WARHAMMER 40.000: THE ROLEPLAYING GAME [*]

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Give me one thousand men fool enough to want to conquer hell...
and we'll conquer hell!
Warmaster Solon

Since we started being in confidence with the tabletop game of *Warhammer 40000*, we've been feeling the need for its roleplaying version.

Indeed, the impression was as if Games Workshop intended *WH40K* to be a roleplaying game rather than a tactical game, as suggested by many sections of the *Rogue Trader* (the first edition).

After a few years, and after that *Necromunda*, the transposition cited by many *White Dwarf* articles, appeared to be just another set of rules for urban fights, the need for roleplaying the wonderful characters of the dark and charming universe of the 41st millenium has become unbearable. For this reason, just after the release of the new edition, we started working.

The following pages come from our desire to play true campaigns of *WH40K* and to roleplay *our* characters, which fight, sweat blood, and (in particular) shoot, not for an inner hope for ransom but for their survival.

1 The dilemma

When we had to decide whether to adopt the tri-dimensional game rules (with a few changes, such as an increase of PC wounds), or to adapt the *Warhammer Fantasy Roleplay* rule set, we chose, after a lot of game-testing, the second option.

Rather than by the imminent release of the italian translation, *Martelli da Guerra*, this choice was affected by the possibility to exploit the available advancement system for characters (the careers), that had been already tested by many RPG players.

Actually, we didn't want "to put too much meat on the fire", at the same time retaining some coherence with the GW production.

In spite of this, the work has immediately shown itself as rather large. The list of all the new basic and advanced careers of the 41th millenium, with their Advancement Schemes and descriptions, would have occupied too much space; from this the necessity to compress in this first article a set of rules which allows to start playing at once, but only using characters based on the Army Lists created for the wargame. Obviously, since both simple soldiers and very powerful characters are presented in the Army Lists, an since their cost is useless in the RPG, the gamemaster will have to state some criteria to select the characters suitable for the scenario you're going to play. However in the future, always on these pages, we will present the character generation system.

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Let's start to create our character step by step, drawing it from an Army List; the sample character for each section of this article is an ex-Space Marine, based on the *Codex* of the second edition of *WH40K*.

2 The Character Profile

As all the players of *WH40K* know, the profile of each character (i.e., its base characteristics, as Strength or Intelligence), be it a commander or a soldier, is expressed by mean of its stats, ranging from 0 to 10. We have now to convert such stats into percentage terms, making reference to the table ??.

Stats	WS	BS	W	Ld, Int, Cl, WP
1	17 (13+d8)	9 (6+d6)	5 (1+d6)	2 (d4)
2	25 (21+d8)	17 (13+d8)	11 (7+d6)	6 (4+d4)
3	33 (29+d8)	25 (21+d8)	17 (13+d6)	10 (8+d4)
4	41 (37+d8)	34 (30+d8)	23 (20+d6)	14 (12+d4)
5	49 (45+d8)	43 (39+d8)	29 (26+d6)	18 (16+d4)
6	57 (53+d8)	52 (48+d8)	35 (32+d6)	24 (20+d6)
7	65 (61+d8)	62 (57+d10)	41 (38+d6)	29 (26+d6)
8	73 (69+d8)	72 (67+d10)	47 (44+d6)	43 (29+4d6)
9	81 (77+d8)	83 (77+d10)	53 (50+d6)	66 (49+5d6)
10	90 (5+d8)	93 (89+d8)	59 (56+d6)	89 (78+2d10)

Table 1: Stats conversion table

Notes:

- the first value is the mean of the characteristics, which can be rolled following the method between parenthesis;
- the Movement, Strength and Toughness remain the same;
- the Initiative is ten times *WH40K* I;
- Attacks (A) remain unchanged. Remember the Attacks are used only for the melee, never for ranged attacks.
- Dex and Fel have no corresponding characteristics in the *WH40K* rules, and will be determined randomly (see below).

If you want to use characters from the Army List of *WH40K*, Second Edition, you also need to roll some characteristics, fundamental for the RPG, which lack in the new edition. These are: Cl, Int, WP, Dex and Fel. To determine these five characteristics, make reference to the table ??. Optionally, you can also base yourself on the Ld score and use the previous conversion table to generate also these other characteristics.

	Humans	Space Marines	Eldar	Squat
Dex	2d10+20	2d10+30	2d10+30	2d10+10
Int	2d10+20	2d10+30	2d10+40	2d10+20
Cl	2d10+20	2d10+30	2d10+40	2d10+40
WP	2d10+20	2d10+30	2d10+30	2d10+40
Fel	2d10+20	2d10+20	2d10+30	2d10+10

Table 2: New stats generation table

Example

Kurt Kruger is an ex-Space Marine, who fought in the ranks of the Blood Angels. He left his company against the will of his captain (he is, in short, a deserter), because he was tired of killing Space Orks on all the fronts of the galaxy, with the sign of the Chapter printed on his armour. Now he just wanders through the darkest streets of the most corrupt cities of the most infamous planets of the galaxy, searching for a purpose for his life, different from the blood streaming from the wounds of his enemies. Kurt original Profile is the following: M:4, WS:4, BS:4, S:4, T:4, W:1, A:1, Ld:8. After rolling the dice according to the previous tables, Kurt new Profile is: M:4, WS:43, BS:35, S:4, T:4, W:6, I:40, A:1, Dex:33, Ld:44, Int:38, Cl: 40, WP:35, Fel:29. In this case we didn't use the previously described optional rule on the Ld: Int, Cl WP and Fel were rolled.

3 Classes and Skills

We divided all the categories of characters in four large classes matching, more or less, those of *WFRP*: the *Soldiers*, i.e. those who work (or have worked) in some army; the *Rogue*, i.e. those who live on the fringe of the society, careless of the laws of their home planet (not people out of the jurisdiction of the Empire, otherwise all the Eldar would be Rogues); the Explorers, i.e. those who have space voyages, such as the colonizers and the settlers; last, the *Academics*, comprehending beings with psychic powers, the technicians and generally the cultured people.

First of all you have to decide which of these four classes the character you want to play belongs to. Logically speaking, each character taken from an Army List should belong to the Soldier class, and serve in an army, but we suggest some flexibility: even an Inquisitor, before the Empire enlisted him, can have had a Rogue past on his home planet. Moreover, he is certainly also an Academic, because he has psyonic powers. In practice, he has characteristics from each of the three classes. With a bit of imagination we can suppose, for example, that an Imperial Guard, tired of his life as a soldier, deserted and started exploring the space with a stolen spaceship: here we have an Explorer born from the stats of an Imperial Guard!

Think of each character as belonging to the class corresponding to his current job, but also feel free to create multiclass characters, with more skills and trappings at hand. However, try to not use very powerful characters, usually indicated in the Army List as unique pieces, because they quite always have remarkable role-playing problems, and troubles in joining a group (think about playing the role of an Eldar Avatar, the incarnation of a god!).

To determine the *number of skills* available to your character follow the procedure on the *WFRP* manual on page 0, once rolled the age of the character as indicated on page 0[1]. Every Space Marine should have therefore, on average, 3–4 random skills, rolled on the Soldier Skills Table.

Each player can also choose for his character three more skills, from all the *WFRP* skills and the ones we describe below.

The heroic characters, as described on page 68 of the new *Rulebook* of *WH40K*, must have, of course, more skills than the common ones, because of their longer experience on the field and their superior abilities. To simulate this, each Champion will choose 2 more skills, each Hero 4 more ones and a Mighty Hero (an Imperial Assassin, or a Commander, for example) will choose 6 more skills. The same is for the Psykers: +2 for the Psyker Champions, +4 for the Master Psykers and +6 for the Psyker Lords (the Inquisitors!).

4 NEW SKILLS AND MODIFIED SKILLS

In this section we describe both the new skills, explicitly created for the sci-fi setting of *WH40K*, and those which, taken from the fantasy RPG, have been a little adapted to the Universe of the 41th Millenium. They are in *italic* in the Skills Tableřefskills.

[1]Use Human table for Humans and Space Marines, Elf table for Eldar and Dwarf table for Squats

—Soldiers—

D100	Skill
01-06	Ambidextrous
07-13	*Specialist Weapon*
14-15	Disarm
16-20	Luck
21-25	*Drive motorcycle*
26-30	*Spot ambush*
31-33	*Read/Write*
34-39	Very Strong
40-44	Very Resilient
45-48	Silent Move, Rural
49-52	Silent Move, Urban
53-55	Fleet Footed
56-62	*Pilot*
63-68	Lightning Reflexes
69-75	*Repair (Weapons/Armours)*
76-80	Sixth Sense
81-85	Climb Sheer Surface
86-91	Marksmanship
92-96	Acute hearing
97-00	Excellent Vision

—Explorers—

D100	Skill
01–04	Ambidextrous
05–10	Heraldry
11–16	*Astronomy*
17–22	*Culture Classification*
23–25	Luck
26–28	*Drive Motorcycle*
29–35	Read/Write
36–40	*Operate Complex Vehicles*
41–42	Very Resilient
43–50	*Space Navigation*
51–55	*Warp Navigation*
56–63	Direction Sense
64–65	Fleet Footed
66–70	*Pilot*
71–72	Lightning Reflexes
73–77	Linguistics
78–83	*Repair (Vehicles)*
84–85	Climb Sheer Surface
86–90	Sixth Sense
91–94	Acute Hearing
95–00	*Technology Evaluation*

Table 3: Soldier and Explorer Skills

—Rogues—

D100	Skill
01–04	Ambidextrous
05–08	Blather
09–10	Sing
11–15	Corrupt
16–17	Dance
18–20	*Forgery*
21–25	Luck
26–30	Flee!
31–34	*Drive Motorcycle*
35–38	Very Strong
39–42	Very Resilient
43–48	Silent Move Rural
49–53	Silent Move Urban
54–57	Fleet Footed
58–65	*Pilot*
66–68	Lightning Reflexes
69–75	Street Fighting
76–79	Climb Sheer Surface
80–86	Dodge Blow
87–91	Sixth Sense
92–96	Acute Hearing
87–00	Excellent Vision

—Academics—

D100	Skill
01–03	Ambidextrous
04–08	Heraldry
09–12	*Astronomy*
13–17	Blather
18–23	*Bureaucracy*
24–25	Sing
26–30	*Custom Lore*
31–35	*Warp Lore*
36–40	Cryptography
41–42	Dance
43–50	Luck
51–53	Flee!
54–58	Supernumerate
59–65	Read/Write
66–67	Very Strong
68–69	Very Resilient
70–72	Silent Move Rural
73–75	Silent Move Urban
76–80	*Pilot*
81–85	Lightning Reflexes
86–90	Climb Sheer Surface
91–95	Sixth Sense
96–00	Acute Hearing

Table 4: Rogue and Accademic Skills

Specialist Weapon

This skill already exists in *WFRP*: it allows the character to use weapons which need a special training to be used, and which are used otherwise with a WS or BS of 10. A character with this skill can choose from the groups described in *WFRP*. There exist also five new groups of specialist weapons: the (E) group, comprehending the special Eldar Weapons; the (F) group, the Flame Weapons; the (G) group, the Grenades; the (P) group, the Plasma Weapons; the (S) group, the Shuriken Weapons. The group of a weapon is indicated next to its name, in the following tables, in the *S* columns. A character, specialized in one of these groups of weapons, can use them with his normal BS. The weapons marked with a star (*) are specialist weapon so singular that they do not belong to any group and to be properly used require the character to have a Specialist Weapon skill devoted only to that weapon. All the Heavy Weapons and the Terminator Weapons follow this rule. For the others, there are still weapons in all categories of Specialist Weapon of *WFRP*, except for the Gunpowder Weapons, Artillery and Incendiary: most of firearms of *WH40K* are simpler to use than the primitive arquebuses of *WFRP*, and the complex ones are characterized as we said above.

Martial Arts

This skill is the evolution of Street Fighting skill. It is a very powerful skill, therefore it counts as two normal skills (when the PC is created) or it costs 200 EP, when acquired during the advancement (if the character already has the Street Fighting skill, 100 EP are enough).

A character with Martial Arts has a +10 to the WS and +10 to I when involved, unarmed, in a melee; if he has already the Dodge Blow skill, he has a Dodge Blow roll with a +10 bonus; finally, he ignores all the modifiers for the unarmed combat, just as with the Street Fighting skill.

Astronomy

Apart from the clearly greater knowledge of the universe available to the PCs in *WH40K* with respect to *WFRP*, the difference between this skill and the original one is that, in this case, the character can recognize celestial bodies and constellations, generally known, also on a star chart or on an electronic display and not only observing them from the surface of a planet! Astronomy is not enough to be able to make space voyages, for which further skills are necessary (see Space Navigation).

Bureaucracy

The characters with this skill are familiar with most of the bureaucratic systems. With a Int Test they can understand the fundamental bureaucratic mechanisms on a planet not known, starting from some information. They can also easily handle the administrative quibbles regarding their home planet. In the case of a planet under imperial control, the knowledge will extend to the bureaucracy of the whole Empire.

The skill gives a +10% on the Bluff, Corrupt, Gossip and Find Job Tests in environments where the bureaucracy has a fundamental role, such as public offices.

Culture Classification

A character with this skill can evaluate the evolution degree of the inhabitants of a planet or of a specific area. By mean of comparison with other known races, the character can, with a few elements, understand the administration form adopted by those people and their social evolution.

The skill gives a +10% bonus on Comprehend Languages and Bargain tests.

Technological evaluation

Thanks to this skill, with a few clues, a character can understand the highest degree of technological development reached by a culture.

This skill gives also a +10% bonus on Bargain and Evaluate Tests regarding technological handyworks.

Custom lore

This skill substitutes the Etiquette of *WFRP*. The character has a particular ability to locate the main characteristics of usages and customs of people, by mean of past experiences.

This skill allows to tread foreign lands without looking like a stranger, and gives a +10% bonus to all Fellowship Tests, comprehending Bluff and Gossip.

Alien culture lore

This skill is parallel to the three previous ones and to the following one. It is the typical skill of people who have travelled for a long time, or of an historian. Its range of use can be very large: if the character succeeds in an Int test, it allows to speak or to understand the fundamental traits of other languages, to know racial cults, etc.

Legend Lore

In the universe of *WH40K* many historical knowledges are handed down by word as legends; characters with this skill know most of these traditions. Some examples of legends are: the battle between Horus and the Emperor, and the lives of the Primarchs of the Space Marines.

Usually the use of this skill requires a Int Test. A character with this skill can choose a specialization, (e.g. the history of Blood Angels), for which the Test is not required.

Warp Lore

The Warp is a parallel dimension, almost unknown, but used to cover the great distances of the space. A character with this skill has an idea of the creatures haunting the Warp and of its laws.

This skill works as the Daemon Lore skill of *WFRP*.

Smith

With this skill it is possible to slightly modify the size and the shape of armours without servosystems and not requiring implants (such as the Terminator Armours).

The character needs his instruments at hand and 3d10 hours to complete his job. Apart from this, the skill is analogue to the one of *WFRP*.

Forgery

This skill allows to forger any kind of document, be it magnetic, electronic or on sheep skin.

The character must have his working instruments at hand and of 1d4 hours. The quality of the fake can be determined with a Int test.

Drive motorcycle

This skill substitutes the *WFRP* Riding Skill, but if some of your characters are born on planets where the horse is still used as a mean of transport, you are free to retain the Riding Skill.

This skill allows to drive all the two- or three-wheeled vehicles, plus the hoverbykes (you only need handlebars and a saddle!). The character has a +10% bonus on the Risk Tests made while he is driving.

Spot Ambush

Characters with this skill are very hard to get unprepared, thanks to their specific military training, and have a +10% bonus for the Hear Noise and Observation Tests rolled to verify if they are surprised.

Electronic Infiltration

Characters with this skill can infiltrate, with a computer and a telecommunication device, the few databanks remained on the planets ruled by the Empire.

An Int Test is required for systems with particular protections.

Electromechanic Manipulation

It substitutes the Engineering Skill of *WFRP*, since, even though engineers still exist (almost always Squats), designing doesn't exist anymore, but only reproduction and modification of already existing technologies. For example, you need this skill to build the Combi-Weapon.

The PC with this skill have a +10% on all the Build Tests regarding electric, electronic and mechanical devices.

Operate Complex Vehicles

This skill allows to pilot spaceships, titans, or other means of large dimension. The character must choose the specific kind of mean of the *WH40K* universe. This skill however does not allow a single character to operate a mean requiring a crew of more than one people.

The character has a +10% on the Risk Test made while he is operating.

Acrobatic Manoeuvres

This skill substitutes the Horse Acrobacy, and it allows to drive a vehicle at its extreme. This skill can't be used by itself, and the skills Pilot, Drive Motorcycle or Operate Complex Vehicles are required.

The character has to make a Risk Test only for those manoeuvres to the limits of the impossibility, and in these cases it has an additional bonus of +10% to the Test.

Space Navigation

This skill allows to trace the space routes and therefore to navigate through the planetary systems. However, it does not allow to voyage using the Warpspace.

Warp Navigation

A character with this skill can drive the spaceships through the Warp, without the risk of coming to a far and hostile planet! This skill is, indeed, a genetic mutation, and can be acquired only at the generation of the character, not by using EP. The Warp Navigation Skill is a psychic power, but those who have it never have other psychic powers.

Drive wheeled-/tracked-vehicles

Characters with this skill can drive on any kind of terrain wheeled or tracked vehicles, be they camions, tanks (Land Raider, Rhino, etc.) or Orks Battle Wagons.

The PC has +10% bonus on Risk Tests made while driving these vehicles.

Pilot

Characters with this skill can drive hovercrafts, vehicles with anti-G systems and any other kind of non-earthly vehicle used for the movement within the atmosphere.

The PC has +10% bonus on Risk Tests made while piloting.

Repair

The ability to put back in working order the devices is fundamental in the universe of *WH40K*, where most of the building skills are lost. With this skill a character can repair even seriously damaged mechanisms, unless unreplaceable spare pieces are missing.

The Repair Skill has three different branches (corresponding to three different skills): Weapons and armours, Vehicles, Electronic Instruments.

Dodge Ranged Weapons

This skill is similar to the Dodge Blow Skill of *WFRP*, which is used only in melee combat. With a successful I Test a character can Dodge a firearm or a ranged shot. The following modifiers are applied: -10, if Sustained Fire is used; -10 for each inch of area of an Area Weapon.

Survival

Characters with this skill can take sustenance from a wild and hostile environment, by hunting, herbs harvesting, etc. Moreover, they know the fundamental remedies to resist the cold, the heat, and, in general, all the external climatic conditions.

Example

The player, with the GM, decides that Kurt Kruger, as a deserter, belongs to the Rogue class. Rolling 1d4+1 (Kruger is 29 years old) we get a 3, which is the number of skills to be randomly determined on the Rogue Table. So, rolling three times the percentage dice we get the following skills: Drive Motorcycles (33), Flee! (30), and Very Resilient (41). Now the player can choose three more skills; in our case, they are Repair (weapons and armours), Dodge Ranged Weapons and Survival.

5 THE FATE POINTS

Since our heroes will be the main characters of battles most of times lethal, it is useful to give some more chance to the players to keep untouched (so to speak!) their favorites at least for some game session. And so the Fate Points come into play, for all aspects exactly alike to those of the Fantasy RPG. So, when the characters are created the Humans will have 1d3+1 Fate Points (1d3-1 for the Space Marines), the Eldar 1d3-1 and the Squats 1d3. The Fate Points have to be handled by the Game Master exactly as described in the paragraph Fate Points, to page 0of *WFRP*. If a character has a standard profile for his race, he gains one Fate Point more; a Champion gains no more Fate Points than normal. An Hero has one Fate Point less than normal (one minimum). A Mighty Hero has two Fate Points less than normal (zero minimum).

As an optional rule you can suppose that a character can retain a weapon or a piece of equipment as heritage of his past experience in an army corpse (e.g., the Terminator Armour for the Terminator Space Marines), at the cost of 1 Fate Point. Obviously, following this system, the more powerful characters will have to randomly determine all their weaponry, unless the game master decides for a different solution.

Example

For the Fate Points of Kurt Kruger, since he is a Space Marine, we roll a 1d3-1, and we get 2. We decide to use the optional rule, which states Kurt can keep his Blood Angels Power Armour without rolling the dice, at the cost of 1 Fate Point. So, Kurt remains with 1 Fate Point.

6 WEAPONS AND EQUIPMENTS

This is perhaps the most important section for those who want to roleplay a warrior of the 41th Millenium. What would have remained of the brave Inquisitor Sabathius, surrounded by ferocious and pitiless Genestealers, if he hadn't had by his side a snarling Chainfist and worn his reliable and impenetrable Terminator Armour? This is the moment to equip and to arm your character, at least enough to let him survive in the hostile recesses of a galaxy haunted from every kind of monstrosity. Let's try to avoid making the *WH40K* RPG a game exclusively of violent and fruitless combats, which, in the long distance, tires in every roleplay game. Everybody would like, at least in a first moment, to be able to transform their character in a walking arsenal, but we think it is more correct to equip the character following their field experience. The system here presented requires from you a little of good sense, because of its flexibility.

Approximately, you've only to browse the tables in the following pages and choose the weapons you most like, then you roll to see if your character has them. And here his also your common sense, since, if you want to role-play a Space Marine on active service, you should choose a simple Bolter.

You have, for your character, five choices available that you can distribute among the various categories of equipments (Pistols, Armours, etc.): this means that a character can also take with himself more than one equipment piece belonging to the same category. You've then to roll a percentage dice for each choice, consulting the availability column for that piece of equipment (taking into account also the character race): in this way you can determine whether you obtained what you wanted or not. If the result is negative, you are free to roll for a new object, always remaining in the same category. It can happen also, but it is very improbable, that you try all the equipment pieces within one category without succeeding to take even one because of unlucky rolls: in this case you have to change category and try again all the options, following with the same criterium until you get a success, or until you have again to change category. The character is not obliged to get two equal weapons; if this happens, simply re-roll the dice choosing another weapon, excluding from the list those already in your hands.

If the character has been taken from the Army List and is an Hero, you have more options available, as follows:

- Champion +2 options
- Hero +4 options
- Mighty Hero +6 options

Base weapons							
Type	S.	Avail.	I	To Hit	Dam.	S.F.	Blast
Autogun	-	20% Eldar 60% others	-	+10/0	3+1d6	-	-
Boltgun	-	30% Eldar 80% others	-	+10/0	4+1d6[+1]	-	-
Bow	-	30%	-	0/-10	3+1d6	-	-
Crossbow	-	20%	-	0/-10	4+1d6	(1)	-
Flamer	F	20% Eldar 30% others	-	0/0	4+1d6[+2] (2)	-	-
Graviton Gun	*	5%	-20	+10/0	Special (3)	-	2 m
Grenade Launcher	*	30%	-20	0/-10	Variable (4)	-	Variable
Handbow	-	15%	-20	0/-10	4+1d6[-1]	-	-
Las Gun	-	90%	+10	+10/0	3+1d6[+1]	-	-
Melta Gun	-	30% Eldar 10% others	-20	+10/0	8+3d6[+4]	-	-
Needle Rifle	-	10%	-	+10/0	1+1d6[+1] (5)	-	-
Ripper Gun	-	15%	-	+60/-20	4+1d6	2	-
Plasma Gun	P	25%	-	+10/0	7+1d6[+2]	1	-
Shotgun	-	5% Eldar 35% others	+20	0/-10	4+1d6	-	(6)
Shuriken Catapult	S	85% Eldar 10% others	-	+10/0	4+1d6[+2]	1	-
Storm Bolter	*	90% Terminators	-	+10/0	4+1d6[+1]	1	-
Swooping Hawk Grenade Pack	E	10% Eldar	-	-	Variable (4)	-	Variable (4)

(1) One round to load, one round to shoot
(2) The damage caused is fire damage (see *WFRP* on page 0). The target gets fire 50% of the cases.
(3) When hit by a Graviton Gun, the target must roll 1d10; if the result is higher than his toughness, the victim dies because of the weight increase, otherwise is blocked for 1d6 hours.
(4) Roll on the grenades table to determine ammunition.
(5) It works as the needle pistol (see table ??).
(6) With machinegun ammunition, 3+1d6 and an area of effect of 2 m radius.

Table 5: Base Weapons

Heavy Weapons							
Type	S.	Avail.	I	To Hit	Dam.	S.F.	Blast
Assault Cannon	*	20% Terminator	-	-10/0	+5d6[+3](1)	3	-
Auto Cannon	*	5% Eldar 15% others	-	-20/0	8+3d6[+3]	1	-
Heavy Bolter	*	10% Eldar	-30	-20/0	5+2d6	2	-
		40% others					
Heavy Flamer	*	25% Terminator	-30	-20/0	5+1d6[+3](3)	-	-
Heavy Plasma Gun	*	15%	-30	-20/0			
- low energy					7+2d6[+2]	-	3 m
- high energy					10+5d6[+6](4)	-	3 m
Heavy Stub Gun	*	5% Eldar 35% others	-30	-20/0	4+1d6[+1]	2	-
Heavy Webber	*	20%	-30	-20/0	Special (5)	-	4 m
Las Cannon	*	15%	-30	-10/0	9+7d6[+6]	-	-
Multimelta	*	5% Eldar 15% others	-30	-10/0	8+13d6[+4]	-	4 m
Missile Launcher	*	25%	-30	-20/0	(6)	-	-
- Super Krak	-	15%	-	-	8+5d6[+6]	-	-
- Frag	-	50%	-	-	4+1d6[+1]	-	4 m
- Melta	-	20%	-	-	8+3d6[+4]	-	2 m
- Blind	-	30%	-	-	Special	-	4 m
- Anti Plant	-	15%	-	-	Special	-	4 m
- Plasma	-	30%	-	-	5+1d6[+1]	-	3 m
Multi Laser	*	20%	-30	-10/0	6+2d6[+1]	3	-
Shuriken Cannon	*	40% Harlequins 15% other Eldars	-30	-10/0	5+2d6[+3](7)	2	-
Terminator Cyclone	*	15% Terminator	-	-10/+10(8)	8+5d6[+6]	-	(9)

(1) Risk of explosion if it jams; see Wargear, pag. 34.
(2) With Hellfire shell it does not have sustained fire, makes 3d6[+2] damages, regardless of Toughness, (not of armour) to organic creature. Other targets within 4 m may be hit (see Wargear, pag. 35).
(3) It causes fire damage (see *WFRP*, pag. 0). The target takes fire in the 50% of cases.
(4) After shooting at high energy, Heavy Plasma Gun needs 5 round to recharge.
(5) Cast a web with a radius of 2" (5 yards?). The targets are blocked (see Web Pistol in the Pistol table).
(6) Roll again to see the kind of ammunition.
(7) With Shrieker ammunitions, roll 1d6+3. If the damage is higher than the armour, the victim is affected from the serum (see Wargear, pag. 44).
(8) It can be used only by a character with Terminator Armour. If the character does not use the laser targeteer, if has -20/0 to hit but it can shoot also with another weapon.
(9) It has 20 missiles, and it can shoot one or more at the same time. See Wargear, pag. 46. Area of effect is equal to 1 m for each missile shot.

Table 6: Heavy Weapons

Melee weapons						
Type	S.	Avail.	I	To Hit	Dam.	Parry
Banshee Mask	E	5% Eldar	-	-	Special(1)	No
Blades and Saws	-	95%	-	-	S[+1d6]	Yes
Chainfist	*	40% Terminator	-	-	10+2d6[+6]	Yes
Chainsword	*	65%	-	-	4+1d6[+1]	Yes
Harlequin's Kiss	E	30% Harlequin 10% Eldar	-	-	Special(2)	No
Lighting Claws	*	65% Terminator	-	-	8+2d6[+5]	No
Mandiblaster	E	30% Eldar	+20	-	1d6[+2]	No
Power Axe	-	40%				
- 2 handed	2h	-	-10		6+1d6[+3]	Yes
- 1 handed	-	-	-		5+1d6[+2]	Yes
Power Fist		10% Eldar 20% others	-	-	8+1d6[+5]	No
Power Maul	-	90% Adeptus Arbiter Judges, 5% others	-	-	5+1d6[+3]	Yes
Power Sword	-	50%	-	-	5+1d6[+3]	Yes
Sword/Hand Arms	-	90%	-	-	S+1d6	Yes
Thunder Hammer	*	60% Terminator	-	-	3d6[+5](3)	Yes

(1) In the round in which the Eldar charges, his opponent is blocked: he can parry, but he can't attack or dodge.
(2) If it hits, roll 1d6 (with the normal chance of additional damage). If the number of damages is greater than the armour, target takes 3d6 Wounds, (regardless of his T) unless he can Dodge.
(3) Regardless of armour and T.

Table 7: Melee Weapons

Armours and shields		
Type	Avail.	Protected areas (1)
Primitive Armour	10% Eldar 90% others	1 body [1 head, legs and arms]
Flak Armour	20% Eldar 90% others	2 body [2 head, legs and arms]
Mesh Armour	70% Eldar 40% others	3 body [2 head, legs and arms]
Carpace Armour	30%	4 body [3 head, legs and arms]
Eldar Aspect Armour	35% Eldar	4 body, 2 head, legs and arms
Eldar Rune Armour	70% Eldar Warlock	S.T. (70 - damage)%
Power Armour	30% Empire 10% others	5 body and head, 4 legs and arms
Eldar Holo Suit	95% Harlequins 15% Eldar	-10 to the WS/BS of opponent
Terminator Armour	60% Terminator	15 body, 12 head, 8 legs and arms
Squat Exo-Armour	20% Squats	12 body, 10 head, 7 legs and arms
Refractor Field	30%	S.T. (50 - damage)%
Conversion Field	20%	S.T. (70 - damage)%
Displacer Field	10%	S.T. (90 - damage)%(3)
Power Field	5%	S.T. (100 - damage)%(4)
Primitive Shield	40%	1 (all locations)
Storm Shield	60% Terminator 5% others	S.T. (70 - damage)%
Suppression Shield	50% Adeptus Arbiter 10% others	3 (all locations)(5)

(1) The values between square parenthesis indicate that not always it is possible to find the complete armour. Each location has a 50% of probability to be protected, unless the GM decides for a different rule.
(2) Protection of 3 against the effect of area weapons.
(3) If the field activates (successful S.T.) the bearer is teleported by 2–12 yards in a random direction.
(4) It operates correctly only with ranged weapons. Moreover, it gives a -10% to the WS of the bearer.
(5) If the character charges, it automatically bestows 3+1d6 of damage.

Table 8: Armours and Shields

Pistols						
Type	S.	Avail.	I	To Hit	Dam.	S.F.
Auto Pistol	-	20% Eldar 60% others	+10	+10/0	3+1d6	
Bolt Pistol	-	30% Eldar 80% others	+10	+10/0	4+1d6[+1]	-
Hand Flamer	F	20% Eldar	+10	0/0	4+1d6[+2](1)	-
Las Pistol	-	95%	+10	+10/-10	3+1d6	-
Needle Pistol	-	15%	+10	+10/0	3+1d6[+1](2)	-
Plasma Pistol	P	20%	+10(3)	+10/-10	6+1d6[+1]	1
Shuriken Pistol	S	85% Eldar 10% others	+10	+10/0	4+1d6[+2]	-
Stub Gun	-	10% Eldar 40% others	+10	0/-10	3+1d6	-
Web Pistol	*	30%	+10	0/-10	Special(4)	-

(1) The damage is fire damage (see *WFRP*, page 0). Target takes fire in the 50% of the cases.
(2) Each dart of the pistol can bring three doses of a toxin (*WFRP*, page 0), which takes effect if the weapon inflicts at least one point of damage. Besides this, the weapon behaves as the others. The available toxins are up to the GM.
(3) The Plasma Pistol can shoot only once every other round.
(4) If it hits, the target is blocked; each round the victim can try to free himself, if he scores 9 or more rolling a d6 and adding his strength; if he fails, he takes 1d6 damages.

Table 9: Pistols

Grenades			
Type	Avail.	Dam.	Blast
Anti-Plant	20%	Special	4 m
Blind	25%	Special	4 m
Choke	60%	Special	3 m
Frag	60%	3+1d6[+1]	4 m
Hallucinogen	10%	Special	3 m
Krak	20%	6+3d6[+3]	-
Melta Bomb	10%	8+3d6[+4]	-
Photon Flash	20%	Special	3 m
Plasma	30%	5+1d6[+2]	3 m
Radiation	10%	5d6[+3]	2–6 m
Scare	15%	Special	4 m
Smoke	70%	Special	4 m
Tanglefoot	25%	Special	6 m

Special Grenades		
Type	Avail.	Blast
Haywire	15%	3 m
Stasis	10%	4 m
Toxin	10%	4 m
Virus	5%	4 m
Vortex	5%	4 m

A successful roll on the table of the grenades means that the character has ten grenades. The specialization is necessary for launching grenades.
A successful roll on the table of the special grenades means that the character has one grenade. The same specialization of normal grenades is required to launch special grenades.
For a detailed description of the effects of the grenades see the volume Wargear, pag. 56–65.

Table 10: Grenades

7 GENERAL NOTES ON THE EQUIPMENTS

- For what concerns the damages of the above mentioned weapons, the last modifier on the right is always relative to the armour and it hasn't to be taken into account in the case you hit a man without any kind of physical protection. Optionally you can, perhaps to make the weapons a bit less lethal, take it not into account at all.

- For the equipment pieces belonging to specific troops, such as the Terminator Weapons and the Banshee Masks, you have to use a bit of the good sense we told about. Let's make an example: if your character belongs to a Terminator team he will surely own a Terminator Armor, you only have to determine the weaponry. If you instead want to roleplay a deserter Space Marine, it can be fun to randomly determine if he still has with him his Power Armour. If the characters are bandits or mercenaries you can also assume they have had, during their career, the possibility to steal a bit of special equipment, and so feel free to roll the dice to see if you get into some specially effective weapon or armour. Remember however that the Terminator Weapons can be used only if you wear the Terminator Armour, and to wear the Terminator Armour you must have the right biomechanical implants!

- There exist many weapons requiring the Specialist Weapon Skill to be used, so we suggest the gamemasters to allow players, after they have determined their actual weapons, to change a skill previously chosen, or rolled with the dice, so as to get the wanted specialization.

- (Optional rule) The modifiers in the columns "I" and "To Hit" indicate the possible bonus or malus respectively to the I and To Hit (WS or BS). Such modifiers aim to balance the power of the weapon with regards to their handiness and contribute to give variety to the fights. The ranged weapons have two modifiers: one for the short distance and one for the long one. The range of the weapons is the same as indicated in the *Wargear*.

Various	
Type	Avail.
Cameleoline	35%
Combi-weapon	100%(1)
Communicator	50%
Frenzon	35%
Jump Pack	20%
Medi-Pack	40%(2)
Scanner	25%
Servo-Arm	40% Technicians and Mechanics 20% others

(1) The character can automatically have a combi-weapon if he has obtained two weapons before (see Wargear, pag. 70, to see the possible combinations).
(2) A medi-pack can heal a character every five rounds, healing d6 Wounds. Moreover, it can be used as medical assistance to counter the effects of a critical hit, and it gives a +30% in the cases in which there exists a possibility of recovery based on a test. Even if the Test fails, the character will be out of risk. The character treated with a medi-pack is automatically considered as lightly wounded, unless he has sustained mutilations, in which case he is considered as seriously wounded.
(3) The character has to choose to which weapon is applied.

Table 11: Various

Example

Kurt Kruger has already got his armour, and so our first choice will be the attempt to get an heavy weapon (of course!). With and incredible 06 at the fourth attempt (after having failed the roll for Las Cannon, Multi-Laser and Heavy Plasma Gun) he get an unexpected Multimelta, a weapon of ravaging power, which Kurt will, we suppose, hide under the capacious saddle of his four-cylinder chopper (if the generous gamemaster allows him to have one, since he has the Drive Motorcycle skill!). Since the Multimelta is a Specialist Weapon, Kurt will have to sacrifice one of the skills he has chosen, unless he wants to shoot with a poor 10%. We then waste the Survival, so that Kurt can use the heavy weapon his normal BS. As base weapon, Kurt gets a Boltgun at the first attempt (44 the dice roll). On the table of the melee weapons, Kurt is unlucky and succeeds in getting only a sword at his third attempt.

So Kurt gets also a Bolt Pistol, this one at the first attempt on the pistol list. We exploit the fifth and last choice to obtain for Kurt a Force Field as additional defence: with a lucky 25, at the first dice roll, we get a Refractor Shield. Finally our pitiless deserter is properly equipped, ready to face all the thieves, the assassins and the hate merchants which will appear before him.

8 AND LET THERE BE THE WAR!

The major part of the game mechanisms of *WFRP* (Tests, Movement, etc.) are quite sound for the *WH40K* universe. The most drastic modifications, obviously, regard the combat: new rules are necessary in the RPG to simulate the extremely more advanced available weapons.

Overwatch

You can overwatch, performing no action when your character, according to the normal I order, should act. At any moment in the round you can declare your character fires; if this happens while an opponent is shooting at you, you have to make an I test to determine if you shoot before (if you succeed) or simultaneously (if you fail).

Sustained Fire

We suggest the use of the proper dice present in the second edition of *WH40K*. The weapons with Sustained Fire are indicated by a number in the "S.F." column in the equipment tables.

The dice are needed to determine the number of shot bullets and the possible Jam of the weapon. If you fire at a single target with a Sustained Fire Weapon, the attacker has a +10% bonus to the BS; besides this the attack behaves as normal. In the case of multiple close targets, first you roll the Sustained dice, then you distribute the available shots among the targets, making an unmodified To Hit roll for each target. In the case of Jam, the character can make a Dex Test each round to unjam the weapon.

Area of effect

For the Area Weapons (the effect radius is indicated in the column "Blast", following the criterium 1" = 2 yards) the rule is very simple: you make a single unmodified To Hit roll and all the targets within the area suffer the full effects of the weapon. Each half inch can be taken as one yard. If there're doubtful situations on the inclusion within the area of effect, you can always halve the effect of the weapon on the target, to simulate the incompleteness of the shot. The Area Weapons and those with Sustained Fire are also more difficult to dodge (see *Dodge and Hide*, in the following). We suggest you, playing with models, to use the normal templates of the new edition of *WH40K* to determine the area of effect.

When a weapon with an area of effect misses the target, use the normal rules on the shot dispersion (see *WFRP*, pag. 0, or *WH40K Rulebook*, pag. 36–37). In the case of Flamers, if the To Hit roll fails, the targets within the area of effect automatically have a chance to Dodge, even if they do not have the skill.

Damages and Armours

The damages of the weapons have been obtained calculating 1d6 for each point of damage inflicted on average from the weapon in *WH40K* (for example: Las Cannon, damage 2d6, average 7, therefore in the RPG damage is 7d6), adding the strength and finally the Save Modifier. Since a character has, on average, from 6 to 10 wounds, and since a Boltgun causes, on average, 8.5 damages, you immediately understand how lethal the weapons are. As in *WFRP*, the armours no more give a Saving Throw, but they absorb damages.

The field forces instead still give a Saving Throw, expressed in percentage terms, minus the total damages inflicted by the weapon. If the roll succeeds, the damage is completely absorbed.

The psychic aura (if you use the rules on psyonic powers of the first edition) absorb a limited number of damages, equal to 10 for each level of the aura, and then they exhaust themselves. In the case a character wears more than one kind of protection, the order in which they offer resistance to the shot is the following: force fields, armours, then psychic aura.

The light armours, as the Mesh and the Flak ones, can be worn under the heavier ones, as the Carpace or the Power Armour (never under the Terminator Armour), with a modification of -10 to BS, WS and I and -1 to the M. In this case the protections of the two armours add each other. Remember also that, in the case characters find some armours during an adventure, these armours will have a precise size, which must not diverge too much from the size of the character who would wear them. The different proportions of the race are, for example, insurmountable limits: see also the Smith Skill and the Repair (weapons and armours) Skill.

Dodge and Hide

Since the ranged weapons of *WH40K* are much more lethal, with respect to the bows and crossbows of *WFRP*, it has been necessary to introduce a proper skill which allows to dodge also the shot of lasers, plasma weapons, etc. (see *Dodge Ranged Weapons* in the skill section). Moreover, each character can choose to throw himself down (at the time determined by his I) without doing anything else during that round, to defend himself from the enemy fire which follows his I; if he has at hand a coverage (as a wall) behind which he can hide, he can't be hit, otherwise he's considered as protected (-20 to the BS of the attacker). In the following round the character will have a -10 modification to the I if he wants to get up (see also the paragraph *Prone and Static Targets*, in *WFRP*, pag. 0, for more penalties of a prone character).

Parry

A character involved in a melee combat can also parry, wasting one of his Attacks, as in *WFRP*. The weapons with which you can parry are indicated with a number in the column "Parry", while you can't parry with the ones indicated with a "No". Any melee weapon absorbs, parring, 1d6 damages. If the attack damages exceed the parried damages, the weapon which has parried has a chance to be damaged equal to 5% for each exceeding damage point. The damaged weapons are useless until they are repaired; if the exceeding damages are more than 20, the weapon is utterly destroyed.

Heavy Weapons

For what concerns the Heavy Weapons, to simulate the encumbrance and also to limit the extreme fire power, we apply, as a base, a -20 penalty to the BS, if the weapon is used at short range; if used without Suspensors, apply an additional -10 to the BS and halve the Movement of the carrying character. The Slow factor, for the weapons difficult to load, is simulated with a penalty to the I. If a character, using a weapon, drops to zero or less of I, he can fire only once every other round, at his normal I.

9 EXPERIENCE AND ADVANCEMENT

Awaiting for the complete rules on the careers in *WH40K*, it is possible, for the growth of the experience of the characters, to adopt the following rules:

- A character can learn a skill, from the random generation table of his class or the corresponding one in *WFRP*, at the cost of 100 EP.
- A character can learn any other skill spending 100 EP, if he succeeds in an Int Test.
- The profile can be advanced following the schemes in table ??.
- A character can start an advanced scheme only if he has completed the basic one of the corresponding class, spending 100 EP. A character can start a basic advancement scheme at any moment, spending 100 EP.

10 CONCLUSIONS

All the rules for playing, togheter with the list of all the other available skills, can be found in the *WFRP*. As we previously hinted, in this first part it was not possible to make room for all our work: in a future article there will appear the careers, complete with the advancement scheme, to allow the players to create characters ex-novo, without committing to the Army Lists. An article is also in preparation to adapt the psychic powers of *WH40K* to the magic system of *WFRP*. Other rules, now in progress, concern the inter-planar voyages and Warp voyages, and the use of the vehicles.

For all who are familiar with *WFRP* and *WH40K*, it shouldn't be too difficult to adapt the other equipment not described in this article (comprehending those available in Dark Millenium) to use them in the RPG, or to develop careers corresponding to the main figures of the universe

Soldiers — Base													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+2	+10	+1		+10		+10		

Explorers — Base													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
		+10		+1	+2	+10		+10	+10	+10	+10	+10	

Rogues — Base													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10			+2	+20		+10		+10	+10		+10

Academics — Base													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
					+2	+10				+20	+10	+20	+20

Soldiers — Advanced													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+30	+30	+2	+2	+6	+20	+2	+10	+30	+10	+30	+10	+10

Explorers — Advanced													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+30	+1	+2	+5	+20	+1	+30	+20	+20	+30	+20	+10

Rogues — Advanced													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+20	+20	+1	+1	+4	+30	+1	+30	+10	+20	+30	+10	+30

Academics — Advanced													
M	WS	BS	S	T	W	I	A	Dex	Ld	Int	Cl	WP	Fel
	+10	+10	+1	+1	+4	+20		+30	+30	+30	+30	+30	+30

Table 12: The advancement schemes

of the 41th millenium. Instead, we do invite you to do it and to send us the results of your work. All the comments and the criticisms on the rules we proposed are welcome.

Now, you've only to find a willing gamemaster, who knows about the *WH40K* universe, choose a character, adapt him to the RPG with the rules we gave you and do everything you can to make him live at least for two game sessions!

11 Copyright Stuff