Only War

Eleventh Hour

AN INTRODUCTION
TO ONLY WAR

WARHAMMER
40,000
ROLEPLAY

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IT IS THE 41ST MILLENNIUM

For more than a hundred centuries, the Emperor has sat immobile on the Golden Throne of Earth. He is the master of mankind by the will of the gods, and master of a million worlds by the might of his inexhaustible armies. He is a rotting carcass writhing invisibly with power from the Dark Age of Technology. He is the Carrion Lord of the Imperium for whom a thousand souls are sacrificed every day so that He may never truly die.

Yet in His deathless state, the Emperor continues His eternal vigilance. Mighty battlefleets cross the daemon-infested miasma of the Warp, the only route between distant stars, their way lit by the Astronomican, the psychic manifestation of the Emperor's will. Vast armies engage in battle in His name on uncounted worlds, but for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants, and worse.

To be a man in such times is be one amongst untold billions. It is to live in the cruellest and most bloody regime imaginable. Yet you are not just any individual— you are a Guardsman, called from the masses of humanity to fight the God-Emperor's wars on the front lines of the galaxy. Glory and honour can be yours as you wage a crusade against the ravening xenos and depraved corruption that threaten the Imperium from all sides.

WHAT IS ONLY WAR?

ONLY WAR is a roleplaying game in which you and your friends take on the "role" of soldiers in the Imperial Guard, the galaxy-spanning armies of the God-Emperor. You fight against mankind's many enemies for the very survival of your species and the continuation of human dominance over space. In a roleplaying game, one of the players will take on the role of the Game Master (often abbreviated to GM) and create a story for the other players to participate in with their characters. As the GM tells the story, creating the plot and playing the role of all the other characters in the game world, the Player Characters (a term for the characters controlled by the players, often abbreviated to PCs) react to developments in the plot and the challenges and tasks set by the GM. The GM then adjudicates their actions and determines the outcomes, usually with the aid of the rules and some dice rolling to introduce an element of randomness. In this way, over the course of a few hours, a group of players can create imaginative collaborative stories set in the grim, dark worlds of the Warhammer 40,000 universe.
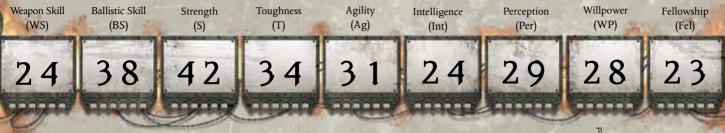
PRE-GENERATED CHARACTERS

The following sample characters have been specifically designed for the **ELEVENTH HOUR** preview adventure that begins on page 16 of this booklet. Four different characters are provided, although this adventure can accommodate larger player groups by using additional Heavy Gunner or Weapons Specialist characters.

Character Name: Jene Rodriguez **Player Name**_____

Regiment: Catachan Jungle Fighters **Speciality:** Heavy Gunner

Character History: Born on the harsh jungle world of Catachan, Jene was a survivor from birth, learning how to shoot an autopistol before she could even walk. As she grew up amongst the vicious flora and fauna of her home, she quickly mastered the use of various ranged weapons, gaining a fearful reputation for her skill with the bolter and flamer. When Jene was tithed to the Imperial Guard, her superiors quickly recognised her talent, putting her in charge of some of the most formidable weapons at their disposal.

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)
24	38	42	34	31	24	29	28	23

PLAYING JENE RODRIGUEZ

Jene is first and foremost a fighter. Her sole purpose to be the most potent and vicious warrior in her company, if not her entire regiment. She has very little patience for idle conversation, and is easily distracted from mundane tasks. She can often be found cleaning and maintaining her weapons in any downtime.

SKILLS

	Trained	+10	+20	+30
Athletics (S)	☒	☒	☒	☐
Awareness (Per)	☒	☐	☐	☐
Deceive	☒	☐	☐	☐
Dodge (Ag)	☒	☒	☐	☐

GEAR

Combat Knife, Standard Issue Guardsman Flak Armour, Laspistol, Heavy Flamer, 2 cannisters of Heavy Flamer fuel, 1 Laspistol charge pack.

TALENTS AND SPECIAL RULES

Bulging Biceps: Normally characters cannot fire a Heavy weapon without bracing it first. Jene has the strength and training to fire such weapons without bracing them first.

Target Selection: Due to her battlefield experience firing into the pandemonium of combat, as long as Jene performs an Aim Action before making an attack she may shoot into melee with no penalty.

ARMOUR
Flak Armour
Armour Points: 4

WOUNDS
Total: 13
Current_____
Fatigue_____

MOVEMENT
Half Action: 3m **Full Action:** 6m
Charge: 9m **Run**: 18m

FATE POINTS
Total: 2
Current_____

WEAPONS

Name: Heavy Flamer
Class: Heavy **Damage:** 1d10+4 **Pen:** 2
Range: 30m **RoF:** S/–/– **Clip:** 18 **Reload:** 2 Full
Special Rules: Blast (3), Flame

Name: Laspistol
Class: Pistol **Damage:** 1d10+2 **Pen:** 0
Range: 30m **RoF:** S/2/– **Clip:** 18 **Reload:** Half
Special Rules: Accurate

Name: Combat Knife
Class: Melee **Damage:** 1d10+4 **Pen:** 0
Special Rules: None

Character Name: Burk Canten

Player Name_____

Regiment: Catachan Jungle Fighters   **Speciality:** Weapons Specialist

Character History: Growing up in the lethal jungles of Catachan, Burk developed deadly skills with a knife and a dark sense of humour to cope with the perils of life on a death world. In his years as a soldier he has refined both of these talents and become skilled with a plethora of other weapons, including the short-barrelled auto-shotgun that he favours for deep reconnaissance missions. Burk is often called upon by his commanders for his vast experience, and has learned a great deal about military strategy and the Tactica Imperialis from working with them.

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)
35	29	41	30	36	27	23	29	29

PLAYING BURK CANTEN

Burk is quick to crack jokes about the enemy, his squad-mates, or the imminent likelihood of annihilation, but he nonetheless avoids slipping into the despair that often plagues those possessed of such dark humour. Burk often acts as a voice of reason and intermediary between the more eccentric members of the Catachan 233rd, offering unexpected solutions to problems within and without.

SKILLS

	Trained	+10	+20	+30
Athletics (Ag)	☒	☐	☐	☐
Charm (Fel)	☒	☒	☒	☐
Dodge (Ag)	☒	☒	☐	☐
Stealth (Ag)	☒	☒	☐	☐

GEAR

Combat Knife, Standard Issue Guardsman Flak Armour, Handheld Combat Shotgun, 2 clips of Handheld Combat Shotgun ammunition, 2 Frag Grenades.

TALENTS AND SPECIAL RULES

Athletic Fighter: Once per Round, after making a successful melee attack, Burk may make an Athletics Test. If he succeeds, he may move up to 4m as a Free Action. Enemies may not attack him during this special Move Action.

Two Weapon Wielder: As a Full Action in melee combat, Burk may make one Standard Attack with his handheld combat shotgun and one attack with his combat knife. These attacks are made at a +0 modifier (instead of the usual +10 for Standard Attacks).

ARMOUR

Flak Vest

Armour Points: 3

WOUNDS

Total: 12

Current_____

Fatigue_____

MOVEMENT

Half Action: 4m   **Full Action:** 8m

Charge: 12m   **Run:** 24m

FATE POINTS

Total: 2

Current_____

WEAPONS

Name: Handheld Combat Shotgun

Class: Pistol   **Damage:** 1d10+3   **Pen:** 2

Range: 20m   **RoF:** S/2/–   **Clip:** 8   **Reload:** Full

Special Rules: Scatter

Name: Combat Knife

Class: Melee   **Damage:** 1d10+4   **Pen:** 0

Special Rules: None

Name: Frag Grenade

Class: Thrown   **Damage:** 2d10   **Pen:** 0

Range: 18m   **RoF:** S/–/–   **Clip:** 1   **Reload:** –

Special Rules: Blast (3)

Character Name: Thelius Galt
Player Name_____

Regiment: Catachan Jungle Fighters
Speciality: Tech-Priest Enginseer

Character History: Thelius Galt originally hailed from one of the Lathes, great forge-worlds within the Calixis Sector. There he studied under some of the most influential tech-magi in the Sector. However, Thelius's attention commonly strayed away from the Quest for Knowledge, and towards caring for the machine spirits of the many war machines produced by his forge-world. This fascination led Thelius to his service as an Enginseer in the Imperial Guard, an emissary of the Adeptus Mechanicus and tender of the many war machine spirits necessary to the Imperial Guard.

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)
26	37	29	37 (5)	26	45	27	38	27

SKILLS

	Trained	+10	+20	+30
Forbidden Lore (Adeptus Mechanicus)	☒	☐	☐	☐
Medicae (Int)	☒	☒	☐	☐
Scrutiny (Per)	☒	☐	☐	☐
Security (Int)	☒	☒	☐	☐
Tech-Use (Int)	☒	☒	☒	☐

PLAYING THELIUS GALT

Thelius is a cold, calculating individual who always pursues the most logical and straightforward solution to any issue. This attitude often puts him at odds with the Guardsmen of the 233rd, whose training and upbringing have conditioned them to think outside of the box. Despite this friction, Thelius is a valued member of the unit, keeping the Catachan's sentinels running even through the heaviest combat.

GEAR

Enginseer Light Carapace, Omnissian Axe, Laspistol.

TALENTS AND SPECIAL RULES

Luminen Capacitors: Thelius is equipped with bio-capacitors that generate and store bio-energy as electricity. Thelius can tap into this energy. His laspsitol never runs out of ammunition.

Unnatural Characteristics: Thelius has replaced large portions of his body with sturdy machinery, and adds +2 to his Toughness Bonus.

ARMOUR

Enginseer Light Carapace
Armour Points: 4

WOUNDS

Total: 11
Current_____
Fatigue_____

MOVEMENT

Half Action: 2m
Full Action: 4m
Charge: 6m
Run: 12m

FATE POINTS

Total: 2
Current_____

WEAPONS

Name: Laspistol
Class: Basic   **Damage:** 1d10+2   **Pen:** 0
Range: 30m   **RoF:** S/2/–   **Clip:** —   **Reload:** —
Special Rules: Accurate

Name: Omnissian Axe
Class: Melee   **Damage:** 1d10+4   **Pen:** 6
Special Rules: None

Character Name: Urok

Player Name_____

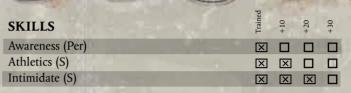**Regiment:** Catachan Jungle Fighters

Speciality: Ogryn

Character History: Urok has served among the ranks of the 233rd for many years. Having been tithed at a very young age, he has become incredibly attached to the "Little 'Uns" he serves alongside, especially an old Catachan by the name of Gurion. Unfortunately, in the recent assault on the Teeming, Gurion was shot and killed by a group of Ork Boyz. Urok was inconsolable for days, and has now become hungry for revenge against the Orks.

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)
36	26	43 [6]	46 [6]	33	12	29	25	22

PLAYING UROK

Ogryn are stubborn and dim-witted, usually only speaking in broken low-gothic, and Urok is no exception. He is slow to react, but fiercely loyal, always coming to the aid of his comrades, and always willing to follow the orders of his Commissar. However, the recent loss of the "Little 'Un" Gurion has caused Urok to act uncharacteristically aggressive. He has started acting on his own initiative, doing anything he can to get revenge on the Orks that killed his friend.

SKILLS

	Trained	+10	+20	+30
Awareness (Per)	☒	☐	☐	☐
Athletics (S)	☒	☒	☐	☐
Intimidate (S)	☒	☒	☒	☐

GEAR

Ogryn Proof Ripper Gun, 2 clips of Ripper Gun ammo, 3 Frag Grenades, Scrap Armour.

TALENTS AND SPECIAL RULES

Hammer Blow: When Urok hits a target with an All Out Attack Action, he adds half of his Strength Bonus to its Penetration, and the target must pass a **Difficult (–10) Toughness Test** or count as an Unaware Target until the beginning of Urok's next Turn.

Size (Hulking): Urok is far larger than an normal human. He adds +2 to his Strength and Toughness Bonuses, and increases his movement rate (already included below) due to his hulking physique. However, enemies gain a +10 to their Ballistic Skill Tests when firing at Urok due to his size.

ARMOUR

Scrap Armour

Armour Points: 3

WOUNDS

Total: 17

Current_____

Fatigue_____

MOVEMENT

Half Action: 4m   **Full Action:** 8m

Charge: 12m   **Run:** 24m

FATE POINTS

Total: 1

Current_____

WEAPONS

Name: Ogryn Proof Ripper Gun (Ranged)

Class: Basic   **Damage:** 1d10+8   **Pen:** 1

Range: 30m   **RoF:** S/–/6   **Clip:** 48   **Reload:** 2 Full

Special Rules: Scatter

Name: Ogryn Proof Ripper Gun (Melee)

Class: Melee   **Damage:** 1d10+6   **Pen:** 0

Special Rules: None

Name: Frag Grenade

Class: Thrown   **Damage:** 2d10   **Pen:** 0

Range: 18m   **RoF:** S/–/–   **Clip:** 1   **Reload:** –

Special Rules: Blast (3)

ONLY WAR™

Character Name: Cottar "Teeny" Gamwich **Player Name**_____

Regiment: Catachan Jungle Fighters **Speciality:** Ratling

Character History: Being incredibly small, even for a Ratling, Cottar immediately became the butt of all jokes upon joining the 233rd, gaining the nickname "Teeny." His new squad-mates' tones changed, however, the first time they were put in the field with the diminutive abhuman. Faced with the horrors of the galaxy, the members of the 233rd were more than grateful to have the steady aim of Cottar's Sniper Rifle at their backs, and the smell of his exquisite cooking to greet them at the end of a full day's march.

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)
18	42	21	20	38	26	41	24	38

PLAYING COTTAR "TEENY" GAMWICH

Cottar is quick to trade friendly jabs with the other members of the 233rd, and has come to enjoy his assigned nickname of "Teeny." Unflinchingly optimistic and positive despite the destruction and death he is surrounded by every day, Cottar has become close friends with Burk Canten, whose dark and grim sense of humour has always acted as a healthy contrast with the Ratling's sunny outlook.

Cottar is incredibly skilled at both stealth and marksmanship, but his first love, as with most Ratlings, is cooking. He is well known among his comrades for wandering off from the formation at inopportune times in search of new and interesting ingredients, even while on important assignments.

SKILLS

	Trained	+10	+20	+30
Awareness (Per)	☒	☒	☐	☐
Decieve (Fel)	☒	☒	☐	☐
Dodge (Ag)	☒	☐	☐	☐
Security (Int)	☒	☐	☐	☐
Stealth (Ag)	☒	☒	☒	☐

GEAR

2 Blind Grenades, Cooking Tools, Flak Cloak, Sniper Rifle, 2 clips of Sniper Rifle ammo.

TALENTS AND SPECIAL RULES

Target Selection: Cottar's gaze marks out his chosen victim and not even the riotous confusion of close combat interferes. He may shoot into melee with no penalty.

Size (Weedy): Far smaller than a normal human, Cottar can be a difficult target to hit, or even spot. All attacks against him suffer a −10 penalty, and all of his Stealth Tests gain a +10 bonus.

ARMOUR

Flak Cloak
Armour Points: 3

WOUNDS

Total: 8
Current_____
Fatigue_____

FATE POINTS

Total: 2
Current_____

MOVEMENT

Half Action: 4m **Full Action:** 8m
Charge: 12m **Run:** 24m

WEAPONS

Name: Sniper Rifle
Class: Basic **Damage:** 1d10+4 **Pen:** 4
Range: 200m **RoF:** S/–/– **Clip:** 20 **Reload:** Full
Special Rules: Accurate

Name: Blind Grenade
Class: Thrown **Damage:** 1d10 **Pen:** 0
Range: 9m **RoF:** S/–/– **Clip:** 1 **Reload:** –
Special Rules: Blast (3), Creates a cloud of smoke which is roughly 3m wide, 2m tall, and blocks vision and sensors. Cloud lasts 3 Rounds..

Character Name: Zara Harper

Player Name_____

Regiment: Catachan Jungle Fighters

Speciality: Commissar

Character History: Orphaned to the Schola Progenium, Zara has no memories from before her training. As she grew within its walls, the Schola Progenium shaped Zara into a true leader with an unparalleled understanding of command. When Waaagh! Grimtoof began threatening the Spinward Front, Zara was called to apply her talents against the rising threat. Her reputation for unwavering control over her soldiers saw her assigned to the unruly Catachan 233rd, the Departmento Munitorum hoping that her skills would keep the headstrong Guardsmen in line.

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)
37	27	31	30	36	31	26	27	41

PLAYING ZARA HARPER

Zara holds the stern demeanour typical of a Commissar, however she is deceptively charming and charismatic. She can command, motivate, and persuade even the most stubborn Guardsmen without ever even reaching for her bolt pistol. The Guardsmen she serves alongside treat her as one of their own, gladly obeying every command.

SKILLS

	Trained	+10	+20	+30
Charm (Fel)	☒	☐	☐	☐
Command (Fel)	☒	☒	☒	☐
Parry (WS)	☒	☒	☐	☐
Scrutiny (Per)	☒	☐	☐	☐

GEAR

Commissar's Uniform, Chainsword, Bolt Pistol, 2 clips of Bolt Pistol ammo, Flak Vest.

TALENTS AND SPECIAL RULES

Air of Authority: Zara's Schola Progenium training has taught her how to masterfully command and interact with others. When making Fellowship based Tests (either Skill or Characteristic Tests) she adds one additional Degree of Success.

Two Weapon Wielder: As a Full Action in melee combat, Zara may make one Standard Attack with her bolt pistol and one Standard Attack with her chainsword. These attacks are made at a +0 modifier (instead of the usual +10 for Standard Attacks).

ARMOUR

Flak Armour

Armour Points: 4

WOUNDS

Total: 13

Current_____

Fatigue_____

MOVEMENT

Half Action: 3m

Full Action: 6m

Charge: 9m

Run: 18m

FATE POINTS

Total: 3

Current_____

WEAPONS

Name: Bolt Pistol

Class: Pistol   **Damage:** 1d10+5   **Pen:** 4

Range: 30m   **RoF:** S/2/–   **Clip:** 8   **Reload:** Full

Special Rules: Tearing

Name: Chainsword

Class: Melee   **Damage:** 1d10+3   **Pen:** 2

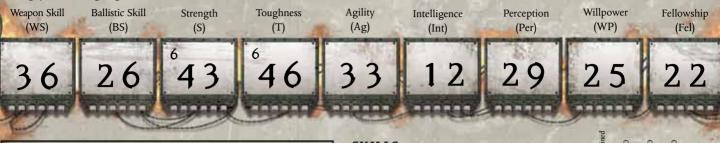**Special Rules:** Tearing

TEARING

Tearing weapons are vicious devices, ripping apart flesh and bone. These weapons roll one extra die for Damage, discarding the lowest die rolled

Character Name: Urok *(Revised)*   **Player Name**_____

Regiment: Catachan Jungle Fighters   **Speciality:** Ogryn

Character History: Urok has served among the ranks of the 233rd for many years. Having been tithed at a very young age, he has become incredibly attached to the "Little 'Uns" he serves alongside, especially an old Catachan by the name of Gurion. Unfortunately, in the recent assault on the Teeming, Gurion was shot and killed by a group of Ork Boyz. Urok was inconsolable for days, and has now become hungry for revenge against the Orks.

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)
36	26	6 43	6 46	33	12	29	25	22

PLAYING UROK

Ogryn are stubborn and dim-witted, usually only speaking in broken low-gothic, and Urok is no exception. He is slow to react, but fiercely loyal, always coming to the aid of his comrades, and always willing to follow the orders of his Commissar. However, the recent loss of the "Little 'Un" Gurion has caused Urok to act uncharacteristically aggressive. He has started acting on his own initiative, doing anything he can to get revenge on the Orks that killed his friend.

SKILLS

	Trained	+10	+20	+30
Awareness (Per)	☒	☐	☐	☐
Athletics (S)	☒	☒	☐	☐
Intimidate (S)	☒	☒	☒	☐

GEAR

Ogryn Proof Ripper Gun, 2 clips of Ripper Gun ammo, 3 Frag Grenades, Scrap Armour.

TALENTS AND SPECIAL RULES

Hammer Blow: When Urok hits a target with an All Out Attack Action, he adds half of his Strength Bonus to its Penetration, and the target must pass a **Difficult (–10) Toughness Test** or count as an Unaware Target until the beginning of Urok's next Turn.

Size (Hulking): Urok is far larger than an normal human. He adds +2 to his Strength and Toughness Bonuses, and increases his movement rate (already included below) due to his hulking physique. However, enemies gain a +10 to their Ballistic Skill Tests when firing at Urok due to his size.

ARMOUR

Scrap Armour
Armour Points: 3

WOUNDS

Total: 17
Current_____
Fatigue_____

MOVEMENT

Half Action: 4m   **Full Action:** 8m
Charge: 12m   **Run:** 24m

FATE POINTS

Total: 1
Current_____

WEAPONS

Name: Ogryn Proof Ripper Gun (Ranged)
Class: Basic   **Damage:** 1d10+8   **Pen:** 1
Range: 30m   **RoF:** S/–/6   **Clip:** 48 **Reload:** 2 Full
Special Rules: Scatter

Name: Ogryn Proof Ripper Gun (Melee)
Class: Melee   **Damage:** 1d10+6   **Pen:** 0
Special Rules: None

Name: Frag Grenade
Class: Thrown   **Damage:** 2d10   **Pen:** 0
Range: 18m   **RoF:** S/–/–   **Clip:** 1 **Reload:** –
Special Rules: Blast (3)

ONLY WAR RULES SUMMARY

The following pages summarise some of the most important rules in the **ONLY WAR** game, especially those needed to play through the preview adventure, **ELEVENTH HOUR**.

CHARACTER ANATOMY

In **ONLY WAR**, each player controls a character known as a Player Character (or PC). Player Characters are as varied as the regiments and worlds from which they come, the specialised training they have, and the campaigns in which they have fought. In addition to personality, disposition, and background, which are invented by the player, exactly what a particular Player Character is like is defined by set of Characteristics, Skills, Traits, and Talents.

CHARACTERISTICS

Characteristics represent a Player Character's raw ability in a variety of physical and mental areas. There are nine different Characteristics, each rated on a scale of 0 to 100. The higher the Characteristic score, the better.

WEAPON SKILL (WS)

Weapon Skill measures a character's competence in hand-to-hand fighting, whether using fists, knives, or chainswords.

BALLISTIC SKILL (BS)

Ballistic Skill reflects a character's accuracy with ranged weapons, such as lasguns and boltguns.

STRENGTH (S)

Strength is a measure of a character's physique, and determines how much he can carry as well as how hard he can hit with melee attacks.

TOUGHNESS (T)

Toughness defines how easily a character can shrug off injury and how resilient he is to toxins, poisonous environments, and other physical ailments.

AGILITY (AG)

Agility measures a character's quickness, reflexes, and poise.

INTELLIGENCE (INT)

Intelligence describes a character's acumen, reason, education, and general knowledge.

PERCEPTION (PER)

Perception measures the acuteness of a character's senses and determines how accurately he perceives his surroundings.

WILLPOWER (WP)

Willpower describes a character's mental fortitude and how well he can withstand the multitude of horrors in the universe. It serves as a key measure for psychic potential.

FELLOWSHIP (FEL)

Fellowship reflects a character's ability to interact with others, to deceive, charm, befriend, or lead.

CHARACTERISTIC BONUSES

All Characteristics have an associated bonus. The Characteristic Bonus is equal to the tens digit of the Characteristic.

> #### EXAMPLE
> *If a character has an Agility of 34, his Agility Bonus is 3. If he has a Willpower of 41, his Willpower Bonus is 4.*

Characteristic Bonuses are often used as modifiers. Since these bonuses are determined by the Characteristic, they may rise and fall throughout the game. Should a Characteristic take a penalty, that penalty likewise applies to the Characteristic Bonus.

SKILLS

The following Skills represent only a sampling of the Skills that are available in **ONLY WAR**. Each Skill has a governing Characteristic, which is used to test against when a character uses the Skill (see below).

ATHLETICS

Governing Characteristic: Strength

Athletics covers all kinds of intense physical activity such as running, swimming, or climbing. A character calls upon Athletics when he wants to scale a challenging cliff face or cross a fast flowing river. Athletics is usually used as part of a Move Action.

AWARENESS

Governing Characteristic: Perception

Awareness reflects a character's ability to perceive hidden dangers, search for objects, or to notice small details about his physical surroundings. Awareness is not tied to any one sense; it encompasses them all. It is often tested passively or in response to a subtle change, and in those cases, making an Awareness Skill Test is usually a Free Action.

CHARM

Governing Characteristic: Fellowship

Charm is used to befriend, persuade, or influence others in ways that are generally perceived as positive, or a least non-hostile. Making a Charm Skill Test usually takes about a minute.

DODGE

Governing Characteristic: Agility

The Dodge skill is used as a Reaction in combat to negate a hit by jumping out of the way or otherwise avoiding a blow. See the Evasion Action in Combat Action Descriptions on page 13 for more information.

FORBIDDEN LORE (ADEPTUS MECHNICUS)

Governing Characteristic: Intelligence

The Forbidden Lore (Adeptus Mechanicus) Skill represents the character's knowledge about the followers of the Machine God, including such things as rituals, observances, common beliefs, and core philosophies.

INTIMIDATE

Governing Characteristic: Strength

Intimidate is used to frighten, coerce, bully, or threaten others. While Intimidate is usually backed up by Strength, the GM can allow more subtle uses of Intimidate that rely on Intelligence or Fellowship. Making an Intimidate Skill Test is a Full Action.

MEDICAE

Governing Characteristic: Intelligence

The Medicae Skill is used to treat and repair injuries by closing wounds and restoring the balance of the body's humours. A successful Medicae Test removes Damage equal to the character's Intelligence Bonus. A failure by more than three Degrees of Failure inflicts one additional point of Damage. Using Medicae is a Full Action for both the character using the Skill and his patient. Medicae can also be used to determine the cause of death when studying a body.

SCRUTINY

Governing Characteristic: Perception

Scrutiny is the Skill that allows characters to detect lies and see through falsehoods, as well as interpret obscure information.

SECURITY

Governing Characteristic: Intelligence

Security is the ability to access and break into security systems, from mag-sealed bulkhead hatches and encrypted cogitator systems to simple mechanical locks. Though a deft hand is useful in these situations, the overriding requirement to be skilled at Security is a quick mind.

STEALTH

Governing Characteristic: Agility

Stealth is the ability to remain unseen or hide from an opponent. Stealth is most commonly used to lay ambushes or sneak past guards but can also be used to help others hide or to camouflage objects. Using Stealth is usually part of a Move Action or a Reaction when an opponent is trying to spot the character.

TECH-USE

Governing Characteristic: Intelligence

A character can employ Tech-Use to repair mechanical items or figure out how unusual technological artefacts work. A Tech-Use Skill Test can take anywhere from a minute to an hour, depending on the complexity of the task. Extra Degrees of Success on a Test can reduce the necessary time.

TESTS

Tests are the basic way of determining success or failure in a game of ONLY WAR. When a Player Character performs any task that could have dramatic consequences—affecting the story, a character's health, a delicate negotiation, the safety of the group, and so on—he should perform a Test.

THE CORE MECHANIC

- **Step One:** Determine the a Skill or Characteristic to Test.
- **Step Two:** Add or subtract any relevant modifiers to the Skill or Characteristic.
- **Step Three:** Make a percentile roll (1d100).
- **Step Four:** If the percentile roll is less than or equal to the Skill or Characteristic being tested, the Test succeeds.
- **Step Five:** If the percentile roll is greater than the Skill or Characteristic being tested, the Test fails.

DEGREES OF SUCCESS AND FAILURE

For most Tests, it is enough to know whether a character succeeded or failed. Sometimes, however, it is useful to know how well a character succeeded, or how badly he failed. This is particularly important in certain combat situations, such as firing a gun capable of a semi-automatic or fully automatic burst.

Measuring Degrees of Success and Failure in a Skill or Characteristic Test is straightforward. After the percentage roll is made, compare the roll with the modified Characteristic score. If the Test was passed the character has scored one Degree of Success. For each full 10 points by which the Characteristic was exceeded, the character scores one additional Degree of Success. Conversely, if a Test is failed the character gains one Degree of Failure, with each additional 10 full points by which the Test was failed adding an extra Degree of Failure.

SKILL TESTS

The most common type of Test a Player Character performs during the game is a Skill Test. Each Skill is governed by a Characteristic. For example, the Awareness Skill is governed by the Perception Characteristic. To make a Skill Test, add any relevant modifiers to the Skill's governing Characteristic, then make a percentage roll. If the result is equal to or less than the modified Characteristic, the Test succeeds. If the result is greater than the modified Characteristic, the Test fails.

UNTRAINED SKILL TESTS

Sometimes a character may want to use a Skill that he does not possess, such as trying to hide without the Stealth Skill or climb without the Athletics Skill. In this case, he can still make a Test against the Skill, but suffers a –20 penalty, effectively reducing the Characteristic he is testing against by 20 points for that Test.

TABLE 1–1: TEST DIFFICULTY

Difficulty	Modifier
Easy	+30
Routine	+20
Ordinary	+10
Challenging	+0
Difficult	−10
Hard	−20
Very Hard	−30

CHARACTERISTIC TESTS

Sometimes a Player Character wants to attempt something not covered by a Skill. In such cases, a Characteristic Test can be used instead of a Skill Test. The GM determines the most appropriate Characteristic for the Test, and then the player makes a percentage roll. If the roll is equal to or less than the Characteristic, the Test succeeds. If the roll is greater than the Characteristic, the Test fails.

TEST DIFFICULTY

Not all Tests are equal. Forcing a young, green conscript to back down from a fight and doing the same to an Ogryn both require Intimidation Skill Tests, but the latter is clearly harder than the former. But how much harder is one than the other? This is where Test difficulty and the role of the GM both come into play.

In some cases, the difficulty of a Test is pre-determined by the rules; in other cases, the GM should decide the difficulty and consult **Table 1–1: Test Difficulty** to determine the appropriate modifier. The difficulty modifier is applied to the governing Characteristic associated with the Test.

COMBINING DIFFICULTIES

There will be instances in which multiple factors make performing a particular action easier or more difficult. If a situation calls for two or more bonuses or penalties, simply combine all modifiers together and apply the total to the Skill or Characteristic.

The maximum modifier that can be applied to a Skill Test or Characteristic Test is +60 or –60.

The Role of Fate

The Player Characters in **Only War** are men and women of promise and skill, who stand out among the teeming masses of the Imperial Guard, and have survived the most hellish of warzones and come through victorious. The role of Fate in a Player Character's life is what separates him from the countless ranks that he serves alongside. All PCs begin play with a number Fate Points, which is determined at character creation. For some, these Fate Points represent destiny, a sign that the God-Emperor has marked them for greatness. For others, Fate represents simple luck.

USING FATE POINTS

Fate Points allow a Player Character to manipulate situations by mitigating bad results or turning a mishap into fortune. A Player Character has a limited pool of Fate Points, and when a Fate Point is spent, that pool is reduced by one. Spent Fate Points are restored at the beginning of the next game session, or possibly under special circumstances in the middle of a game session if the GM deems it appropriate.

Spending one Fate Point allows for one of the following:
- Re-roll a failed Test once. The results of the re-roll are final.
- Gain a +10 bonus to a Test. This must be chosen before dice are rolled.
- Add an extra Degree of Success to a Test. This may bechosen after dice are rolled.
- Count as having rolled a 10 for Initiative.
- Instantly remove 1d10 Damage (this cannot affect Critical Damage).
- Recover from being Stunned.
- Recover all levels of Fatigue.

COMBAT

Combat is usually resolved using "structured time," divided into Rounds, Turns, and Actions. Each character, including Non-Player Characters (NPCs), takes one Turn each Round. The order in which Turns are resolved depends on Initiative Order.

COMBAT OVERVIEW

When a new combat begins, follow these steps to determine what happens.

STEP ONE: SURPRISE

At the beginning of a combat, the GM determines if any characters are Surprised. This can only happen once at the beginning of a combat, and there will be many combats in which nobody is Surprised. A Surprised character loses his Turn on the first Round of combat because he has been caught unawares by his enemies. If no one is Surprised, move immediately to Step Two.

STEP TWO: ROLL INITIATIVE

At the start of the first Round, each character rolls for Initiative. Each character rolls 1d10 and adds his Agility Bonus (the tens digit of his Agility Characteristic). The result of the roll applies for all successive Rounds in the combat.

STEP THREE: RANK INITIATIVE

The GM ranks all the Initiative rolls, including those of the NPCs, from highest to lowest. This is the order in which the characters take their Turns during each Round of combat.

STEP FOUR: COMBATANTS TAKE TURNS

Starting with the character at the top of the Initiative Order, each character takes a Turn. The character currently taking his Turn is known as the Active Character. During his Turn, the Active Character can perform one or more Actions. Once his Actions have been resolved, the next character in the Initiative Order becomes the Active Character and takes his Turn, and so forth.

STEP FIVE: ROUND ENDS

Once each character has taken a Turn, the Round is over. Any lingering effects that specify a duration of "until the end of the Round" now end.

STEP SIX: REPEAT STEPS FOUR AND FIVE AS NEEDED

Continue to play successive Rounds until the combat is complete or until the event that triggered the switch into structured time is resolved.

ACTIONS IN COMBAT

During each normal Round, every character gets a Turn to act. On his Turn, a character can take one or more Actions.

TYPES OF ACTIONS

Every Action is categorised into one of the following types.

FULL ACTIONS

A Full Action requires a character's complete attention to accomplish. A character can take one Full Action on his Turn and cannot take any Half Actions.

HALF ACTIONS

A Half Action is fairly simple; it requires some effort or concentration, but not so much that it consumes a character's entire Turn. A character can take two different Half Actions on his Turn instead of taking one Full Action. A character cannot take the same Half Action twice in the same Turn.

REACTIONS

A Reaction is a special Action made in response to some event, such as an attack. A character receives one Reaction each Round. Unlike the other types of actions, a character usually performs a Reaction when it is not his Turn.

FREE ACTIONS

A Free Action takes only a moment and requires no real effort by the character. Free Actions may be performed in addition to any other Actions on a character's Turn, and there is no formal limit to the number of Free Actions one character can take. The GM should use common sense to set reasonable limits on what can be done in a few seconds.

ACTION SUBTYPES

Into addition to its type, every Action is also categorised into one or more subtypes. Action subtypes do not do anything in and of themselves, but they are used to clarify what a character is and is not allowed to do in a variety of special circumstances. For example, a character that is Immobilised cannot perform any Actions with the Movement subtype.

USING ACTIONS

During his Turn, a character may perform one Full Action or two different Half Actions. A character could, for example, make an All Out Attack (Full Action) or Aim and make a Standard Attack (two Half Actions).

MORE ACTIONS

The combat actions described in this booklet represent only a sampling of the options that are available in **ONLY WAR**.

COMBAT ACTION DESCRIPTIONS

These Actions provide characters with a variety of options in combat.

AIM

Type: Half Action or Full Action
Subtype: Concentration
The character spends extra time to perform a more precise attack. Aiming as a Half Action grants a +10 bonus to the next Weapon Skill or Ballistic Skill Test made as an attack. Aiming as a Full Action increases the bonus to +20. The next action the character performs must be an attack or the benefits of Aiming are lost.

ALL OUT ATTACK

Type: Full Action
Subtypes: Attack, Melee
The character makes a furious melee attack at the expense of personal safety. He gains a +20 bonus to his next Weapon Skill Test, but he cannot Dodge or Parry until the start of his next Turn.

TABLE 1-2: COMBAT ACTIONS

Action	Type	Short Description
Aim	Half/Full	+10 bonus to hit as a Half Action or +20 to hit as a Full Action on your next attack.
All Out Attack	Full	+20 to Weapon Skill Test, you cannot use the Evasion Skill.
Charge	Full	Rush at an opponent and make a melee attack with a +10 bonus to Weapon Skill.
Evasion	Reaction	Test Dodge Skill to negate a hit.
Full Auto Burst	Half	Make a ranged attack at a –10 to Ballistic Skill, gaining one hit per Degree of Sucess.
Move	Half/Full	As a Half Action, move a distance up to your Half Move, or as a Full Action, move as distance up to your Full Move.
Reload	Varies	Reload a ranged weapon.
Run	Full	Move a distance up to your Run Move; enemies receive a –20 to Ballistic Skill to hit you and a +20 to Weapon Skill to hit you.
Semi-Auto Burst	Half	Make a ranged attack at a +0 bonus to Ballistic Skill, gaining one hit on the first Degree of Sucess, plus one hit for every two additional Degrees of Success.
Standard Attack	Half	Make one melee or ranged attack at a +10 bonus to Ballistic Skill or Weapon Skill.
Use Skill	Varies	You may use a Skill, with the time required determined by the GM.

CHARGE

Type: Full Action
Subtypes: Attack, Melee, Movement
The character rushes at his target and delivers a single melee attack. The target must be at least four metres away, but still within the attacker's Charge Move. The last four metres of the Charge must be in a straight line so the attacker can build speed and line up with his target. The attacker gains a +10 bonus to his Weapon Skill Test made at the end of the Charge.

EVASION

Type: Reaction
Subtype: Movement
Evasion is a Reaction that a character can perform when it is not his Turn. After a character is hit, but before Damage is rolled, the character can attempt to avoid the attack by making an Evasion Skill Test. A character must be aware of the attack in order to make the Test. If the Test succeeds, the character gets out of the way at the last moment and the attack is considered to have missed (and thus no Damage is rolled). If the Evasion Test fails, the attack connects and deals Damage normally. Evasion can be used to avoid both melee and ranged attacks.

Evading Auto-Fire and Area Effect Attacks

Some attacks, such as those made with grenades, flamers, or guns firing semi-automatic or fully automatic bursts are especially difficult to avoid. When Evading an area effect weapon (such as a grenade), a successful Evasion Skill Test moves the character to the edge of the area of effect, as long as it is no farther away than the character's Agility Bonus in metres. If the character would need to move farther than this to avoid the attack, the Evasion Test automatically fails. When Evading Fully Automatic or Semi-Automatic Bursts, each Degree of Success on the Evasion Test negates one additional hit.

FULL AUTO BURST

Type: Half Action
Subtype: Attack, Ranged
The character unleashes a roaring burst of fully automatic gunfire at his enemies. The attacker must be wielding a ranged weapon capable of fully automatic fire to take this action. The attacker makes a Ballistic Skill Test with a –10 bonus to his attack. If he succeeds, he scores one hit with his weapon per Degree of Success. The number of extra hits scored in this manner cannot exceed the weapon's fully automatic rate of fire.

MOVE

Type: Half or Full Action
Subtype: Movement
The character can spend a Half Action to move a number of metres equal to his Agility Bonus. As a Full Action, he may move twice that distance.

RELOAD

Type: Half, Full, or Extended Action (Varies by Weapon)
Subtype: Miscellaneous
Declaring this Action allows a character to reload a ranged weapon. The duration of Reload (Half Action, Full Action, etc.) is dictated by the weapon's description.

RUN

Type: Full Action
Subtype: Movement
The character runs at full speed, covering a distance up to triple his movement. Until the character's next turn, ranged attacks against him suffer a –20 penalty to Ballistic Skill Tests, but melee attacks against him gain a +20 bonus to Weapon Skill Tests.

SEMI-AUTO BURST

Type: Half Action
Subtype: Attack, Ranged

With cold precision, the active character shoots a burst of semi-automatic gunfire at his enemies. The attacker must be wielding a ranged weapon capable of semi-automatic fire to take this action.

The attacker makes a Ballistic Skill Test with a +0 bonus. If he hits, he scores a hit for the initial Degree of Success plus an additional hit for every two additional Degrees of Success. The number of extra hits scored in this manner cannot exceed the weapon's semi-automatic rate of fire.

STANDARD ATTACK

Type: Half Action
Subtype: Attack

The character either performs one melee attack by testing Weapon Skill with a +10 bonus or one ranged attack by testing Ballistic Skill with a +10 bonus.

USE A SKILL

Type: Half, Full, or Extended Action (Varies by circumstance)
Subtype: Miscellaneous

The character uses a Skill, which typically involves making a Skill Test.

OTHER ACTIONS

There are many more combat action options in the full game of **ONLY WAR**. Additionally, the GM may allow players to perform special actions not covered by the normal rules. Such improvised actions should usually involve some kind of Skill or Characteristic Test.

THE ATTACK

The most common Action in combat is the attack—the characters are fighting, after all. Whether armed with a melee or ranged weapon, the process is the same. Before a character makes an attack, the GM should verify that the attack is even possible by checking the basic requirements for the attack. Melee attacks require the attacker to be engaged in melee combat with his target. Ranged attacks cannot be made if the attacker is engaged in melee unless he is firing a pistol-class weapon. In either case, the attacker must be aware of his target. Assuming the attack is possible, follow these steps:

- Step One: Apply modifiers to attacker's Characteristic
- Step Two: Attacker makes a Test
- Step Three: Attacker determines Damage
- Step Four: Target applies Damage

STEP ONE: APPLY MODIFIERS TO ATTACKER'S CHARACTERISTIC

A melee attack requires the attacker to make a Weapon Skill Test. A ranged attack requires the attacker to make a Ballistic Skill Test. Apply any modifiers to hit (see Combat Circumstances below).

STEP TWO: ATTACKER MAKES A TEST

After the GM has determined the value of the modified Characteristic, the attacker makes a Weapon Skill Test if he is performing a melee attack or a Ballistic Skill Test if he is performing a ranged attack. Both of these are resolved like any other Test. If the roll is equal to or less than the modified Characteristic, the attack hits (see Evasion reactions, below).

WEAPON QUALITIES

Certain weapons have special abilities called Qualities. Though there are a wide variety of Qualities available in **ONLY WAR**, in **ELEVENTH HOUR** there is only enough room for a few examples of Qualities.

ACCURATE

Some weapons are designed with precision in mind and respond superbly to skilled hands. They grant an additional bonus of +10 to the firer's Ballistic Skill when used with an Aim Action, in addition to the bonus granted from Aiming. When firing a single shot from a Basic Weapon with the Accurate Quality benefiting from the Aim Action, the attack deals an extra 1d10 Damage for every two Degrees of Success, to a maximum of two extra 1d10.

BLAST (X)

Many missiles, grenades, and some guns create an explosion when they hit their target. When working out a hit from a Blast weapon, anyone within the weapon's blast radius in metres (indicated by the number in parenthesis) is also hit. Roll Damage once and apply it to each person affected by a blast.

FLAME

Some weapons belch great gouts of flame, igniting anything they strike. If a target of a Flame attack is hit (even if he suffers no Damage), he must succeed on an Agility Test or immediately suffer 1d10 Damage, ignoring Armour.

SCATTER

The ammunition of these weapons spreads out when fired. At Point Blank Range this weapon deals +3 Damage. However, when firing at a target more than 15 metres away, this weapon suffers –3 Damage (to a minimum of 0).

Step Three: Attacker Determines Damage

Each weapon has a Damage listing, which is usually a die roll, plus or minus a number. Roll the appropriate die and apply any indicated modifiers. Finally, if the attack involved a melee weapon, add the attacker's Strength Bonus. The result is the Damage total.

Step Four: Target Applies Damage

From the Damage total, the target subtracts his Toughness Bonus and any Armour Points that protect the area of the attack. If this reduces the Damage to zero or less, the target shrugs off the attack. Any remaining Damage is recorded by the target.

INJURY & DEATH

As a consequence of fighting, characters take Damage. A combatant can take Damage up to an amount equal to his Wounds. When the Damage equals the character's Wounds, he is killed.

Critical Damage

The injury rules in this booklet have been simplified due to space restrictions. ONLY WAR includes a full array of colourful critical damage effects, including permanent injuries such as limb loss.

COMBAT CIRCUMSTANCES

The chances of hitting in combat can be modified in a similar manner to Skill Tests. These combat circumstances can be used to reflect the effects of terrain, the weather, tactical situations, and a variety of other factors. Characters should make as much use of beneficial circumstances as possible. A good plan, suitable equipment, or skilful use of tactics can often make the difference between life and death for a Player Character. The following circumstances are some of the most common encountered in combat. The GM has the final say about the Difficulty of any particular Test.

Darkness

Weapon Skill Tests made in darkness are at −20, while Ballistic Skill Tests are at −30.

Difficult or Arduous Terrain

Weapon Skill and Evasion Tests made while standing in difficult terrain, such as mud, are at −10. Tests made while standing in arduous terrain such as deep snow or upon ice are at −30.

Ganging Up

If a group of characters outnumber their opponent two-to-one, their Weapon Skill Tests gain a +10 bonus. At three-to-one, they gain +20.

Helpless Targets

Weapon Skill Tests made to hit a sleeping, unconscious, or otherwise helpless target automatically succeed. When rolling Damage against such a target, roll twice and add the results.

Off Hand Attacks

Weapon Skill Tests or Ballistic Skill Tests made to attack with a weapon wielded in the off hand of a character not trained in Two-Weapon Wielding suffer a −20 penalty.

Point Blank

Ballistic Skill Tests made to hit a target within three metres are at +30. Note that this bonus does not apply when shooting targets that are engaged in melee combat with the character.

Shooting into Melee Combat

Ballistic Skill Tests made to hit a target that is engaged in melee combat suffer a −20 to hit.

Unaware Targets

Weapon Skill or Ballistic Skill Tests made to attack unaware targets (i.e. Surprised targets), gain a +30 to hit.

Only War
Eleventh Hour

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