

NOTES FROM HERVARA: RESOURCES FOR FINAL TESTAMENT

NOTES FROM HERVARA

"Preparation isn't everything on the battlefield. You can't account for every scenario. On the other hand, having your best-laid plans spoiled is better than walking in with no plan at all."

-Private Mercito Grant

his supplement to Final Testament, the first book-length adventure for Only War, contains a number of the inserts and handouts found within Final Testament. These documents have been organised here for convenience of printing and distribution, so that Game Masters can easily provide them to their players over the course of Final Testament.

The inserts have been placed roughly in the order that they should be given to the players. Of course, due to the modular nature of some encounters in Final Testament, the sequence of events can fluctuate based on the actions of the Player Characters or the discretion of the Game Master.

COMMISSARIAT MEMO: TOP SECRET DOCUMENTS ENCLOSED!

Please note that many of these handouts contain plotsensitive information for Final Testament. Players intending to participate in a campaign based around Final Testament should avoid reading any further, so as not to have various possible twists and turns in the story revealed to them in before the proper time!

WHAT'S IN THIS SUPPLEMENT?

This optional supplement to FINAL TESTAMENT has printer-friendly, background-free versions of the in-universe documents found within that volume, and also contains two new artefacts related to the end of the published campaign (see pages 14–15).

PRE-CAMPAIGN AND CHAPTER I HANDOUTS

These handouts should be given to the Player Characters prior to the start of the campaign or while they are in transit aboard the *Devout Triumph*. All of these handouts are official documents passed down by regimental officers to help educate the Player Characters on the world of Hervara.

CHAPTER II HANDOUTS

The Know Your Enemy! Orks and Ork "Speed Freeks" handouts found on pages 8–9 should be given to the Player Characters during their first meeting with Captain Fordham (or by another NPC at the Hervara-XIX depot). Handouts HV-2 through HV-10 should be given to the Player Characters individually, during meetings with Captain Fordham, as he explains the Squad's specific objectives for their various missions at the Hervara-XIX depot.

HONOUR OF HERVARA

The Honour of Hervara is a medal and certificate that can be presented to soldiers who proved pivitol in determining the outcome of events on Hervara at the end of the campaign. It can be given to living soldiers or awarded posthumously.



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PRE-CAMPAIGN/CHAPTER I HANDOUTS

Memorandum HV-1383F

TO: All incoming soldiers
FROM: The Office of Lord Marshall Pasheen
RE: Hervara Field Conditions

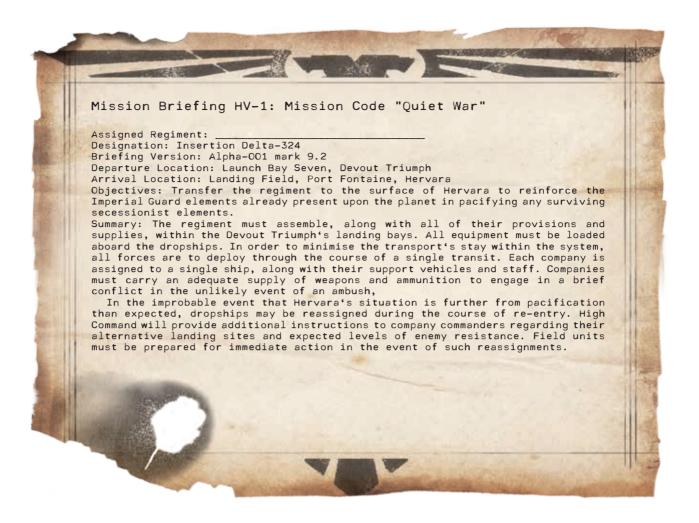
Due to the diverse nature of the forces stationed upon Hervara, it has come to this office's attention that some degree of background should be provided as regards those conditions upon the planet's surface. Variations exist across the sundry battlefields, but your unfailing trust in the Emperor will ever separate the vile traitor from the righteous servant of His will in your eyes. Still, certain precautions must be taken, and all soldiers of the Imperial Juard are expected to read and memorise the following material, that it may act as a beacon of His light and guide them on the field of battle. This guide does not constitute an excuse for a lack of faith in the Emperor, but rather should be seen as a small manifestation of His infinite wisdom.

ENVIRONMENTAL CLIMATE: Hervara's high levels of volcanism and dense atmosphere leave the planet's surface conditions uncomfortably warm for heavier fatigues. Only summer weight uniforms are recommended for use during the course of deployment to this world's surface. Despite the atmosphere's odd coloration, the Departmento Munitorum surveys have not acknowledged any long-term or short-term negative effects of breathing the local air in the tunnels or on the surface. Rebreathers are therefore technically unnecessary, but have been issued to certain squads and regiments for their comfort.

FOLITICAL CLIMATE: The planet's population is believed to have an unacceptably high incidence of members who have turned from the majesty of the God-Emperor. Soldiers are discouraged from communicating with any native members of the planet's population unless they are designated as a secure point of contact for Imperial Operatives. Any such known safe individuals are expected to display an Imperial Eagle upon their person at all times.

KNOWN DANGEROUS FLORA: Hervara's plant life is largely fungal in origin. All tested specimens have proven to be well within human digestive tolerances, and are even considered pleasant by a nontrivial portion of the native population.

KNOWN DANGEROUS FAUNA: There are no known dangerous native animals actively dwelling upon Hervara's surface, with the notable and important exception of the face of the saliva of which can cause abrasions, blindness, and severe paranoid hallucinations.



-][For Officer's Eyes Only][-

all of these traitors must be purged

powers that have been preordained to protect

humankind in perpetuity. For their treachery,

God-Emperor, willfully and wrongly embracing

this world. They have forsaken the light of the despite the righteous claim of the Imperium upon Heresies: Foolishly attempting to steal Hervara

l'ransport

Known Transport Vehicles: Chimera Armoured

Preferred Heavy Weapon: Autocannon Preferred Melee Weapon: Pickaxe Preferred Ranged Weapon: Autogun

Pickaxe and autogun crossed, upon a field of silver Unit Symbols: Hervara Excavatory Warriors

the ways of a mere human leader against the

regarding the Hervara Excavatory Warriors brethren. Be advised of potential corrections some or all of these individuals might be found assistance in securing a landing on Hervara. innocent of the treachery that consumed their Depending on the decision of the Commissariat, Command in the Spinward Front, Warriors have reached out to the Imperial Certain elements of the Hervara Excavatory offering

KNOW YOUR ENEMY

Unit: Hervara Excavatory Warriors

pants, boots, fingerless gloves. Uniform Components: Helmet, Flak Jacket, bloused Uniform Colour: Officially black, but variants exist Designation: Heretic Affiliation: Severan Dominate

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RECOGNISE YOUR ALLIES!

Unit: Death Korps of Krieg 138th

Commanding Officer: Lieutenant Colonel Heinrich Voorscht

Affiliation: Imperial Guard Uniform Colour: Black and Grey

Uniform Components: Black and Grey Flak Coat,

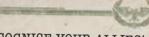
Black Flak Helmet, Respirator.

Unit Symbols: A stylised Guardsman with a Grenade Launcher, wearing a respirator mask. Preferred Ranged Weapon: M36 Lasgun

Preferred Melee Weapon: Mono-knife
Preferred Heavy Weapon: Heavy bolter

Regiment Speciality: Death Korps of Krieg regiments are renowned for their devotion to the Imperial cause and their willingness to embrace martyrdom in the name of defeating the enemy. A consequence of this philosophy is that the units almost never retreat. The Krieg 138th are prepared to spill their blood across Hervara to hold critical fortresses that allow other servants of the Emperor to deliver his will to heretics and xenos alike. All troops of other regiments should look to the noble Death Korps for inspiration, and attempt to emulate a modicum of their selflessness in the Emperor's Holy Name.

Inspirational Thought for the Day: Your life is not your own to waste.



RECOGNISE YOUR ALLIES!

Unit: Tallarn Desert Raiders 35th

Commanding Officer: Major Laurein Al-Fasra

Affiliation: Imperial Guard Uniform Colour: Grey and White

Uniform Components: Grey and white camouflage Flak

Jacket and pants, White Turban.

Unit Symbols: A Mukaali rearing up over an Imperial Eagle.

Preferred Ranged Weapon: M36 Lasgun

Preferred Melee Weapon: Knife

Preferred Heavy Weapon: Missile Launcher Known Transport Vehicles: Mukaali Mounts

Regiment Speciality: This regiment of Tallarn Desert Raiders has become known for their ability to travel at great lengths through hostile conditions using their Mukaali and Sentinel Walkers to quietly infiltrate deep behind enemy lines. They have set up countless ambushes in regions where there are no known Imperial assets, and will provide invaluable disruption and information in the course of their duties.

Inspirational Thought of the Day: A weapon's place is not to question. You are the Hammer of the Emperor; vanquish His foes without thought or doubt.



RECOGNISE YOUR ALLIES!

Unit: Luggnum Sewer Rats 3rd

Commanding Officer: Major Natalia Foudrang

Affiliation: Imperial Guard

Uniform Colour: Dark Green and White

Uniform Components: Green Flak Kilt, White Flak Jacket,

Preysense Goggles (see Diagram I).

Unit Symbols: Steel sword held vertically by a hand emerging

from a red trunk.

Preferred Ranged Weapon: Lascarbine Preferred Melee Weapon: Sword Preferred Heavy Weapon: Heavy Bolter Known Transport Vehicles: None

Regiment Speciality: The Luggnum Sewer Rats are a regiment devoted to close quarters fighting. Battalions of the 3rd Regiment have had success suppressing rebellion within a Hive City, cleansing a Space Hulk, and fighting within the vaults of their home world. The Luggnum Sewer Rats have been chosen to secure the critical tunnels beneath Hervara's surface against assault by the traitor.

Inspirational Thought of the Day: Faith in the Emperor is the only true armour a warrior needs.

KNOW YOUR ENEMY!

Unit: Severan Dominate
Affiliation: Severan Dominate

Designation: Heretic

Uniform Colour: Crimson and Tan

Uniform Components: Crested Helmet, Flak Jacket, Flak Skirt, armguards and legguards, boots, gloves Unit Symbols: Severan Dominate: Stylised SD, gold,

upon a field of black

Preferred Ranged Weapon: M36 Lasgun

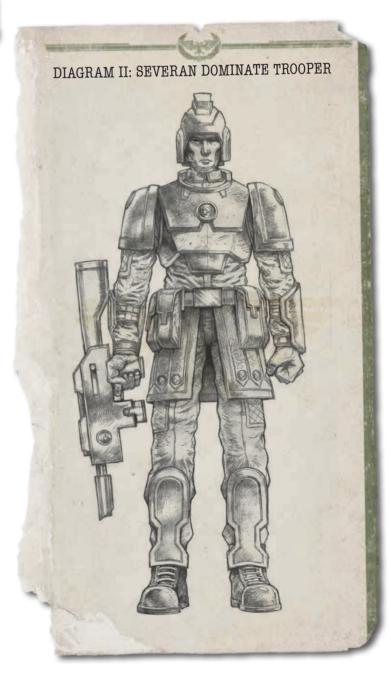
Preferred Melee Weapon: Knife Preferred Heavy Weapon: Lascannon

Known Transport Vehicles: Chimera Armoured

Transport

Heresies: Uncounted atrocities against the Imperium of Mankind in their futile effort to secede. Duke Severus has made clear his intention to drag every human soul in his realm into damnation with him, and has even consorted with unclean powers to achieve his wicked ends. Each individual soldier who chose him over the God-Emperor did so knowingly, and should be treated as a traitor, eternally corrupt in the eyes of the Master of Mankind.

Inspirational Thought of the Day: When the Heretic turns from the Master of Mankind, he turns his back on his very humanity.



CHAPTER II HANDOUTS

KNOW YOUR ENEMY!

Unit: Orks

Affiliation: Sundry Primitive and Scattered Bands

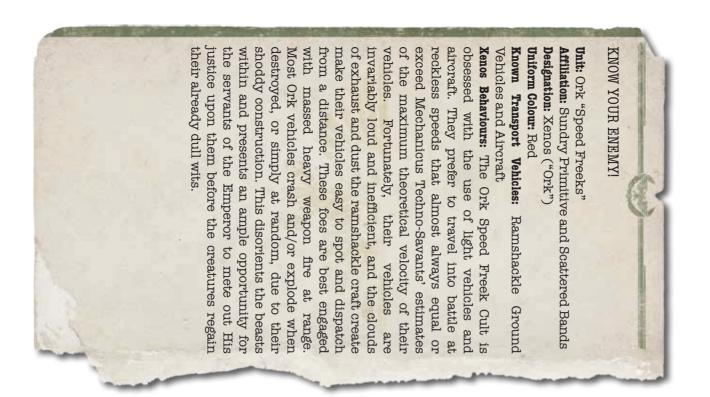
Designation: Xenos ("Ork")

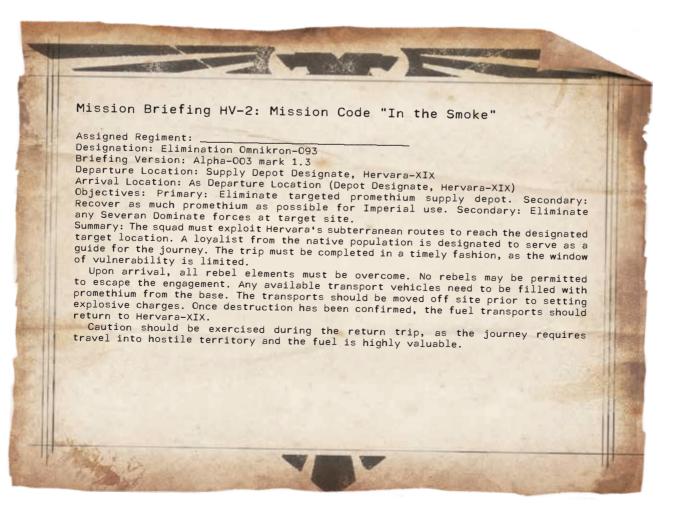
Description: Orks are hulking humanoids, almost always more massive than humans. Their skin colour is generally a deep green. Their jaw line exhibits a significant underbite and tusks. Their weapons tend to be far bulkier, louder, and much less reliable than the elegant and powerful weapons employed by the Imperium of Man. Generally, they are more lightly armoured, but their constitution and thick skulls are such that they are somewhat more resilient to damage from Lasguns than a human. Fortunately, Orks are highly disorganised, and can easily be overcome with discipline and faith (see below).

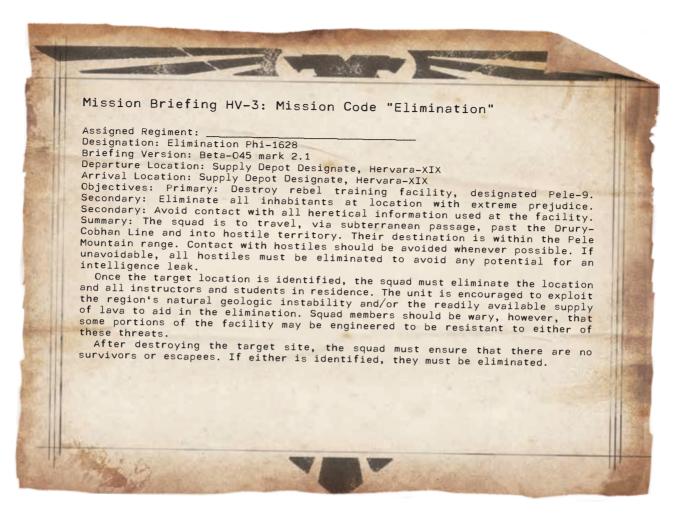
Kenos Behaviours: Ork ranged weaponry is highly inaccurate and likely to misfire, frequently killing allies or even the creature pulling the trigger. Their armaments generally attempt to compensate for their inaccuracy through increased rate of fire, but the faithful need not fear their primitive, solid-projectile weapons, which are designed more to intimidate than to do harm. Guardsmen should always attempt to take advantage of this inaccuracy by standing firm and laying down steady and precise volleys of fire towards any incoming Ork forces. When these savages engage in melee combat, their hardheadedness frequently put even skilful human warriors at a small, but still notable disadvantage in protracted melee combats. With the exception of certain auxiliaries suited to the use of brute force, Imperial Guard forces should always attempt to avoid becoming embroiled in extended close-quarters combat with Ork forces, and make use of terrain features to delay an Ork advance when possible, to cleanse the xenos in the Emperor's name with regimented and unrelenting fire. Fortunately, Orks are slow and easy to outpace even at a modest march.

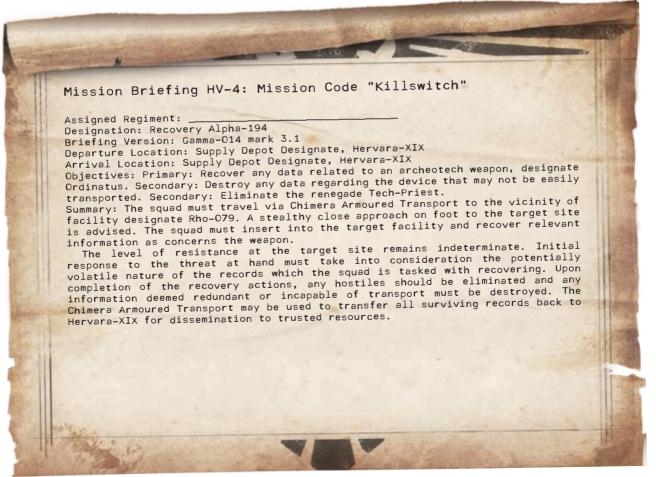
Allies: Orks enslave the wretched lesser Greenskins, including the diminutive Gretchin and the even more pathetic Snotlings. Despite their puny stature, all of these creatures have earned the Emperor's Contempt by their existence, and must be rewarded with his Wrath. Swarms of these creatures are best destroyed through the use of massed fire, flame-based weapons, or well placed boot heels.

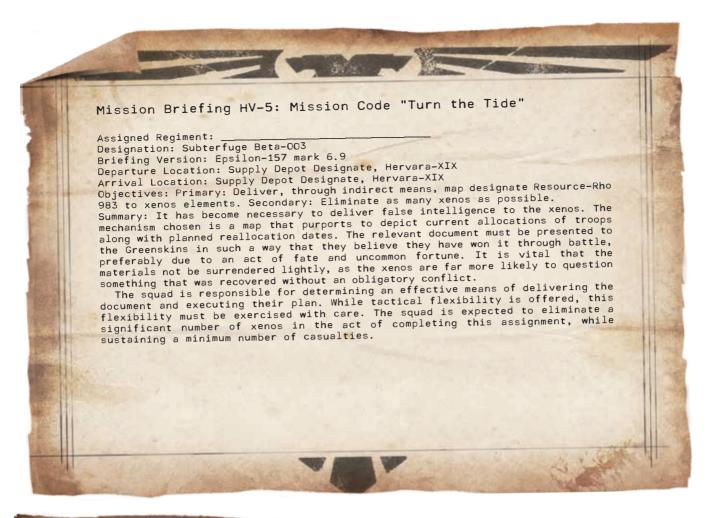


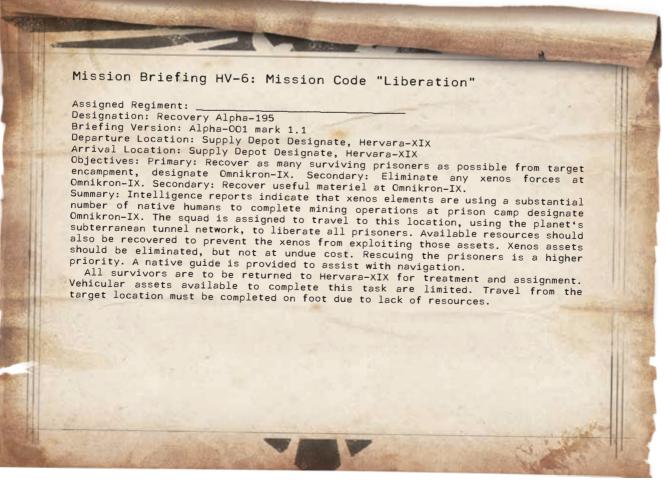


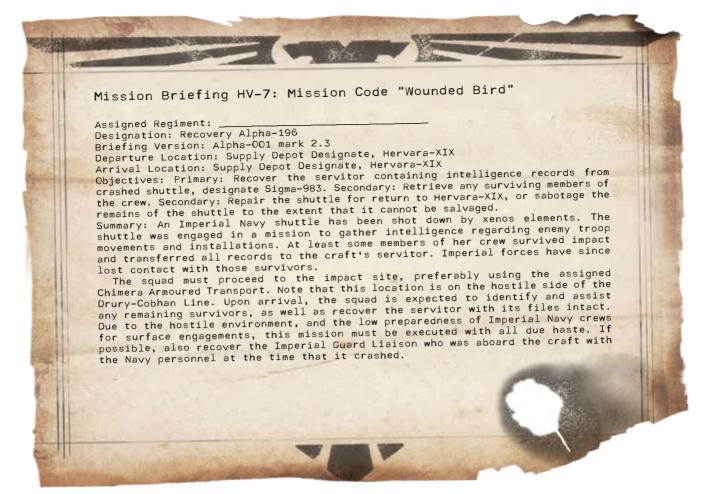


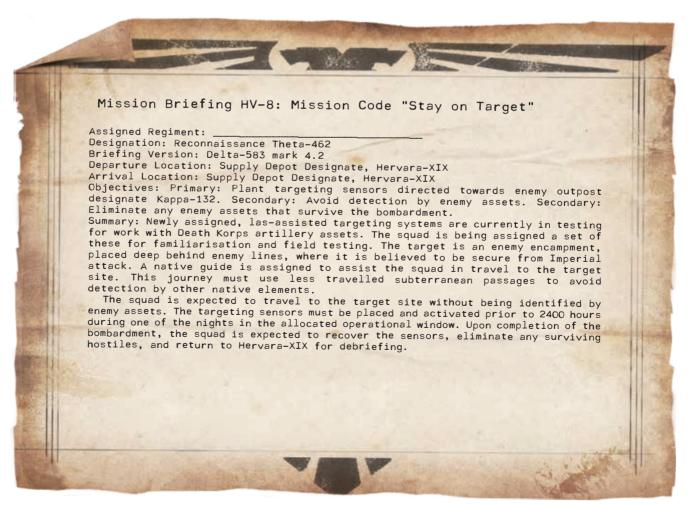


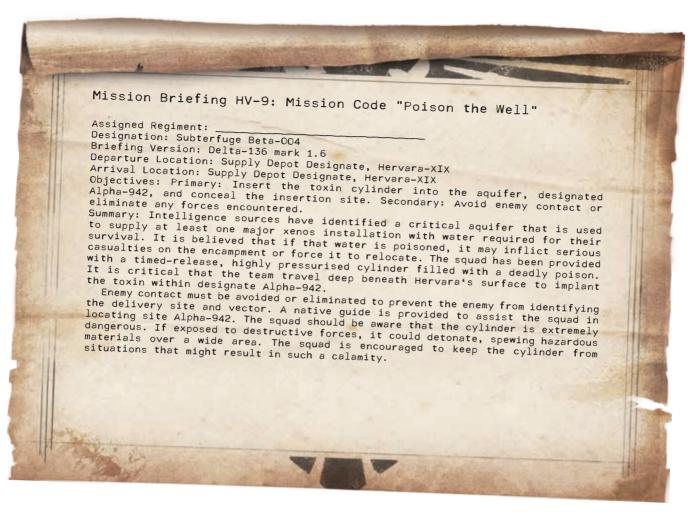


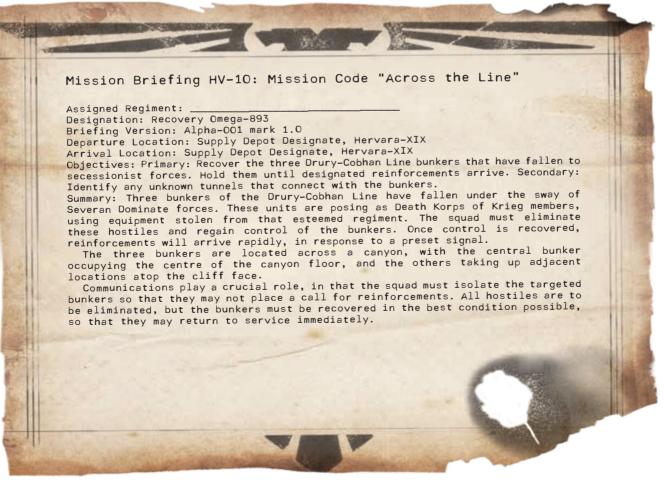




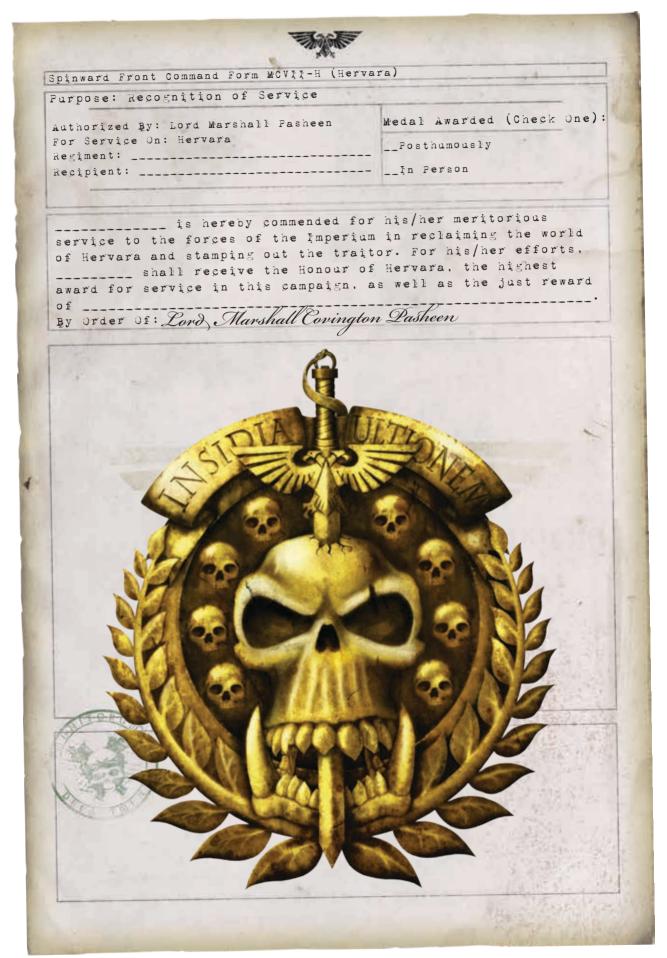








HONOUR OF HERVARA



Writ of Ducal Recognition

It is the charge of all members of the Severan Dominate to defend the rights and lives of those abandoned due to the pernicious negligence and hateful tyranny of the Imperium of Mankind. You have shown incredible conviction in joining the struggle of the Severan Dominate. Be sure in the path you walk, for you have chosen righteousness over tyranny. Thus, you shall reap the rewards you have justly earned for your actions for that have contributed to our righteous cause.



For selflessly helping to defend the sovereign domain of Hervara	from the invading forces of
the despotic Imperium of Mankind,	shall
receive the following rewards:	

The military rank of ______, as awarded by Duke Severus XIII himself, to be recognised by all soldiers and officers of the Severan Dominate.

The inherited title of _______, as awarded by Duke Severus XTIT himself, to be recognised by all nobility, political agents, and other actors of the Severan Dominate.

Rights of Settlement upon the world of Hervara, upon the inevitable victory of the Severan Dominate against the savage Orks, the tyrannical Imperium of Mankind, and other all foes who threaten the innocent throughout the Severan Dominate.

Now, you must go forth and continue to serve this cause. For the warrior's duty is never done, and the champion can never rest, lest the forces of darkness well up and swallow the last light of hope that we have been chosen to protect. Cast out the tyrant! Strike down the beast! Never has there been a greater task than ours, and you must prove yourself worthy anew each day if you wish to preserve your freedom and your new home, the Severan Dominate!

S. XIII

Duke Severus XIII, Lord and Protector of the Severan Dominate