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## Fantasy Flight Games DH15

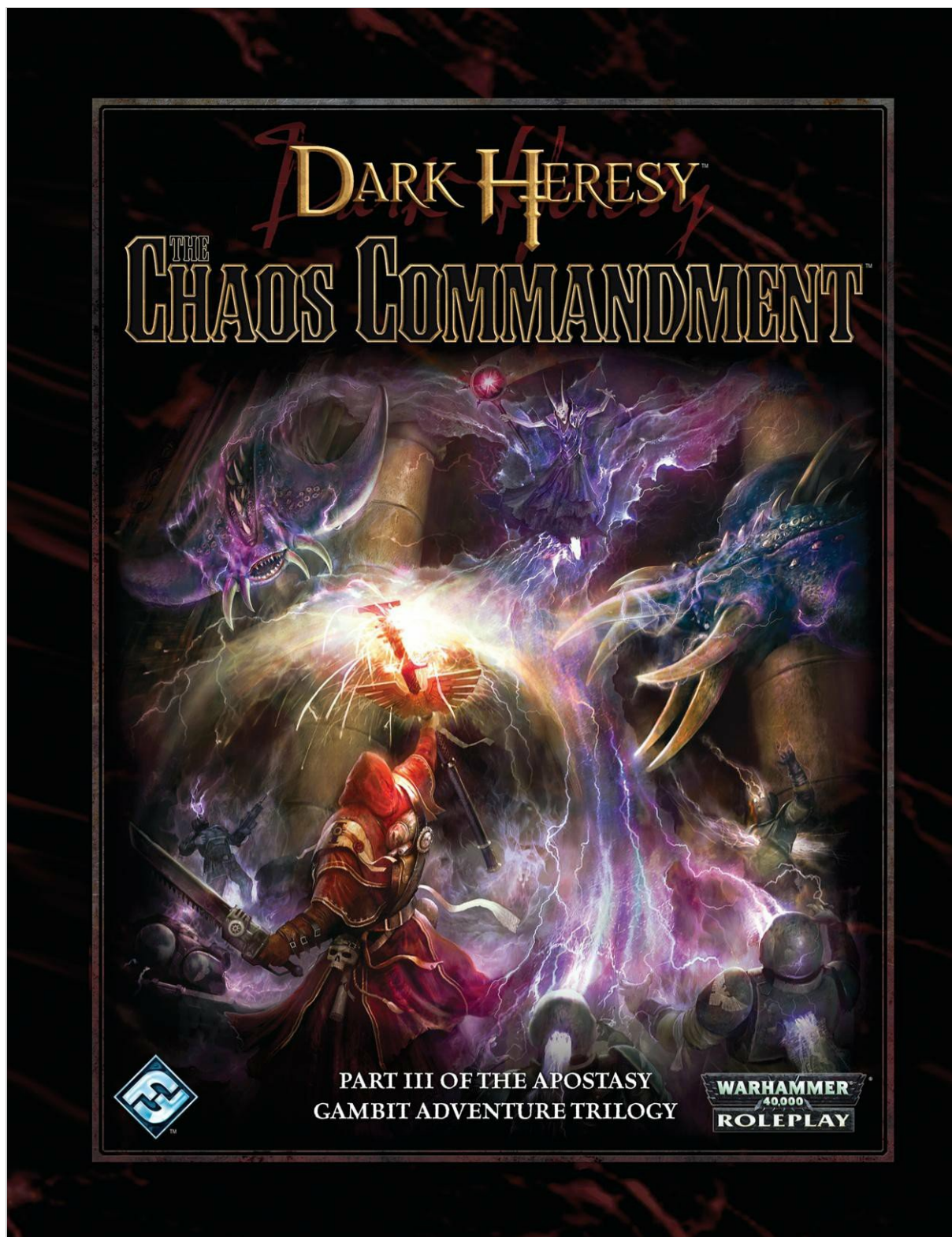
# Dark Heresy RPG: The Apostasy Gambit III: Chaos Commandment Instruction Manual

This manual provides essential information for setting up, operating, maintaining, and troubleshooting your Dark Heresy RPG: The Apostasy Gambit III: Chaos Commandment adventure module.

## 1. INTRODUCTION

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The Dark Heresy RPG: The Apostasy Gambit III: Chaos Commandment is an adventure module designed for the Dark Heresy Roleplaying Game system. This module is the third and final part of The Apostasy Gambit trilogy, offering a continuation of the narrative and challenges for your Acolytes within the grim darkness of the 41st Millennium. It provides detailed scenarios, non-player characters, and plot hooks to guide Game Masters and players through a compelling story arc.



*This image displays the front cover of the Dark Heresy RPG: The Apostasy Gambit III: Chaos Commandment adventure module, featuring thematic artwork.*

## 2. SETUP

Before beginning the Chaos Commandment adventure, ensure you have the Dark Heresy Core Rulebook and the previous modules in The Apostasy Gambit trilogy (Black Sepulchre and Church of the Damned) for full context. Familiarize yourself with the game's core mechanics, character creation, and the established lore of the Calixis Sector.

1. **Review Core Rules:** Game Masters should re-read relevant sections of the Dark Heresy Core Rulebook, especially those pertaining to combat, psychic powers, and investigation.
2. **Read the Module:** Thoroughly read through the entire Chaos Commandment module to understand the

plot, key NPCs, locations, and potential challenges. Pay close attention to any specific rules or mechanics introduced in this module.

3. **Character Integration:** Ensure player characters (Acolytes) are appropriately integrated into the ongoing narrative. Adjust their backgrounds or motivations as needed to fit the module's themes.
4. **Prepare Materials:** Gather all necessary gaming aids, including dice, character sheets, writing implements, and any miniatures or maps you plan to use.

### 3. OPERATING THE GAME (GAMEPLAY)

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Gameplay in Dark Heresy revolves around the Game Master (GM) narrating the story and the players (Acolytes) making decisions and performing actions that are resolved using dice rolls against their character's skills and attributes.

- **Game Master's Role:** The GM describes the environment, portrays non-player characters, interprets rules, and guides the narrative based on player actions and the module's plot.
- **Player's Role:** Players describe their character's actions, interact with the game world, and make decisions that influence the story's progression.
- **Skill Tests:** When an Acolyte attempts an action with an uncertain outcome, the GM calls for a skill test. Players roll a d100 and attempt to roll equal to or under their relevant skill or attribute value.
- **Combat:** Combat encounters are resolved using a turn-based system, with initiative determining the order of actions. Detailed rules for movement, attacks, damage, and special abilities are found in the Core Rulebook.
- **Investigation and Role-playing:** Much of the adventure involves investigation, social interaction, and role-playing. Encourage players to think creatively and engage with the module's narrative elements.

### 4. MAINTENANCE

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To ensure the longevity and usability of your adventure module, follow these simple maintenance guidelines:

- **Storage:** Store the book in a cool, dry place away from direct sunlight to prevent fading and warping.
- **Handling:** Handle the book with clean hands to avoid transferring oils or dirt to the pages.
- **Protection:** Consider using a protective cover or sleeve if the book is frequently transported or handled.
- **Avoid Liquids:** Keep liquids away from the book to prevent spills and water damage.

### 5. TROUBLESHOOTING

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Encountering challenges during gameplay is a natural part of roleplaying. Here are some common issues and suggestions for resolution:

- **Rules Discrepancies:** If a rule is unclear or seems contradictory, refer to the Dark Heresy Core Rulebook. The GM has final say on rule interpretations to maintain game flow.
- **Player Engagement:** If players seem disengaged, try to incorporate their character's personal goals or backgrounds into the current scenario. Introduce new NPCs or plot twists to rekindle interest.
- **Pacing Issues:** If the game feels too slow, consider streamlining combat encounters or reducing the number of skill tests for minor actions. If too fast, add more descriptive detail or introduce sub-plots.
- **Difficulty Balance:** If encounters are too easy or too difficult, adjust enemy numbers, stats, or environmental factors on the fly. Remember that the goal is a challenging but enjoyable experience.

## 6. SPECIFICATIONS

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Feature	Detail
Product Title	Dark Heresy RPG: The Apostasy Gambit III: Chaos Commandment
Brand	Fantasy Flight Games
Model Number	DH15
ASIN	1589947630
Product Dimensions	8.25 x 0.5 x 11.25 inches
Item Weight	1.1 pounds
Language	English
Release Date	March 27, 2012
Recommended Age	14 years and up

## 7. WARRANTY AND SUPPORT

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As an adventure module for a roleplaying game, this product typically does not come with an explicit warranty in the traditional sense for electronic goods. However, Fantasy Flight Games is known for its commitment to quality.

For any questions regarding rules clarifications, errata, or general product support, please refer to the official Fantasy Flight Games website or their community forums. You can often find FAQs, updated rules, and community discussions that can assist with gameplay queries. For direct support, visit the Fantasy Flight Games official website.