

Wrath & Glory Quick Reference Guide

How do I do things?

You roll a dice pool of d6. The number of dice is the same as the appropriate number on your sheet i.e. making an Athletics Test when you have an Athletics value of 7 means you roll 7d6. One of these dice is considered the Wrath Die which can have special implications when it rolls a result of 1 or 6 but is otherwise the same. Values of 4 and 5 count as one success and a value of 6 counts as two successes. You generally want as many successes as possible. The number of successes you need is dictated by the GM and is known as the Difficulty Number or DN. It is usually disclosed to you by the GM when you make the test if it is not contested. For example, if you want to smash down a locked door you know the DN up front, but if your character is trying to hold the door against someone else who is trying to force their way through then you and the other person (GM) will both roll Strength and whoever gets a higher value wins. In cases of ties the instigator wins.

What's the Wrath Die?

One of the dice in a given pool is treated as the Wrath Die, which is usually a different color to make it easy to distinguish. Depending on the circumstances (i.e. Combat vs. Narrative Time) a result of 1 or 6 on the Wrath Die is significant, with 1 generally resulting in a negative consequence or disruption called a Complication. A 6 generally results in some positive enhancement or boon, like a Critical Hit.

What happens when I roll a 1 on the Wrath Die?

You suffer a Complication. A Complication can occur even if the Test was otherwise successful (meaning you met or exceeded the DN.) A Complication is usually some kind of narrative escalation or added feature of a situation. In combat, for example, a Complication on a Ballistic Skill test to shoot an enemy may mean your weapon jams or you expend too much ammunition in your fervor and lose a Reload. Or in a narrative sense you may be holding a door closed to keep a foul alien from mincing you and your friends only to hear scuttling in the vents or an alarm signaling another problem you need to address. **NOTE:** If the player and GM can't agree on a satisfying Complication, the player may instead grant the GM a point of Ruin, a resource they can use to enhance foes or shift the tide of combat much like players spend Wrath and Glory.

What happens when I roll a 6 on the Wrath Die?

Rejoice, luck smiles upon you. A few things happen. First, regardless of whether or not the Test was successful, you add 1 point of Glory to the pool of Glory all players share. Then, if you are in combat and the roll was an attack, you inflict a Critical Hit.

What resources are in the game?

There are three primary resources in the game to manage, two for players and one for the GM. The players manage the eponymous Wrath and Glory, while the GM manages Ruin.

What is Wrath?

Each player begins each session with 2 points of Wrath. They may earn additional points of Wrath for particularly good roleplaying (at GM discretion) and/or achieving their characters' Objective. Wrath can be spent to do the following things:

- Reroll all failures on a Test (meaning you reroll any dice which did not result in a 4, 5, or 6). However, Complications cannot be rerolled. This may only be done once per Test.
- Recover Rank+3 Shock. In Combat this is limited to once per round and counts as an Action.
- Make a minor narrative declaration. The GM has final say but this can introduce something cool or useful to a scene or action, such as a convenient canister of flammable gas or a precariously dangling crucible.

What is Glory?

Glory is a shared pool of points that all players can use. It begins each session at 0 and has a maximum of 6 or the number of players +2, whichever is greater. It accrues during the session from fortuitous rolls of the Wrath Die and from Shifting Successes. Glory can be spent to do the following things:

- Increase your dice pool. After making the initial roll and any re-rolls from spending Wrath, a player can spend an amount of Glory to roll that many additional dice. These dice cannot be re-rolled and this may only be done once per test.
- Increase the damage of a successful attack. Each Glory spent adds 1 to the total Damage.
- Increase the Severity of a Critical Hit by 1.
- Seize the Initiative! During combat, if it would normally pass to the GM's turn, the players can spend a point of Glory to go again. This can only be done once before the GM gets a turn. The GM can also spend Ruin to Seize the Initiative from the players, so beware!

What is Shifting Success?

Sometimes a player can score more successes than necessary for a given DN. When that happens and there are excess results of 6 that could be removed from the roll and still have the Test succeed, those dice can be Shifted. Up to one Shift per Test can be Shifted to generate 1 point of Glory. During Narrative Time Shifts can be used to gain more information or indicate a superlative performance of speed and skill. During Combat, Shifts from attack rolls can be shifted to Damage, letting the player roll an additional damage die for each Shift when calculating the total damage.

Combat Overview

The galaxy is a brutal place in Warhammer 40k and combat is fast and generally lethal. Rounds in combat proceed in a simple turn order with the players starting first, choosing whichever character to act and then passing to the GM. This back and forth continues until all PCs and NPCs have acted and then starts again. If there is an imbalance in the number of combatants, excess turns simply happen in order until all participants have acted. Be careful when outnumbered.

Actions in Combat

Characters are typically given the following actions per turn which can be taken in any order:

- Move (move up to Speed in meters)
- Combat Action (Attack, perform a Test, Run, etc.)
- Simple Action (Reload, draw a weapon)
- Reflexive Action
- Unlimited Free Actions (Soaking, some Talents)

If you're not sure what your approach to a situation in combat would involve ask the GM for clarification.

Multi-Actions

Sometimes a character will need to accomplish several things at once during their turn in combat, like running through a closing gate while laying down some suppressing fire on their pursuer. In cases like this a player can elect to take a Multi-Action. This allows them to attempt multiple Actions during the same turn but the DN for each Action that has one increases by the total number of Actions attempted. Players may not attempt the same Action more than once. For example, a player may want to leap off a gantry in pursuit of a fleeing heretic and try to put a few shots in their back, but their weapon jammed last Round so they also need to clear the jam before they can shoot. They announce they intend to make a Multi-Action to jump down, clear the breach on their boltgun, and then shoot at the enemy. This means the Athletics Test to leap off the gantry, the Tech Test to unjam the boltgun, and the Ballistic Skill Test to shoot the heretic each have their DN increased by 3. A difficult situation indeed!

Multi-Attack

Multi-Attack allows a character to target multiple enemies with an attack. This increases the DN of the attack roll (either Weapon Skill or Ballistic Skill) by +2 for each additional target. The player makes one attack roll and applies the results to all of the targets. If the attack results in a critical hit, the player chooses only one target to suffer its effects.

- If making a Multi-Attack with a melee weapon, the character must have enough Speed to move to engage all of the targets.
- If making a Multi-Attack with a ranged weapon, a player may spend a Reload to reduce the DN penalty of a Multi-Attack by the weapon's Salvo value. Weapons

with a Salvo value of " - " may not be used to make a Multi-Attack.

- Thrown weapons may only be used to make a Multi-Attack at GM discretion.

Damage

Weapons/attacks have a listed Damage profile usually in the form of x+yED. For example a laspistol has the damage profile of 7+1ED. On a successful attack, the damage of the shot is calculated as 7 plus the number of successes rolled on the ED (Extra-Damage Dice). This means the laspistol does 7 damage on a result of 1-3, 8 damage on a result of 4 or 5, and 9 damage on a result of 6. Shifting dice allows a player to roll more ED with the same conditions. Once all these dice have been rolled the player may then spend Glory to increase the final damage by 1 for each point of Glory. Melee weapons typically also add the user's Strength Attribute to the Damage.

Wounds

To determine how many Wounds a character is about to suffer, subtract the character's Resilience from the incoming final damage value. Resilience can be reduced by the Armor Penetration of the attacker's weapon so adjust accordingly. If the damage exceeds the target's Resilience, they may suffer the difference in Wounds. If the damage exactly matches the Resilience of the target, the target instead suffers 1 Shock. If the damage is less than the target's Resilience, the attack does no damage. Once the number of Wounds is known the target may attempt to soak the damage. It is often advisable to soak if possible as the effects of being wounded begin as soon as the first Wound is suffered, imposing a +1 DN penalty to all tests the character makes. If the character exceeds their maximum Wounds, they are Dying. They gain a Memorable Injury, fall prone, and cannot stand up. If they would suffer Wounds while Dying they suffer a Traumatic Injury instead. If they suffer more than Tier+1 Traumatic Injuries, the character dies. They can still soak while Dying and if the character recovers any Wounds they are no longer Dying, though the effects of their injuries persist.

Determination and Shock

As long as a character has Shock remaining they can attempt to soak incoming Wounds by rolling their Determination. For each success on this roll one incoming Wound is converted to Shock instead. The Wrath Die has no effect on Determination rolls. Once a character has exceeded their maximum Shock they are Exhausted. An Exhausted character can only walk or crawl, make a basic combat action, or fall back. They cannot perform any other combat actions and cannot roll Determination. If they would gain Shock they suffer Wounds instead. If they regain any Shock they are no longer Exhausted.