Condition.

**Loud:** When you Attack with a *Loud* weapon, everyone within Long Range is alerted. Armour with the *Loud* Trait imposes Disadvantage on Stealth Tests.

**Ornamental:** At the GM's discretion, an item with this Trait may grant +1 SL on Fellowship Tests interacting with characters who would appreciate the item's aesthetics and style.

**Penetrating (Rating):** The weapon's attacks ignore Armour equal to the rating.

**Reliable:** If you Fumble when using this weapon to attack, roll 1d10. On a result of 4+, you don't Fumble.

**Rend (Rating):** When an attack with this weapon Wounds, the Armour on the Hit Location is reduced by the rating until the Armour is repaired.

**Spread:** When you successfully attack with this weapon all creatures within Immediate Range of the target (except you) must make a Challenging (+0) Reflexes (Dodge) Test or suffer half Damage from the attack.

**Subtle:** Weapons with this Trait are quiet and easily hidden, imposing Disadvantage on Awareness Tests to detect the weapon's use or find it hidden on your person. Armour with this Trait is not obvious at first glance, imposing Disadvantage on Awareness Tests made to see if you are wearing it. *Subtle* Armour can be worn in addition to other Armour that doesn't have this Trait. When worn in this way, add both Armour values together to determine total Armour on the location.

**Thrown (Range):** You can use Ranged (Thrown) to make an Attack with this weapon at the range indicated.

## AMMUNITION, BURST, & RAPID FIRE

Typically, each Ranged Attack you make with a weapon expends one ammunition from that weapon. If your Ranged Weapon has 0 ammunition left, you must use the Reload Action before you can fire it again.

Ranged Weapons with the *Burst* or *Rapid Fire* Traits only expend ammunition when you use the effects of those Traits, as detailed below. Weapons with *Rapid Fire* can use the *Burst* Trait effect, though you can't combine both effects on a single Ranged Attack.

**Burst:** When you make a Ranged Attack with a *Burst* weapon, you may declare that you are firing a burst. If you do so, you may add +1 SL to your Ranged Test, and reduce the ammunition in the weapon by 1.

**Rapid Fire (Rating):** When you make a Ranged Attack with a *Rapid Fire* Weapon, you may declare you are rapid firing and reduce the weapon's magazine by its *Rapid Fire* rating. If you do so, you may either choose to grant the weapon the *Spread* Trait, or you may gain Advantage on the attack roll and increase the weapon's damage by its *Rapid Fire* rating. You can't *Rapid Fire* if your magazine contains less ammunition than its *Rapid Fire* rating.



MELEE WEAPONS				
NAME	SPECIALISATION	DAMAGE	COST	TRAITS
Chainsword	One-Handed	3 + StrB	500	<i>Loud, Rend (2)</i>
Brass Knuckles	Brawling	0 + StrB	30	<i>Subtle</i>
Sword / Club	One-Handed	2 + StrB	100	None
Knife	One-Handed	0 + StrB	50	<i>Subtle, Thrown (Short)</i>
Shock Maul	One-Handed	2 + StrB	250	<i>Loud, Inflict (Stunned)</i>

AUGMETICS		
AUGMETIC	COST	EFFECTS
Arm	1,000	+1 Armour to arm location, +1 SL to Strength Tests using the arm.
Leg	1,000	+1 Armour to leg location, +1 SL to Strength Tests using the leg.
Eye, Nose, Ear	4,000	+1 SL to Tests using the augmetic, e.g. Awareness (Sight) for an Augmetic Eye.

RANGED WEAPONS						
NAME	SPECIALISATION	DAMAGE	COST (MAG)	RANGE	MAG	TRAITS
Flamer	Long Gun	8	1,000 (50)	Medium	4	<i>Flamer, Inflict (Ablaze), Loud, Two-handed</i>
Laspistol	Pistol	5	400 (100)	Medium	4	<i>Burst, Close, Loud, Reliable</i>
Lasgun	Long Gun	6	600 (150)	Long	8	<i>Burst, Loud, Reliable, Two-handed</i>
Autopistol	Pistol	3	400 (20)	Medium	3	<i>Close, Loud, Rapid Fire (3)</i>
Autogun	Long Gun	5	600 (30)	Long	5	<i>Loud, Rapid Fire (3), Two-handed</i>
Shotgun	Long Gun	8	400 (10)	Medium	1	<i>Inflict (Prone), Loud, Spread, Two-handed</i>
Stub Pistol	Pistol	2	250 (20)	Medium	2	<i>Burst, Close, Loud</i>
Stub Revolver	Pistol	6	200 (5)	Medium	6	<i>Close, Loud, Reliable</i>
Webber	Long Gun	6	1,500 (150)	Medium	6	<i>Inflict (Restrained), Two-handed</i>

PROVISIONS	COST
Recycled Water	1
Algae Slop	2
Flask of Recaff	3
Neymary Spirit	3
Shot of Ghol	5
Polycake	8
Roasted Tardigrade	12
Sumalak Algae	18
Grox Shank	37
Glass of Amasec	45

GRENADES				
NAME	SPECIALISATION	DAMAGE	COST	TRAITS
Blasting Charge	Thrown	10	40	<i>Loud, Spread, Thrown (Medium)</i>
Fire Bomb	Thrown	-	10	<i>Blast, Loud, Inflict (Ablaze), Thrown (Medium)</i>
Frag Grenade	Thrown	6	50	<i>Blast, Loud, Thrown (Medium)</i>
Smoke Grenade	Thrown	-	30	<i>Thrown (Medium), Zone Heavily Obscured for 3 Rounds</i>

ACCOMMODATION	COST
Room at Aparthotel Rokarth	100
Hab Room in Habsprawl XI	70
Shared Hab in Habsprawl IV	50
Hanger Bunk in Ditchhaven	10
Hanger Bunk in The Lean-To	5

GEAR	COST	USE
Chirurgeon's Kit	500	Can be used with the <i>Chirurgeon</i> Talent to heal Critical Wounds and some Injuries. Can be used 5 times. You can expend one use of a kit to remove a Condition from a target without a Test at the GM's discretion.
Chrono	20	Displays the current local time.
Filtration Plugs	20	You gain +2 SL on Fortitude Tests to withstand the effects of harmful gases.
Glow-Globe	30	Can illuminate a <i>Poorly Lit</i> or <i>Dark Zone</i> for 5 hours before requiring a recharge.
Grapnel Launcher	550	Can be shot up to 50 metres as an Action with a <b>Routine (+20) Ranged (Pistols)</b> Test. Once affixed, can lift up to 2 individuals at a rate of 5 metres per round.
Holy Icon	10	If you show sufficient faith and present a Holy Icon, you gain +1 SL to Discipline Tests and Tests to resist Corruption.
Lascutter	170	Can be used with Tech (Engineering) Tests to cut through solid objects.
Pict Recorder	200	Can be used as an Action to record up to 10 hours of video footage.
Rebreather	200	While worn, you ignore any penalties due to airborne pathogens and breathe underwater for up to 1 hour.
Respirator	50	While worn, you automatically pass Tests to resist the effects of airborne pathogens, but suffer Disadvantage on Awareness (Sight) Tests.
Stummer	1,000	When activated, increases the Difficulty of Awareness (Hearing) Tests made to detect unexpected sounds in the same Zone by -30 for 20 minutes.

MEDICAL CARE			
SOURCE	COST	MEDICAE SKILL	RESOURCES
Gang Stitcher, Infractionist Bone-saw	100	30	<i>None</i>
Officio Medicae Adept	200	40	Chirurgeon's Kit
Apprentice Sister Hospitaller, Officio Medicae Ordinate	600	50	Chirurgeon's Kit and the <i>Chirurgeon</i> Talent
Sister Hospitaller, Noble House Medicae staff	1,200	70	Chirurgeon's Kit and the <i>Chirurgeon</i> Talent

ARMOUR			
NAME	LOCATIONS	ARMOUR	COST
Heavy Leathers	Arms, Body, Legs	2	60
Flak Boots	Legs	2	100
Flak Helmet	Head	2	150
Flak Gauntlets	Arms	2	100
Flak Vest	Body	3	500
Flak Jacket	Arms, Body	3	800