

Wrath And Glory Core Rulebook

Introduction to the Wrath and Glory Core Rulebook **Wrath and Glory Core Rulebook** is the foundational volume for players and game masters interested in immersing themselves in the rich, dark universe of Warhammer 40,000. Designed by Ulisses Spiele, this role-playing game (RPG) combines narrative storytelling with strategic gameplay, allowing participants to explore the grim darkness of the 41st millennium. Whether you're a seasoned Warhammer fan or new to the franchise, the core rulebook provides all the essential rules, lore, and mechanics needed to create compelling stories set amidst chaos, war, and heroism. In this comprehensive guide, we will delve into the core aspects of the Wrath and Glory core rulebook, exploring its structure, gameplay mechanics, setting, character creation, and why it stands out as a must-have for RPG enthusiasts. This overview aims to equip players and GMs with the knowledge necessary to get started and make the most of their adventures in the Warhammer universe.

Overview of the Wrath and Glory Core Rulebook

What is the Wrath and Glory Core Rulebook? The Wrath and Glory core rulebook is the primary source for game rules, background, and guidance needed to run or participate in campaigns within the Warhammer 40,000 universe. It is a comprehensive volume that introduces players to the game's setting, factions, character options, and the mechanics necessary for gameplay.

Key Features of the Core Rulebook

- **Rich Lore and Setting:** Deep dives into the factions, planets, and history of Warhammer 40,000.
- **Flexible Character Creation:** Options to create diverse characters, from loyal Imperial citizens to heretical xenos.
- **Streamlined Mechanics:** A dice system designed for fast-paced, narrative-rich play.
- **Game Master Tools:** Guidelines for creating adventures, managing encounters, and maintaining the tone of the game.

The Setting of Wrath and Glory

The Grim Darkness of the 41st Millennium

The universe of Wrath and Glory is set in a dystopian future where humanity is besieged by alien threats, heretical factions, and chaos gods. The core rulebook immerses players in worlds torn apart by endless war, where survival depends on faith, strength, and cunning.

Factions and Organizations

The core rulebook provides detailed descriptions of major factions, including:

- **The Imperium of Man:** The vast human empire led by the Emperor.
- **Chaos:** The malevolent forces of the Warp, including demonic entities and chaos cultists.
- **Xenos:** Alien species like Eldar, Orks, Tyranids, and Necrons.
- **Heretics and Rogue Elements:** Traitors, rebels, and those operating outside the law.

Themes and Tone

The game emphasizes themes such as:

- Faith versus heresy
- War and sacrifice
- Corruption and redemption
- The struggle for power and survival

Core Mechanics of Wrath and Glory

Dice System and Resolution

Wrath and Glory employs a unique dice mechanic based on the D100 system, utilizing two ten-sided dice (d10s):

- **Target Numbers:** Players roll dice against set difficulty numbers.
- **Success and Failure:** Achieving or exceeding the target number determines success.
- **Critical Success and Failures:** Rolling doubles or specific combinations can result in critical outcomes, adding depth to gameplay.

Action Types and Combat

The core rulebook categorizes actions into:

1. **Standard Actions:** Moving, attacking, or performing skill checks.
2. **Free Actions:** Quick maneuvers like speaking or minor tasks.
3. **Reaction Actions:** Defensive moves triggered during opponents' turns.

Combat mechanics involve:

- Weapon stats
- Cover and terrain factors
- Damage and healing systems
- Morale and psychological effects

Character Attributes and Skills

Characters are defined by attributes such as:

- Strength
- Agility
- Intelligence
- Willpower
- Fellowship

Skills supplement attributes, covering areas like:

- Weapon proficiency
- Stealth
- Persuasion
- Engineering

Advancement and Progression

Characters grow through experience points (XP), unlocking new talents, skills, and gear. The system encourages narrative development and customization.

Character Creation in Wrath and Glory Step-by-Step Process Creating a character involves several key steps: 1. Choose a Faction and Background: Determines initial traits and affiliations. 2. Assign Attributes: Distribute points across core attributes. 3. Select Skills and Talents: Tailor abilities to fit the character concept. 4. Determine Gear and Equipment: Select weapons, armor, and tools. 5. Define Motivation and Flaws: Adds depth and role-playing hooks.

Character Archetypes and Classes The core rulebook introduces various archetypes, such as: - Adept: Knowledge specialists and tech-priests. - Warrior: Frontline combatants skilled in melee or ranged combat. - Inquisitor: Investigators and enforcers. - Xeno Hunter: Specialists in fighting alien threats.

Customization Options Players can further customize with: - Unique talents - Psychic powers (for psykers) - Personal flaws and secrets

Game Mastering with the Wrath and Glory Core Rulebook Creating Adventures and Campaigns The GM section provides guidance on: - Designing compelling storylines - Balancing encounters - Managing pacing and tone

Managing NPCs and Encounters Tools for creating memorable NPCs include: - Faction traits - Motivations - Special abilities

Maintaining the Dark Atmosphere Tips on fostering the grim tone: - Emphasize moral dilemmas - Use descriptive language - Incorporate themes of sacrifice and faith

Why the Wrath and Glory Core Rulebook Stands Out Integration of Warhammer Lore Unlike generic RPG systems, Wrath and Glory is deeply embedded in Warhammer 40,000 lore, offering authentic experiences and immersion.

Flexibility and Depth The system balances streamlined mechanics with enough depth to satisfy both casual and hardcore players.

Emphasis on Narrative Designed to prioritize storytelling, the game encourages players to create compelling characters and stories that reflect the universe's dark themes.

Ongoing Support and Expansions Ulisses Spiele regularly releases supplements, adventures, and expansions that build upon the core rulebook, expanding gameplay options and lore.

Conclusion The Wrath and Glory Core Rulebook is an essential resource for anyone interested in exploring the Warhammer 40,000 universe through role-playing games. Its comprehensive rules, immersive setting, and flexible mechanics make it suitable for a wide range of play styles. Whether you're engaging in intense combat, intricate diplomacy, or moral quandaries, this core book provides everything necessary to craft memorable stories set in one of the most iconic science fiction universes. By investing in the Wrath and Glory core rulebook, players and game masters gain access to a richly detailed world filled with danger, heroism, and darkness—perfect for creating epic campaigns that challenge and inspire. Embrace the grim darkness of the far future and forge your own legend in the Warhammer universe.

Wrath and Glory Core Rulebook: An In-Depth Exploration of the Dark Future of Warhammer 40,000

The Wrath and Glory Core Rulebook stands as a pivotal entry in the landscape of tabletop role-playing games set within the grimdark universe of Warhammer 40,000. Designed by Ulisses Spiele and published in 2020, this core rulebook introduces players and game masters alike to a richly detailed, morally complex universe teetering on the brink of chaos and destruction. It offers a fresh yet faithful approach to the legendary setting, emphasizing narrative depth, player agency, and the brutal realities of life amidst the stars. In this guide, we'll delve into the core mechanics, setting lore, character creation, and gameplay elements that make Wrath and Glory a compelling choice for fans of sci-fi and role-playing games.

Understanding Wrath and Glory: A Brief Overview

At its heart, *Wrath and Glory* aims to capture the essence of Warhammer 40,000—an universe rife with conflict, faith, betrayal, and heroism. Unlike traditional wargaming, this RPG focuses on story-driven gameplay, allowing players to embody characters from various factions, each with their own motivations and secrets.

The core rulebook serves as the foundation, providing all necessary rules, lore, and tools for creating campaigns that explore the dangerous, morally ambiguous galaxy. Its design encourages improvisation, character development, and intense conflict, making it suitable for both newcomers and seasoned role-players.

Setting and Lore: The Dark Future of Warhammer 40,000

The Grimdark Universe

Warhammer 40,000 is renowned for its "grimdark" setting—an era where there is only war. The universe is a vast, dystopian future where humanity is besieged by alien threats, heretical uprisings, and internal chaos. The Imperium of Man dominates the galaxy, a theocratic and militarized empire that struggles to survive amid constant threats.

Key Factions and Foes

The core rulebook details several factions, each with unique cultures, philosophies, and conflicts:

1. The Imperium of Man: The human empire, characterized by its rigid hierarchy and religious fervor.
2. Adeptus Astartes (Space Marines): Genetically enhanced super-soldiers defending humanity.
3. Adeptus Mechanicus: Tech-priests responsible for technology and machinery.
4. Chaos: Corrupting forces from the Warp, including Chaos Space Marines, daemons, and heretical cults.
5. Xenos Races: Eldar, Orks, Tyranids, Tau, and others, each presenting distinct threats and alliances.

Themes and Tone

The game emphasizes themes like faith versus doubt, heroism amidst despair, and the moral complexity of war. The narrative tone is dark, gritty, and often tragic, encouraging players to confront morally ambiguous choices.

Core Mechanics and Gameplay Structure

Dice System: The D6 Pool

Wrath and Glory uses a proprietary dice mechanic centered around rolling pools of six-sided dice (D6). Players build their dice pools based on their

character's skills, traits, equipment, and situational modifiers. The core mechanic involves counting successes (typically rolls of 4 or higher) to determine the outcome of actions.

Successes and Opposes

1. Basic Checks: Players roll a pool of D6s and compare successes against a difficulty level set by the Game Master (GM).
2. Opposed Tests: When characters face off, both roll pools, and the higher number of successes wins.
3. Critical Successes and Failures: Certain rolls can generate critical successes or failures, triggering special effects or narrative twists.

Combat and Damage

Combat is fast-paced and deadly, emphasizing tactical decision-making:

1. Actions per Turn: Characters can perform multiple actions, including attacking, moving, or using abilities.
2. Damage & Wounds: Damage reduces a character's health and can lead to injuries or death. Armor and shields mitigate damage.
3. Status Effects: Conditions like stun, poison, or corruption can influence combat and role-playing.

Character Progression

Characters advance through experience points (XP), unlocking new skills, traits, and abilities, allowing for customization and growth over campaigns.

Creating Characters: Depth and Diversity

Factions and Backgrounds

Players choose from various factions, each with unique starting traits, gear, and narrative hooks. Backgrounds help flesh out characters' origins, motivations, and connections.

Traits and Skills

Characters possess core traits like Strength, Agility, and Willpower, which influence their capabilities. Skills cover areas like melee combat, technology, or persuasion, providing versatility.

Special Abilities and Traits

Unique traits, such as psychic powers, technological aptitudes, or religious fervor, add flavor and tactical options.

Gear and Equipment

The core rulebook provides detailed lists of weapons, armor, gadgets, and relics, allowing players to tailor their loadouts to their roles.

Narrative Mechanics and Role-Playing Elements

Faith and Morality

Faith plays a crucial role in character development, especially for members of the Imperial Creed. Morality and fanaticism can influence decisions, interactions, and the unfolding story.

Thematic Focus

The game encourages storytelling that explores:

1. Personal faith and doubt
2. The cost of heroism
3. The impact of war on individuals and societies
4. Conspiracy, betrayal, and intrigue

Campaign Design

The GM is guided on crafting compelling narratives, balancing combat, exploration, and role-playing. The book offers sample scenarios and advice on handling the dark themes.

Tools and Supplements for Extended Play

While the core rulebook provides a comprehensive foundation, *Ulisses Spiele* offers additional content:

1. Expansions and Modules: Introducing new factions, enemies, and storylines.
2. Character Options: Advanced traits, cybernetics, and psychic powers.
3. Setting Guides: Deep dives into specific planets, locales, and societies within the Warhammer universe.

Final Thoughts: Why Choose Wrath and Glory?

The Wrath and Glory Core Rulebook stands out for its blend of narrative depth, thematic richness, and tactical gameplay. It captures the grim and gritty essence of Warhammer 40,000, offering players a chance to forge their own legends amid chaos and darkness. Its flexible mechanics support a wide range of play styles—from intense combat to political intrigue—and its emphasis on storytelling makes every session memorable.

Whether you're a fan of the Warhammer universe or a role-playing enthusiast seeking a dark, immersive setting, Wrath and Glory provides a robust, compelling framework to explore the dark future of humanity and the perils lurking in the shadows of the galaxy.

Embark on your journey into the Warhammer 40,000 universe with confidence. The Wrath and Glory Core Rulebook is your gateway to stories of faith, fury, and sacrifice—where every choice could mean the difference between salvation and oblivion.

Questions & Answers About wrath and glory core rulebook

No	Question	Answer
1	What is the Wrath & Glory Core Rulebook?	The Wrath & Glory Core Rulebook is the primary rulebook for the tabletop role-playing game set in the Warhammer 40,000 universe, providing rules, setting details, and character options for players and game masters.
2	What are the main factions available in the Wrath & Glory Core Rulebook?	The core rulebook introduces several factions including the Imperium of Man, Chaos, Xenos species like Eldar and Orks, and other key groups, each with unique traits and lore to explore.
3	How does character creation work in Wrath & Glory?	Character creation involves selecting species, backgrounds, and careers, along with traits, skills, and gear, allowing players to customize their characters within the setting's lore and mechanics.
4	What are the core mechanics of Wrath & Glory?	The game uses a d6-based system with a focus on narrative-driven gameplay, including Fate Points, Threats, and various dice rolls to resolve actions and conflicts.
5	Does the Wrath & Glory Core Rulebook include rules for combat?	Yes, it provides detailed combat rules, including weapon stats, armor, damage, and tactics, to facilitate engaging and strategic battles within the Warhammer 40,000 universe.
6	Are there rules for managing factions and alliances in the core book?	While primarily focused on individual characters and missions, the core book provides guidance on faction influence, reputations, and alliances that can impact gameplay and story development.
7	Can the Wrath & Glory Core Rulebook be used for solo play?	The core rulebook is designed for group play, but with some adaptations, it can be used for solo adventures, especially with supplementary materials or house rules.
8	What expansions or supplements are available for Wrath & Glory after the core rulebook?	Several supplements and sourcebooks expand on the core, including books focused on specific factions, campaigns, and advanced rules, enhancing the gameplay experience.

9	Is the Wrath & Glory Core Rulebook suitable for new players?	Yes, it is designed to be accessible for newcomers to both the Warhammer 40,000 universe and tabletop RPGs, with clear rules and guidance to get started quickly.
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Wrath and Glory, core rulebook, role-playing game, tabletop RPG, Warhammer 40K, sci-fi RPG, game master, character creation, dice mechanics, gameplay rules