

Dawn Of War 2

V1.0 by Songless

It is the forty-first millennium. This is the galaxy of Warhammer 40.000, and in this grim future there is only *war*. There is no peace amongst the stars, only an eternity of carnage and slaughter, and the laughter of thirsting gods. For centuries on end, the Imperium Of Man has fought xenos, heretics, and other threats, united in service of its ruler, the immortal God-Emperor. From the most noble lord to the most insignificant soldier, all of mankind must toil to combat the foes that would seek to destroy them. Greatest amongst the Imperium's soldiers are the Adeptus Astartes, the Space Marines, bio-engineered super soldiers that fight humanity's foes wherever they might lurk.

Perhaps you've been here before. Perhaps not. But now, you'll be going to a particular part of this galaxy: sub-sector Aurelia in Ultima Segmentum. For among the Space Marines are the *Blood Ravens*, a mysterious and scholarly chapter of obscure origins. This chapter serves as the protectors of sub-sector Aurelia, and it is where their main recruiting worlds are found. But this region of space is going to face great danger in the coming years... and you'll get the chance to make your mark in the battles to come.

The Blood Ravens chapter has been left severely weakened due to heavy losses in other engagements, most notably the failed Kaurava campaign. But now, its recruiting worlds are under threat from Ork warbands, acting as if guided by some unseen hand. Defeat here could mean the end of the chapter... but there is far worse than mere Orks coming.

Before long, this sector will see everything from Orkish marauders and Eldar interference to the sector-wide invasion by a splinter fleet of the monstrous Tyranid hive mind. And before your time here is at an end, the heretical forces of Chaos will also make their bid for power here, seeking to end the Blood Ravens once and for all... and perhaps the greatest threat to the chapter comes from within.

In such endless war are heroes made, and for the next ten years you get to be one of them. But let it not be said that you'll be expected to face such terrible odds without the means to see your duty through to the end. Trust in your battle brothers, your weapons, and your skill. Keep your faith strong, for the Emperor Protects.

And if all that is not enough? You receive **1000CP** to prepare yourself. Spend them wisely.

BACKGROUNDS

In this galaxy, strangers are more likely to get shot than given time to make friends. So knowing who you are and where you stand in the grim darkness of the future can be rather important. By default, you'll become one of the *Blood Raven* Space Marines, which effectively mandates you are (or at least were) a boy or young man loyal to the Emperor, who showed sufficient potential to prove yourself worthy of undergoing the augmentation process that creates a new Space Marine.

Any further details are yours to decide, though such details won't give you any meaningful benefits or detriments without taking suitable Perks or Drawbacks.

Concerns over your (apparent) age should be treated similarly. The Blood Ravens' roster includes everything from green recruits to centuries-old veterans; all that matters for your standing is your skill, dedication, and the chance to show both in battle.

However, not all Blood Ravens are made equal. Each has their own talents, specialties, and experience to draw on. What kind of Space Marine will you be?

First, you can dedicate yourself to **Close Quarters** combat. Like Thaddeus' Assault Marines and the mightiest of Terminators, you thrive in the thick of things, taking the fight to the enemy with chainswords, power fists, and jetpacks. None can match you in zeal and might, and few things can break an enemy firing line faster than your sudden and lethal appearance in their midst.

Second, you can become a soldier favoring **Ranged** Combat, relying on steel nerves and a quick trigger finger to eliminate your foes from afar. Like the feared Devastators led by Avitus, you wield everything from heavy bolters to devastating plasma cannons, and few can match you at holding down an area with unrelenting weapons fire.

Third, you can focus on **Defense**, favoring endurance over raw power. Although such techniques are perhaps less glorious, they are nonetheless vital – for rare is the time your enemies won't seek to kill you in turn. Like Tarkus's Combat Marines, you are a master of not only staying alive but also keeping your allies safe through various means. When facing overwhelming odds, few will wish for any other by their side.

Finally, your talents might lie in the field of **Cunning**. Rather than relying on strength or resilience, you've honed your mind to a razor's edge. From improvisation to brilliant tactical schemes, your goal is to take the most impossible challenges and make them trivial through effective – if unexpected – approaches. Veteran Scouts such as Cyrus use such methods, though many Librarians also feel drawn to them due to their need for adaptability.

Note that certain Scenarios described later in this document can alter your existence here, changing your race and allowing for more freedom to choose certain aspects of your life (such as being a different gender or even making it a meaningless concept entirely).

Regardless of your chosen Background, you may opt for a full 'reincarnation' style insertion with a past life lived in this setting prior to your arrival, or you can instead choose to be a 'Drop-In', starting with effectively no history or existing ties within this setting. Perhaps you simply arrived as the sole survivor of a Warp journey gone catastrophically wrong? It wouldn't be the first time people show up out of nowhere, though you might want to be careful not to draw too much undue attention.

PERKS

This place is one of relentless struggles and endless dangers, and though you are but one, you will stand against untold billions of foes. In a galaxy that knows only war, you need to be ready for the battles ahead. Through skill and talent, you can make your mark... and this is where you'll acquire those very skills it'll take to not only survive, but *thrive* in this grim future.

UNDISCOUNTED PERKS

- Angel Of Death (Free for all)

Let none find you wanting. This Perk grants you a 'baseline' of competence and power comparable to a Blood Raven who has recently finished their training. This includes skills with weapons, knowledge of the Codex Astartes and various Blood Raven traditions, and any other details you might need for basic functioning in the starting role you might find yourself in during this jump. That said, while this provides everything you need to be a competent but otherwise unexceptional Space Marine, further specializations or abilities will be entirely reliant on other purchases from this jump or your own efforts.

If you choose to do one or more of the 'Retribution' campaigns from the Scenario section, you may have the skills provided with this Perk switch to the required skills for whichever group you join there, such as the Orks or Eldar, as appropriate.

- Codex Compliant (Free or 200CP)

Many in this setting are infamously intolerant of anything considered strange, unusual, or anything outside of a very strict doctrine. Be it the Imperium Of Man, the forces of Chaos, or any of the other factions, your nature as a Jumper means you'll likely draw the wrong kind of attention just by existing in this place. This Perk allows you to mitigate this risk to some extent. By default, anyone you interact with will disregard minor transgressions or oddities you might show as something not to be overly concerned about, rather than immediately branding you a witch or heretic and immediately reaching for the nearest Bolter. You also won't be detected by far-reaching or supposedly omnipresent entities like the Emperor or the Chaos Gods, so long as they aren't already searching for you specifically. So long as you're not trying to stand out (too much), nobody will consider you anything other than perhaps an exceptional but still ordinary Space Marine, Psyker, Magos, or other such individual from this galaxy.

That said, this protection is meant primarily for mitigating accidental missteps in an extremely paranoid and violent galaxy. Deliberate action to upend the status quo, explicitly revealing your

otherworldly powers, or otherwise knowingly shattering any semblance of 'normality' others might see you in will fall outside the protections this Perk provides.

This Perk is free for the duration of your stay. You may pay 200CP to keep it for the remainder of your chain, ensuring it grants you similar concealments in any other settings you might find yourself in.

- Truth Is Relative (Free or 300CP)

In the grim darkness of a galaxy that knows only war, the hearts and minds of its people are merely another battlefield. What does the truth matter compared to faith, or why should the mad care about reason? In this bleak future, contradictory tellings of the same events might all be true – or more likely, none of them are. So how are you to know what to expect when coming here?

Just what kind of person is the Commander sent to reinforce Calderis? Is Avitus' rage merely his way of expressing his wrathful zeal, or a hint that something darker has taken hold in his soul? Retribution might show as many as half a dozen factions pursue their vengeance, but only one can possibly be true - and the wider galaxy has far, far more dangerous contradictions beyond these examples...

This Perk allows you to decide how conflicting versions of 'canon' (insofar as that term even applies) work out during your stay here. Essentially, so long as your chosen version of events is supported by at least some official depiction of this setting, you can guarantee this is actually how things are. The same applies to unclear or contradictory ways that individuals are presented - perhaps most notably the God-Emperor himself. That said, this Perk won't let you throw out anything unambiguous; there must still be some sort of uncertainty to work with.

Keeping or ignoring 'retcons' is perfectly fine, but making things up entirely is not.

This Perk's effects may automatically be applied to this jump on your insertion if you wish. If you go to multiple different instances of a single timeline, such as when you take multiple Scenarios in this jump, you can make different choices for each arrival.

This Perk is free for your stay here. For 300CP, you may keep it and take it with you into any future jumps, where it provides a similar measure of certainty regarding unpredictable canon, fanon, retcons, and other such issues with 'unreliable narrators'.

- A Commanding Voice (50CP)

This galaxy is grim, it is violent, it is dangerous... but one thing it very much is *not* is quiet. To make yourself heard, you'd better be ready to use your voice well, and with this Perk you'll do just that. You are capable of easily making yourself heard over the chaos of the battlefield, your commands and warnings audible over the roar of Bolters and explosions alike regardless of whether you're speaking over a vox system or just yell at nearby allies. As a side effect, it also seems you've gained a particular talent for making the kind of... *extravagant* proclamations and one-liners that seem so common in this place. But hey, if you're going to be heard, you might as well make it sound cool.

- Weapon Mastery (100CP)

You won't survive long on the battlefield without knowing how to handle your gun... but even among the elite, there are those who excel. Some Space Marines can push their weapons to

the absolute limit – and maybe a little further. Be it mastering specialised ammunition, adjusting the charging cycle of your weapon for a slower, more potent blast, or simply maintaining a rate of fire and accuracy beyond what anyone could reasonably expect, you know how to get just that bit more potency out of any kind of weaponry you wield. Furthermore, while you'll more easily achieve such feats with resources prepared ahead of time (such as alternate warhead types for your missile launcher), you'll be able to find new tricks and techniques even without needing such prepwork.

- Purification (200CP)

One must practice constant vigilance, for wickedness can lurk beneath a veneer of righteous purpose. During your time here, you'll no doubt encounter numerous corrupted or cursed relics, not to mention places where the foulness of heretical acts has tainted entire locations. Yet even such things are not always beyond cleansing, and you've got a keen eye for how to achieve such daunting tasks. Few can match you when it comes to disrupting lingering corruptive effects, and whether you set yourself to cleansing a weapon that has yet to complete its service or seek to undo the pestilent echoes of a destroyed Chaos temple, you'll rarely need long to find a path to success.

For some blighted materials, devout prayer and cleansing with sanctified oils may suffice. Greater workings of heresy may require a more involved or costly process – or simply a lot of heavy explosives.

- Redeemer (200CP)

Darkness can snake its way into a man's heart in countless ways. Doubt in oneself. Frustration at incompetent superiors. Hatred left festering without a purpose for too long. The path to damnation often begins with one careless step, but while for far too many there is no turning back, this does not have to be the case. And to such wayward souls, yours is a shining beacon back to a life of righteousness. You have a unique talent to inspire others to reject weakness and the allure of corruptive influences. Whether you restore their once-true zeal with a fiery speech or seek to overcome challenges together to reaffirm your dedication as a group, those by your side will be that much harder to twist against their duty. Though this works regardless of whether you are aware of any lingering Chaos taint or other such influences, you also have a surprisingly keen eye for spotting those who are struggling... though whether you'll lead them back into the light or give them redemption in death is your own choice.

- Duty Until Death (200CP)

Though countless heroes give their lives in service of the God Emperor each day, some of the greatest warriors of the Imperium bow not even to death. Hardship and setbacks are expected, but for those who have proven worthy, even the most grievous wounds need not mean the end. Much like Davion Thule will (assuming you don't intervene to change his fate) fall in battle against the Tyranids only to rise once more as a mighty Dreadnought, or even Gabriel Angelos' fate following his confrontation with Azariah Kyras, you can survive even certain death... somewhat.

Once every jump or once every ten years, whichever occurs first, your death will be mitigated, ensuring you will be restored to a functional – but diminished – form. During your time here, this

could mean being interred in one of the honored Dreadnought walkers, your soul being sealed in a soulstone and made into the controlling spirit for one of the Eldar's Wraithbone constructs, or being restored to continue your service to the Dark Gods... with maybe another 'blessing' or two to ensure you know your purpose. Whatever the case may be, your unfortunate demise will not end your chain, and you'll get a second chance to achieve victory – or if nothing else, vengeance against those who thought to kill you.

- Ruinous Favor (200CP)

Mere mortals cannot comprehend the true power that is Chaos. Those who serve the Ruinous Powers will find themselves with blessings both great and terrible, becoming more than the mere flesh they once were... or die in the trying. With this Perk, the same applies to you as well – if perhaps in a slightly different manner. Whether you are a loyal follower of one of the four Chaos Gods or not, you seem to carry their blessings wherever you go. The ever-shifting nature of Chaos means that these blessings are never permanent, but surprisingly, they will always manifest in ways that you would consider to be free of any detriments (like abhorrently inhuman mutations or a loss of higher brain functions).

The exact manner in which these blessings manifest will depend on your situation, but typically empower you in some way related to the Chaos Gods. Khorne might make you stronger and faster in battle, for example, while Tzeentch might instead bestow you greater intellect and easier use of your otherworldly powers. You won't necessarily receive boons from all four of the Chaos Gods at the same time, though the fewer blessings you have, the stronger they'll be.

- Scholar Of The Immaterium (200CP or 400CP)

Though wars are fought and won with weapons of all kinds, one particular talent makes the idea of a Space Marine being a living weapon even more true than for most servants of the Emperor. Rare individuals in this galaxy possess the ability to harness the powers of the Warp, and are known as 'Psykers'. Though frequently shunned or hunted as witches, Space Marine Psykers are some of the most deadly individuals fighting for the Imperium. A lone 'Librarian' can be worth more than entire squads of conventional soldiers, using their psychic powers to obliterate their foes, reshape the battlefield, and make use of all manner of esoteric benefits they might manifest. With this Perk, you take on this great power – and responsibility – as well.

For 200CP, your Psyker talents are largely rudimentary and effectively useless in terms of active application on the battlefield without tremendous support from holy relics or other such tools (and even then, you'd only rate on par with a novice). Instead, your talents focus entirely on preserving your own sanity and soul in the face of Warp-related dangers. Your willpower is tremendously increased, you are immune to (involuntary) daemonic possession, and you can channel your meagre psychic talents without any risk of backlash or overwhelming yourself. You can also sense Warp phenomena without risk of being overwhelmed by more intense manifestations, including remaining capable even when covered by the Tyranid 'Shadow In The Warp' that debilitates many other Psykers. Although at this level you're unlikely to hurl bolts of psychic power at your foes, in many ways you'll be far safer than most other Psykers you'll encounter.

For an additional 200CP, your talents grow to be a peer to veteran Librarians such as Jonah Orion, with vastly greater psychic power and a comparable improvement in control and finesse

over your talents. At its most basic, you might hurl bolts of eldritch power that match Space Marine weapons in raw firepower, but you'll also have a handful of more potent techniques available to you that you can employ with a greater investment of your psychic energies. You don't require relics, Librarian Hoods, or similar equipment to harness your powers, but while they are not necessary, you can still use such items to make your abilities easier to use, more powerful, or otherwise enhance their use. Using tomes and other relics for inspiration on how to best shape your Psyker abilities for new effects is similarly a wise option – while your powers still won't harm you directly, experimentation might still carry its own risks... if not for you, then those around you.

- Adept Of Mars (400CP)

The Space Marines may be the greatest of the Emperor's servants, but they, too, require the weapons and other equipment necessary to battle mankind's enemies. Countless Techpriests, Servitors, and other support personnel continually toil to provide and maintain the gear used by the various Chapters... but on the field of battle, one needs a *Space Marine* with such expertise. You are one of these technological masters, possessing all the knowledge and experience gained from a Techmarine's studies on Holy Mars. You'll likewise receive a personalized tech harness ideal for performing field repairs and interfacing with various systems you might encounter.

But this unusually thorough technical foundation is only part of the benefits. Merging the Mechanicus' analytical perspective and the experience of a battle's unpredictable needs, you have cultivated a particular talent for field repairs, swift analysis of (damaged) machinery, the bypassing of security systems, and other such combat applications of your technological aptitude. With a bit more effort, you could even analyze and (re)use the most ancient or barely functional machinery, or even turn xenos technologies to your needs – distasteful as such an act may be.

- The One Standing (400CP)

To be a soldier in this galaxy is to be one of untold billions. But while the death of entire cities can be little more than a footnote in a clerk's report, it wouldn't do for *your* story to end without a suitable amount of glory. This Perk grants makes you just a bit luckier, mostly when it comes to your survival. Most notably, this becomes increasingly potent the greater the difference is between your own activities and the scale of the threat you're facing. Simply put, it ensures that whatever dangers come your way, you'll always have a means to fight back or make a desperate escape, rather than merely being obliterated from afar without so much as being noticed. Whether it's overwhelming numbers of Tyranids descending upon your location, a fleet preparing to Exterminatus the planet you're on, a nightmarish Chaos ritual threatening to pull an entire region into the Warp or some other kind of far-reaching calamity, you'll always have a chance to delay, divert, or otherwise counter the threat. Just don't expect things to be easy: you'll still have to fight tooth and nail to succeed. But is there anything less satisfying than claiming victory from the thinnest of margins?

CLOSE QUARTERS

- Dynamic Assault (100CP, free for Close Quarters)

Any warrior, be they man, xeno, or something else, can pick up a blade and swing it. But few have mastered close combat like the dreaded Assault Marines. More than relying on mere physical strength, they employ their every movement for greater offense. Like these mighty soldiers, you can flawlessly translate your speed into additional power behind your melee attacks. Be it activating your jetpack for a sudden burst of speed as you close the gap, outmanoeuvring a foe with a teleporter to hit their exposed backs, or simply piledriving them from altitude, so long as you can stay on the move, you'll find it much easier to annihilate your enemies with blade, hammer, or even your bare hands.

- Outclass And Overwhelm (200CP, discounted for Close Quarters)

Most kinds of attack have their place in a battle. Simple but brutally effective is usually the preferred choice, but even more elaborate or complex techniques can be valuable – and not just to show off and boost morale. And while you may or may not have a taste for 'flashier' methods of combat, it's undeniable you're particularly good at weaving exceptional techniques into the flow of a battle. In particular, you're a master at pummeling your foes in ways that leave them vulnerable or unable to retaliate. Your bull rushes won't so much clear a path through massed Sluggas as they send them *flying*. The sweeping arc of your weapon can hold a dozen foes at bay, unable to pass your position or engage your allies behind your back. If your strongest attack gets blocked by some Warp-fueled abomination's unnatural strength? The sheer force of them will still drive them into the ground, buying you time for a follow-up directly to their skull.

- Momentum (400CP, discounted for Close Quarters)

The Space Marines possess superhuman strength, resilience, and perhaps just as importantly: *reflexes*. But they are hardly the fastest warriors in this galaxy. Despite that, few are those who could face one of the Emperor's Angels Of Death in close combat and live to tell the tale. Why, you ask? Because speed is not always as useful as it seems, and you're a master at proving this very point. You are incredibly gifted when using supposedly slow and heavy weapons in combat, especially when it comes to countering enemies that think they can dodge or outmanoeuvre you. When you close in for the kill, none of your strength is wasted so long as you can direct it *somewhere*. You're not really any faster, per se... but one movement flows into the next, and with each miss you get closer and closer, no matter what your foes might try. One missed strike hits nothing but air. A second cracks the ground to send your foe into a predictable path. The Third? A glancing blow that only barely hits an elusive target can still end a fight... after all, such a blow might come from weapons such as a Thunder Hammer or Power Fist, and you often won't even need a 'solid' hit to pulverize bones or sever limbs.

- Eye Of The Storm (600CP, discounted for Close Quarters)

A Space Marine's enemies are without number, and many foes – be they xeno, mutant, or heretic – will seek to drown you in numbers. Yet you stand strong, even if you stand alone. The more enemies you fight at once while in close combat, the more you'll find yourself easily using their numbers against them. One foe is tripped into the path of a second assailant's bolter fire,

you position yourself so the third bumps into a fourth just in time to leave their defences open for your own strike... and so on, and so forth. Cohesion and teamwork collapse while cases of friendly fire skyrocket, and all the while you're at the centre of the action, taking your own bloody tithe upon those who stand against you. You could fight an entire mob of Ork looters, and by the time the last corpse falls on the ground, you shouldn't be surprised if your foes are marked by more wounds inflicted by *Ork* weapons rather than your own chainsword.

RANGED

- Battle Focus (100CP, free for Ranged)

Shooting your weapon means aiming at whatever needs to die... well, unless you're an Ork. But a capable hand and steel nerves only go so far, and for those tasked with pinning targets or providing cover fire, hitting the mark merely *once* is only the start of their duty, not the end. As the enemies of the Imperium are without number, so too must your control remain absolute. But your dedication shows in your steady hands, for even in the chaos of battle, you'll find that no amount of recoil will sway your aim. So long as you can physically move your weapon to put the enemy in your crosshairs, you'll find that you're equally accurate regardless of whether you fire one bolter round or a thousand.

- Nowhere To Run (200CP, discounted for Ranged)

Fools get caught in the open, but the cowardly hide. But not even cowards escape your wrath, because you possess a keen eye for leaving your foes reeling, no matter the comfort of their defenses. Whether you suppress foes with a hail of fire or use more hard-hitting weapons to smash any protection your foes thought might protect them, none are safe once you've set your sights on them. Though your attacks aren't necessarily any more powerful, cover such as barricades, garrison structures, or even force fields will prove far less effective against your attacks, and will easily crumble once you seek to demolish them with missiles, plasma cannons, or other such means.

- Hunter Of War (400CP, discounted for Ranged)

Space Marines frequently do battle on foot, yet vehicles and other kinds of armor are also a common sight on the battlefield – and that means knowing how to eliminate such larger targets is vital for any kind of large-scale conflict. And whether it's a hated Chaos Dreadnought, a monstrous Tyranid Carnifex, or the latest demented machine kludged together by a band of insane Ork Mekboyz, if something big needs to die, they'll call for you. You're a master at using heavy weaponry and can wield many such implements of destruction without the kind of 'set up time' most others would require. Furthermore, your keen insight into your targets makes you exceptionally capable of targeting weak spots in enemies, something that becomes more and more potent the larger your target is.

- The Emperor's Wrath (600CP, discounted for Ranged)

Drive a chainsword through a xeno's ribcage, and you've killed an enemy. Put a sniper round through a traitor's eye, and another corpse joins the pile. But you'll not face one enemy, or even a dozen. You'll face *armies*, and when the fate of humanity hangs in the balance, nothing but the

most unrelenting firepower will suffice. You are unmatched when it comes to creating vast swathes of destruction, be it with rocket launchers and plasma cannons or the all-consuming might of orbital bombardments. Assuming you are more favoured by the Emperor than any other of his Angels Of Death may be unspeakably egocentric, yet one might be forgiven for thinking so, for any kind of attack you direct that strikes entire areas rather than individual targets becomes noticeably more potent. Such attacks seem unusually accurate, as if drawn to where they can hit the greatest number of foes, even if they are otherwise highly inaccurate. But most miraculously, you'll find that even the most lethal explosions also become much more... *discriminate*, decimating hostiles while putting your allies at far less risk – even if they're fighting in close proximity to one another.

DEFENSE

- Safe And Sound (100CP, free for Defense)

It is commonly said of the Emperor's Space Marines that they shall know no fear... but a lack of fear and a lack of tactical sense need not overlap. Far from thoughtlessly charging into danger, you've learned well how to take advantage of all manner of cover on the battlefield. From well-fortified trenches to mere bomb craters or wind-blasted rocks, you find yourself intuitively positioning yourself to gain the most protection from whatever you're using for defensive cover. You also have a keen eye for how long your protection will last under hostile fire, so you're also far less likely to be caught out in the open once your cover finally breaks apart under enemy fire.

- Drawing Fire (200CP, discounted for Defense)

No matter one's skill and experience, going into a battle expecting no enemy attack to land is a fool's errand. Rather than seek out some impossible 'perfect' approach, you instead felt called to the duty of ensuring that such attacks go where they can do the least damage... you. Through a combination of feints, taunting, and other tactical and psychological techniques, you can easily ensure that enemies focus their attention on you instead of your allies. Perhaps you can make yourself *appear* as a vulnerable target to draw in opportunistic or poorly-disciplined foes, or conversely look threatening enough that you'll keep the focus of those most concerned with survival. Whatever the case may be, you'll find it easy to ensure most eyes are on you... thereby allowing death from other directions to go unnoticed until it's too late.

- Unwavering (400CP, discounted for Defense)

To die in the Emperor's service is to die well... but a life of weakness cannot be so easily redeemed. One must be strong in ways of war and faith, and to yield to those who would see you weak and ineffective is to betray your duty. May you be a shining example to those who lack faith and discipline, for in you they will see how a true warrior fights. Though you may bleed like any other, you can keep fighting through effects that might debilitate lesser men. Explosions will rarely knock you off your feet, poison won't slow you down, your aim wavers little even in a Noise Marine's harshest cacophony, and not even losing entire limbs will deter you so long as you can still move. If an enemy seeks to take you out of the fight, nothing short of unconsciousness or death will suffice.

- Made Of Ceramite (600CP, discounted for Defense)

Much like the Space Marines are one of the greatest of the Emperor's weapons, so too is their discipline and dedication stronger than any armour. Tales abound of mere handfuls or even lone Space Marines holding the line against untold enemies, fighting through wounds and weariness with little more than sheer determination and faith. Like such awe-inspiring figures, you are the kind of soldier who simply will not yield even to overwhelming opposition. You are immensely hard to kill, even before you consider armour or other forms of protection, and can power through blows that would leave any other Space Marine crippled or dead. Further, your resilience makes any attempts you use to rally your allies more effective – seeing your example would let even mere Guardsmen find whatever shreds of inner strength remain, and harden their resolve even in the face of certain death.

CUNNING

- Improvised Superiority (100CP, free for Cunning)

Few missions can be predicted in full, and while preparation is key, it can be even more important to adapt to local, often-changing circumstances. For those Space Marines deployed deep in enemy territory, no skill is more vital than improvisation, and veterans like the master scout Cyrus will ensure you won't forget it. You've learned these lessons well and are especially gifted when it comes to scrounging supplies and other boons from local sources. You'll be much more successful when scavenging grenades, repair materials, or other supplies, and can find usable tools in even the most unlikely of locations.

- Tactical Awareness (200CP, discounted for Cunning)

A frontal assault with overwhelming power might be a favourite tactic among many Space Marines, but those who combine their zeal with a modicum of sense might recognize the value in less direct approaches. You're a highly observant tactician, and your awareness of the battlefield allows you to easily find the most promising paths to outmanoeuvre enemies. At the same time, you're also highly adept at keeping your escape routes open, ensuring you've got a way to disengage once your foes start reacting to your fire. Whether it's flanking enemies engaged by a squad of allied forces, setting up hit-and-run attacks, or intercepting routed enemies before they can escape, few can get into position with the ease and speed you do.

- Unseen Killer (400CP, discounted for Cunning)

On a battlefield lit up by Prometheum and bolter fire, it's so easy to overlook a quiet shadow moving with steady determination. Yet a skilled infiltrator can be as deadly as the mightiest of Terminators – something you're well aware of thanks to your talents. You're a master at stealth, reconnaissance, and espionage, a peer to veteran Scout Marines like Cyrus. You can remain undetected even on a crowded battlefield, hiding your tracks and spotting vulnerabilities in enemy patrols with equal ease. Furthermore, you know how to attack from ambush with devastating effect and accuracy, both with the typical sniper rifle but also other weaponry. A surprise shotgun blast can be highly effective, after all, and who knows what you'll be able to do with grenades or other heavy explosives?

Get yourself a Chameleoline cloak, and before long, your foes will quiver at any noise or shadow... assuming any of them are left alive, that is.

- Fulcrum (600CP, discounted for Cunning)

There is more to battle than merely killing the most enemies. Often, the greatest impact comes not from weapons or courage or inhuman resilience, but merely from one person making the right decision at the right time. Though you may be only a single soldier, you are a master at controlling the battlefield and affecting the flow of entire battles with the least amount of action. Few can match you when it comes to using force multipliers and indirect techniques, especially if you've got some allies to work with. A perfectly timed stimulant pack rallies a weakening firing line right when hostiles overextend into a charge. Sniping the Tyranid beast controlling its brethren, and the rest fall into self-destructive chaos. A few smoke grenades placed *just* right to cripple most of an enemy's ranged firepower, while presciently placed minefields bring ruination to their melee-focused allies. You can set things up so that even a modest effort on your end still shifts the entire course of a battle, not through raw power, but by being the pebble that starts an avalanche.

EQUIPMENT AND SUPPORT

The Space Marines of the Blood Ravens chapter are each highly trained, superhuman soldiers – but even they can only do so much without the right tools for the job. Although standard gear is available before any deployment, there are a vast number of powerful relics and other items out in the galaxy that could tip the scales further in your favour. Why not invest in the right materials to ensure your victory?

All purchases here slowly repair themselves to pristine condition and are replaced after one week if they are destroyed or otherwise permanently lost.

You may freely import your purchases into any similar kind of item you already possess. For example, you could merge your favorite magical pendant with the 'Blessed Suffering' purity seal to combine its effects. Likewise, you may combine multiple purchases from this section, such as applying all the blessings from two purchases of 'The Gifts Of The Ancients' to create a single, extra-potent suit of Terminator armor.

- An Edge In Battle (variable cost)

Standard equipment is powerful enough to see you through most threats, but sometimes you face a foe powerful and dangerous enough that you need every advantage you can get.

Limited-use items and combat support can turn the tide of a battle if used well, and with this option, you may acquire such for a modest price. Whatever form these items take, you can usually carry up to five of each and receive a continually replenishing supply at your base of operations (or your Warehouse, if you're operating solo for some reason). As such, you'll likely need to choose when and how to use these items best... but their potency can make them worth their weight in Auramite and then some.

For 50CP, you gain a set of small-scale combat supplies. These include most handheld explosives such as Frag Grenades, Melta Bombs, and Cluster Mines, but restoratives such as Stimulant Packs are also found at this price range.

For 100CP, you gain access to offensive or defensive tools that have substantially greater potency, either in terms of the number of targets they affect or the strength of their benefit. An example of this price tier is the heavy area damage offered by Cyclone missile racks, which are typically mounted on Terminator armor. The near-impenetrable shield created by the Rosarius is another option, allowing its bearer to wade through even lethal enemy fire without so much as a scratch on their armor's paint.

Finally, for 200CP per purchase, you may gain a tool of such power that it can reshape the battlefield entirely. Examples here include targeting beacons that direct an orbiting ship to fire a volley of Lance blasts at the designated area for unmatched damage, calling down a barrage of allied Imperial artillery batteries for a shower of inaccurate but devastating explosives with a wide area of effect, or deploying a light defensive turret (such as the Space Marine *Tarantula* or the Eldar *Grav Platform*) to provide weapon coverage over an area for as long as its substantial armor and ammo supplies endure.

By increasing the price of your chosen purchase by 100CP, you may opt to eliminate the supply limit of five at a time and rely on your personal power instead. Whether you've mastered some kind of Psyker power to recreate the effect, you have a small teleporter beacon that continually restocks your personal supply, your flesh has been cursed by the Chaos Gods to twist and change until it grows replacements, or you rely on some other method entirely, you can now employ the purchased item without ever 'running out'. However, the use of these items will instead be physically and mentally draining, and there will be a short cooldown after each use, depending on the power of the item in question. You could hurl a few Frag Grenades each minute without straining yourself too greatly, but an artillery strike might take a good while longer before you've fully recovered.

Regardless of your exact choice of item, it will initially perform slightly better than its most common counterparts. However, as your combat prowess grows, these items will likewise grow with you. With enough zeal and dedication, your ordinary frag grenades could become supremely potent master-crafted explosives to match the best such weapons found across the Aurelian sector.

- Blessed Suffering (50CP)

Through pain comes clarity, and many are those who willingly endure hardships to hone their dedication to the God-Emperor's service. This particular trinket, which takes the appearance of a well-made Purity Seal by default, allows you to exchange physical pain for mental certainty. First, so long as you bear it, it will slowly undo any kind of corruptive influence your mind and soul might be exposed to, but it does so at the cost of your *physical* well-being.

The exact manner in which you will suffer for redemption depends on the nature of the influence you seek to thwart, but it is often some kind of counterpart to the threat you face. Striding too long through a Warp-tainted location will not leave you mad with bloodlust, but while the heat of your anger remains firmly under your control, your penance might instead result in burns across your skin. A heretical Psyker assaulting your thoughts would see their attack thwarted, but leave you with deep gashes across your head as these hostile psychic energies are turned away. Affixing it to a cursed weapon could mitigate any spiritual consequences of wielding it – yet also leave you more vulnerable to the weapons of your enemies so long as you bear it. Even your

own actions, if they would otherwise invite such foul taint into your soul, can be redeemed... at a price.

The Purity Seal is not all-powerful, however, so against exceedingly potent effects it may only mitigate a portion of the impact. Likewise, it will take longer to purify your being, the more severe your spiritual afflictions are. Still, it'll help so long as you're not utterly beyond saving – just don't expect it to be in any way pleasant.

- Augmentation (50CP)

Talent and experience are perhaps the most important things one will carry onto the battlefield, but sometimes an individual needs an edge beyond their innate skill. With this purchase, you receive a regular supply of cybernetics, which can be used to enhance a recipient in one of four particular areas. Each purchase grants you one set each day of a single chosen function, up to a maximum stockpile of fifty. You also receive a basic medical Servitor to apply them for you, should you otherwise not have access to an Apothecary or similar services.

Your first choice of cybernetics is to gain a set of biological boosters that grant the subject greater resilience, resistance against pain, and faster healing for their physical wounds. The second option is to gain access to bionic augmentations that bolster musculature and physical strength, allowing for greater lethality in melee combat. The third variant of augmentations enhances the recipient's overall reflexes and hand-eye coordination, making them a superior combatant with ranged weaponry such as rifles. Finally, your fourth choice includes neural enhancements that further bolster one's willpower and ability to focus in chaotic or dangerous situations.

The cybernetics automatically adjust to the needs and biological nature of the intended recipient, ensuring they are compatible with not only Space Marines, but also unaugmented humans or any others you wish to enhance. Each augmentation can only be applied to a subject once, but they can be combined with each other without issue.

- The Gifts Of The Artificers (100CP)

Choose your equipment well, and the battle is half won already. With each purchase, you receive your choice of one weapon, one suit of armor, or one accessory (such as a teleporter, chapter banner, or 'iron halo' headgear) of your choosing, including all the appropriate authorizations and the skill to use it competently. This item will initially be merely somewhat superior to the basic gear given to all new Space Marines, but will continually improve as you gain more experience through combat. Fight well, and these pieces will eventually match some of the mightiest relics seen in the Aurelian sector.

Furthermore, this particular piece of equipment carries up to three potent blessings, for example, due to sanctification by the servants of the Emperor or simply having acquired such benefits after it was used for some great act of valor. These blessings could be any of those seen in the Dawn Of War 2 campaigns, but you are not limited to these effects specifically and are free to choose others if you prefer. As examples, a suit of armor could slowly mend the wearer's wounds, a Warp-tainted Bolter might have its shots detonate for area-of-effect damage, a Flamer might be supernaturally lethal against specific targets (such as vehicles or the followers of Chaos), and a mighty jetpack might automatically fire in short bursts to grant your melee attacks greater impact.

All equipment acquired through this purchase will slowly repair itself if damaged, is replaced after a week if destroyed or otherwise permanently lost, and comes with unlimited power packs, fuel, ammunition, and so on, where applicable (though this doesn't eliminate the need for reloading on any weapons that require such). It also automatically adjusts to your current form, so acquiring such items as a Space Marine means you can use it just as well as an ordinary human (or Eldar, Ork, or even something else entirely).

- Words Both Valorous And Vile (100CP)

Chainswords and Bolters can leave terrible wounds... but none so debilitating as the right words at the right time. Still, there's no point in insulting or taunting your foes if they can't even hear you, is there? So come prepared. This Vox system's encryption doesn't quite work the way you'd expect it to... in fact, it seems to do the exact opposite. Rather than preventing your enemies from listening in on your broadcasts, it instead guarantees they can hear you loud and clear, no matter what communication system they themselves might be using. You can only broadcast to one system or group at a time, and while they're sure to hear you, there's nothing forcing the other party to respond. But it's *great* for demoralizing weaklings who thought themselves so secure, especially if you can get your hands on a few of their secrets to 'share'...

- Lethality Distilled (200CP)

Sometimes, where discipline and strength of arms fail, ingenuity wins the day. Discovering a vital weakness in your enemies can turn the tide of entire battles, and understanding the weapons of your foes could just give you the means to negate their most lethal methods. With this purchase, you gain something that's a little bit of both. The small, hermetically sealed sample container that maintains a perfect stasis effect inside is useful enough, but it's the prize within that's a true 'game changer'. By default, the container holds a pure Tyranid gene-sample similar to the one that will be acquired from Typhon Primaris, providing vital information on both the Tyranids' toxins as well as the means to develop weaponry targeting their unique biological nature.

However, you can change it to a similarly valuable sample for some other target or purpose, simply by focusing your need on the container before opening it. After you acquire your sample, you receive a new container after ten years or upon arrival in a new jump, whichever occurs first.

- A Warning (300CP)

Sometimes, the only thing standing in the way of victory is merely knowing where to fight. As the Blood Ravens are so fond of saying, *Knowledge Is Power*, and this purchase proves it more than most. You gain the aid of a potent source of intelligence similar to the ancient Typhon Array, providing you with more accurate information on local enemy activity.

Furthermore, this array can predict the appearance of a major event that represents both a threat and an opportunity. By default, this allows you to call forth a Space Hulk similar to the Judgement Of Carrion, which will appear close by your present location in no more than a matter of days. This place will be immensely dangerous due to traps, ancient and malfunctioning machinery, and simply being infested with feral Tyranids, Orks, and other threats. Yet braving this danger is also an excellent way to hone your combat skills, and there are

countless unknown treasures to be found within... assuming you can survive its ancient corridors.

You can adjust the overall danger of your visit at the time you activate the array, and greater dangers will result in a similar increase in the value of salvage or other items you might recover. That said, nothing will escape the Space Hulk to threaten the rest of the galaxy unless you deliberately release such monsters. Using the array in different settings will provide a suitable alternative instead. You can use the array once per year or when you arrive in a new setting, whichever occurs first.

- The Final Verdict (600CP)

When a world is too tainted to cleanse, when strength of arms fails, and all other roads to salvation are closed, only one choice remains. Death, to man and xeno, loyalist and heretic, pure and corrupt alike. May Imperial justice account in all balance.

With this purchase, you receive a single locator beacon not unlike those employed by Imperial forces for field targeting, but when activated instead results in the most feared of Imperial actions.

Exterminatus.

In Imperial space, the beacon calls forth a fleet from the Holy Inquisition, charged with annihilating the planet's entire biosphere with a combination of conventional orbital bombardment as well as a continent-shattering Cyclonic warhead. Though it takes some amount of time for the fleet to prepare its grim duty, you'll see the first strikes hit within minutes and have perhaps half an hour to make your escape before the final hammerblow. The fleet will not hold their fire should allies still be on the planet, and the beacon does not provide you with transportation offworld – nor any way to command the fleet or otherwise halt the process once it has begun. Make your preparations beforehand... or accept an honourable death in the Emperor's service.

Should you activate this beacon where the Inquisition cannot answer its call, be it due to simple distance or because you use it in settings where this organization does not exist, a similarly destructive event (such as an asteroid impact or solar flare) will scour the targeted world clean of all life instead. The beacon, once used, is replaced after ten years or upon arriving in a new jump, whichever comes first.

- A Chariot In The Void (1000CP)

Though you'll likely spend much of your time taking the fight to your foes with Chainsword and Bolter, you can't exactly rely on long-forgotten Teleportaria or unpredictable Warp fissures to move across the sector. You might get transportation from your superiors, but then again... why not don the captain's hat and get a ship of your own? With this purchase, you become the master of a mighty Strike Cruiser comparable to the Retribution or Armageddon. Vessels such as these are built more as rapid response than as brawlers for space combat. Even so, they can be an incredible boon, and this one is particularly notable as being unusually fast and safe in its

Warp travel across (comparatively) short distances. You'll not have to worry about becoming lost in transit or coming to rest as another tragic addition to some Space Hulk.

This particular model of Strike Cruiser can support planet-side forces with orbital bombardment from its Lance battery and macrocannons, though to do so accurately it needs targeting data (for example via vox-transmitted coordinates provided by groundside spotters).

Finally, this ship comes with a substantial number of reserve troops, and is capable of swiftly deploying these from orbit via Drop Pods, Thunderhawks, or some combination thereof. As a result, you receive 200CP worth of free 'Reinforcements' purchases, as well as the 'Dynamic Deployment' upgrade for these troops. That said, there is substantial extra room for further troops in case you want to expand the forces you can call upon for aid.

You will receive a replacement Strike Cruiser one year after its destruction.

COMPANIONS AND FOLLOWERS

Though your allies are few and your foes are many, know that you do not stand alone. In this section, you can purchase a number of soldiers to stand by you on the field of battle. These will be placed under your command to do as you see fit. Just remember: death in the Emperor's service is the highest calling, but wastefulness is not.

- Battle Brothers (variable cost)

A mere handful of Space Marines will be expected to stand against uncountable horrors – but even they rarely fight on their own. Oftentimes, you will be expected to operate in small teams, and those by your side are your closest allies in this war-torn galaxy. With this option, you may choose to create new Companions according to your wishes, or import existing ones into this setting, all of whom will be deployed to the same posting you have. You may pay 50CP per Companion, or instead opt for eight at once at a cost of 200CP total. Each receives a Background of their choice, 300CP to spend on Perks and other purchases, and the opportunity to take one or more Drawbacks for additional points if they wish.

Alternatively, you may instead leave bought Companion slots unfilled, allowing you to offer this place to individuals from this setting. For example, you could offer the scout master Cyrus or Captain Gabriel Angelos the chance to become a Companion. Candidates must still accept, but you may ask any number of people until you've filled your whole roster. Once recruited, new Companions receive the Perks associated with the Background that best matches their experiences for free, but receive no further CP.

- Reinforcements (variable cost)

Stand alone if you must, but competent allies by your side make any battle easier. You may purchase various followers here, who will serve you faithfully even until death. The exact cost of the troops you can acquire here depends on their power. For example, individually weaker troops such as Cultists, Imperial Guardsmen, or Tyranid Termagaunts might number up to a dozen or even more with a single purchase, while much more potent choices such as Weirdboyz would only grant you one individual. You can mix multiple different types of troops within each purchase if you like: the first price tier could gain you the backing of two Assault Marines and Devastator Marines each.

For 50CP, you will receive the aid of a group of infantry equivalent to a squad of four Space Marines. For 100CP, you instead receive a light vehicle or equivalent, such as one of the various Sentinel designs or a Zoanthrope. For 150CP, you gain a heavy vehicle such as a Chaos Dreadnought or Eldar Fire Prism. Finally, for 200CP, you gain a 'super unit' such as the mighty Baneblade tank, an Ork Battlewagon, or a similarly mighty weapon of war.

Purchased reinforcements receive all applicable improvements for free and can be deployed with any of their optional specialised weapons (such as equipping a squad of Noise Marines with the 'Blastmaster' siege weapon instead of their normal Sonic Blasters) at no additional cost. Any casualties are replaced after one day; those who survive the battles to come will be restored to full fighting capacity over a similar timespan, be it with bionics, repairs, or other means.

- Dynamic Deployment (100CP, discounted on repeat purchases)

Having the troops you need doesn't help if they're *not where you need them*. Whether you're keeping men in reserve for sudden changes on the battlefield or you need to replenish losses in the field, getting your troops into the fight fast can be the difference between life and death. This small communicator allows you to call your reinforcements to your current location, so long as they're not already deployed or otherwise engaged elsewhere. You can use both deployment options interchangeably, but once you call for support, it'll take another ten minutes or so before you can do so again, regardless of which form of deployment you chose.

First, you can place a beacon not unlike those used by the Blood Ravens, a small Eldar Webway connection, an Ork Waaagh Banner, or a similar artifact. This item then acts as a targeting system that can be used to teleport reinforcements to its location. The process is not especially fast, deploying a few dozen soldiers or up to two vehicles over the span of a minute, but it will continue to function for as long as the guiding beacon itself is still intact. This method is ideal for defensive actions where you can keep the beacon safe behind your fortifications, but placing it in the middle of a fight will likely see it destroyed before long.

Your second option is to forego the slow and steady support of the previous method and instead go for an all-out 'shock and awe' approach. First, this results in a sizable group of reinforcements being deployed all at once (about equal to two minutes of the previous version), without the need to wait for them all to muster. Second, these forces arrive via a high-speed Valkyrie insertion, Warp summons, or similar technique that not only puts 'boots on the ground', but also clears the deployment zone with an appropriately violent arrival. More than a few Orks have been crushed by a landing Drop Pod, for example. If you need immediate support in a dangerous area, it's a far more reliable – and deadly – method than relying on a static locator beacon, though if you need to move a lot of forces with less urgency, it's not as well-suited.

This technique allows you to deploy whatever reinforcements you've purchased from this jump, but can also be used for any other forces you might have under your command, be they

subordinates acquired in other jumps or just ordinary soldiers you are placed in charge of during your time here.

SCENARIOS

You'll be visiting this setting, and while one might be forgiven for expecting you to participate in the coming crises, this is not strictly speaking necessary. Cowards rarely prosper, but you could simply request reassignment outside the subsector and hope for a safer future elsewhere. Or you could take the challenges head-on by taking one or more Scenarios. Each Scenario will put you in the role of the main protagonist of one storyline, placing you in the very thickest of the fighting and forcing you to deal with the coming threats... or die trying. You may insert into the protagonist's identity (for example, becoming General Castor for the duration of the Imperial Guard campaign in Retribution), or if you prefer, you can instead be placed in charge with the former leader now acting as your second-in-command.

You may take one or more Scenarios as you choose, allow Companions to do them in your stead, or some combination thereof, but each Scenario can only be done once.

Completing a Scenario grants you a specific reward; failing a Scenario results in your death and the associated conclusion of your chain. If you already have the reward from a completed Scenario, you may instead choose to have the CP you spent on the purchase in question refunded. You may keep a portion of your CP unspent to 'save up' for a larger purchase if you wish, but any CP left unspent at the end of your time in this jump will be lost.

Failing a chosen Scenario ends your jump much like death normally would: know your limits, or suffer for your hubris.

- A Sector In Peril (Dawn Of War II)

The recruiting worlds of the Blood Ravens in sub-sector Aurelia are under threat, and after the disastrous losses during the Kaurava campaign, losing these planets could cripple the Chapter. In this Scenario, you will take the place of the unnamed Force Commander initially sent to Calderis to aid against the Ork threat. But what begins with marauding bands of Orks quickly spirals into a desperate war for the entire region as not only Eldar scheming is unveiled, but a terrifying Tyranid splinter fleet arrives to devour all life, be it man or xeno. It is up to you to eliminate the greatest threats to these planets, rally the Imperial forces, and acquire the means to deal with the invading xenos despite the overwhelming foes arrayed against you.

Saving sub-sector Aurelia from the Tyranids despite the destructive Orks and treacherous Eldar takes both skill and experience, not to mention the ability to thrive in adversity. But not only have you survived this tremendous challenge, you've also likely honed your talents even further in this hellish conflict. Victory, therefore, grants you your choice of a single Perk costing 400CP or less (ignoring any possible discounts) for free.

If Calderis, Typhon Primaris, or Meridian fall to any of the xenos threatening it, you will fail this Scenario.

- Hunting Heresy (Dawn Of War: Chaos Rising)

Following the events of the main Dawn Of War 2 storyline, the sector now faces a much more insidious threat... for the Black Legion have come to bring all to ruin.

Once again taking the place of the Force Commander, you will find yourself facing a heretical scheme that seeks to release a terrible threat from the Blood Ravens' past.

It falls to you to uncover the treachery within the Chapter and thwart the plans laid by the blasphemous Eliphaz The Inheritor to free the Daemon Ulkair. Bring the truth to light, and be merciless to any who serve the Ruinous Powers. If you remain pure in the face of heresy and purge any such traitors, you'll have learned much about uncovering and fighting corruption. With your victory, you gain your choice of either the *Purification* or *Redeemer* Perk for free.

If, however, the Great Unclean One is fully released from its prison, you will fail this Scenario. If the blasphemous heresy you'll encounter lures you in until you are fully lost to Chaos, your failure will shame you likewise.

- Vengeance, Opportunity, And A Really Nice Hat (Dawn Of War: Retribution)

Almost a decade has passed since the struggles of the Blood Ravens in sub-sector Aurelia, first against the Tyranids, then again against the servants of the Daemon Ulkair. These conflicts resulted in victories for the Imperium, and each is worth rejoicing over. But as is often said, *hope is the first step on the road to disappointment*. In the years since Ulkair's fall, the sub-sector has only worsened. Xenos still fight across its planets. Heresy is rampant. The Imperium is losing control... and so has decided to put an end to the madness by declaring Exterminatus upon any world not under its total control. But unknown to most, the upheaval of the sub-sector is no mere accident. The Chapter Master of the Blood Ravens, Azariah Kyras, has sworn himself to Chaos and now seeks to use the genocide of the sector and the resulting destruction of the Blood Ravens as a sacrifice to his new masters. His sought reward is nothing less than ascension to the heretical powers of Daemonhood.

But though his scheme nears completion, Kyras does not stand unopposed. With this Scenario, you become one of the protagonists of the *Retribution* campaign. You'll take the role of one of six groups who must thwart the fallen Chapter Master's plot, for one reason or another.

Consequently, you may take this Scenario up to six times – once for each faction. Your goal is to stop Kyras' annihilation of the subsector and end the would-be Daemon's life.

Victory comes only when Kyras' scheme is successfully thwarted, and the heretic in question is slain, but should he successfully ascend into Daemonhood, your Scenario counts as a failure.

Where each victory provides its own choice of reward, you may instead choose to forego this boon to instead receive an additional 200CP you may spend on *The Final Verdict*. After all, in this mad quest to thwart fate, you might just get very familiar with what an Exterminatus looks like up close...

First, you may choose the (by now likely familiar) allegiance of the Blood Ravens. Taking the place of Apollo Diomedes, you will be one of the Space Marines forced to pursue the rumours of heresy that emerged during the previous conflicts. Your goal is simple: to verify – or put to rest – the suspicions of the Inquisition and, if necessary, end Kyras' betrayal before he damns the chapter and sub-sector alike.

Ensuring the continued survival of the Blood Ravens chapter, no matter the hardships in your way, will grant you *Duty Until Death*.

Second, you may instead declare your allegiance to the powers of Chaos. Certainly, Kyras might serve Khorne... but the followers of the Ruinous Powers are rarely unified, and one man's ascendance is another's downfall. Take the place of Eliphas The Inheritor and stop this upstart who thinks himself favoured.

Claim the rewards of his schemes for a more deserving master, and you'll find the Chaos Gods look favourably upon you, ensuring you'll carry their *Ruinous Favor* wherever you go.

Third, you may seek to avert a future most dire as one of the Eldar. Replacing Autarch Kayleth, you pursue the truth about a prophecy that foretells terrible destruction... and how to stop it. But more than one prophecy revolves around the coming catastrophe, and the paths of fate are not so easily walked when an ascendant Daemon Prince stands against you.

By harnessing and mastering the psychic might of your race, you acquire one free level of the *Scholar Of The Immaterium* Perk.

Fourth, it's time for a WAAAAAGH!!!, and cuz you's an Ork, you's the best at fightin'. Some Inquisitory type wan's you to krump a big git for them, and tho followin' orders ain't your thing, there's gotta be a good fight thataway. Fight, loot an' scream yer way to victory, an' keep the best stuff fer yerself.

Showin' everyone the way an Ork does it gets ye some propa loot: two bits o' *Da Gifts O' The Artificerz*, an' dey're fer free!

Your fifth option is to directly aid the Inquisition by serving in the Imperial Guard. By taking the place of General Castor, your orders are simple: confirm Inquisitor Adrastia's suspicions regarding Kyras' true allegiance, and enact judgement as is deemed necessary. Be it with Lasgun or Leman Russ, heresy must be rooted out wherever it is found.

The Imperial Guard relies on manpower more than individual strength, and with victory, you'll never need to fight alone. Completing the Inquisition's orders satisfactorily grants you 200CP worth of *Reinforcements*, ensuring you'll always have soldiers ready to follow you into the field.

And finally... the Tyranid splinter fleet that once plagued the sub-sector might not be as beaten as most assume. Become the Hive Tyrant – the manifestation of the Hive Mind for the Tyranids that still remain in the sector – and claw your way back to power by devouring any who stand in your way. The worlds of subsector Aurelia are vulnerable. Your connection with Hive Fleet Leviathan, your progenitor, is weak and unreliable due to a powerful psychic interference... but the sub-sector has more than enough life to consume and rebuild your strength. Feast, grow, and spread across the planets of the subsector – but find and eliminate the source of the psychic shroud before the Imperial fleet burns your worlds to ash.

As an ever-shifting and regenerating biological weapon, leading the Tyranids to supremacy grants you a measure of their biological powers. Be it the ability to hurl explosive bio-plasma as lethal as any grenade, spawning a short-lived swarm of vicious parasites to devour your foes whole, or some other technique, your victory grants you 200CP you may spend on *An Edge In Battle*. You may only spend this CP on options with the 'personal power' variant upgrade, but you may also use these points to enhance previously made purchases with said upgrade, if you wish.

DRAWBACKS

This galaxy has no shortage of danger, but only the greatest face the most dire threats... or perhaps those same threats *make* the greatest as great as they are. If you feel that facing a bit more difficulties and danger is a worthy price to pay for greater power, you can take Drawbacks for additional CP.

- Found Wanting (+100CP)

You're no common soldier, and you'll be treated like it. Expectations must be met, or ideally *surpassed*, and any lack of effort or competence on your part will not be accepted. Take too long to complete a mission? Thoroughness is no excuse for tardiness. Leave too many enemies alive because you focused wholly on your objectives? In this place, mercy is anything but a virtue. Take too many losses? Callous disregard for the tools the Emperor provides. And so on, and so forth. Nobody will treat you any worse over it, but everyone will do their very best to find something – anything – to complain about. Nothing short of a truly superb performance will satisfy those you serve and fight with... and even then, you'll only get a grudging admission of 'we'll see how it goes next time'.

- Sudden Death (+100CP)

One might imagine a group of mighty Space Marines, performing a glorious charge to eliminate their foes, undeterred by enemy fire or fortifications... but such grand displays are actually fairly rare. Especially now, as you'll find that your foes are far more keen to employ ambushes and surprise attacks of all kinds. There won't actually be any more of them, but you'll be forced to contend with buried Tyranids emerging from below in the middle of your squad, Eldar snipers and other forces teleporting in rather than merely waiting for your arrival, every other Ork deciding they can moonlight as a Stormboy, to say nothing of what kind of bizarre tricks the forces of Chaos might come up with to catch you off guard.

- Waste Not What The Emperor Provides (+100CP)

Conventional weapons and armor get you there, but oftentimes you'll need something a bit more substantial to overcome unusually potent opposition. Be it smoke grenades or melta bombs to take the fight to your foes or stimulant packs and repair kits to keep your own forces in good shape, you'll often have to decide when and where to use limited supplies. And with this Drawback, that challenge becomes even more difficult. You'll find it extremely difficult to stock up on any kind of consumables or other limited-use supplies, and scrounging replacements on the field of battle is now an exercise in futility. Make the most of what you've got, because it'll be gone faster than you think...

- Friction (+100CP)

For all that the Imperium demands all men stand united, it sure seems that inter-personal drama is alive and well even forty millennia into the future. Whether it's wide-eyed idealists and violent misanthropes constantly ending up in the same squads, cyclical arguments over the same inane topics over and over, or just everyone in your vicinity somehow being an utter idiot in all the ways that rarely matter, the result is the same. You're going to be surrounded by bickering,

egos, and more than a few assholes no matter where you go. Somehow, nobody else seems to notice. Or care. Maybe they're used to it? Let's just hope you've got a thick skin, and we're not talking about resilience to Bolter rounds here.

- Entombed (+200CP)

Life is fleeting, but duty is eternal. You're the living – sort of – proof of what such a phrase can truly mean, because with this Drawback, your old life already ended. Instead, you will spend your entire existence here interred within a Dreadnought, kept from fully passing on by the machine's life support systems. However, you are otherwise entirely unable to restore yourself in any way, and if the Dreadnought is destroyed, your life will still end. Your ability to experience the world is vastly reduced; unfeeling armour plating is your new skin, hydraulic clamps your new fingers, and the thundering roar of turbines your heartbeat. Though such a form may still have power... you'll be unable to physically act in any way beyond what your constructed frame allows.

Any of the Scenarios that make you part of a different faction will leave you in an equivalently limiting form, such as the controlling spirit of an Eldar Wraithlord, the permanently fused 'pilot' of an Ork Deff Dread, or simply ensuring you've merged with some freakish Chaos killing machine.

- Bolter Blues (+200CP)

Although combat in this galaxy is rarely very predictable, it's a good idea to prepare for the most likely challenges you'll face. And yet, you somehow manage to always make the wrong choices. A deployment with heavy bolters and sniper rifles unexpectedly runs into heavily armored vehicles, but if you bring lascannons and other heavy weaponry, you'll instead get swarmed by a tide of Termagants where all that firepower is utterly wasted. No matter what your preferred tactics are, no matter how you try to prepare for every outcome, somehow you'll *always* end up wishing you'd done something else instead.

- Serene (+200CP)

Perhaps it was mistakes made in the past. Perhaps it's piety. Perhaps an injury so grave that even the finest Biologis experts in the Mechanicus could not restore it. Whatever the case may be, much like Tarkus eventually did, you have chosen to take a vow of silence and will not speak a word, even in the direst of situations. Though you can still communicate with your allies through simple means like hand signals and gestures or write after-action reports if the need calls for it, any more complex forms of communication are barred to you.

- A Malicious Turn (+200CP)

Though there are many loud declarations of duty and zeal, *true* loyalty can be much rarer... and it's much harder to recognize if it's genuine. Worse, when it turns out assumed loyalty was anything but, the consequences can be disastrous. And you'll know. Because with this Drawback, you'll find yourself betrayed at one of the worst possible times, and no means at your disposal will let you predict it ahead of time. Even if you find hints or circumstantial evidence, it'll remain impossible to find out who the (future) traitor is until it is too late. Indeed, the more you try to pin down who might be working against you or when they'll act, the more you'll become mired in dead-ends, conflicting reports, and other such confusing details.

Be careful: there are far worse things one could do than merely putting a bolter round through your back when you're not watching... and not all arrayed against you might even know they serve a traitor.

- Under The Hammer (+300CP)

The battles you're likely to face here will often see you benefit from moving swiftly, both due to the urgency of your challenges and the simple fact that you'll almost always be outnumbered. But with this Drawback, that need becomes even greater than it already was. Any battle you enter will have enemies in constant contact with allied mortar batteries, Valkyrie bombers, or similar kinds of long-range support. Although they won't be able to strike you immediately, the longer you remain within a general area, the more such weapons will be brought to bear against you. You'll need to keep moving, eliminate any enemy spotters you encounter, or even better: both. Fail and get pinned down? Forget about Bolters or Flamers – you'll start seeing Manticore artillery barrages, reality-rending storms, and a rain of Tyranid spores turn your surroundings into a hellscape of blood and craters.

- Initiate (+300CP)

Earn your place. From the most common Bolter to the rarest of Terminator armors, the Blood Ravens use a system of merit where only those who have proven themselves are trusted with their finest items – and they are not the only ones. You, unfortunately, are not held in such high regard. You are unable to use anything more potent than the basic gear provided to newly accepted members, be it weapons, armor, or other tools. You'll have to rely wholly on your own skills... and often while facing foes much better equipped than you. Where your peers might carry forth storied and holy relics, slaying their enemies with everything from blessed power blades to relic plasma rifles, you'll be forced to keep up with a plain chainsword, shotgun, or similarly mundane options.

- Hunted (+300CP)

Sub-sector Aurelia will become the center of several major conflicts, driven by entities of terrible power and vision... but while few could make a difference for the better, you are quite likely to be one of them. And with this Drawback, the adversary *knows it*. Be it the Hive Mind controlling the Tyranid splinter fleet, the Great Unclean One Ulkair, or the treacherous Azariah Kyras, each will know as soon as you begin to impact their plans that you are a threat. They will not know exactly why or how, and don't have any details on your nature as a Jumper, but they'll nonetheless put significant resources towards your elimination. Each will have their own preferred means of acting against you, be they overt or subtle. It's you or them, and even abandoning the sub-sector to its fate will not spare you – the farther you flee from the coming conflicts, the more attention you'll draw for it.

- Flawed (+300CP)

Those who stand highest fall the hardest, and more than one would-be hero has been blind to what would eventually ensure their downfall. Indeed, you'll likely encounter more than a few such individuals. Avitus has his bloodlust. Cyrus makes no secret of his cynicism and distrust, but only he knows how deep it truly runs. For a young member like Thaddeus, it's the very

idealism at his core that could be turned against him, while for others, it may simply be trauma, weariness, or disillusion left by the experiences of the past.

With this Drawback, you yourself now also have some sort of flaw in your own nature. You're more prone to emotional extremes, not necessarily as sudden spikes but more as a slow, constant drift. And while the underlying reasons might be righteous, you'll be much easier for anyone else to manipulate and goad into making mistakes. And since even utter corruption can begin with one simple misstep... you'd do well to keep your spiritual purity in mind, before you become little more than a hollow mirror of who you once were.

- Only Mortal (+300CP)

This galaxy has seen its fair share of the strange, the unlikely, and the incredible... but even so, there are still limits. A stranger arriving here from worlds never heard of, with powers defying even the impossibilities of the Warp and treasures unknown to even the most ancient of races? No – or at least, not with this Drawback. Though you'll retain your mundane skills and memories, any Perks, powers, or other advantages you might have brought with you from other jumps are sealed for the duration of your stay, and you'll be unable to access your Warehouse. For all intents and purposes, you are reduced to only your Body Mod and whatever purchases you've made for this jump.

ENDING

You've fought, bled, and possibly died in glorious service of the God-Emperor, eternal master of Mankind. Or perhaps you found a reason to fight *against* the foolish lapdogs of a false corpse-god? Regardless, your time in this jump is coming to an end. Your Drawbacks cease to affect you as usual, and as a final gift, you receive a one-time purge of any lingering corruption, possession, psycho-indoctrination, or other effects that might sway your decision one way or another. As for your choices?

First, you may choose to **go home**. Perhaps the grim darkness of the future drained any remaining desire for further exploration, or the adversity here simply left you longing for where you once began this journey? You return to your dimension of origin, retaining anything you've gained through your chain but abandoning your ability to jump to new settings. This is the only choice you may take if your stay here ends in your death.

Second, there is also the option to **stay here**. Fight on, be it in the Emperor's service or for your own reasons, in a galaxy that knows only war. You keep everything you gained from your chain, but stay in this setting for the remainder of your existence. Millennia of suffering and hardship have mostly seen things get worse... but who knows? Maybe you'll be the one to make a true difference?

And finally, there is the ever-popular decision to **move on**. Whether you're glad to leave this place behind or seek to bring the Emperor's light to the furthest reaches of the multiverse, you move on to your next jump using whatever method your chain provides.

NOTES

All else fails, fanwank responsibly and have fun.

Taking different forms through the various Scenarios (such as taking the place of the Tyranid Hive Tyrant) makes these into alt-forms once the Scenario is completed.

Companions that are, or become, interred in Dreadnoughts due to life-threatening injuries may respawn fully restored, or come back in their injured form with a replacement Dreadnought if they prefer. Alternatives from other races (such as Wraithguards and various Warp-based shenanigans) allow for similar choices.

This also applies to Companions recruited in-setting, such as Davian Thule (following the Tyranid ambush that nearly cost him his life). The 'Entombed' Drawback overrules this choice, for obvious reasons.

If it's not entirely clear from the descriptions, whatever equipment or consumables you buy from this document will continue to scale with your abilities, maxing out at a potency comparable to end-game combat in Chaos Rising (i.e. at around 'level thirty').