
DEATHWATCH
CORE RULEBOOK
WARHAMMER
40,000
ROLEPLAY

DEATHWATCH™



ROLEPLAYING IN THE GRIM
DARKNESS OF THE 41ST MILLENNIUM

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FANTASY FLIGHT GAMES

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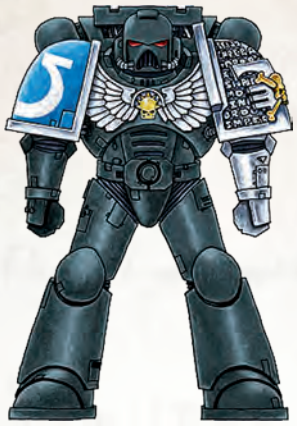
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FOREWORD



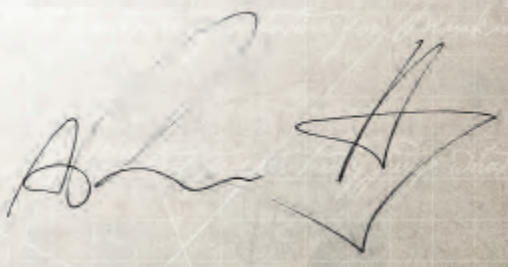
I think it is fairly safe to say that the idea of exploring the universe of Warhammer 40,000 (40K) through the medium of a roleplaying game has been around for as long as the tabletop battlegame has been in existence (Games Workshop published *Warhammer 40,000: Rogue Trader* in 1987). The rich and varied background of the universe and its amazing cast of characters appeared to offer an unparalleled opportunity for the creation of a really enthralling roleplaying experience. As the years passed and GW increasingly focussed its publishing efforts on the tabletop miniatures game, the prospect of a 40K roleplaying game happening became ever more remote, even if it never lost its glittering promise. Some may have even referred to the idea as the 'Holy Grail' of the roleplaying hobby. Many may have doubted that such a venture would ever come to pass. However, a few years ago, some folks at Games Workshop finally put into place some plans to do exactly that. The result of their efforts was the launch in 2008 of the **Dark Heresy** book and the grim darkness of the far future could now be explored by legions of roleplaying enthusiasts. The popularity of **Dark Heresy** outstripped all expectations, and it was clear that the idea of roleplaying in the 41st Millennium was as strong, if not stronger than it had ever been. The subsequent licensing of the property to Fantasy Flight Games first consolidated and then built on this success, in somewhat spectacular fashion it has to be said. FFG have already produced a string of high quality supplements for **Dark Heresy** and in 2009 launched **Rogue Trader**, the second core rulebook in the series, and associated supplements. With this amazing wealth of material and the growing popularity of both strands, it is now difficult to imagine a roleplaying scene without a Warhammer 40,000 presence.

This volume, **Deathwatch**, completes the triptych of 40K Roleplay core rulebooks and introduces the Space Marines. That this book is devoted to the Adeptus Astartes explains to some extent the structure of the whole 40K roleplay line. As I said earlier, a few years ago a small group of people at Games Workshop began to think seriously about how we might actually publish a 40K roleplaying game. There was, if I recall, much excitement and quite a few proposals as to how we might approach such a venture. Broadly speaking these proposals fell into one of two camps. On the one side was the opinion that because Space Marines were so powerful in the setting it made no sense to have them being featured alongside other characters at low levels of play and that therefore including them at all would simply unbalance the game. On the other side was the opinion that a 40K game without Space Marines was just unthinkable and that the game would have little interest if they were left out. So did we publish a 40K roleplaying game with or without Space Marines? The solution we eventually settled upon was to do both!

In fact, we went one further and sketched out a plan that added a third core rulebook to the set. This gave us, on paper at least, an interesting progression through the universe of the 41st Millennium and through the power levels of the player characters. We also gave tentative themes and titles to the three core rulebooks. **Dark Heresy** would introduce the universe to roleplayers and provide a very strong environment for developing low level, inexperienced characters under the aegis of the Inquisition (a format very much inspired by the earlier and perfectly successful tabletop game **Inquisitor** by Games Workshop). **Rogue Trader** would expand the game's horizons and introduce higher level characters and adventures and maybe the first look at a playable Space Marine. Finally **Deathwatch** would present the Space Marines in all of their glory—the ultimate warriors facing the most dangerous challenges.

As it turned out, the GW team only got to do part one of the set and that book along with the plan we had sketched out was offered to FFG when they acquired the license. To our delight, they liked both **Dark Heresy** and our plan and immediately set about turning parts two and three into a reality. In the course of doing this it has been inevitable that Ross and his teams have had to adapt those initial ideas somewhat. As well as making some essential changes and developments they have added an enormous amount of original material of their own devising to the final fleshed-out products. This has resulted in the most amazing series of roleplaying books, as you can no doubt ascertain for yourself by examining the book in your hands right now. This realisation of those early ideas in such a high quality fashion and the dedication and ongoing commitment of FFG to the property is immensely satisfying to those of us at GW who were involved in those early planning meetings. It is good to know that the 'Holy Grail' has not only been grasped but that it is in such talented hands. The 41st Millennium may be grim and dark but the future of 40K roleplaying looks very bright indeed.

Alan Merrett,
Games Workshop 2010



It is the 41st Millennium...

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

Yet in his deathless state, the Emperor continues his eternal vigilance. Mighty battlefleets cross the Daemon-infested miasma of the warp, the only route between distant stars, their way lit by the Astronomican, the psychic manifestation of the Emperor's will. Vast armies give battle in his name on uncounted worlds. Greatest amongst his soldiers are the Adeptus Astartes, the Space Marines, bio-engineered super-warriors. Their comrades in arms are legion: the Imperial Guard and countless planetary defence forces, the ever-vigilant Inquisition and the Tech-Priests of the Adeptus Mechanicus, to name but a few. But for all their multitudes, they are barely enough to hold off the ever-present threat from aliens, heretics, mutants—and worse.



To be a man in such times is to be one amongst untold billons. It is to live in the cruellest and most bloody regime imaginable. Forget the power of technology and science, for so much has been forgotten, never to be re-learned. Forget the promise of progress and understanding, for in the grim darkness of the far 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.

You Shall Know No Fear

Welcome to the front lines, Battle-Brother! **Deathwatch** is a roleplaying game in which the players take on the roles of the bio-engineered super-soldiers known as Space Marines, undertaking the most dangerous special missions in the grim darkness of the far future. The player characters form a Kill-team of Space Marines in the Deathwatch, an elite warrior brotherhood wherein you will face hostile aliens and foul daemons in the Jericho Reach, a region of the Imperium devastated by war and on the brink of annihilation.

The role of the Deathwatch in the Imperium is to safeguard humanity against the predations of the vile alien and other threats. Deathwatch Space Marines are at the fore of Mankind's war for survival against a hostile universe. The Deathwatch recruits Space Marines from across the galaxy-spanning Imperium of Man, meaning that many Space Marines have wildly different backgrounds, experiences, beliefs, and traditions. Some of the other Space Marines in a player's Kill-team may be from a Chapter considered a rival to his own, whilst others may be simply mysterious or difficult to understand.

Much like the knights of Camelot's round table, each Deathwatch Space Marine is a veteran warrior, a hero with a legend and story of his own. His great accomplishments and strong personality have distinguished him from the battle-brothers of his home Chapter, and he has earned the honour of joining the Deathwatch. Amongst his peers in the Deathwatch Kill-team, the Space Marine must learn to put aside his differences and work together as a group—or face annihilation in the face of implacable alien foes.

Deathwatch centres around elite, special-missions style action involving some of the greatest heroes and deadliest opponents the *Warhammer 40,000* universe has to offer. However, it is equally important to consider the roleplaying opportunities presented by the unique composition of the Deathwatch itself; the Space Marines who make up a Kill-team are a group of powerful and successful individuals, and often it is the choice to go beyond that individual nature and sacrifice one's pride in order to work together that will create the most drama and excitement in a **Deathwatch** game.

During your missions for the Deathwatch, you and your fellow Space Marines will earn renown, advance in experience and prestige, and garner special wargear only entrusted to the the most honoured and renowned Battle-Brothers. You will face difficult challenges, from the ravening horror of a Tyranid Hive Tyrant to the excruciating decision of whether an Imperial world's population can be saved...or must be abandoned to their fate in the face of an encroaching alien menace.

WHAT IS A ROLEPLAYING GAME?

In a roleplaying game (RPG), you create an alter ego, a fictional character that is your avatar within the game world. Perhaps you will create a stoic soldier, a wise scholar, or an inspiring leader. Next, you and your friends direct your characters through a series of adventures. Imagine a crime drama, adventure film, or war movie—except that instead of passively watching the story unfold, you control one of the characters, making his decisions, selecting his actions, and even speaking for him. The decisions of you and your fellow players directly affect the events of the story.

How can you affect these events? How do you decide what happens? That is the role of the game itself. Roleplaying games such as **Deathwatch** provide a framework of rules that describe how to design your character and operate him within the game. Rules can cover situations like shootouts, chase scenes, or investigating the records from a long-abandoned Watch Station. Often, the rules require you to roll dice when performing an action, with some results indicating success and others indicating failure. While the rules provide structure and guidelines in the game, dice add an element of chance. After all, success would not seem so sweet if there were no risk of failure! Jumping from one cliff face to another becomes much more exciting when the slightest misstep (or bad dice roll!) may result in your character falling into the abyss below.



At first, RPGs like **Deathwatch** may appear to have a lot of rules. However, you will soon see that the rules are actually quite simple, easy to remember, and often very intuitive. To adjudicate these rules, each game has a Game Master (or GM). The GM is you, or one of your friends, chosen by the consensus of your group. He does not control a lone character during the game. Instead, the GM runs the game, presenting the story and the myriad situations that come with it. He controls the people your character meets in

the game, controls the encounters and strange occurrences that shape your decisions as to your actions, and is basically both the game's narrator and referee.

All of the other players control characters within the world around which the story revolves. These characters are known as the Player Characters (PCs). During the game, the players describe the intentions and actions of their characters to the GM, who then decides (based on the rules) whether those actions succeed or fail, and how the character's words and deeds affect the game's story.

WHAT'S IN THIS BOOK?

Deathwatch is divided into fifteen chapters. They are:

Introduction

The section you are reading right now. It provides an overview of **Deathwatch** and roleplaying in general.

Chapter I: Character Creation

This chapter takes you step by step through the process of creating your character for this game.

Chapter II: Specialities

Specialities describe your character's role within the Deathwatch and what you do for your Kill-team. This chapter details all the various Specialities and also explains how you can improve and develop your character through game play.

Chapter III: Skills

From Awareness to Tactics, every character has a variety of learned skills that they can employ. This chapter describes these skills in detail.

Chapter IV: Talents & Traits

Every character also has certain special abilities that make him unique, such as Bolter Drill or Preternatural Speed. This chapter describes all of those Talents and Traits.

Chapter V: Armoury

This chapter describes some of the tools, trappings, weapons, and armour your Space Marine may use or encounter.

Chapter VI: Psychic Powers

The unnatural powers of the mind can be both rewarding and dangerous. The psychic abilities of a Space Marine Librarian are unlike those of any other psyker, and this chapter explains what those powers are... and what happens when things go wrong.

Chapter VII: Playing the Game

This chapter explains how to make Skill Tests, spend Fate Points, and perform other rules-related actions.

Chapter VIII: Combat

In **Deathwatch**, you will often have to face alien enemies on the field of war. This chapter tells you how to create and oversee such a battle in the game.

Chapter IX: The Game Master

The GM has a special role to play in any roleplaying game, and this chapter explains how best to fulfil that role. In addition to advice on how to run a **Deathwatch** game, this chapter also contains rules for insanity and experience.

Chapter X: The Imperium

This chapter describes the Imperium of Man in the 41st Millennium in all its decaying, war-torn glory.

Chapter XI: The Deathwatch

The Deathwatch is an elite organisation of Space Marines drawn from all over the galaxy. This chapter provides key background details about the Deathwatch itself, from its origins to the mysteries and secrets that surround this enigmatic group.

Chapter XII: The Jericho Reach

The Jericho Reach is the core setting for **Deathwatch**. This chapter provides an overview of the Reach and then provides detailed information on certain significant areas, such as Watch Fortress Erioch, the Achilus Crusade, and the three Salients. This chapter should give the GM plenty of material to work with when running a **Deathwatch** campaign.

Chapter XIII: Adversaries

The galaxy is fraught with all manner of deadly creatures, and this chapter provides background and game rules for various adversaries that can be found in the Jericho Reach.

Chapter XIV: Extraction

This book includes an adventure that is optimal for starting **Deathwatch** characters. It involves a race against time to recover precious knowledge in the face of great danger.

Game Dice

Deathwatch is a roleplaying game that uses ten-sided polyhedral dice for its core game mechanic. These dice can be purchased from any game store, many bookstores, and are probably available from the same place this book was purchased. Each player and the GM will need access to at least two ten-sided dice, preferably of two different colours.

In the game rules, one ten-sided die is referred to as "1d10," while two ten-sided dice are referred to as "2d10," and so forth. Deathwatch also often requires players to generate a random number from 1–100. This is known as a percentage roll and is often abbreviated as "d%" or "1d100."

To make a percentage roll, use two ten-sided dice and assign one of them to the "tens" digit of the result and the other to the "ones" digit. Using differently coloured dice is helpful for distinguishing between these results. See also Table A–1: Percentage Roll Examples, below.

It is important to note that when rules say 2d10, this is not the same thing as a percentage roll. When rolling 2d10 (or larger groups, such as 3d10, etc.), simply add the results of each die.

Example

Atreus, a Space Marine of the Dark Angels Chapter, is struck by a frag grenade which inflicts 2d10 explosive Damage. The GM rolls two ten-sided dice, resulting in a 9 on one die and a 7 on the other. These results are added together for a total of 16 points of Damage.

Sometimes, the rules require a roll of 1d5. To make this kind of dice roll, simply roll a ten-sided die, divide the result by two, and round up.



Example

The exploding frag grenade was powerful enough to deal one point of Critical Damage to Atreus's body. Consulting the appropriate Critical Damage table, the GM discovers that Atreus is going to be knocked backward 1d5 metres. He rolls a ten-sided die and gets a result of 5, which is treated as a result of three (5/2 = 2.5, rounded up to 3). Poor Atreus is knocked backwards three metres by the blast.

Table A–1: Percentage Roll Examples

"Tens" Die	"Ones" Die	Result
7	3	73
3	7	37
2	0	20
0	2	2
0	0	100



What You Need to Play Deathwatch

When you're ready to start playing Deathwatch, you'll need the following items:

- This rulebook
- Three or more people to play the game
- A quiet place to play (around a table is ideal)
- Three or four hours of gaming time
- Some ten-sided dice (two or more per player)
- Paper
- Pencils and an eraser
- Snacks, drinks, etc.

You should be able to find ten-sided dice in the shop where you bought this book, or failing that, there are many internet stores that sell these dice in a variety of different colours and finishes. If you have access to a photocopier, you may like to copy the character sheet at the back of this book for each member of your group to use, though this isn't essential. (You can also download free printable character sheets from our website at www.FantasyFlightGames.com.)

To help visualise the action, you may wish to use suitable miniatures to represent your characters and enemies during combat. Games Workshop's own Citadel range of Warhammer 40,000 miniatures are ideal for this task. See www.games-workshop.com for more details and nearest stockists.

The Space Marines

"They shall be pure of heart and strong of body, untainted by doubt and unsullied by self-aggrandisement. They will be bright stars in a firmament of battle, Angels of Death whose shining wings bring swift annihilation to the enemies of Man. So shall it be for a thousand times a thousand years, unto the very end of eternity and the extinction of mortal flesh."

–Roboute Guilliman, Primarch of the Ultramarines

In the war-ravaged universe of the 41st Millennium, terrible forces threaten the very existence of Humanity. Alien races such as Orks and Tyranids ravage entire star systems, and the very soul of every human is menaced by the daemonic powers of Chaos. Ranged against these inimical enemies are the armies of the Imperial Guard, the giant war machines of the Titan Legions, and most potent of all, the mighty Space Marines of the Legions Astartes.

The Space Marines are the Imperium's supreme warriors. Genetically enhanced to be the ultimate fighters, they are far stronger and tougher than ordinary human beings. Space Marines are organised into roughly a thousand Chapters, with each Chapter numbering approximately a thousand warriors organised into ten companies of a hundred troops in each. Each Chapter is a self-sufficient army, equipped with its own spacecraft and capable of responding at a moment's notice to any threat to the security of the Imperium. Every Chapter is fiercely proud of its history and achievements, and each one has its own distinctive colours and heraldic markings. These were established at the Chapter's founding and are displayed with pride upon all armour and vehicles. All of the wargear of the Space Marines is painstakingly maintained, and many items are covered in lines of intricately rendered devotional script, each line detailing a battle honour won in a glorious campaign.



A Space Marine is a towering warrior, his brute strength tempered by inhuman skill. He is armed with the fearsome bolter, a blessed weapon that fires devastating, mass-reactive shells that explode within the flesh of the target. He is protected by a suit of power armour, shielding him from the fiercest of enemy fire whilst simultaneously strengthening his blows and allowing him to survive in the most hostile of environments. He is the product of intensive training and genetic manipulation, which transforms mortal men selected from the deadliest warrior races in the known universe into the most lethal of superhuman killing machines in the Imperium's arsenal.

THE ORIGINS OF THE SPACE MARINES

Of the one thousand or more Space Marine Chapters thought to be in existence, a blessed few can trace their beginnings back to a time more than ten thousand years ago, when the Emperor of Mankind still walked among men. In those days, the Emperor created the Primarchs, twenty immortal superbeings who were to be his generals and comrades during the Great Crusade to reunite the scattered and long-isolated Human worlds. The Primarchs wielded powers the like of which are not known in the universe today. The first Space Marines of the nascent Imperium were also the creation of that period, each made using the genetic inheritance of one of the Primarchs, albeit diluted a hundred times for no human body could contain such power. Each Primarch led a Legion of Space Marines, each a formation considerably larger than the later Space Marine Chapters.

The names of many of the Primarchs echo down the millennia, and the tales of their deeds are legendary. Names such as Lion El'Jonson, Leman Russ, Rogal Dorn, and the angel-winged Sanguinius are spoken of with awe on worlds where Mankind dwells. They command a reverence second only to that afforded the Emperor himself. Other names are cursed wherever men gather, for many Primarchs rebelled against the Emperor and followed Horus, mightiest of their number, when he raised his standard against Mankind.

At the very height of the Emperor's Great Crusade, Horus led his Traitor Legions against those who stood loyal at the Emperor's side. Worlds burned in the name of the Dark Gods, and a terror unlike any seen before was unleashed. Much of the truth of these times has been lost, obscured by the mists of time or embellished to the point where giants bestrode worlds with thunderous steps and the planets themselves cracked and split at their tread.

The traitorous forces of the rebel Warmaster Horus drove all before them, until those Legions still loyal to the Master of Mankind stood at bay upon the fortified walls of the Emperor's Palace on Terra. The forces of darkness pressed in around the guttering flame of humanity, but desperate times called for desperate solutions. Sanguinius of the Blood Angels and Rogal Dorn of the Imperial Fists, together with their bravest warriors, would accompany the Emperor and take the fight to Horus upon his battle-barge, a mighty warship in orbit above Terra. The Emperor and his warriors teleported onto Horus' battle-barge but found themselves separated and scattered throughout the corrupt vessel by means of dark sorcery. The Emperor fought his way to the Warmaster but was too late to save Sanguinius, who Horus slew when the angelic Primarch refused to turn to Chaos. Yet, some maintain that Sanguinius inflicted a wound, however small, upon his erstwhile brother. Horus and the Emperor clashed in a battle of both flesh and spirit. Horus was filled with the power of the Dark Gods and dealt the Emperor a mortal blow, but in the end, the Emperor's will was the greater, and Horus was struck down with the last ounce of the Emperor's strength. The traitor was destroyed utterly and, with his death, the power of the Traitor Legions was broken. When Dorn and his warriors finally fought their way into the rebel warmaster's sanctum, they found the Emperor's broken and ruined body, and it is said that their cries of woe were heard far below on Terra itself.

Rogal Dorn, most determined and unbending of the Primarchs, bore his master's body back to Terra and, under the direction of the crippled Emperor, bound him within the Golden Throne to sustain his existence for all eternity with constant sacrifice and baroque machineries. The followers of the Ruinous Powers were defeated, but it was victory won at a terrible cost. The brotherhood of the Primarchs was sundered, and the Emperor's vision for the Imperium and all of Mankind lay in ruins—the last, best hope of its fulfilment lost forever. The galactic empire he had forged was all but destroyed, and it was to take many more years of brutal warfare before all the Traitor forces were defeated and driven into the hellish chaos of the Eye of Terror. The toll numbered in the billions, and uncounted worlds had been left as little more than corpse-haunted wastelands as the raging inferno of the Horus Heresy was finally extinguished, though Mankind still teetered on the very brink of extinction.

The Horus Heresy had revealed weaknesses in the gene-seed of several of the early Space Marine Legions, which had been exacerbated by the need to keep the huge formations up to strength in the terrible wars being fought at the time. The insidious powers of Chaos had been able to manipulate this corruption to turn Horus and many of the Space Marines under his command against the Emperor. Once Horus was defeated, it was decided that the forces of the Imperium would be reorganised so that a similar catastrophe could not be repeated.

The Space Marine Legions were divided up to create one Chapter of the same name as the founding Legion and a number of new Chapters with new names. This event was called the Second Founding, and over two dozen further Foundings have occurred in the ten millennia since. It is not known exactly how many Chapters were created in the aftermath of the Horus Heresy, as many of the Imperium's records are incomplete or lost entirely, and whole Chapters have been created and destroyed in the millennia that have followed. What is known is that there are just over a thousand Chapters scattered across the Imperium, each a brotherhood of the very finest warriors Humanity can muster.

THE CODEX ASTARTES

"They shall be my finest warriors, these men who give themselves to me. Like clay, I shall mould them, and in the furnace of war forge them. They will be of iron will and steely muscle. In great armour shall I clad them and with the mightiest guns will they be armed. They will be untouched by plague or disease, no sickness will blight them. They will have tactics, strategies, and machines such that no foe can best them in battle. They are my bulwark against the Terror. They are the Defenders of Humanity. They are my Space Marines, and they shall know no fear."

–Prelude, The Codex Astartes (Apocrypha of Skaros)

In the wake of the calamity that was the Horus Heresy, the foundations of the Imperium were laid down. The first High Lords of Terra established the structure by which the Adeptus Terra operated, and described the feudal responsibilities and duties of the planetary lords. One of the most important accomplishments was the reorganisation of the Imperium's fighting forces. This was undertaken almost single-handedly by the Primarch of the Ultramarines Legion, Roboute Guilliman, who with characteristic speed and efficiency codified the structure of the Imperial Guard, the Imperial Navy, and the Space Marines. Of all of his works, the most influential is the Codex Astartes, the great prescriptive tome that lays down the basic organisational and tactical rules for the Space Marine Chapters.

The Codex Astartes decreed that Space Marines would be created and trained over a controlled period of time. The genetic banks used to cultivate the implants that turn a normal man into a mighty Space Marine would be carefully monitored, and cultivated organs would be subject to the most stringent tests of purity. Young initiates would undergo rigorous trials of physical and psychological suitability before they were accepted, and only those of the highest calibre would be chosen.

On Earth, the Adeptus Terra created genetic repositories to produce and store Space Marine gene-seed. These banks were used to provide all new gene-seed for Space Marines and, to prevent cross-contamination, the genetic material of each of the old Legions was isolated. Henceforth, the new Space Marine Chapters would receive gene-seed only from their own genetic stock.

The gene-seed of the Traitor Legions was placed under a time-locked stasis seal, although at the time, many believed these dangerous stocks should be destroyed. By taking direct control of the genetic stocks, the Adepts of Terra could ultimately control the Space Marines. Now they alone had the power to destroy or create Space Marine chapters at will.

The Second Founding of the Space Marines was decreed seven years after the death of Horus. The existing Space Marine Legions were broken down and re-founded as smaller, more flexible formations. Where the old Legions were unlimited in size, the new formations were fixed at approximately one thousand fighting warriors. This corresponded to the existing unit called the Chapter, and in future the Chapter was recognised as the standard autonomous Space Marine formation. No longer would one man have power over a force as powerful as a Space Marine Legion.

The existing Space Marine Legions were divided into new Chapters. One Chapter kept the name and colours of the original Legion, while the remaining Chapters took on new titles and colours. Most of the old Legions were divided into fewer than five Chapters, but the Ultramarines, being by far the largest of the Legions, were divided many times. The exact number of new Chapters created from the Ultramarines is uncertain: the number listed in the oldest known copy of the Codex Astartes (the so-called Apocrypha of Skaros) gives the total as 23, but does not name them.

As a result of the Second Founding, the Ultramarines' gene-seed became the favoured genetic stock of most subsequent foundings. The new Chapters created from the Ultramarines are often referred to as the Primogenitors, or 'first born.' All of the Primogenitor Chapters venerate Roboute Guilliman as their founding father and patron.

The Codex Astartes further defines the tactical roles, equipment specifications, and uniform identification markings of the Space Marines. These guidelines have evolved over the centuries, and the Codex Astartes of the 41st Millennium is a highly developed treatise combining the wisdom of hundreds of military thinkers throughout history. Some of its contents seem petty and restrictive, hardly worthy of the great mind of a Primarch. Others describe actual battles together with comments on the tactics employed and the decisions of the commanders of the day. As such, the Codex Astartes is revered as a holy text, and many Chapters regard its recommendations as sanctified by the Emperor himself.

Codex Chapters

The Chapters that rigidly follow the word of the Codex Astartes are sometimes referred to as Codex Chapters. These Space Marines adhere to the codex as the model for their organisation, identification markings and tactical doctrine. Of all of the Codex Chapters, the most famous is the Ultramarines, the Chapter of Roboute Guilliman himself. Most Chapters, however, do not adhere so rigidly to the Codex patterns laid down for organisation, tactical roles, or other processes. Many Chapters are organised largely according to the Codex, but are further shaped by their home world and the personality of their Primarch. The Blood Angels and Dark Angels are prime examples of this. A small number of Chapters are vastly different from the Codex, and owe little or nothing to it at all. The most famous of these 'wild' Chapters are the Space Wolves, whose strong-willed Primarch Leman Russ moulded his Chapter very much in his own image irrespective of other influences.

The Adeptus Terra has never decreed it necessary to enforce the Codex absolutely. Indeed, it is doubtful whether it could. However, with subsequent foundings, they have always favoured the Ultramarines' gene-seed and created many new Codex Chapters from their line. With the passage of time, some of these Chapters have subsequently strayed from the strict letter of the Codex, introducing new variations but remaining broadly faithful to the principles laid down by Roboute Guilliman many thousands of years before.

Subsequent Foundings

The history of the Imperium since the Horus Heresy is not a continuous story. There have been periods of rebellion and anarchy, times when the balance of power has suddenly changed and history has quite literally been rewritten. Many of the subsequent foundings of Space Marine Chapters belong to these troubled times, making it almost impossible to ascertain when some Chapters have been created. It is believed that of the one thousand or more Chapters thought to be in existence today, more than half are descended from the Ultramarines, either directly or through one of the Primogenitor Chapters of the Second Founding.

It is not known how many new Chapters were created by the Second Founding. Many records were lost during the Age of Apostasy, a troubled time that bestrides the history of the Imperium like an impenetrable veil. In all likelihood, some of the Chapters created during the Second Founding have since



been destroyed, leaving no records of the deeds. Others have been lost in more recent times, and their names are now all that remains of them.

Each of the Chapters into which the Legions were subdivided consisted of roughly 1,000 warriors. A large section of the Codex Astartes is dedicated to structuring the organisation of these Chapters. A Chapter consists of ten companies each numbering 100 Space Marines. The warriors of these companies are organised into ten squads of ten men led by a Sergeant. In addition to this basic fighting unit, each company has its own Captain, Standard Bearer, Chaplain, and Apothecary.

Every company, with the exception of the Scout Company, maintains a pool of Rhino transports for its squads and officers. The First Company is also equipped with Land Raider tanks to carry heavily-armoured Terminator squads. It is customary for Dreadnoughts to remain with their company, as their fearsome presence bolsters the company's fighting strength.

Selection and Initiation

Each Chapter has its own methods of recruiting young warriors to fill its ranks. Many are based on a single homeworld and recruit solely from that populace, setting trials and tests for prospective candidates to weed out all but the strongest and the most faithful. These worlds are often technologically backward with strong militaristic societies, where male children who show potential are pushed harder and harder, that they may one day have a chance to join the ranks of the Space Marines, who are often known to such peoples as 'star warriors', 'sky knights,' or similar names. Because feral worlds are rough, primitive, and untamed, their inhabitants invariably provide excellent recruits. For true aggression and nigh-psychotic killer-instinct, however, few recruits can best the murderous city-scum that roam the darkest pits of the Hive worlds. Driven to extremes of violence by the pressures of hive world living, these merciless killers are usually ignored by the authorities. They make ideal Space Marine recruits, and whole gangs of city-scum are sometimes hunted down and made to undergo the trials. Some recruits are drawn from the more civilised worlds of the Imperium, but not very many.

Those planets used by the Space Marines as recruiting worlds are observed closely by the Chapter's Apothecaries and Chaplains. The population's genetic purity must be maintained, in order to conserve those qualities that serve the Space Marines' purposes best. Their spiritual health is also maintained, to ensure that no trace of the influence of the Ruinous Powers becomes manifest. Such observations are in general carried out from a distance, and it is rare for the society to have any direct contact

ASTRA IMPERATOR GLORIAM EXTERMINATUS EXTREMIS

NEMESIS HUMANUS IMPERATOR GLORIAM

ORGANISATION

At the core of the Codex Astartes is the organisation of the Chapter. A Chapter comprises ten Companies, each consisting of a hundred Space Marines.

ARMOURY
Techmarines & Servitors
Whirlwinds
Vindicators
Predators

HEADQUARTERS STAFF
Master of the Chapter
Senior Officers
Administrative Staff
Support Personnel

LIBRARIANS
Chief Librarian
Epistoleries
Codiciers
Lexicaniums

VETERANS

1ST (VETERAN) COMPANY
Captain
Chaplain
Apothecary
Standard Bearer

SQUADS:
20 Terminator
or 10 Veteran

SUPPORT:
Dreadnoughts
Rhinos
Land Raiders

BATTLE COMPANIES

2ND-5TH COMPANIES
Captain
Chaplain
Apothecary
Standard Bearer

SQUADS:
6 Tactical
2 Assault
2 Devastator

SUPPORT:
Dreadnoughts
Rhinos, Bikes
Land Raiders

RESERVE COMPANIES

6TH-7TH COMPANIES
Captain
Chaplain
Apothecary
Standard Bearer

SQUADS:
10 Tactical

SUPPORT:
Dreadnoughts
Rhinos
Land Raiders

8TH COMPANY
Captain
Chaplain
Apothecary
Standard Bearer

SQUADS:
10 Assault

SUPPORT:
Dreadnoughts
Rhinos
Land Raiders
Bikes

9TH COMPANY
Captain
Chaplain
Apothecary
Standard Bearer

SQUADS:
10 Devastator

SUPPORT:
Dreadnoughts
Rhinos

Battle Companies form the main battle strength of a Chapter, with the other Companies providing support. Once a campaign is underway, casualties in the Battle Companies are replaced from the Reserve Companies to keep them near to full strength. Most Chapters prefer not to commit their entire force to any one campaign as heavy losses could effectively destroy the Chapter.

SCOUTS
10TH (SCOUT) COMPANY
Captain, Chaplain, Apothecary
Squads: Scouts

with, or knowledge of, the Space Marines, or in many cases even of the Imperium. The Chapter's officers might visit the culture once a generation and will be the subject of myth and legend. These mighty warriors from beyond the stars are figures of awe, and their word is law.

The nature of the trials set by the outsiders vary enormously, but all are so arduous that only a handful pass them. Those who fail may be lucky to even survive, for many trials take the form of ritual combat, the hunting of a great beast, or the performance of incredibly dangerous feats of strength and bravery. At the conclusion of the trials, those few aspirants that have been deemed worthy are taken away, invariably never to see their people again.

It is always a great honour for a family to have a son chosen by the Space Marines, even for societies with little conception of the greater galaxy beyond their world. The Space Wolves are an example of this. The Wolf Priests of the Space Wolves scour the warring tribes of their home world Fenris for their strongest and bravest youths, while Ultramarines traditionally draw their candidates from the elite training barracks of a whole group of planetary systems known collectively as Ultramar, the realm of the Ultramarines.

Other Chapters have no single home world and travel the galaxy in gigantic fleets of battleships, recruiting either from a regular series of worlds or from the war zones to which they are assigned. The Black Templars are one such example of a fleet-based Chapter, as are the Dark Angels.

Once accepted, the young aspirants become Neophytes and begin their regimen of training and biological enhancement. Each Chapter has its own traditions regarding the initiation of the recruit into its legends and secrets. This process often runs parallel to the bio-genetic treatments the Neophyte must undergo. As the physical transformation proceeds, spiritual change also occurs. Both are tempered by ongoing experience on the field of battle and the rituals in which the Neophyte must participate.

The nature of such rites varies enormously from one Chapter to the next. Some are solemn affairs recalling the sacrifice the Emperor made for humanity. Others are raucous celebrations drawing on the culture and nature of the Chapter's home world. Still more are bloody and barbaric involving ritual bloodletting, scarification, or amputation. All are vital to the arcane workings of the Chapter, and his participation is a prerequisite of the Neophyte's acceptance by his would-be brothers-in-arms.

Such are the rigours of the training that many do not survive. Whether he is crippled upon the battlefield, or found spiritually wanting during a particularly exacting ritual, a Neophyte may find himself cast out, his future with the Chapter curtailed.

In some instances, the Neophyte may transgress one of the many articles of Chapter law, and injury at war may prove preferable to the punishment. Many possible fates await those who fall by the wayside in this manner. Most are mind-scrubbed and become Chapter serfs—manservants and menials. The less fortunate are transformed into living servitors—mindless bio-mechanical automatons who exist only to assist the Chapter's Techmarines in the operation of heavy and frequently dangerous machinery. A very rare few may yet rise to positions of relative power within the Chapter's household, yet even the highest-ranked factotum is but a lowly, nameless servant in the eyes of the Battle-Brothers.

Genetic Initiation

The trials in which an aspirant must participate before being accepted as a Neophyte are harsh and arduous, yet the process by which he will become a Space Marine is many times more gruelling. Over the course of several years, the youth will be surgically altered, a number of unique organs implanted into his body, turning him slowly into a Space Marine. Although much diluted, each of these organs is drawn from the genetic stock of one of the first Primarchs, and through him, of the Emperor himself. Thus, the Space Marines are the descendants and inheritors of the Master of Mankind.

The various implants cause vital changes in the recipient's physique and mental state. Many of these changes are controlled by natural hormonal secretions and growth patterns. Implants may not prove effective, or may not become fully-functional, if they are implanted once the recipient has reached certain stages of natural development. It is therefore inevitable that recruits must be reasonably young. Tissue compatibility is also essential, otherwise organs may fail to develop properly.

The third consideration is mental suitability. Several of the implants will only develop to a usable condition under the stimulus of hypnotic-suggestion. A recruit must therefore be susceptible to this particular treatment.

These conditions mean that only a small proportion of aspirants prove suitable to become Space Marines, even if they survive the trials. They must be male, because zygotes are keyed to male hormones and tissue types, hence the need for tissue compatibility tests and psychological screening. If these prove successful, a candidate becomes a Neophyte. With the completion of organ implantation and attendant chemical and hypnotic training, the subject is ready to take his place in the Tenth (Scout) Company. A Space Marine normally joins the ranks between the ages of sixteen and eighteen, but such are the hormonal changes induced by the process of creating a Space Marine that recruits are physically fully grown before then.

Although the Chapters are careful to select only the most suitable candidates, not all Neophytes survive the process to be initiated as full Space Marines. If an implant fails to develop properly, it is likely that a Space Marine's metabolism will become gravely unstable. He may fall into a catatonic state or suffer bouts of hyperactivity. In either event, he will probably die. Those unfortunates who do not die almost invariably suffer mental damage, degenerating into homicidal maniacs or gibbering idiots. When a Chapter is at full strength, these misfits may be put out of their misery. However, if the Chapter is short of Space Marines, they may be allowed to live and may be placed within their own special units. Those who display controllable psychotic tendencies can be recruited into suicide assault squads.



Gene-seed

There are nineteen varieties of gene-seed corresponding to the nineteen different superhuman organs that are surgically implanted into a Space Marine. Because most Chapters have existed for many thousands of years, a number of these Chapters have gene-seed that has mutated over time. This has resulted in changes in the exact nature of the artificially cultured organs. Such changes may sometimes make an implant useless—such is the case with the Imperial Fists, who are known to lack the organ called the Betcher's gland, which allows a Space Marine to spit corrosive poison. In other cases, the changes in an organ might reduce its effectiveness or cause strange new effects—the Salamanders, for example, share skin as dark as coal, due to the actions of their melanchromic organ. Whatever the result, it will affect the entire Chapter, as all Space Marines belonging to the Chapter share implants cultured from the original gene-seed.

Although a Chapter's Apothecaries and surgeons are able to perform the necessary implant operations, they do not necessarily understand the exact functioning of each organ. The processes involved are incredibly ancient. Procedures are handed down from generation to generation, becoming increasingly ritualised and misinterpreted. For these reasons, the efficiency of each organ differs from Chapter to Chapter, depending on the condition of the Chapter's gene-seed and the degree of debasement of its surgical procedures. In some Chapters, mutation of gene-seed, poor surgical procedure, or inadequate post-operative conditioning has twisted the functioning of implants.



In addition to the problem of mutated implants, many Chapters have simply lost one or more types of gene-seed organs due to accident, genetic failure, or some other cause. Very few Chapters, therefore, possess all nineteen of the implants. All possess the carapace implant however, as without it, the Neophyte could never become a Space Marine.

Each of the gene-seed organs is extremely complicated. Many of the organs only work properly when another organ is present, the loss or mutation of one organ often affecting the exact functioning of the others. For these reasons, implants must be constantly monitored, and many Space Marines must undergo corrective surgery to re-balance their metabolisms.

CONDITIONING

In addition to the extensive implantation process, the Neophyte undergoes chemical treatment, psychological conditioning, and subconscious hypnotherapy, all the while spending every waking hour honing his combat skills with ceaseless battle training.

Until his initiation as a Battle-Brother, a Neophyte must submit to constant tests and examinations. The newly implanted organs must be monitored very carefully, imbalances corrected, and any sign of corrupt development treated. This chemical treatment is reduced after completion of the initiation process, but it never ends. Space Marines undergo periodic treatment for the rest of their lives in order to maintain a stable metabolism. To this end, power armour contains extensive monitoring and drug dispensation equipment.

As the super-enhanced body grows, the recipient must learn how to use his new skills. Some of the implants, specifically the Catalespean Node and Occulobe, can only function once correct hypnotherapy has been administered. Hypnotherapy is not always as effective as chemical treatment, but it can have substantial results. If a Space Marine can be taught how to control his own metabolism, his dependence on drugs is lessened. The process is undertaken in a machine called a hypnomat. Space Marines are placed in a state of hypnosis and subjected to visual and aural images in order to awaken their minds to their unconscious metabolic processes.

A Space Marine is more than a human with extraordinary powers. Just as their bodies receive nineteen separate implants, so their minds are altered to release the latent powers within. These mental powers are, if anything, more extraordinary than even the physical powers endowed by the implants. For example, a Space Marine can control his senses and nervous system to a remarkable degree, and can consequently endure pain that would kill a normal man. A Space Marine can also think and react at lightning speeds. Memory training is an important part of the indoctrination as well. Some Space Marines develop photographic memories. Space Marines vary in intelligence as do other men, and their individual mental abilities vary in degree.

The very first stage in the process is the implantation of the **Secondary Heart**, normally between the age of ten and fourteen. This is capable of boosting the blood supply or sustaining full life functions even after the destruction

of the recipient's original heart. This implant enables Space Marines to survive low oxygen concentrations and traumatic injury, and is also necessary in the maintenance of the subject's metabolism, which will be pushed to its limits as his body is subject to the many surgical procedures it will endure over the next several years.

The next stage in the implantation process is the addition of the **Ossmodula**. This is a tube-shaped organ whose small size belies its complex structure. The Ossmodula monitors and secretes hormones affecting epiphiseal fusion and ossification of the skeleton. At the same time, the specially engineered hormones encourage the forming bones to absorb ceramic-based chemicals administered in the Neophyte's diet. Two years following implantation, this will have caused considerable strengthening of the long bones, extreme ossification of the chest cavity (caused by growth of the ribs forming a solid mass of inter-laced bone plates), and a general increase in the size of the recipient's skeleton.

Normally implanted at the same time as the Ossmodula, the **Biscopea** is emplaced within the chest cavity. It is small, approximately spherical and, like the Ossmodula, its primary function is hormonal. The presence of the Biscopea stimulates muscle growth throughout the body. These muscles bond to the rapidly growing skeleton, which is why these two implants are often undergone at the same time.

Phases four and five are often implanted at the same time, between the ages of twelve and fourteen. The **Haemastamen** is a tiny organ, placed within a main blood vessel and serves two main purposes. Firstly, it monitors and to some degree controls the Ossmodula and the Biscopea. It also alters the constituent make-up of the recipient's blood. As a result, the Space Marine's blood will be considerably more efficient than ordinary human blood, as it has to be considering the extra biological hardware the Space Marine carries inside him. The second implant emplaced at this time is the **Larraman's Organ**. This is a liver-shaped, dark, fleshy organ. It is implanted into the chest cavity along with a complicated array of blood vessels. The organ generates and stores special Larraman cells. If the recipient is wounded, these cells are released into the bloodstream, where they latch onto leucocytes in the blood and are transported to the site of the wound. Once outside the body, the Larraman cells form a skin substitute of instant scar tissue, staunching the flow of blood and protecting any exposed wound area. This process is almost instantaneous, and it can appear to the onlooker as if the blood is frozen solid even before it hits the ground.

With the initiation of phase six, the subject is ready to begin the extensive hypnotherapy that will continue throughout the entire initiation process, and beyond. The **Catalepsean Node** is a brain implant usually inserted into the back of the skull via a hole drilled into the occipital bone. The pea-sized organ influences the circadian rhythms of sleep and the body's response to sleep deprivation. Normally, a Space Marine sleeps like any normal man, but if deprived of it, the Catalepsean Node becomes active. The recipient is capable of sleeping and remaining awake at the same time by switching off areas of the brain sequentially. This process cannot replace normal sleep entirely, but it increases a Space Marine's survivability by allowing awareness of the environment whilst resting.

The next three phases of the process, the implantation of the **Preomnor**, **Omophagea** and **Multi-lung** are often undertaken at the same time, between the ages of fourteen and sixteen. The Preomnor is a large implant which fits into the chest cavity. It is a pre-digestive stomach which allows the recipient to eat a variety of otherwise poisonous or indigestible materials. No actual digestion tales place in the Preomnor. Instead, individual sensory tubes assess potential poisons and neutralise them or, where necessary, isolate the Preomnor from the rest of the digestive tract. The Omophagea is a complicated implant that is placed within the spinal cord between the cervical and thoracic vertebrae, where it becomes in effect part of the brain. Four nerve sheaths called neuroclea are implanted between the spine and the preomnoral stomach wall. The Omophagea is designed to absorb genetic material generated in animal tissue as a function of memory. This endows the Space Marine with an unusual survival trait—he can actually learn by eating. If a Space Marine eats part of a creature, he will absorb some of the memories of that creature. This can be very useful in an alien environment. Incidentally, it is the presence of this organ which has created the various flesh eating and blood drinking rituals for which many Chapters are known, as well as giving the names to Chapters such as the Blood Drinkers and Flesh Tearers. The third organ implanted at this time is the Multi-lung. This large, tubular, grey organ is sometimes called the 'third lung'. Blood is pumped through the organ via connecting vessels grafted onto the recipient's pulmonary system. Atmosphere is taken in by means of a sphincter located in the trachea. In toxic atmospheres, an associated sphincter muscle closes the trachea and restricts normal breathing, thus protecting the lungs. The Multi-lung is able to absorb oxygen from poorly oxygenated or poisonous air without suffering damage thanks to its own efficient toxin dispersal, neutralisation, and regeneration systems.

Phase ten of the process is the implantation of the **Occulobe**. This small slug-like organ sits at the base of the brain. It provides the hormonal and genetic stimuli which enable a Space Marine's eyes to respond to optic-therapy. The Occulobe does not in itself improve a Space Marine's eyesight, but it allows technicians to make adjustments to the growth patterns of the eye and the light-receptive retinal cells. A Space Marine has far better eyesight than a normal human, and can see in low light conditions almost as well as in daylight.

Phase eleven is the addition of the **Lyman's Ear**. This organ enables a Space Marine to consciously enhance and even filter certain types of background noise. Not only is hearing improved, but a Space Marine cannot become dizzy or nauseous as a result of extreme disorientation. A Lyman's Ear is externally indistinguishable from a normal human ear.

Between the ages of fifteen and sixteen, phase twelve is initiated, in which a flat, circular organ called the **Sus-an Membrane** is implanted over the top of the exposed brain. It then grows into the brain tissue until completely merged. The organ is not effective until subsequent chemical therapy and training is applied. However, a properly tutored Space Marine may then enter into a state of suspended animation. This may be a conscious action, or may happen automatically in the event of extreme physical trauma. In this condition, a Space Marine may survive for many years, even if bearing

otherwise fatal injuries. Only appropriate chemical therapy and auto-suggestion can revive a Space Marine from this state—he cannot revive himself. The longest known period of deanimation followed by successful reanimation is 567 years, in the case of Brother Silas Err of the Dark Angels Chapter.

The next phase of the process is the implantation of the **Melanchromic Organ**. This hemispherical, black organ functions in an indirect and extremely complex manner. It monitors radiation levels and types bombarding the skin, and if necessary, sets off chemical reactions to darken the skin and protect it from ultraviolet exposure. It also provides limited protection from other forms of radiation. Differing Melanchromic Organ gene-seed from Chapter to Chapter leads to variations in skin and hair colour, and in some Chapters all of the Space Marines may have identical colouration, such as is found in the albino warriors of the Death Spectres Chapter.

Phases fourteen and fifteen, the implantation of the **Oolitic Kidney** and the **Neuroglottis**, are often undertaken at the same time. The Oolitic Kidney is red-brown and heart-shaped and improves and modifies the Space Marine's circulatory system, enabling other implants to function effectively. The Oolitic Kidney also filters blood extremely efficiently and quickly. The Secondary Heart and Oolitic Kidney are able to act together, performing an emergency detoxification function in which the Space Marine is rendered unconscious as his blood is circulated at high speed. This enables a Space Marine to survive poisons and gases which are otherwise too much for even the multi-lung to cope with. The Neuroglottis enables the Space Marine to assess a potential food by taste. The organ is implanted in the back of the mouth. By chewing, or simply by tasting, a Space Marine can detect a wide variety of natural poisons, some chemicals and even the distinctive odours of some creatures. To some degree, a Space Marine is also able to track a target by taste alone.

In phase sixteen, normally at age sixteen, a small organ called the **Mucranoid** is implanted in the lower intestine where its hormonal secretions are absorbed by the colon. These secretions initiate a modification of the sweat glands. This modification normally makes no difference to the Space Marine until activated by appropriate chemical therapy. As a result of this treatment, the Space Marine sweats an oily, naturally cleansing substance which coats the skin. This protects the Space Marine against extremes of temperature and even offers a slight degree of protection against vacuum. Mucranoid chemical therapy is standard procedure in long space voyages and when fighting in vacuum or near-vacuum.

Phase seventeen is the implantation of two identical organs called **Betcher's Glands**. These are placed into the lower lip, alongside the salivary glands or into the hard palette. The Betcher's Gland works in a similar way to the poison gland of venomous reptiles by synthesising and storing deadly poison. Space Marines are rendered immune to this poison by virtue of the gland's presence. The gland allows the Space Marine to spit a blinding contact poison, which is also highly corrosive. A Space Marine imprisoned behind iron bars could easily chew his way out given a few hours.

In the penultimate phase of the process, a pair of glands called **Progenoids** are implanted, one in the neck and the other deep in the chest cavity. This takes place between the age of sixteen and eighteen. These glands are vitally important to the very survival of the Space Marine's Chapter. Each organ grows within the Space Marine, absorbing hormonal stimuli and genetic material from the other implants. After five years, the neck gland is mature and ready for removal. After ten years, the chest gland becomes mature and is also ready to be removed. A gland may be removed any time after it has matured, and it represents the Chapter's only source of gene-seed. When mature, each organ contains a single gene-seed corresponding to each zygote implanted into the recipient. Once removed by surgery, the Progenoid must be carefully prepared, its individual gene-seeds checked for mutation, and sound gene-seeds stored. Gene-seeds can be stored indefinitely under suitable conditions.

Space Marine Apothecaries carry a special device known as a reductor, which they can use in battlefield conditions to remove the Progenoid glands of a fallen Space Marine, so that, even should he die before his glands are harvested, they may be recovered. The whole purpose of the Progenoid is to provide gene-seed to enable the Chapter to continue. It is not possible to create a zygote in any other way. Each Chapter's stock of gene-seed is therefore unique to itself. Gene-seed has a great deal of religious significance to a Chapter, representing its identity and future. Without gene-seed, a Chapter has no future. The extinction of a type of gene-seed means that a zygote has been lost forever. The extinction of the Progenoid gene-seed itself would effectively mean the end to a Chapter.

As each Space Marine has only two Progenoid glands, the rate at which a Chapter can create new Space Marines is restricted. It may take many years for a Chapter to rebuild itself after heavy losses. Gene-seed is often rendered useless if a Space Marine is exposed to high radiation levels or other forms of genetic disturbance. The efficiency of different Chapters' Progenoid gene-seed also varies, so some Chapters are able to make up their numbers faster than others.

The final and the most distinctive implant is the **Black Carapace**, which cannot be implanted beyond the age of eighteen. This looks like a film of black plastic when growing in the tanks. This is removed from its culture-solution and cut into sheets, which are implanted directly beneath the skin of the recipient's torso. Within a few hours, the tissue expands, hardens on the outside, and sends invasive neural bundles deep inside the subject. After several months, the recipient is fitted with neural sensors and transfusion points, cut into the hardened carapace. These artificial interface points mesh with features integral to the power armour, such as the monitoring, medicinal, and maintenance units. Without the benefit of the Black Carapace, a Space Marine's power armour would be far less effective.



The Path of the Space Marine

"Give me the Scout as a boy, and I'll give you the Battle-Brother as a man."

–Veteran Scout Sergeant Dvan Skor of the Storm Wardens.

According to the Codex Astartes, Space Marines are organised into three main types of squad: Tactical, Assault, and Devastator. Each of these squads has a unique battlefield role and is designed to operate together to provide mutual support and maximum flexibility. In addition to these three squad types, the First (Veteran) Company can be formed into Terminator or Veteran squads, while the Scouts of the Tenth Company are always fielded as Scout squads. All Space Marine squad types, with the exception of the Scouts, nominally consist of ten troopers, but they can be divided into two separate combat squads in battle. This gives each unit a further degree of flexibility in action.

A warrior accepted into the Chapter's ranks will serve in many roles, starting out as a young Scout in the Tenth Company and, if fate favours him, progressing through the ranks serving as Devastator, Assault Marine, Tactical Marine and, if he is exceptionally bold, eventually earning the honour of serving in the First (Veteran) Company. A favoured few excel even this great honour and join the ranks of the Chapter's masters, leading their fellows into the blood and fury of battle.

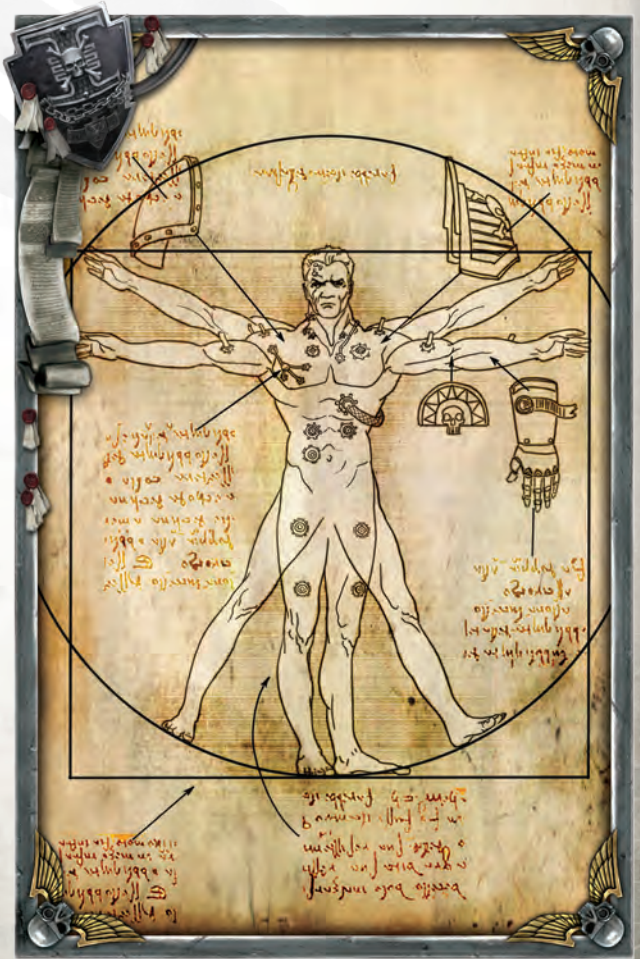
The first step along the path to becoming a mighty hero of the Chapter is service in one of the Scout squads of the Tenth Company. Scout squads consist of a Space Marine Sergeant and four to nine Scouts. The role of the Sergeant is to train the Scouts and lead them in battle. Only Sergeants of considerable experience and status are designated for this role. Scouts attend to every word their Sergeant utters, for it is said that he has forgotten more of war than many more senior officers will ever learn.

Whilst serving as a Scout, a Neophyte learns the most subtle arts of war. In a range of infiltration and reconnaissance missions, he learns how to approach and observe the enemy. Information gathered in such missions is passed back to the main battle force. The Scouts get their first taste of combat by way of carefully placed ambushes, the Scout Sergeant drawing on centuries of experience to deploy his charges in such a manner as to teach them as valuable a lesson as the enemy. Unlike that enemy, the Scouts learn valuable skills in such combats—the enemy earns nothing more than a quick death, for even a Neophyte Space Marine is a puissant warrior compared to a mortal man.

A Space Marine serving in a Devastator squad may only recently have completed his service in the Tenth Company and been initiated as a Space Marine. It will be his first experience of fighting in power armour. When first assigned to such a squad, the Space Marine will bear a bolter and grenades and fulfil a support role within the squad, providing close support to those Battle-Brothers armed with heavy weapons, identifying targets and being close at hand to proffer ammunition and to take up the weapons of any who should fall. Only when he has proven himself steady and reliable in battle will the Space Marine be entrusted with one of the Chapter's mighty heavy weapons, which he will come to master over the course of several hundred battles.

Devastator squads consist of a Sergeant and nine Space Marines. Up to four Space Marines may be armed with heavy weapons, whilst the remainder will carry bolters. This is the most heavily armed type of Space Marine squad of all, and they are deployed wherever overwhelming firepower is needed, especially when the Chapter faces enemy tanks or fortified positions.

Having proved himself steadfast and disciplined in the Devastator squads, a Space Marine will in time earn himself a place in an Assault squad. Here the Space Marine comes to master the application of overwhelming force, taking the fight directly to the enemy's strong points. He embraces the controlled savagery of close combat and looks his enemy in the eye as he deals him death. Assault squads are specialists at fighting in hand-to-hand combat. Each squad consists of a Sergeant and nine Space Marines all equipped with jump packs and armed with a close combat weapon in each hand. Common armament consists of a bolt pistol and a



chainsword. Optionally, two of the Space Marines may carry plasma pistols. This combination is ideal for fast-attacking, close-quarter fighting assault troops.

Even though Tactical squads are the most common type in any Chapter, to earn a place in one a Space Marine must have proven himself both courageous and wise in battle. Throughout his service in the Devastator and Assault squads, he will be proven adaptable in his approach to the arts of war and will have mastered a range of tactics and weaponry.

Tactical squads are the most commonly fielded squad types in a Chapter. A Tactical squad is led by a Sergeant and includes nine other Space Marines. Of these, seven Battle-Brothers are armed with bolters, whilst the remaining two can be armed with bolters or, alternatively, one may carry a heavy weapon such as a missile launcher or a heavy bolter, and the other may carry a special weapon such as a flamer or meltagun. This combination is the most tactically flexible and offers a good mixture of capabilities within the squad.

After serving in hundreds of campaigns and thousands of battles, and having conquered the very worst the galaxy has to throw at him, a Space Marine is likely to be considered a Veteran. In most Chapters, such an honour is not measured by length of service, but in blood spilled, horrors overcome, and mighty deeds done. As a prelude to service in the First (Veteran) Company, many Space Marine Veterans fulfill the role of Sergeant, leading squads of all types in any of the other companies. Thus, many of the Space Marines of the Veteran company will be battle-proven leaders as well as highly experienced warriors.

The warriors of the Veteran company are fielded in one of three squad types:

Terminator squads wear the uniquely powerful Terminator armour, sometimes called tactical dreadnought armour. This armoured suit is massive in construction, virtually turning a Space Marine into a one-man tank. Every Chapter has a limited number of Terminator armour suits, and each is an ancient artefact crafted many thousands of years ago. Terminators are less mobile than other Space Marines and are primarily used in boarding actions or in extreme close quarters when heavy fire support cannot be easily brought to bear. So resilient is the armour that it is reputedly able to operate inside plasma reactors, within volcanoes, and inside highly irradiated areas of deep space. Legend has it that the armour can even survive the tread of a Titan. To wear an ancient suit of Terminator armour is one of the greatest honours to which a Space Marine can aspire. Each suit bears on its left shoulder the Crux Terminatus, the unique badge of the Terminator. Each Crux is said to contain at its core a tiny fragment of the armour worn by the Emperor himself when he fought his final battle against the traitor Warmaster Horus, providing a direct link between the Space Marine and the Father of Mankind.

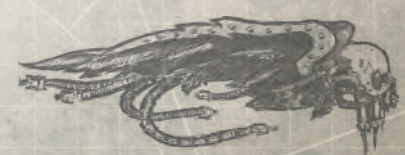
Despite its obvious benefits, Terminator armour is not suitable for all missions. Most of the time, Veterans take to the field wearing ordinary power armour, albeit a suit inscribed with many hundreds of battle honours. When wearing power armour, Veterans are formed into vanguard Veteran squads or sternguard Veteran squads. By dint of their rank, Veterans have access to the most fearsome weaponry in the Chapter's arsenal, including sacred blades and artificer-crafted combi-weapons of uniquely masterful craftsmanship. Vanguard Veteran squads go to battle equipped with the most lethal of close combat weapons, and often wear jump packs to bring them to bear before the enemy can even react. Sternguard Veteran squads carry a wide array of ranged weaponry and specialised ammunition, and are masters in its overwhelming application. Veteran squads are rarely deployed en masse, but are instead used to bolster the line, provide an unstoppable speartip or to act as a highly flexible and mobile reserve.

MASTERS OF THE CHAPTER

Each of the Chapter's ten companies is led by a Captain. These leaders are second in experience only to the Chapter Master himself, and each is a warrior so deadly that he will rarely meet his match. Each Captain is an inspirational and determined leader, able to coordinate the Space Marines under his command whatever the opposition. In addition to leading Space Marines in battle, each Captain holds titles dependent on his other responsibilities with regard to the workings of the Chapter or its home world, such as Master of the Fleet or Master of the Marches.

Of the thousand awesome and terrifying warriors that comprise a Space Marine Chapter, there is but one Chapter Master, a leader with centuries of experience in the very crucible of battle. His own fighting skills will be unsurpassed, whether in the use of gun, blade, or bare hands. His very rank speaks of a past littered with the bodies of bloodied, beaten foes of the most terrifying and inhuman sort. It is not enough, however, for the Chapter Master to be its foremost warrior. He must also be a superb tactician, grounded in the teachings of the Codex Astartes and honed through countless decisions made in the maelstrom of close action. His soldiers are also his brothers, and he knows that they will give their lives at his command. He must preserve these magnificent fighters, but must also accomplish his mission and uphold the honour of his Chapter. He will be steeped in the lore of his Chapter and be sworn to keep its secrets and must conduct his diplomacy accordingly, for Space Marines maintain a web of time-proven oaths and honours debts and do not simply heed the commands of Imperial functionaries. Those who wish a Chapter Master to send his warriors into battle must give him good reason to do so. In addition to this, a Chapter Master will often be the ruler of his Chapter's home world, a resource that is too valuable for him to ignore. Amongst the greatest risks facing a Chapter Master is the very power he wields, for a Chapter of Space Marines is a force capable of devastating entire worlds at his order.

Even a Space Marine can feel pride, ferocity, and desire—it is, after all, their hero's soul that drives them to acts of selfless sacrifice. But in these things lie the seeds of hubris that can eventually lead to damnation. Any Space Marine, but especially a Chapter Master, must beware the short path to victory, must consider both the ends and the means, and must heed the example of Emperor and Primarch.





I

Character Creation

- Creating Your Deathwatch Space Marine
- Demeanours
- Roleplaying as a Space Marine
- Space Marine Abilities
- Space Marine Chapters of The Deathwatch

Chapter I: Character Creation

"The enemies of the Emperor fear many things. They fear discovery, defeat, despair, and death. Yet there is one thing they fear above all others. They fear the wrath of the Space Marines!"

–Imperial Maxim

In **Deathwatch**, you take on the role of a Space Marine—a genetically-enhanced warrior who has given up his very humanity in order to save Mankind. In addition, you are not just any Space Marine. You have been specially chosen to be inducted into an elite special mission force known as the Deathwatch.

As a Space Marine, you have already faced, and defeated, countless numbers of the Emperor's foes. You have taken part in planet strikes, descending in drop pods upon columns of fire, and brought the Emperor's justice to the unclean. You have boarded haunted space hulks and purged with bolt and flame the slavering creatures lurking within. You have descended into the very bowels of the mightiest of hive cities, and emerged victorious over the ultra-violent forces of recidivism and heresy.

However, all of that was just the beginning. In the Deathwatch, the true horrors that seethe and gibber and hunger to devour the soul of Mankind await you. Only the very strongest are selected. Only those most blessed in the eyes of the Emperor prevail.

Serving the Deathwatch, you will face untold enemies. Some you have already met in battle and defeated many times over. The barbarous Ork, the perfidious Eldar, and the ravening Tyranids all await you, in greater numbers than ever before. Other vile xenos must also be faced, creatures not yet named in the annals of the Imperium. You must take the battle for survival into the unknown regions of space and root out the vile taint of the alien, before it can spread and infect the entire galaxy.

Other enemies wait too, for truly, the foes of Mankind never tire. The servants of the Ruinous Powers plot the downfall of the Imperium, and you must face perhaps the most terrible of enemies—the Traitor Legions, your own kin who turned against the Emperor at the very dawn of the Age of Imperium.

To enter the Deathwatch is to take the most binding of oaths. Of what you see, what you kill, you may never tell, except to those who you fight alongside. Your victories will go unheralded, your deeds unknown, and your name unrecorded save in the sealed archives of the mysterious Ordo Xenos. But the Deathwatch crave not glory; they desire only to serve, and to keep the darkness that hungers for the soul of Man at bay, to cast it into the night, never to return.

You are Deathwatch. You are the right hand of the Emperor, and none may stand before you.

Creating your Deathwatch Space Marine

"Space Marines are men in the same way a knife is a piece of metal. Space Marines are forged, not born. They are the finest weapons of the Emperor's will."

–Commissar Holt

To get started on your elite special missions, you need to create your alter ego, known as a Player Character (PC). This is also referred to in this text as your "Space Marine" or "Battle-Brother" for the sake of convenience. Creating a Player Character for your **Deathwatch** game is a simple process that many people find fun in itself. As you move through this chapter, you will find the tools to construct an interesting persona with a history, motivations, and a clear idea about what the future may hold. Be aware, there may be unfamiliar terms, places, and concepts within this chapter, but have no fear—all will be explained as you explore the rest of this rulebook and join the ranks of the Deathwatch.



At the beginning, you will need to gather some supplies. You will require two ten-sided dice (or 2d10, as they are referred to throughout the rules), a character sheet, a pencil, and an eraser. It is best to write everything in pencil to start with, as you may end up changing or adding to things as you go along. In addition, you might want to have some spare scraps of paper to make notes on. It is also useful to get together with your GM and the group of people you'll be playing with when you make your PC. Not only is it more fun to compare things as you go along, you will also be able to make sure that your characters all complement one another.

There are five steps you should follow whenever you are creating a new Space Marine. Each step is relatively simple, consisting of making a few choices and recording your selections onto your character sheet. Each stage in the character creation process is as follows.

Stage 1: Generate Characteristics

Many of the key aspects of your character are defined in terms of numbers. Some of the most basic of these are called Characteristics. They represent your Space Marine's capabilities, ranging from physical Characteristics such as Strength and Toughness to mental ones like Intelligence and Willpower.

- All Space Marine characters begin the game with the Skills, Talents, and Traits listed on page 36. These have already been marked for you on the character sheet provided in this book (see page 397).
- All Space Marines have many special implants that give them special bonuses and abilities. These bonuses are included on the character sheet provided in this book, and are summarised onpage 16. For detailed information on these implants, see page 36.
- All Space Marines seconded to the Deathwatch begin with Skills and Talents granted by special hypno-conditioning and training, represented by the Deathwatch Training Talent and access to the Forbidden Lore (Xenos) Skill. These have already been marked for you on the character sheet provided in this book.

Stage 2: Select Chapter

The next step in creating your character is to determine your Space Marine's home Chapter. A Chapter is a self-contained Space Marine force that has been your character's home for decades (if not centuries!). The Imperium is a vast civilisation, and by the time your character begins his adventures in the Deathwatch, he has been influenced by many factors, chief amongst them the beliefs and traditions of his home Chapter. In this book, the available Chapters include: Black Templars, Blood Angels, Dark Angels, Space Wolves, Storm Wardens, and Ultramarines. Many more Chapters exist in the *Warhammer 40,000* Universe, and future **Deathwatch** sourcebooks will expand the available Chapters and provide other options to enhance this step of character creation.

Other Chapters and Custom Chapters

There are a number of very famous and distinguished Chapters of Space Marines in the Warhammer 40,000 Universe other than the six presented in this book. Future books for the Deathwatch line will present some of thee classic Space Marine Chapters and provide more details on the six Chapters for this book as well.

In addition, a future book in the Deathwatch line will provide extensive rules on how to create your own custom Space Marine Chapter!

- When you choose your character's Chapter, this decision affects his personality, his characteristics, and his combat abilities. The Chapters are listed on pages 38–54.
- Each Chapter modifies your character's Characteristics. Add the bonuses from your Chapter to the appropriate Characteristics on your character sheet.
- The culture and gene-seed of a Space Marine's Chapter grants him a Solo Mode Ability. Write down the name of this ability on your character sheet. See page 215 for more on Solo Mode Abilities.
- All Space Marines of a particular Chapter possess a Demeanour that embodies the beliefs and traditions of that Chapter. Write down the name of this Demeanour on your character sheet. See page 32 for more on Demeanours.

Stage 3: Select Speciality

While your Chapter and Characteristics are important for understanding your character, it is your Speciality that defines your character's function within the game. **Deathwatch** has six Specialities: Deathwatch Apothecary, Deathwatch Assault Marine, Deathwatch Devastator Marine, Deathwatch Librarian, Deathwatch Tactical Marine, and Deathwatch Techmarine. As you play the game, your Rank within your Speciality will increase. This opens doors to a host of new options, giving you the means to customise your Space Marine.

- Space Marine characters each have a Speciality that represents their role in the Kill-team. Choose one from the options on pages 68-90.
- Most Specialities include at least one Skill that the Space Marine gains during character creation. Note this down on your character sheet.
- Each Speciality has a selection of Special Abilities. Choose one and note it down on your character sheet.
- Some Specialities (such as Librarian and Techmarine) gain further options from their Special Abilities. Read the chosen Special Ability carefully to make sure you don't miss any important choices for your character.

Stage 4: Movement, Wounds, Fate, and Experience Points

This step is where you can further customise your Space Marine. Each character begins play with an amount of Experience Points (xp) that reflects his life prior to joining the Deathwatch. You may spend your starting experience to purchase new Skills and Talents or to improve your Characteristics. See **Chapter II: Specialities** for details. This stage is also the point where you determine how many Fate Points and Wounds your character has.

- Determine the Space Marine's starting wounds by rolling 1d5 and adding 18 to the result. For more details, see page 27.
- Determine the Space Marine's starting Fate Points by rolling 1d10 and consulting Table 1–2 on page 27.
- Determine the Space Marine's movement rates by consulting table 1–3 on page 27. The Space Marine's power armour will increase your Agility Bonus by 1 for this purpose.
- You may now further customise your Space Marine by spending 1,000 experience points on certain Advances. See page 57 for more details. You may purchase Advances from any combination of the General Space Marine, Chapter, or Speciality Advance tables, as appropriate for your Rank (you begin as Rank 1).

Stage 5: Starting Equipment

Space Marines begin the game with a set of equipment worthy of their exceptional talents, gear that makes other warriors weep with envy. See **Chapter V: Armoury** for details on your character's starting gear based on your Speciality.

- Every Space Marine has a selection of equipment provided to him. Note the starting equipment for a Space Marine and the gear for your chosen Speciality on your character sheet.

Stage 6: Giving Characters Life

Once all the numbers are finished with, it is time to flesh out your Space Marine. This stage helps you define your character's past, temperaments, beliefs, and more. This step is an important one, as it helps you portray the character during game play and makes your Space Marine a unique being, helping to set him apart from others who may fill a similar niche. During this step, you also select your character's Demeanours—strong elements of his personality that define him as an individual.

Spending Experience Points?

Several of the options in later chapters allow a character to spend an amount of Experience Points, abbreviated as "xp." Starting characters in Deathwatch begin with 1,000 xp that they may spend to purchase an available option. See page 57 for more details.



- Consider your character's appearance. What colour is his hair? Does he have any distinguishing features?
- Before joining the Deathwatch, your Space Marine performed admirably in the service of his Chapter. These events are what led to his selection to join the Deathwatch. Choose or randomly roll for a past history event from the tables on pages 29.
- Your Space Marine's power armour has had many owners, and it may have some particular quirks. Randomly roll for your power armour's history and quirks on Table 5–12 on page 162.
- Answer the questions on page 31 to flesh out the personality of your Space Marine.
- Choose a personal Demeanour that best fits your character. This can contrast or compliment your Chapter Demeanour. Your personal Demeanour may change over time as your character develops during the game.
- Give your Space Marine a name, either by thinking one up on your own or choosing one from Table 1–11 on page 34.

Stage 7: Play Deathwatch

With all of this complete, you are now ready to play **Deathwatch**!

Stage 1: Generate Characteristics

"Amongst a hundred men, there may be none fit for the Adeptus Astartes. Amongst a hundred Space Marines, there may be one fit for the Deathwatch."

–Watch Captain Brand

Characteristics represent your character's raw ability, on a scale of 0 to 100, in a variety of physical and mental areas. Your character's Characteristics are important for a variety of reasons, but principally, they reflect your ability to succeed at certain actions. Since you want to roll under your Characteristic when attempting to accomplish something that has dramatic consequences in the game, the higher your Characteristic is, the better off you will be.

Weapon Skill (WS)

Weapon Skill measures your character's competence in hand-to-hand fighting, whether using fists, knives, or lightning claws.

Ballistic Skill (BS)

Ballistic Skill reflects your character's accuracy with ranged weapons, such as boltguns, lascannons, and meltaguns.

Strength (S)

Strength describes how physically strong your character is. It is important to note that Space Marines are inherently possessed of incredible strength: all Space Marines possess the Unnatural Strength (x2) Trait. See page 136 for details.

Toughness (T)

Toughness defines how easily your character can shrug off injury as well as how easily he can resist toxins, poisonous environments, disease, and other physical ailments. It is important to note that Space Marines are exceptionally tough and difficult to kill: all Space Marines possess the Unnatural Toughness (x2) Trait. See page 136 for details.

Agility (Ag)

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

Intelligence (Int)

Intelligence is a measurement of your character's acumen, reason, and knowledge.

Perception (Per)

Perception describes how well your character perceives his surroundings. It reflects the acuteness of your character's senses. Space Marines have two special implants that affect their Perception. See page 36 for details.

Kill-Teams?

The term "kill-team" is most often used for small, squad-sized units of Space Marines sworn to the Deathwatch. For the purposes of the Deathwatch roleplaying game, kill-team refers to the player character group.

Handedness

Space Marines are naturally ambidextrous, so in Deathwatch, it is not important to note which hand is dominant. You may, of course, choose that your Space Marine prefers to use one hand or the other if you wish.

Willpower (WP)

Willpower demonstrates your character's ability to withstand the horrors of war and the dread opponents he is bound to encounter in his missions with the Deathwatch.

Fellowship (Fel)

Fellowship is your character's ability to interact with other creatures, to deceive, charm, or befriend them.

Characteristic Bonuses

Each Characteristic has a corresponding bonus. A Characteristic Bonus equals the tens digit of the Characteristic score. For example, a character with a 41 Intelligence has a 4 Intelligence Bonus. Generally, Characteristic Bonuses are used to determine the measure of success or failure in situations or tests that have variable results.

GENERATING CHARACTERISTICS

Characteristics are generated one at a time. For each, roll 2d10, add the resulting numbers together, then add 30. Follow this procedure once for each of your Characteristics until you have the results for all nine and then fill them in on your character sheet. When recording each Characteristic on your character sheet, remember to write the first digit of the number in the circle. Writing those digits in the circles allows you to see what your Characteristic Bonuses are at a glance. Note that one or more of your Characteristics may be further modified by your choice of Chapter in Stage 2: Select Chapter.

ince you are playing a character who represents one of the Imperium's mightiest defenders, you may re-roll any one result of your choosing. Should you choose to do this, you must keep the new result, even if it is worse than the old one.

Example

Sam is creating a new **Deathwatch** *character, so he rolls 2d10 for his Weapon Skill Characteristic and gets 11. Next, he adds 30, for a final Weapon Skill of 41. He repeats this process for the rest of his Characteristics, gaining the following results:*

Characteristic	2d10 Roll	Total	Characteristic Bonus
Weapon Skill	11 (+30)	41	4
Ballistic Skill	7 (+30)	37	3
Strength	16 (+30)	46	4
Toughness	10 (+30)	40	4
Agility	9 (+30)	39	3
Intelligence	12 (+30)	42	4
Perception	15 (+30)	45	4
Willpower	14 (+30)	44	4
Fellowship	8 (+30)	38	3

Sam gets one re-roll. Looking at his Characteristics, his worst score is his Ballistic Skill. Since he intends to gun down plenty of hostile aliens, he decides to roll for Ballistic Skill again. He rolls 2d10 and gets a 15! He replaces his BS with 45, so his Characteristics now look like this:

WS	BS	S	T	Ag	Int	Per	WP	Fel
41	45	46	40	39	42	45	44	38

Stage 2: Select Chapter

"Forget your past life. From this day on, you are simply a Dark Angel—nothing else is of consequence. The Chapter is all that matters."

–Commander Azrael addressing new recruits to the Scout company

After generating your Characteristics, your next step is to determine your Space Marine's home Chapter. There are roughly a thousand Chapters of Space Marines within the Imperium, each one possessing unique beliefs, traditions, and battle honours from ten millennia of war amongst the stars. The particular principles and rituals of a Space Marine's Chapter encompass the majority of his adult life, and the guidance of the other Space Marines of his Chapter shape him above all other influences. When you select your home Chapter, you gain certain modifiers to your Characteristics, a starting Solo Mode ability, and a special Demeanour. Not to worry—all of these terms will be explained later on! Note all of these things down on your character sheet and move on to the next stage. You will find a selection of Chapters on pages 38–54.

Allocating Points

An alternate method for generating Characteristic scores is to give each player a number of Characteristic points that he may assign as he wishes. In this case, the player begins with a score of 30 in each Characteristic and may allocate a total of 100 additional points to his Characteristics, adding no more than 20 to any one Characteristic. This method generates characters with slightly lower than average scores.

Stage 3: Select Speciality

"Zeal and fury are rewarded with victory."

–Captain Davian Thule of the Blood Ravens

Once you have chosen your Space Marine's home Chapter, the next step is to select his Speciality. In the Deathwatch, a character's Speciality defines his role and function within a kill-team. In their home Chapters, Space Marines are able to wage war in a wide variety of roles on the battlefield. However, the elite special missions conducted by the Deathwatch require a tighter focus on a Space Marine's natural talents. A Speciality helps guide your character's development, determining your starting gear, Skills, Talents, and a variety of other factors, helping to build a place for yourself within your kill-team.

To determine your Speciality, you make a selection from those available (note that some Chapters are restricted and may not select certain Specialities). Once you know what your character's Speciality is, copy down all of the relevant information onto your character sheet—your starting Skills, Talents, and gear. In some cases, you will need to make a choice between one thing or another. If in doubt over what to choose, ask your GM for advice.

Before play begins, you will get the chance to make further improvements to your character (for details, see Stage 4: Spend Experience Points).

Table 1-1: Specialities

Speciality	Description	Page	Restrictions
Deathwatch Apothecary	Medical experts and healers	68	Space Wolves
Deathwatch Assault Marine	Fierce hand-to-hand combatants	72	—
Deathwatch Devastator Marine	Masters of heavy weapons	76	Black Templars
Deathwatch Librarian	Powerful battle-psykers	80	Black Templars
Deathwatch Tactical Marine	Well-rounded leaders and warriors	84	—
Deathwatch Techmarine	Bionically-enhanced masters of machinery	88	—

Stage 4: Movement, Wounds, Fate, and Experience Points

"They shall be pure of heart and strong of body, untainted by doubt and unsullied by self-aggrandisement. They will be bright stars in the firmament of battle, Angels of Death whose shining wings bring swift annihilation to the enemies of man. So it shall be for a thousand times a thousand years, unto the very end of eternity and the extinction of mortal flesh."

–Roboute Guilliman, Codex Astartes

Once you have determined your Speciality, your next step is to note down your character's Movement, Fate Points, and Wounds on your character sheet. Finally, you spend your 1,000 starting Experience Points by referencing the appropriate Rank Advances in **Chapter II: Specialities** before moving on to the next Stage.

Wounds

Wounds are a vital part of any character and represent how much punishment he can take before suffering serious injury. To determine your character's wounds, roll 1d5 and add 18 to the result. The total number is how many wounds your character begins play with.

Example

Steve's character is Storn, a Space Wolf. To determine Storn's starting Wounds, Steve rolls 1d5 and gets a result of 3. Adding this number to 18, Storn has 21 (3 + 18) starting Wounds.

Fate Points

Space Marines are unique individuals that are destined to do the Emperor's work. Fate represents this special destiny that sets this Space Marine apart from the other Battle-Brothers of his Chapter. Roll 1d10 on table 1–**2**: Fate Points to determine your character's starting number of Fate Points.

Table 1-2: Fate Points

Dice Result	Fate Points
1-7	3 Fate Points
8-9	4 Fate Points
10	5 Fate Points

Movement

Characters may move at one of four speeds: Half Move, Full Move, Charge, and Run. The number of metres a character may move in his turn is determined by his Agility Bonus. Traits and Talents can modify some or all Movement Speeds. For more information about these modes of Movement, see page 205. Note that the Space Marine's Power Armour improves his normal Agility Bonus for calculating movement rate by 1.

Table 1-3: Movement in Metres Per Round

Ag Bonus	Half Move	Full Move	Charge	Run
1	1	2	3	6
2	2	4	6	12
3	3	6	9	18
4	4	8	12	24
5	5	10	15	30
6	6	12	18	36
7	7	14	21	42
8	8	16	24	48
9	9	18	27	54
10	10	20	30	60

Starting Experience

All **Deathwatch** characters begin play with 12,000 xp. This initial amount of xp is considered to have already been spent in preparing your character's abilities to the point where he is now. *You do not actually spend these xp; that amount represents your character's pre-existing Characteristics, Skills, and other abilities.* This initial xp is primarily of concern when bringing **Deathwatch** characters into other Warhammer 40,000 Roleplay games, such as **Dark Heresy** and **Rogue Trader,** or vice versa.

Beginning characters also have an additional 1,000 xp that they may spend to increase Characteristics, acquire or improve Skills, acquire new Talents, and so on. **Chapter II: Specialities** describes the cost of these improvements, referred to as Advances, as well as what Advances are available based on your Speciality—you may spend your 1,000 xp on any advances from your Chapter Advances, the first rank of the General Space Marine Advances, and the first rank of your Speciality. Because your character has just recently joined the Deathwatch, you may not spend your starting xp on Advances from the Deathwatch Advances. Be sure to note how much xp you spend, as spent xp determines your character's Rank within his Speciality. When you have finished spending your initial 1,000 xp, your character's total xp should equal 13,000, less any XP you have left over (if you purchased less than 1,000 xp worth of Advances).

Hellish Tasks

The initial 1,000 Experience Points represents the fact that your Space Marine has been sent to the Deathwatch as a seasoned Battle-Brother amongst his home Chapter. Surviving the difficult missions of the Deathwatch is not easy, but rising to and overcoming that challenge rewards the Space Marine with renown and glory. If your Game Master is running a campaign intended for more experienced characters, he may decide to gift your character with additional starting Experience Points and gear. If this is the case, simply spend the xp as if you had earned them through play. Chapter II: Specialities describes this process in detail.

Stage 5: Starting Equipment

"This is the holy bolter. It is a Godwyn-pattern model with an ammo counter, sinister/dexter locking mechanism, and a sickle magazine containing 30 rounds. Each round is a .75 calibre bolt with a diamantine tip, depleted deuterium core and mass-reactive detonator. It fires in four-round bursts."

–Sergeant Kell of the Dark Angels to his Scout Squad

No Adeptus Astartes would claim he truly needs energised blades or acid-filled rounds to best the Emperor's enemies. However, certain basic equipment is virtually synonymous with the responsibilities of the Deathwatch. In addition to his power armour, a Battle-Brother always has access to the essentials of his Speciality without the need to Requisition them. His power armour and many of his weapons may have been brought with him from his Chapter, and the Deathwatch ensures he stays supplied with standard grenades and bolt shells. See **Chapter V: Armoury** for more details on each of these items.

- **All Specialities Standard Issue:** Astartes power armour, Astartes bolt pistol, 3 Astartes frag grenades, 3 Astartes krak grenades, Astartes combat knife, repair cement, one Chapter Trapping.
- **Deathwatch Apothecary Standard Issue:** Astartes bolter with fire selector, reductor and narthecium.
- **Deathwatch Assault Marine Standard Issue:** Astartes chainsword, Astartes jump pack.
- **Deathwatch Devastator Marine Standard Issue:** Astartes heavy bolter with backpack ammo supply.
- **Deathwatch Librarian Standard Issue:** Astartes bolter with fire selector, force weapon.
- **Deathwatch Tactical Marine Standard Issue:** Astartes bolter with fire selector, one clip of Special Issue ammunition (not exceeding 25 Requisition per clip) per mission. Note that you must still meet the Renown requirement for this ammunition.
- **Deathwatch Techmarine Standard Issue:** Astartes bolter with fire selector, Astartes servo-arm (as a part of his power armour), and one other Common craftsmanship cybernetic (chosen at character creation). See the Cybernetics section for rules on installing further bionics.

Stage 6: Giving Characters Life

"Salute the great Primarch, salute the Emperor, onward to victory!"

–Lord Macragge

The numbers and words you have written down so far are the nuts and bolts that define your character's capabilities. They say little about the character's past, personality, and other details that help you and others visualise your Space Marine.

Height and Weight

Whilst wearing their power armour, an unarmed Space Marine typically stands slightly over 2.1 metres tall and weighs between 500–1,000 kg. When you visualise your Space Marine character, you should decide if he is taller or shorter, lighter or heavier. Generally speaking, Space Marines rarely vary to a large degree in height or weight—your character, however, may have been one of those unusual few who is the exception to the rule!

Gender & Appearance

Due to the special nature of the zygotes that make up a Space Marine's geneseed, all Space Marines are male. Appearance encompasses all of your character's physical traits. Note down any special features of your Space Marine's appearance on your character sheet. Many Space Marines have scars from past battles against the Imperium's numerous foes. Some bear special service studs implanted into their forehead to mark a century of service with his Chapter. Space Marines may have short hair, long hair, or can be completely bald; many have a piercing gaze or a deep, commanding voice. You should select some of these details or create your own to personalise your character's appearance.

Past Events

Your past has had a strong influence on your character (unless, of course, your Space Marine has been mind-cleansed!). You may already have a great idea about what has happened to your character before he joined the Deathwatch. If this is the case, go ahead and write it all down. If you would like a little inspiration, use the tables below to figure out what happened before your Space Marine was chosen to attend Watch Fortress Erioch. To use these tables, find the corresponding one to your Space Marine's chosen Chapter. Either select one of the choices or roll 1d5 and find the entry that matches the result. Note that these entries can be used to help flesh out your character's background and personality. In addition, the GM can use these entries to craft additional encounters involving your character during the **Deathwatch** campaign.

Power Armour History

Once you have determined an event in your past, you can move on to the next step: determining any particular quirks of your Space Marine's power armour—a suit of ancient armour that enhances the Space Marine's already impressive musculature and senses. To a Space Marine, his power armour is a sacred piece of gear with its own history and legend. Most power armour is quite old and has had numerous wearers before its current owner, and the war spirit of such armour tends to acquire certain unique characteristics that set it aside from the rest.

To determine your power armour's history or quirks, roll on Table 5–12: Power Armour Histories and Quirks on page 162.

Table 1-4: Black Templars Pasts

1d5 Result	Past Experiences
1	**Received a Vision:** On the eve of a great battle, you prayed for guidance from the Emperor and received it. This guidance took the form of a vision, the details of which are known only to you. Afterwards, you helped defeat a powerful enemy and proved the worth of your faith in the Emperor.
2	**Established a Keep:** You lent your assistance to establishing a Chapter keep upon an isolated frontier world as part of the Black Templars' eternal crusade. This grim fortress stands as a monument to your deeds and those of your fighting company.
3	**The Geonide Crusade:** Alongside your fellow Black Templars, you recovered invaluable artefacts from the Adeptus Mechanicus laboratories under siege by rebellious forces on the planet of Geonide. You personally slew a handful of rogue psykers and resisted their unnatural powers.
4	**Trained a Neophyte:** You upheld the traditions of the Black Templars by training and mentoring a young Neophyte through dozens of battles. Some Neophytes do not survive to become full Initiates in the Chapter.
5	**Boarding Action:** The Black Templars are a fleet-based Chapter, and during a tense battle in space, you and a group of your fellow Space Marines launched a boarding action against an enemy ship (perhaps via a boarding torpedo or a Thunderhawk) destroying it from inside and turning the tide of the battle and preserving the fleet for later crusade.

Table 1-5: Blood Angels Pasts

1d5 Result	Past Experiences
1	**Scouring of Ultramar:** Commander Dante dispatched several squads of Blood Angels, including your own, to assist the Ultramarines in cleansing several worlds of the Tyranid presence of Hive Fleet Behemoth. After three years, you and the other survivors of this mission returned with invaluable experience in fighting this particular xenos threat.
2	**Assault on Baal:** You held the line with the rest of your Battle-Brothers against an Ork invasion of your homeworld, Baal. You were among the reinforcements who successfully defended the Blood Angel fortress-monastery against the greenskin tides.
3	**A New Beginning:** The Blood Angels have had rocky alliances with their successor Chapters. However, you were there to witness a historic event when the Flesh Tearers (a successor Chapter of the Blood Angels) sealed a pact of brotherhood and ended centuries of strife and discord.
4	**Golgotha Strike Force:** You were part of Strike Force Bloodhawk, deployed to the insurrectionist world of Golgotha. Perhaps you were in the armoured columns or amongst the Stormraven gunships that smashed through the outer fortress walls.
5	**Purged a Space Hulk:** In support of Blood Angel Terminators from the First Company, you assisted in the cleansing of a massive space hulk, infested with dangerous xenos lifeforms, Chaos renegades, or worse.

Table 1-6: Dark Angels Pasts

1d5 Result	Past Experiences
1	**Encountered the Fallen:** You have come face-to-face with (or have had a rare glimpse of) the black-armoured Space Marines who were once your brothers, the Fallen Dark Angels. These renegades are relentlessly hunted by your Chapter, and you have been sworn to secrecy regarding their existence.
2	**Served in the Ravenwing:** You have joined your brothers on many lightning attacks as part of the Ravenwing. Either as gunner on a Land Speeder or an attack bike, your speed and precision against countless enemies of the Imperium is rivalled by few. You may have even been privy to secrets that few even in the chapter know.
3	**Preserved the Secrets of the Chapter:** Your unquestioning loyalty has been proven in the trials of combat when you were part of a mission of utmost importance, purging heretical records forged by those who would spread vicious lies about the Dark Angels. What secrets you destroyed are a mystery even to you and will remain so for all time.
4	**Thunderhawk Gunner:** You have served your Chapter as the gunner for one of the powerful Thunderhawk gunships. You have a unique perspective on the battlefield, having fought in the air, on the ground, and in space.
5	**The Lion and the Wolf:** While serving alongside the Space Wolves chapter, you were chosen to fight a ritual duel against one of their members. You claimed distinction with your victory and at least one Space Wolf curses your name under his breath.



Table 1-7: Space Wolves Pasts

1d5 Result	Past Experiences
1	**Bitter Vengeance:** You have fought face-to-face with Chaos Space Marines from the Thousand Sons Legion. These renegades are considered arch-enemies of the Space Wolves, and furious, no-quarter battles erupt whenever they meet.
2	**Fenris Hunter:** You have hunted and slain one of the extremely dangerous creatures native to Fenris. Among these creatures are the mighty kraken, huge ice bears, and the ferocious Fenrisian wolf.
3	**Service in the Fleet:** Most Space Marine Chapters maintain a number of strike cruisers, battle-barges, and smaller craft to support their operations on a planet's surface. Having fought many battles amongst the stars, you may have commanded a rapid strike vessel, or perhaps served as an officer aboard a larger ship.
4	**Wolf-Tamer:** Fenrisian Wolves have a unique bond with the Space Wolves Chapter, and often fought beside them. At one time, you had tamed such a powerful beast as a trusted battle companion. He may survive still back on Fenris, or he may have fallen to the weapons of the enemy in some previous combat.
5	**The Great Hunt:** Many times, Space Wolves have left Fenris to sail upon the sea of stars, seeking out any sign of their long-vanished Primarch Leman Russ. These Great Hunts have not yet succeeded in locating the primarch, but often carve new legends of heroism from across the galaxy. You have been fortunate enough to have taken part in a Great Hunt, and there is no doubt you have dozens of stories about the wonders and terrors you have witnessed.

Table 1-8: Storm Wardens Pasts

1d5 Result	Past Experiences
1	**Sole Survivor:** The Space Marines are mighty warriors, but they are not invincible. You learned this bitter lesson first-hand, as you are the only survivor of your squad, having encountered a particularly dangerous enemy; perhaps a Tyranid Hive Tyrant or Chaos daemon prince.
2	**Tank Gunner:** You have served your Chapter as the gunner in one of the Chapter's armoured vehicles, perhaps a Predator or Land Raider. You have fought in the vanguard of several armoured assaults, and the machine-spirits of such vehicles are well-known to you.
3	**Service in the Fleet:** Most Space Marine Chapters maintain a number of strike cruisers, battle-barges, and smaller craft to support their operations on a planet's surface. Having fought many battles amongst the stars, you may have commanded a rapid strike vessel, or perhaps served as an officer aboard a larger ship.
4	**The Scouring of Vigil:** You bear the deep scars of the campaign upon Vigil against the foul alien Slaugth. These xenos maggot-men and their slave-constructs were defeated in a long series of savage close-quarter battles in the tunnels beneath Vigil.
5	**Honour Preserved:** You have aided a fellow brother of your chapter in preserving his honour. Be it a promise he made that became complicated by fortune or simply a sequence of events that could have gone awry, you are well known within your chapter as a brother who respects his own honour as well as that of others.

Table 1-9: Ultramarines Pasts

1d5 Result	Past Experiences
1	**Tyrannic War Veteran:** You fought in the Battle for Macragge, struggling against horrid Tyranid beasts from Hive Fleet Behemoth. Thanks in part to your efforts, the Ultramarines prevailed at great cost.
2	**Cleansed Thrax:** You helped defeat countless daemons on the Chaos-corrupted Forge World of Thrax. Chapter Master Marneus Calgar issued the order for Exterminatus upon the mission's completion.
3	**Endured the Waaagh!:** You stood with your fellow Ultramarines against Waaagh! Gutshredda in the Forgoil system. Dozens of greenskin invaders died at your hands.
4	**Banner Bearer:** You were once chosen to carry a standard, possibly a back banner for your squad or even the prestigious company banner. This selection was a great honour, and one not easily relinquished until you joined the Deathwatch.
5	**Scout Sergeant:** For a time, you led a Scout squad in the Ultramarines Tenth Company. During this time, you mentored many young Scouts on their way to becoming full Battle-Brothers.



NATURE

The character creation process provides you with the skeleton of your Space Marine. However, these numbers and notes are not the sum total of your character—a vital element remains to be added: You! The background details of your character's life are largely up to you—as is, of course, his personality.

ome people like to develop their characters during play, and that is a perfectly reasonable approach. When you start to play, it may be enough to know that your character is a Space Wolf Assault Marine who has been chosen to join the Deathwatch. Many players, however, prefer to work out background and personality notes before the game begins. If you need some help fleshing out your character, try answering the following six questions. These answers should help you focus your thoughts on the emerging personality and history of your Space Marine character.

What is Your Homeworld Like?

You should consider giving some thought to your character's homeworld, and the culture he grew up in as well. There are many different types of worlds settled by humanity (see page 292 for some examples), and each can have an impact on how a character native to that world thinks and acts. What was your home culture like? Were you born into a feral tribe or hive gang? Perhaps you were part of a knightly order, or had been born into your world's aristocracy?

However, for a Space Marine, the culture of his home world is not as significant as the beliefs and traditions that surround him after he is recruited into his Chapter. After all, little more than a decade of his life is spent as a human before he begins to be shaped by the Space Marine Chapter that has recruited him.

What is Your Personality Like?

The first thing you should consider is your character's disposition. What is he like? Fiery and passionate, or earthy and practical? Is he pessimistic and cynical or does he always have faith that the best will happen? Answering these questions will help to round out your Space Marine beyond the extremes of his Demeanours. What is your instinctive response to threats, surprises, or pressure to perform?

Why Were You Selected for the Deathwatch?

For many Chapters, the selection of a Space Marine to join the Deathwatch is an honour. Some Chapters consider it to be a very high honour, whilst others believe that service with the Deathwatch is little more than a diversion of his true duties amongst his Battle-Brothers. Your Space Marine was specially chosen, and you should give some thought as to what factors were involved with that choice.

Perhaps you accomplished some particularly difficult task, or defeated an especially dangerous enemy. Perhaps you survived a nigh-unstoppable assault, or were wounded defending an important objective...perhaps even a luminary of the Imperium, such as an Inquisitor or Imperial Commander. It is also possible that you have been sent to the Deathwatch as a form of exile, perhaps to teach you humility or atone for some failure, real or perceived. Whatever the case, the circumstances of your selection to join the Deathwatch will likely colour your opinions and beliefs for some time to come...

What Does the Deathwatch Mean to You?

The Deathwatch is an elite force gathered from Space Marine Chapters across the galaxy. Its purpose is to hunt the alien forces that threaten the Imperium of man, operate in small Kill-teams in special missions that often taken them behind enemy lines, and venture into dark, secret places at the bequest of the Inquisition. Were it not for the Deathwatch, the Imperium would have long since crumbled into oblivion at the hands of heretics, Chaos renegades, and foul xenos.

However, the performance of these duties is often done in contravention of the Codex Astartes, and involves Chapters who may be rivals (or even enemies) of one another. How does your Space Marine reconcile the differences between how the Deathwatch operates and the values of his home Chapter? Does he believe in the purpose of the Deathwatch, or does he consider his assignment a dangerous distraction from the efforts of his Chapter? Is his role in the Deathwatch a step down from the authority and rank he enjoyed in his home Chapter, or is it a humble reminder of his place in the Emperor's plan for the universe? Is service in the Deathwatch an opportunity to gain great glory, or is it a chance to atone for past sins?

What Do You Desire?

Some Space Marines hunger for glory, others for honour. What are the things that warm your heart through the long dark night of the soul? Perhaps a person, or a place, or a world that has been overrun by Tyranids or consigned to destruction? Perhaps you love thrill of taking extreme risks, or perhaps you dream of facing a truly worthy opponent in either guile or strength. Maybe you prefer the quiet depths of your own faith in the God-Emperor, or maybe you enjoy nothing more than telling a grand tale of your own exploits.

What Do You Hate?

Hatred's flame burns long and cold, even when all hope is extinguished. What will sustain you through violence, horror, and death? Do you seek to destroy as many Tyranids as you can find? Do you wish to lay low the renegade Chaos Space Marines who slaughtered your closest friends—your Battle-Brothers? Perhaps you detest the cowardice you discern in normal humans, or perhaps you simply cannot endure heresy against the Emperor. Hate is a powerful weapon in the hands of the Adeptus Astartes, but it can spread like rot in the heart of the greatest hero, a flaw that may one day act as his doom.

Demeanours

"Your honour is your life. Let none dispute it."

–Captain Navarre of the Black Templars

Demeanours are specific traits associated with a Space Marine. Some Demeanours are linked to the Space Marine's home Chapter—the Chapter's beliefs, traditions, or even specific flaws in their geneseed—whilst others are unique to that individual Space Marine's personality.

The purpose of Demeanours is to highlight what makes each Chapter—and each Space Marine—different. They exist in **Deathwatch** as a narrative prompt, meaning that they present options and reasons for a Space Marine player character to act a certain way or respond in a particular manner to any given circumstance. Demeanours are not a straightjacket; they do not force a character to take action. Rather, Demeanours present the player with ideas and opportunities for his roleplaying to have an impact on the mechanics of the game.

Demeanours that are linked to the Chapter apply to all Space Marines from that Chapter, whilst Demeanours from the general list can be selected by any Space Marine from any Chapter. Deathwatch Space Marines always possess their Chapter's Demeanour and must choose one additional Demeanour from Table 1–10.

USING DEMEANOURS

Part of the fun of a roleplaying game involves selecting unique choices personal to one's own character, and then gaining the benefits of that choice during the game. In this way, a Demeanour can be both a particular advantage for the Space Marine or portray a challenge he must overcome—and in enduring, grow stronger.

The Chapter Demeanour represents the beliefs and traditions of your home Chapter. It may also represent particular quirks or mutations of their gene-seed. Your Chapter Demeanour is part of the bedrock of your character, and as such, the Chapter Demeanour does not change. Your Personal Demeanour represents a strongly-held set of values or facet of your personality. It may be an ideal you strive to live up to or a code of honour. However you choose to describe it, your Personal Demeanour is a powerful part of who you are and helps set you apart from the other Space Marines of your Chapter. During the course of the campaign, part of the GM's role to challenge your personal Demeanour and test your values. Will you hold true to your beliefs in the face of utter evil or seductive temptation? It is natural that your character should grow and change over time, and that should be reflected in your Personal Demeanour. You may choose to change your Personal Demeanour at any time you feel it is appropriate...no one knows your character better than you!

o, in short: Your Chapter Demeanour never changes. Your Personal Demeanour changes with the character's growth and development as a character during the campaign.

Demeanours can be triggered by the player to gain a bonus in much the same manner as a Fate Point (see page 204). Unlike spending a Fate Point, however, triggering a Demeanour provides a bonus that can then be boosted by roleplaying.

Triggering a Demeanour

When a Space Marine focuses on the core elements of his personality, calls upon the legacy of his geneseed, or honours the important beliefs and traditions of his Chapter, he becomes more than just another Battle-Brother. He has triggered his Demeanour, and thus he becomes a paragon of his own traits and those of his Chapter.

In order to trigger a Demeanour, the Space Marine player need only announce that he is doing so and apply the benefits. When a Space Marine's Demeanour is triggered, the Space Marine gains any applicable benefit he would normally get from spending a Fate Point (see page 204). Triggering a Demeanour should be done in a manner that is relevant to the Demeanour, although it is up to the player's discretion as to how he chooses to interpret his Demeanour for the situation.

Table 1-10: Example Demeanours

D10 Roll (Optional)	Name	Description
1	Calculating	The Space Marine's mind is highly analytical, constantly aware of the pros and cons of any decisions he faces.
2	Gregarious	The Space Marine is a charismatic and talkative sort, one who puts his Battle-Brothers and even normal humans at ease.
3	Hot-Blooded	The Space Marine is quick to temper and aggressive in all things.
4	Studious	The Space Marine values lore and learning, preferring to think his way through a problem.
5	Taciturn	The Space Marine is a brooding individual, little given to conversation.
6	Pious	The Space Marine cherishes faith in his Primarch and the Emperor above all.
7	Stoic	No test of endurance is too much for this Space Marine.
8	Scornful	Pity has no place in this Space Marine's heart.
9	Ambitious	This Space Marine's gaze is ever-lifted towards his goal.
10	Proud	Dignity and honour are important to this Space Marine.

A Demeanour may be triggered a maximum of once (and only once, no matter how many demeanours he may have!) per game session. Triggering a Space Marine's Demeanours once per game keeps those elements that make him and his Chapter special front and centre in the game experience.

Example

Ross is playing a Dark Angel Space Marine with the Gregarious Demeanour. Ross invokes his Gregarious Demeanour to give him a +20 bonus to a Charm Skill Test when discussing tactics with the Lord Governor of Platea, and convinces the Lord Governor not to commit his forces foolishly.

Improvements

In addition, the benefits of triggering or overcoming the Demeanour may be enhanced if the Space Marine player puts effort into roleplaying the Demeanour. The player can portray his character either gaining strength from the ideals of his Demeanour or (alternately) considering the demeanour as a particular challenge to be overcome. If the Space Marine player roleplays his Demeanour well, he can gain an Improvement. An Improvement is a doubling of any applicable bonus (gaining a +20 bonus to a Test instead of +10, removing 2d5 Damage instead of 1d5, and so forth). For removing Fatigue, an Improvement removes all current levels of Fatigue.

A Space Marine Triggering his Demeanour can add an Improvement if the other Space Marine players agree that the Demeanour has been roleplayed well. This bonus is meant to reward additional effort on the Space Marine player's part and the appreciation of his efforts by the other Battle-Brothers in his kill-team. A simple method to judge this is to simply ask for the opinion of the other Space Marine players at the table after roleplaying the Demeanour. Alternatively, the other players may offer a thumbs-up or thumbs-down verdict—if the majority agree, the character gains the benefits of the Improvement.



Designer's Note: Triggering a Demeanour

The intention behind a Space Marine's Demeanour is to provide an opportunity for the Space Marine to gain a dramatic and highly memorable moment (a "divine moment of blessed fury") once per game. The opportunity provided by the Demeanour is inextricably linked to the Space Marine's Chapter and his own unique strength of personality—it is his chance to put the spotlight on just how his Chapter is different from those of his Kill-team Battle-Brothers, or (just as significant) how that particular Space Marine's personality is expressed. It is recommended to the GM that triggering a Demeanour should always have something extremely impressive occur in-game, even if the Space Marine player's dice utterly desert him. A Triggered Demeanour that results in an attack that hits and fails to do damage, for example, could still knock down the enemy—or (should the enemy escape) leave him with a distinctive scar that he will bear forevermore. It is left to the GM's discretion for the exact effects of this, but it should be suitably epic and reward the Space Marine for roleplaying his Demeanour.

In Your Hands

Some players may be used to having the Game Master keep track of a character's particular strengths and weaknesses. However, Game Masters have lots to do during a game. The GM manages the story, the pacing, the NPC's, the challenges, and describes the action. It is very easy for a GM to forget an additional detail for each character whilst handling all the other myriad aspects of his job. In addition, the player has his Demeanours listed prominently on his own character sheet and is far more aware of the effects that the events in the game are having on his character than anyone else. Therefore, if Demeanours are meant to come into play regularly during the game, it would be good to place them into the player's hands. Lastly, Deathwatch is at its best when the players themselves shape the course of the experience, from Cohesion to the Mission structure to the choice of Kill-team Leader. The reasons listed above are why the decision was made to make Triggering Demeanours a choice that is firmly under the player's control.

NAME

"Honour your Chapter and your name shall be remembered. Honour your Primarch, and your name shall be respected. Honour the Emperor, and your name will be legend."

–Chaplain Argrim of the Black Templars

Choosing a name for your character can be very difficult. If you are lucky enough to have a name in mind, go ahead and write it down on your character sheet. However, if you have difficulty coming up with a name on the spot (like many other gamers!), this section will help guide you in creating a great name for your Space Marine.

Names within the 41st Millennium are as varied as the many thousands of worlds that make up the Imperium. As mankind is an inventive and contrary creature, there are no standard or universal conventions that govern the names people give themselves. In some places, a single simple name might indicate low birth and ignominy, whilst in others, it might act as a mark of extreme wealth, fame, and good breeding. When deciding upon a name, feel free to mix and match any of the suggestions made by the naming tables. The idea, of course, is to create a name that suits your character—and no one knows more about your character than you do!



Table 1-11: Space Marine Names

1d10 Roll	Black Templar	Blood Angel	Dark Angel	Space Wolf	Storm Warden	Ultramarine
1	Wilhelm	Zorael	Naaman	Logan	Lorgath	Marcus
2	Sigismund	Cloten	Zahariel	Magni	Alistayr	Claudius
3	Alyxander	Astramael	Astelan	Ivar	Bennit	Gannys
4	Anselm	Bellerophon	Cadmus	Skif	Camerone	Varen
5	Navarre	Metraen	Bethor	Skold	Kestyr	Quintus
6	Bertram	Sepheran	Magron	Yngvar	Morgan	Scipio
7	Gervhart	Donatos	Nemiel	Balmung	Kurro	Invictus
8	Konrad	Rafen	Elyas	Hreidar	Angus	Lucian
9	Raimer	Arkio	Makradon	Haakon	Kenshen	Pasanius
10	Khordel	Leonatos	Calibos	Erik	Ramsay	Uriel

Other Warhammer 40,000 Roleplay Characters and Deathwatch

The most important information for players of **Dark Heresy** and **Rogue Trader** is that **Deathwatch** uses the same core mechanics and takes place in the same universe. There are some theme-related differences in the rules between these games, but **Dark Heresy** and **Rogue Trader** players should feel right at home with the way the game itself works.

It is important to note that **Deathwatch** Space Marines are quite powerful (particularly in combat!) in relation to **Dark Heresy** and **Rogue Trader** characters. A **Rogue Trader** character with 14,000 xp is roughly equivalent to a Rank 1 **Deathwatch** Space Marine (in that the Rogue Trader has a great deal of power tied up in his wealth and personal starship!), and a **Dark Heresy** character using an Ascended Career from **Ascension** with 14,000 xp is also roughly equal (having his own strengths in regards to Influence, many knowledge and investigative skills, and so forth). It is strongly recommended that the GM consider carefully before mixing Space Marines into **Dark Heresy** and **Rogue Trader** campaigns, because the Space Marine's combat abilities are significantly higher than any other type of character.

Dark Heresy characters using **Ascension** are particularly recommended if you wish to combine the two games. An Ordo Xenos Inquisitor and his trusted Throne Agents are quite appropriate to accompany a **Deathwatch** Space Marine (or even an entire Kill-team) on a mission, or set of missions, of particular import.

Requisition & Warhammer 40,000 Roleplay

It is assumed that, in **Deathwatch**, characters from other Warhammer 40,000 Roleplay games have some special dispensation to accompany the Space Marines on their missions (for instance, if one of the player characters is an Inquisitor). Throne Gelt and a Rogue Trader's Profit Factor have no meaning for the Deathwatch. Therefore, the other characters also benefit from the Requisition rules and may acquire Renown at the GM's discretion (see pages 138–141 for more information about Requisition and Renown).

If a **Deathwatch** character joins a **Dark Heresy** or **Rogue Trader** game, the GM is encouraged to determine a fair method of applying Requisition to the Space Marine character rather than participating in Profit Factor, Influence, or Throne Gelt (all of these terms are explained in **Rogue Trader**, **Ascension**, and **Dark Heresy**, respectively). Space Marines themselves generally do not use money!

Roleplaying as a Space Marine

"The warrior who acts out of honour cannot fail. His duty is honour itself. Even his death—if it is honourable—is a reward, and can be no failure, for it has come through duty. Seek honour as you act, therefore, and you will know no fear."

–Roboute Guilliman, Primarch of the Ultramarines



Roleplaying as a Space Marine presents a unique challenge: Space Marines are more than human, larger-than-life figures more akin to the heroes of the Trojan War and the *Odyssey* than to Inquisitional Acolytes or a Rogue Trader and his companions. Some Space Marines are epic beings who will duel for days over a matter of honour, others are philosophers and tragic figures, full of passion and regret. In their heart, many Space Marines feel that their Chapter is just a little bit better than the others. However you choose to interpret these ideas, it is important to note that the Space Marines chosen for the Deathwatch are nuanced, complex characters.

This section presents some ideas and thoughts to keep in mind when roleplaying your Deathwatch Space Marine, a guide that should give you some great dramatic hooks and opportunities to develop your character in a unique way.

At the beginning of a Deathwatch game, the Battle-Brothers you serve with are simply "fellow Space Marines." Over time, however, this perception may change: some of these Space Marines may become true friends, others may become bitter rivals.

An example of a good story might challenge a Space Marine to choose between his loyalty to his Chapter and the bond of his oath to the Deathwatch. An unquenchable curiosity or a raging thirst for revenge can both lead a Space Marine to dark places, whilst idealism and pragmatism are themes that even Battle-Brothers from the same squad in the same chapter may disagree upon.

The backdrop of the ongoing Achilus Crusade within the Jericho Reach presents an excellent framework for Space Marines to interact with all levels of Imperial society, from the rareified heights of the Lord Militant and his advisors to the lowly Imperial Guard soldier serving on the front lines, from the byzantine political maneuvering at the Crusade's heart to the brutal choices a Space Marine must make in the face of an encroaching Tyranid hive fleet.

Below are presented five questions that Deathwatch characters should consider, the answers to which can present some very interesting roleplaying opportunities, internal conflict, or story factors within the campaign.

The Emperor: Do you consider the Emperor a legendary father figure (as most Chapters do), or do you consider him a divine being?

The Codex Astartes: How closely do you (or your Chapter) adhere to the Codex Astartes? Are you used to finding innovative solutions or do you prefer everything to go "by the book?"

Purity: How pure is your gene-seed? Some Chapters (the Space Wolves and Blood Angels amongst them) have severe complications with their gene-seed. Some individual Space Marines have difficulties adjusting to the particular effects of their Chapter's gene-seed.

Psykers: How do you (or your Chapter) view psykers? Most Chapters utilise Librarians and rely on psykers like most other facets of the Imperium, whilst some are far more suspicious of their nature or eschew the benefits of Librarians altogether.

Mankind: How do you (and your Chapter) view the citizens of the Imperium and humanity as a whole? How do you react upon meeting and interacting with a normal Imperial citizen?

Three Things to Remember:

- Space Marines generally do not use contractions or slang when they speak—they are angelic warrior knights, and their manner of speech often reflects this.
- The Deathwatch's partnership with the Ordo Xenos and their focus on hunting aliens does not mean that they ignore other threats! Heretics, daemons, and Chaos Space Marines alike are all foes of the Imperium and are worthy of the Deathwatch's attention.
- The saying "And They Shall Know No Fear," is famously attributed to Space Marines. It means that they are exceptionally brave and motivated warriors, but it is not literally true: most Space Marines understand and experience fear, but they control it and channel it to a much greater degree than any normal man. This means that Space Marines are wise and tactical forces on the battlefield—if Space Marines retreat, they do so for a reason; they do not flee pell-mell before an enemy advance.

Space Marine Abilities

"As our bodies are armoured with adamantium, our souls are protected with loyalty. As our bolters are charged with death for the Emperor's enemies, our thoughts are charged with wisdom. As our ranks advance, so does our devotion, for are we not Space Marines? Are we not the chosen of the Emperor, his loyal servants unto death?"

–Chaplain Fergas Nils

All Space Marines go through a period of hypno-indoctrination and training that provides them with an array of special skills and abilities. To represent this hypno-indoctrination in the game, Space Marine characters begin play with the following Skills, Talents, and Traits. Note that many of the starting Traits are provided from the list of Implant game rules listed below. The Space Marine does not need to meet the prerequisites (if any) for these starting Skills and Talents. Starting Skills are considered Trained Skills (either Advanced or Basic depending on the Skill).

Starting Skills: Awareness, Ciphers (Chapter Runes), Climb, Dodge, Common Lore (Adeptus Astartes, Imperium, War), Concealment, Drive (Ground Vehicles), Intimidate, Literacy, Navigation (Surface), Scholastic Lore (Codex Astartes), Silent Move, Speak Language (High Gothic, Low Gothic), Tactics (Choose one), Tracking.

Starting Talents: Ambidextrous, Astartes Weapons Training, Bulging Biceps, Heightened Senses (Hearing, Sight), Killing Strike, Nerves of Steel, Quick Draw, Resistance (Psychic Powers), True Grit, Unarmed Master.

Starting Traits: Unnatural Strength (x2), Unnatural Toughness (x2).

Deathwatch Hypno-conditioning

All Space Marine characters in **Deathwatch** begin with Common Lore (Deathwatch) and Forbidden Lore (Xenos) as a trained Advanced Skill.

Deathwatch Training

All Space Marine characters in **Deathwatch** have received extensive training to battle the alien enemies of Man. Deathwatch Space Marine characters gain the Deathwatch Training Talent.

Space Marine Implants Game Rules

Space Marines have a series of special organs and modifications implanted into their bodies. Page 16 describes each implant and its function, but the following section describes the in-game effects of each upon the Space Marine character. The Traits and Talents provided by these implants have already been taken into effect and are listed in the Space Marine's starting Talents and Traits above.

- **Secondary Heart:** This organ has no in-game effect besides contributing to the Space Marine's Unnatural Strength and Toughness Traits.
- **Ossmodula:** This implant, in conjunction with several others, grants the Space Marine the Unnatural Toughness (x2) Trait.
- **Biscopea:** This implant, in conjunction with several others, grants the Space Marine the Unnatural Strength (x2) Trait.
- **Haemastamen:** This organ has no in-game effect besides contributing to the Space Marine's Unnatural Strength and Toughness Traits.
- **Larraman's Organ:** Space Marines do not normally suffer from Blood Loss (see page 260). In addition, the Space Marine gains the True Grit Talent. However, attacks with the Warp Weapon Quality (see page 136) may still inflict Blood Loss as normal.
- **Catalepsean Node:** A Space Marine suffers no penalties to Perception-based Tests (such as Awareness) when awake for long periods of time.
- **Preomnor:** The Space Marine gains a +20 bonus to any Toughness Test against ingested poisons.
- **Omophagea:** By devouring a portion of an enemy, a Space Marine can gain access to certain information (such as the whereabouts of a cult's hidden lair, access codes, and so forth). The information he can access is at the GM's discretion, keeping in mind what may have been known by the enemy in the first place. In addition, a Space Marine can temporarily gain access to a Skill or Skill Group (such as Pilot, Lore, Ciphers, and so forth) that he did not already possess. The Skills he may gain are at the GM's discretion, depending on the Skills originally possessed by the enemy. The Space Marine may access this acquired Skill or Skill Group as an untrained Basic Skill for a number of hours equal to his Intelligence Bonus. After this time, the information begins to fade and the Skill is no longer useable by the Space Marine (until he devours another portion of an enemy, of course).
- **Multi-lung:** The Space Marine may re-roll any failed Toughness Tests for drowning or asphyxiation (see page 261). In addition, the Space Marine gains a +30 bonus to Toughness Tests made to resist the effects of gases, and may re-roll failed results. The Space Marine may also breathe water through his multi-lung.
- **Occulobe:** This implants grants the Space Marine the Heightened Senses (Sight) Talent.
- **Lyman's Ear:** This implant grants the Space Marine the Heightened Senses (Hearing) Talent.
- **Sus-an Membrane:** The Space Marine may voluntarily enter a form of suspended animation. To do so, the Space Marine must meditate for 1d5 Rounds. This organ also automatically activates if the Space Marine is knocked unconscious by Critical Damage. While in suspended animation, the Space Marine's wounds will not deteriorate or heal. It requires chemical therapy, auto-suggestion techniques, and a successful **Hard (–20) Medicae Test** to revive a Space Marine in suspended animation.

- **Melanchromic Organ:** This organ has no in-game effect besides contributing to the Space Marine's Unnatural Toughness (x2) Trait. At the GM's discretion, the Space Marine may ignore or be resistant to exposure to radiation, depending on the severity.
- **Oolitic Kidney:** This implant gives the Space Marine the ability to re-roll any failed Toughness Test to resist poisons and toxins, including attacks with the Toxic Quality.
- **Neuroglottis:** The Space Marine may detect any poison or toxins by taste with a successful **Challenging (+0) Awareness Test**. He may also detect poisons or toxins by smell with a successful **Hard (–20) Awareness Test**. The Space Marine gains the Tracking Skill as a basic trained Skill, and may (at the GM's discretion) gain a +10 bonus to any Tracking Tests against an opponent he has tasted.
- **Mucranoid:** The Space Marine may re-roll any failed Toughness Tests caused by temperature extremes, such as desert heat or the cold of outer space.



- **Betcher's Gland:** The Space Marine may spit acid at his foes. This acts as a ranged weapon with the following profile: (Range: 3m; Damage: 1d5; Pen: 4; Toxic). If the Space Marine gains three or more Degrees of Success on his Ballistic Skill Test, he may also blind the opponent for 1d5 Rounds. At the GM's discretion, the Space Marine may also slowly chew his way through nearly any nonliving substance. The rate at which he does so is at the GM's discretion (one example includes chewing through iron bars—this would be roughly at a rate of 4 kg per minute).
- **Progenoids:** See page 271 for more information on the benefits of retrieving a Space Marine's progenoids. Removing a Space Marine's progenoids requires a **Difficult (–10) Medicae Test**. This Test becomes Arduous (–40) if performed without the narthecium (see page 173), and adds 2 Rounds to the time required. Taking out the progenoids takes 1 Round, adding 1 Round for every Degree of Failure on the Medicae Test. Space Marines go to great lengths to recover a fallen Battle-Brother's gene-seed, and the GM may require a Willpower Test to leave the progenoids behind.
- **Black Carapace:** This implant gives the Space Marine exceptional control over his power armour. Although a Space Marine in power armour has the Size (Hulking) Trait, his enemies gain no bonus to hit him thanks to the Black Carapace.

Designer's Note: Squad Mode, Solo Mode, and Cohesion

You may notice many references to some particular game mechanics for Space Marines named Squad Mode, Solo Mode, or Cohesion. These rules are discussed in detail in Chapter VIII: Playing the Game, but here's a brief summary so you have an idea of what they encompass.

Because the Space Marines of the Deathwatch are drawn from Chapters across the Galaxy, they are not as comfortable working together as with the Battle-Brothers of their home Chapters. Some Space Marines may find themselves serving alongside rivals or even enemies, and overcoming those differences can be quite challenging.

olo Mode represents a Deathwatch Space Marine in his natural state soon after arriving at Watch Fortress Erioch. In Solo Mode, the Space Marine's particular special abilities, beliefs, and traditions that are part of his home Chapter are emphasised. He is relying on his instincts and the decades or even centuries of experience fighting alongside other Battle-Brothers of his home Chapter. A Space Marine is never more an exemplar of what it means to be a battle brother of his Chapter than when he is in Solo Mode.

quad Mode is a way of representing a Kill-team that has set aside their differences and are focusing on working together as a team. In Squad Mode, the Space Marines are not as focused on their individual Chapter abilities, instead gaining the benefits of teamwork and being able to act as a unit. When Space Marines are in Squad Mode, they are a nearly-unstoppable unit of deadly warriors.

When a Kill-team is in Squad Mode, they have access to a resource known as Cohesion. Cohesion may be spent to trigger certain effects and abilities that benefit the group and allow the Kill-team to perform incredible feats.

You can find more detailed game information about these terms on page 219 (for Squad Mode), page 215 (for Solo Mode) and page 211 (for Cohesion).

Putting the "Team" into "Kill-team"

The purpose of Solo Mode and Squad Mode abilities being separate things is to provide an in-game mechanic to support the overall concept of a group of individuals who slowly become a team. A Deathwatch Kill-team may contain a Blood Angel, Space Wolf, and an Ultramarine—each of whom has his own special abilities, skills, and benefits from his Chapter—but the Kill-team itself is greater than the sum of its parts. The Deathwatch RPG is about the process of disparate individuals becoming a group that works together—in fact, there are some threats are simply so dangerous that they can only be overcome by an experienced Kill-team combining their efforts.

The Black Templars

"To the darkness, I bring fire. To the ignorant, I bring faith. Those who welcome these gifts may live, but I will visit naught but death and eternal damnation on those who refuse them."

–Chaplain Grimaldus

After the Great Heresy, Rogal Dorn, primarch of the Imperial Fists, resisted the breaking up of the Legions into smaller Chapters. It was only when the Imperial Fists were branded heretics that Dorn relented, allowing his beloved Legion to be subdivided into Chapters. One of the new Chapters born of this time was the Black Templars.

To prove his loyalty to the Emperor, the first Chapter Master of the Black Templars—the High Marshal Sigismund—assembled a massive war fleet and began the greatest Space Marine Crusade in the history of the Imperium. It has lasted for 10,000 years.

Eschewing the establishment of a home world, the Black Templars took to the stars in a mighty war fleet. Rather than constructing a single Chapter fortress-monastery as most Space Marine Chapters do, the Black Templars determined to establish a chapter keep upon each world they conquered, to keep watch for treachery, to stage future Crusades, and to recruit new Battle-Brothers.

The ten-millennia-long Crusade of the Black Templars has seen its warriors embroiled in some of the most momentous conflicts ever to engulf the Imperium. The High Marshals have followed the example of their founder and taken the fight to the realms of the alien, the heretic, and the witch. The Black Templars are crusaders, holy warriors battling to bring the truth and light of the Emperor to the unconquered worlds of the galaxy. With bolt shell and chainsword, the Black Templars convert the benighted to the light of the Master of Mankind and destroy those who refuse to welcome his truth. Each Crusade is directed by the will of the Marshal in command, and each is despatched by the decree of the High Marshal of the Black Templars to fulfil their prime mission to cleanse the stars.



INITIATIONS

Despite that Rogal Dorn eventually accepted the dictates of the Codex Astartes, the Black Templars are organised in a different manner to many Space Marine Chapters and deviate from the strictures of Guilliman's great tome in several notable ways. One deviation is in the recruitment and training of its warriors. The Black Templars have no Scout company in which new recruits may prove their mettle. The Chapter must judge the worthiness of its recruits in other ways. From the monolithic chapter keeps they establish on every world the Black Templars conquer, the Chaplains maintain a strict vigil over the world and judge the worth of those warriors who attract their notice. Often, there will be contests of arms or other equally lethal trials held for those who aspire to joining the Chapter. Only the bravest warriors can hope to reach the final stages of selection and even then only a fraction will meet the Chaplains' high standards.

An aspirant is brought to the chapter keep, where the Apothecaries administer tissue compatibility tests and root out any latent mutation to ensure that he is of sufficient purity and strength to become a Neophyte. Not all survive these processes, as the Black Templars tolerate no weakness. Should the aspirant survive, he becomes a Neophyte and so begins the ritual surgery that will turn him into a superhuman warrior. Here too, an aspirant may fail. Thanks to the degeneration of knowledge, implant surgery is heavily ritualised. It is often accompanied by scarring, incantation, prayer, fasting, and arcane practices that unintentionally compromise medical efficiency.

Once a Neophyte begins his training, he severs all links with the world of his birth and begins a life dedicated to the Emperor. Once he is deemed ready, he will be taken under the wing of an Initiate and complete his training in the fires of battle, where he will either learn or die. When he finally becomes an Initiate himself, he can no longer be considered human. Any chance for a normal life is gone forever, but though a great and terrible sacrifice, it is made willingly.

Once accepted within one of a Crusade's Fighting Companies, an Initiate fights and hones his craft of death, building his legend and forging his hero's name before one day going on to train a Neophyte himself. In this way, the experience and wisdom of the Initiates is preserved and passed on to new recruits.

The greatest warriors in a Fighting Company will be organised into the Marshal's household, the equivalent of a Codex Chapter's First Company. Known as the Sword Brethren, these Space Marines are mighty heroes whose deeds become part of the Chapter's history. It is every Black Templar's ambition to become one of these elite. Clad in the finest suits of armour and bedecked with purity seals, the Sword Brethren are the very image of a baroque warrior-knight. When a Marshal dies, it is from the Sword Brethren that his replacement will be drawn, and only the best and bravest are worthy of this great honour. Which Black Templar will succeed the Marshal is determined by ritual combat, during which all

who would contest the right to lead the Crusade will battle one another with various weapons as well as pitting their strategic and tactical prowess against their opponent. The winner earns the right to be Marshal, subject to the approval of the High Marshal, and the Sword Brethren swear new oaths of loyalty to the winner.

Aside from the Marshal's household, larger Crusades are broken down into a number of Fighting Companies, each led by a Sword Brethren afforded the honorific of 'Castellan.' Within the Fighting Company, individual squads are gathered and dispersed in a fairly ad-hoc fashion. Initiates fight side by side regularly out of familiarity and comradeship rather than any imposed organisation. Due to the Chapter's focus on engaging the foe in the blood and fury of honourable close combat, there is a notable lack of heavy weapons in the Fighting Companies. Such heavy weapons are mounted on vehicles and Dreadnoughts, leaving the Battle-Brothers to close on their foe unhindered.

ETERNAL CRUSADERS

The Black Templars have no single home world. Instead, they live in their Crusade fleets, upon many battle-barges, strike cruisers, training vessels, and gigantic forgeships. The Black Templars establish chapter keeps on every world they conquer or reclaim for the Emperor. The main purpose of the chapter keeps is to recruit new Space Marines from the population, and to act as staging posts for mustering the Crusades. These chapter keeps are sizeable, with chambers to accommodate two to three companies of Space Marines, but are far smaller than the fortress-monasteries of other Chapters. However, there have been hundreds of chapter keeps established over the millennia, some of which are still standing, others which have fallen into ruin and disrepair and are no longer manned.

The High Marshal himself has his own battle-barge, the Eternal Crusader, and he can travel from Crusade to Crusade lending his military genius and spiritual guidance to those under his command. The Eternal Crusader is gigantic, even for a battle-barge, having been expanded and refitted over ten thousand years with extra docking facilities for escort ships, additional launch bays for shuttles and Thunderhawk gunships, as well as accommodation for twice as many Space Marines than a normal battle-barge.

RIGHTEOUS ZEAL

All Space Marines are renowned for their fervent dedication, but the extent of the Black Templars' faith is often described as fanatical. They seek nothing less than to crush every last enemy of mankind. They have absolutely no tolerance of heretics, mutants, witches, aliens, or any other abomination against the Emperor. For ten thousand years they have crusaded to prove their loyalty, and this creed has become so embedded in their doctrines that they are utterly ruthless towards anyone or anything perceived as a threat to the Emperor. They have been known to mercilessly wipe out entire planetary populations to expunge the sin of heresy, while the mere presence of a witch on the battlefield drives them into a zealous fury against which few enemies have any hope of standing. The Black Templars' professed loathing of the witch even extends to those psykers in the employ of the Imperium. Although the Chapter must utilise astropaths, Navigators, and others with such talents, the Black Templars are loath to do so, and eschew the use of librarians in the ranks of the Space Marines.

COMBAT DOCTRINE

In battle, the Black Templars seek to continue to fight in the manner of their founder, Sigismund, preferring close combat over ranged warfare. Face-to-face with his enemy, a Black Templar seeks to earn glory and respect and be sure that his foe is truly vanquished, fighting with righteous fury and the noblest ideals of honour.

This is truly emphasised by the fanaticism of Black Templar Battle-Brothers, whose righteous anger makes them loathe to retreat before an enemy. They will instead drive towards the foe relentlessly, their own casualties only serving to spur them on still further, hungry for vengeance on the slayers of their brethren.

The Emperor's Champion

On the eve of battle, all of the Battle-Brothers of a Black Templar force pray together, seeking purity, wisdom, and the strength to slay the enemies of the Emperor. Should one be gifted with a vision from the Emperor, he will present himself to the Chaplains, who will anoint him as the Emperor's Champion. He will be entrusted with the best weapons and armour in the force. Although the actual weapon and armour may change, these vestments are always known as the Black Sword and the Armour of Faith. In battle, it is the duty and honour of the Emperor's Champion to seek out the champions of the enemy and challenge them to single combat, just as Sigismund did at the Battle of the Emperor's Palace at the height of the Horus Heresy. Although few foes have specific champions, it is usually sufficient for the Emperor's Champion to kill any enemy leader, as well as anyone else who is unlucky enough to cross his path. It is considered a bad omen for the Emperor's Champion to fall, and if he does so, it is the duty of his fellow brethren to bear his body from the field of battle and reclaim the Armour of Faith and the Black Sword.

Central to each Black Templar's dedication to the Emperor is the swearing of powerful oaths of faith and protection. On the eve of battle, it is customary for a Black Templar to renew one of these vows to the Emperor. The specific vow undertaken focuses the thoughts of the warrior on a specific aspect of his duties, encouraging extreme bravery, ruthlessness, and sacred revulsion of the foe.

Although utterly loyal to the Emperor, the Black Templars are at the extreme end of independence from the Imperium's authorities. Some would say the Chapter verges on a rogue element. The Chapter's fleet-based nature and the goals of its ten-thousand-year Crusade take the Black Templars throughout the entire galaxy, and it is primarily the will of the Marshals that drives the Crusades ever onwards. Like all Space Marines, the Black Templars do not consider themselves subject to the rule of the Imperium's power structures, and each Crusade is effectively an autonomous fighting force, though they may choose to respond to requests for aid by others in the vicinity.

When the Crusade fleet makes war upon the foes of the Emperor, there are two main tactics the Black Templars use to destroy the enemy. The most brutal is the orbital assault, known to the few that have survived it as "death from above." The Black Templars drop into action in the wake of a devastating orbital bombardment, using drop pods and Thunderhawk gunships. With paralysing suddenness, the Space Marines surgically destroy their targets, leaving the enemy leaderless and disorganised, incapable of anything more than surrender or flight.

If the Crusade is able to land heavy equipment, an equally destructive tactic is the armoured spearhead. Indeed, the Land Raider Crusader, a war machine that excels in the role of line-breaker, first saw service with the Chapter. Manoeuvring at speed, behind a far-ranging screen of bikes and land speeders, the Black Templars smash their powerful tanks unerringly through the weak link in the enemy army, armoured columns slashing left and right before eliminating the remaining enemy strongpoints.



Black Templars Characters

Black Templars Space Marines perform an eternal Crusade across the galaxy, eliminating the enemies of man. This Chapter's warriors possess both great skill at arms and mental fortitude.

Black Templars Space Marines gain the following benefits: +5 Weapon Skill,, +5 Willpower, and the Righteous Zeal Solo Mode ability (see page 217).

Restrictions: Black Templars Space Marines may not select the Deathwatch Devastator Marine or Deathwatch Librarian Specialities.

Implants: Although Black Templars Space Marines possess both the Betcher's gland and sus-an membrane implants, their zygotes are significantly deficient. Black Templar characters do not gain the benefits of either of these implants.

Zealous

Zealous is a Demeanour (see page 32) unique to Space Marines from the Black Templars Chapter. When not engaged in battle, the brethren of the Black Templars are invariably to be found preparing for it. They pass their time in prayer and meditation, or engaged in exacting training rituals. Those Initiates entrusted with the training of a Neophyte spend long hours passing on their knowledge to their young pupil and supervising endless drills, practice sessions, and trials. The brethren frequently impose upon themselves many hardships, foregoing all but the bare necessities in order to purify themselves in the eyes of the Emperor and their primarch, and to emulate the example of their founder Sigismund.

When serving alongside the Battle-Brothers of other Space Marine Chapters, many Black Templars prepare themselves through long fasts and week-long vigils in order to tolerate the presence of Space Marine librarians. For those who serve in the Deathwatch, fighting alongside a brother Space Marine who wields psychic power is a particular hardship, a trial they must undergo in order to serve the Emperor more fully and to strike down the hated alien. For this reason, great care is undertaken when selecting a Black Templar for secondment to the Deathwatch, for only a brother able to contain his deep-seated intolerance will be able to fight to his full capacity. Despite this, even these individuals are likely to pass every hour not spent fighting in deep contemplation and prayer, often cloistering themselves away from their fellow Deathwatch Space Marines in a personal shrine to the Emperor, Dorn, and Sigismund.



The Blood Angels

"For he today who sheds his blood with me shall be my Battle-Brother eternal."

–Last Line of the Invocation Initiate of the Flesh Tearers

The Blood Angels are the noble descendants of that most puissant and angelic of the primarchs—Sanguinius. They are perhaps one of the most celebrated Chapters in the entire Imperium, their countless heroic deeds and victories known to untold billions of the Emperor's subjects across the length and breadth of the Imperium. The beauteous, angelic visages of the Chapter's heroes adorn gothic facades and stained glass windows in a million holy basilicas, and their portraits gaze serenely from endlessly copied and much cherished illuminated tomes.

Yet, hidden from the multitudes, the Blood Angels harbour a terrible curse. When their beloved primarch was slain at the hands of the arch-traitor Warmaster Horus at the very height of the Horus Heresy, every Blood Angel was doomed to share a portion of the pain inflicted upon his flawless form. From that day forth, every Blood Angel has been tormented by visions of the last moment of Sanguinius. The older the Space Marine gets, the more frequent and debilitating such waking nightmares become. Should he not fall in battle, every Blood Angel will one day become so consumed by these soul-searing visions that he will descend into a madness in which he must witness the death of Sanguinius over and over again, ever unable to intervene as the warmaster enacts his vile treachery.

The very inevitability of their curse ennobles the Battle-Brothers of the Blood Angels, driving them ever onwards to a glorious death in the name of the Emperor and their primarch. Where lesser men might have surrendered to the dark urgings to shed the blood of the enemies of the Emperor, the Blood Angels have remained pure and noble for ten thousand years. Despite this, the Chapter is dying, for each year ever more of its brethren succumb to the so-called Red Thirst—the desire to rend limb from limb those responsible for the death of Sanguinius, and by extension every enemy of the Emperor.

The death of Sanguinius represents one of the most perfidious and tragic moments of the Horus Heresy, for he died at the hands of his brother-primarch, the arch-traitor Warmaster Horus. Although some say that the sacrifice weakened the Warmaster just enough to allow the Emperor to defeat him, the death of Sanguinius is mourned to this day, and felt keenly by the Blood Angels, in whose veins his blood still pumps. When war calls and blood is spilled, the Blood Angels are gripped by a fury born of the last moments of their primarch's life. For some, the thirst is too great and they are entirely overcome by what is called the Black Rage, cursed to end their days reliving their beloved primarch's death over and over again.

The World of Blood

The Blood Angels hail from a trio of worlds—the rust-red desert planet of Baal, and its two barren moons, Baal Prime and Baal Secundus. While Baal itself has always been a world of red rust deserts, it moons were once paradises. Yet, at some time around the end of the Dark Age of Technology, utter devastation was visited upon Baal and its moons. In a nameless, long-forgotten war, viral and nuclear weapons were unleashed, their effects so potent that many thousands of years later, all three worlds are still subject to deadly radiation storms. Their surfaces are scarred by vast plains of blackened glass and endless tracts of polluted desert. What must once have been oceans are now poisoned seas of toxic sludge, covered in layers of pallid dust. The people of the system must have died in their millions. But somehow, humanity prevailed. The populace became scavengers, picking the bones of their once great civilisation. Many must have perished, growing sickly and feeble as the atmosphere was radically altered. In the dark time that followed the total collapse of their society, it is likely that some became worse than scavengers, and turned in their desperation to cannibalism.



Upon the surface of Baal is to be found, half buried amid oceans of dust, some evidence of a once great civilisation - vast edifices, incredible monuments that must have been constructed with masterful skill to have stood for so long. It is obvious that the people of Baal spent their time creating mighty statues of their rulers and their gods, and it is through this record that those people are known.

One side effect from the ensuing radioactive atmosphere was inevitable. In time, the accumulated chemical and radioactive toxins that built up in the survivors' bodies forced them to devolve into mutants, shambling parodies of the men their forefathers had once been. But there were some who held onto their humanity and preserved some semblance of sanity, forming tribes for mutual protection. But these were the embattled few, as a new and savage culture evolved amid the ruins of the old. The only social unit remaining was the tribe. For humanity and cannibal alike, the only folk they could rely on were their own kin.

The people of the Baal system became nomads, shifting from place to place, picking the ruins clean, and warring

to preserve what spoils could be gathered. They constructed ramshackle vehicles and learned how to make rad-suits—and more importantly, rad-counters—to protect them from their hellish, blasted environment. The tribes fought constant wars. Where once they had been close to paradise, now they were closer to hell.

The Blood Angels maintain their fortress-monastery on Baal, and recruit from amongst the tribes of all three worlds. To be chosen in such a manner is more than the greatest of honours—it promises deliverance from the nightmarish realities of life on Baal and its moons. Only the toughest ever earn such honour, the vast majority eking out a short, brutal life amongst the warring tribes and the benighted radiation deserts.

INITIATIONS

To ascertain who is worthy to join the ranks of the Blood Angels, the youths of the pure Baalite tribes must take part in violent games and magnificent tournaments, battling against both the harsh landscape of their home world and, ultimately, each other. The contests are held only once in each generation, at the very place that Sanguinius first came to Baal—Angel's Fall. Aspirants must reach the so-called Place of Challenge by whatever means they can, a process that weeds out many weaker individuals hoping to join the ranks of the Blood Angels. They must race across uncharted miles of hostile, irradiated desert. They must leap from the highest cliffs, praying that the primitive assembly of wings each bears will save them from sudden death. They must find their way through canyons infested with gigantic, mutated beasts. The desiccated husks of previous hopefuls bear witness to those who undertook the trials rashly. Once they reach the Place of Challenge, gladiatorial contests, often to the very death, ensure that only the most skilled and determined fighters survive.

Once fifty or so victors have been separated from the unsuccessful aspirants, they will be taken by Thunderhawk gunship to fulfil the next stage of their trials. Those who fail are nonetheless granted positions of honour when they return to their tribes, for the mere fact of their having survived the trials, even if not selected, is a great feat in itself.

The successful aspirants are taken to the fortress-monastery of the Blood Angels, where they witness sights of such magnificent glory that many are struck down with awe. They are taken before the full battle-brethren, and it is here that the contrast between aspirant and Space Marine is truly evident. Despite their youth, very few of the aspirants will be untouched by the ravages of the blasted lands in which they have lived. Their bodies are riddled with cankers and sores, their faces marred by lesions. In contrast, the towering physiques of the Space Marines around them are the very ideal of perfect beauty, their skin smooth, their features noble.

Having observed a gruelling vigil of three days and three nights, the aspirants are led away by the Chapter's Sanguinary Priests, who fulfil not only the role of Apothecary, but of the bearers of their primarch's most sacred blood. Each aspirant must partake of this blood, which is born in a chalice proffered to them by a priest. Soon after sipping the precious liquid, the aspirants fall into a profound sleep and are taken to the Hall of Sarcophagi. The walls of this vast, cathedral-like chamber are lined with mighty golden caskets, each twice the size of a man. The sleeping aspirants are entombed within, dwarfed by the size of the huge sarcophagi, and attached to an array of life-sustaining nodes. There they remain for a full year, fed intravenously with nutrients and injected with the Blood of Sanguinius.

As the aspirants slumber, they are engulfed by vivid and strange dreams depicting the memories of Sanguinius himself. Thus the very essence of the primarch permeates the minds of his new sons, and ever afterwards these potent emotions and memories will be permanently imprinted upon their souls.

When the aspirants are finally removed from their sarcophagi, they have been changed so thoroughly that few could believe they were once the twisted creatures rescued from the living hell of their prior lives. They have become tall, immensely strong, and superhumanly powerful. Their restructured bodies have taken on a haunting beauty reminiscent of their angelic forefather, their senses keener, and their muscles stronger than tempered steel. Through this arcane process and lost technology, the scrofulous wastelander is transformed into a being of radiant purity and noble purpose.

THE SONS OF SANGUINIUS

The Blood Angels are amongst the longest-lived of all of the Space Marine Chapters, their gene-seed granting a vastly increased lifespan on all who possess it. It is not uncommon, therefore, for a Blood Angel to live for a millennium or more, if death in battle or the Red Thirst does not claim him first. These vastly extended life spans allow the Blood Angels to perfect their techniques in art as well as in war. They have centuries to perfect the disciplines to which they turn their minds, and this accounts for the fact that Blood Angels' armour and banners are amongst the most ornate ever produced.

Following the example of their primarch, the Blood Angels espouse a vision of the galaxy in which the enemies of the Emperor can be defeated and mankind can progress to the life he was always fated to live. There is a deeply mystical streak in the Blood Angels' doctrines, and a strong belief that things can be made better. After all, the Blood Angels are recruited from the scrofulous wastelanders of Baal, and if such can be transformed into a tall, proud, and handsome warrior, then there is hope for mankind yet. This belief can be seen in everything the Blood Angels do. They strive for perfection in all of their endeavours. Their works of art are things of beauty and symmetry. Their martial disciplines are practised unceasingly. Their doctrines are permeated with a sense of mortality and the fallen greatness of Man.

The beatific countenance and noble bearing of the Blood Angels is in stark contrast to the curse they bear. While lesser warriors might become morose or fatalistic, weighed down by the inevitability of their fate, the Blood Angels remain stoic. The Blood Angels' cadre of Sanguinary Priests—the equivalent of Apothecaries in other Chapters—tirelessly pursue a cure to the Red Thirst. But each year, more and more brethren succumb to it. Perhaps in an effort to hold the curse at bay, many Blood Angels sleep in the same casket where their bodies were transformed from the ravaged Baalite wastelanders to the perfect forms they emerged as, the arcane machinery filtering

and purifying their blood as they slumber. This is even true of many Blood Angels seconded to service in the Deathwatch. Their caskets are stored within a watch station or watch fortress, and the Blood Angel sleeps there to heal any wounds suffered during a mission, emerging whole and unsullied once more.

The quest for perfection in all they do makes Battle-Brothers from the Blood Angels ideal warriors to serve in the Deathwatch, yet their curse becomes all the more terrible. A Blood Angel may find himself isolated from others of his kin while he serves in the Deathwatch. He appears a paragon of virtue to his fellow Deathwatch Battle-Brothers, but by night he fights damnation alone in his cell, praying fervently that the curse will not claim him here, so far from his Chapter and the Sanguinary Priests who may aid him on his final journey. When the Red Thirst takes hold, it can only be overcome with extreme difficulty.

COMBAT DOCTRINE

The Blood Angels adhere closely to the organisation laid down in Roboute Guilliman's Codex Astartes, and the Chapter's Battle-Brothers are equipped in a similar manner to most other Space Marines. The Battle-Brothers often display a savage desire to engage their foes in the fury of close combat, their rage growing all the stronger the closer to succumbing to the Red Thirst the Blood Angel steps. Most of the time, the Blood Angels are able to hold their curse in check, but those they engage in assault soon discover the bloodthirsty savagery of the sons of Sanguinius.

Blood Angels are unique amongst the Space Marines in that their gene-seed contains the encoded experience of their Primarch, and most deeply imprinted of all is the memory of Sanguinius' final battle with Horus. Sometimes, on the eve of battle, an event or circumstance will trigger this embedded memory and the Battle-Brother's mind is suddenly wrenched into the distant past. The Black Rage overcomes the Blood Angel as the memories and consciousness of Sanguinius intrude upon his mind, and dire events ten thousand years old flood into the present.

A warrior overcome with the Black Rage appears half mad with fury; he is unable to distinguish past from present and does not recognise his comrades. He may believe he is Sanguinius upon the eve of his destruction, and the bloody battles of the Horus Heresy are raging all around him. Such a Battle-Brother stands at the end of his travails, for his path leads only to the Death Company, where he and the Chapter's other damned souls will fight one final battle in Sanguinius' name under the guidance of a Chaplain. These individuals each fight their own battle, perhaps believing themselves to be waging the wars of the Horus Heresy at the side of their beloved primarch. Death for the members of the Death Company is a blessed mercy, for those not consumed in the cleansing fires of battle must be restrained and imprisoned, for their safety and that of their brethren, until the next battle.

Blood Angels Characters

The Blood Angels' battle honours encompass millennia of victories, many purchased with ferocity in close-quarters combat. Blood Angels Space Marines have developed great manual dexterity and coordination in the pursuit of art, due to their exceptionally long life spans.

Blood Angels Space Marines gain the following benefits: +5 Weapon Skill, +5 Agility, and the Blood Frenzy Solo Mode ability (see page 217).

THE RED THIRST

The Red Thirst is a Demeanour (see page 32) unique to Space Marines from the Blood Angels Chapter.

Deep within the psyche of every Blood Angel is a destructive yearning, a battle fury and blood hunger that must be held in abeyance in every waking moment. Few Battle-Brothers can hold the Red Thirst in check unceasingly—it is far from unknown for Blood Angels to temporarily succumb to its lure at the height of battle.

The Red Thirst is the Blood Angels' darkest secret and greatest curse, but it is also their greatest salvation—for it brings with it a humility and understanding of their own failings which make them truly the most noble of the Space Marines.

SANGUINIUS

The primarch of the Blood Angels Legion, Sanguinius was a radiant warrior said to have been born aloft upon angelic pinions. His countenance was noble and pure and he wore perfectly sculpted armour of shining gold. Sanguinius was said to have been blessed with the gift, or burden, of prophecy. He was in many ways the most beloved of the Emperor's sons, the uncounted multitudes singing his praises with every victory he laid before his father. Sanguinius was possessed of an abiding sense of justice, devoting his life to bringing about the utopia the Emperor proclaimed.

The Sons of the Red Angel are noble, but I sense something sinister about them.
-E.S.

The Dark Angels

"Repent, for tomorrow you die!"

–Battle cry of the Dark Angels Chapter

The Dark Angels stand first amongst the Space Marine Chapters, as they have done since their very inception. Theirs is a proud Chapter, with traditions and rituals that date back to the earliest days of the Imperium. The origins of the Dark Angels Chapter are shrouded in mystery, however. Few records of its beginnings exist, nor are there many mentions of the part it played in the Emperor's Great Crusade. Most references in the histories of the Imperium to its deeds during the accursed times of the Horus Heresy have been expunged. But yet, a legend persists that at one point the Dark Angels teetered on the very brink of heresy and that an act of the most terrible betrayal dishonoured all of the Chapter's feats of valour, leaving an enduring stain upon the Chapter's honour. Such is their shame that from that time onwards, the Dark Angels have borne the mark of the Unforgiven and must strive for absolution from the sins of millennia past.

Their terrible secret is that during the Horus Heresy, some of the brethren were turned to the side of Chaos. The renegades were defeated in a battle that destroyed the Dark Angels' home world, Caliban, but many of the traitor Dark Angels survived to be cast through space and time by the intervention of the Chaos Gods. These survivors are known to those few Dark Angels granted nowledge of their existence as The Fallen. In the eyes of the Chapter's leaders, there is only one way that the Chapter can ever atone for its shame, restoring its honour and trust in the eyes of the Emperor: that is, if all of the Fallen are found and either made to repent, or slain.

The story of treachery and betrayal is the Dark Angels' hidden shame, and their secret mission to destroy all of the Fallen is now their only hope of salvation. No one knows of this other than the Dark Angels, their successor Chapters and, perhaps, the Emperor himself on his Golden Throne.

The Chapter has been shaped by its dark past and is secretive and monastic in nature, with much time given over to worship and prayer. There are many different levels within the Chapter which individuals may gradually rise through. On attaining each new level, they are granted a little more knowledge of the truth behind the Dark Angels' origins, but only the highest-ranking members of the Chapter know the terrible, shameful secret of what occurred ten thousand years ago.



CALIBAN

Caliban, the home world of the Dark Angels, was once a verdant world of dense forests. Yet, those forests seethed with mutation and corruption, the baleful influence of the nearby Eye of Terror cursing Caliban and making it one of the deadliest worlds in the galaxy. The original inhabitants of Caliban are said to have been a proud, martial people, brought up to live and die by the sword. The lush forests were inhabited by all manner of terrifying beasts that had been warped by Chaos. The ferocity of these creatures forced the inhabitants to build brooding stone fortresses in huge clearings hacked from the forests, in which the warrior-elite dwelled. It was from this ruling class, called the Order, that the Dark Angels Legion was formed.

During the titanic wars of the Horus Heresy, the entire planet of Caliban was torn asunder, reduced in a cataclysmic battle to scattered debris. All that remained was the rock upon which stood the ruins of the Order's fortress monastery. In the millennia since the destruction of Caliban, the Dark Angels have drilled deep into the bedrock and rebuilt the fortress ruins. The dead asteroid was transformed into the Dark Angels home, called the Rock, while the rebuilt monastery is referred to as the Tower of Angels. Countless tunnels, halls and chambers were constructed and, in time, even warp engines were fitted to allow the Rock to move from star to star. As a result, the Rock does not stay in any one place for any length of time, and the Chapter recruits from a variety of different worlds.

Many dark secrets lie deep within the Tower of Angels. Dungeons that have remained sealed for centuries and secret caves shut behind adamantium doors and bound with holy sigils conceal vast repositories of ancient archeotech. Only the most senior of the Dark Angels, the Masters and the Inner Circle, are aware of the chambers and may unlock their dread secrets.

THE INNER CIRCLE

After the fall of Caliban, the senior members of the Legion assembled in secret conclave. They decreed that knowledge of the fall of their brothers must remain undisclosed for all time, that no outsider must ever learn of the schism that had split the legion or that some

Space Marines of the Dark Angels Legion had turned to the Ruinous Powers. Should this dreadful truth ever become known, they feared, the Dark Angels would be reviled as traitors, and all hope of expunging the stain to their honour would be lost forever. An Inner Circle of the Legion's most senior officers was formed to forever guard this dangerous knowledge, and each member swore oaths of unspeakable binding.

The Grand Masters of the Inner Circle swore that so long as even one of the traitor Fallen remained alive and unrepentant, the Dark Angels would be Unforgiven, cursed by their own brothers to atone for all eternity for the sins of the past. Until every last Fallen Dark Angel was captured and made to repent, there could be no peace for the true sons of the Lion. This would be the true mission of the Inner Circle, and, through its machinations, that of the entire Chapter.

The Inner Circle passed on their terrible knowledge only sparingly. The truth of what occurred on Caliban is withheld from new recruits, and only told to the Battle-Brothers one passage at a time. Much of the Dark Angels' teachings to their brethren are couched in allegory and myth, the same essential truths told and retold, in one form after another. The first such allegory a Dark Angel is told recounts the so-called Tale of Two-Heads-Talking, in which a band of Deathwing Terminators returned to the planet of their birth to find their people enslaved by hideous xenos overlords. Daubing their armour white, as was the tradition of their people, the Terminators began their death-quest. They defeated their enemy, but at the cost of the life of their beloved librarian. Similar tales are told at every stage in a Dark Angel's progression through the ranks, the details changing from one story to the next, but the essential truth remaining. Each tells of a group of heroes returning to their home world to find their people enthralled by a traitor, and only at the cost of eternal shame are the enemies defeated. Even then, some always escape.

Only on his ascension to the First Company, called the Deathwing, does a Battle-Brother begin to learn the truth of the events that transpired at the very dawn of the Age of the Imperium. Rising through the intricate and convoluted ranks of the Inner Circle, he learns more and more, the secrets one by one unveiled as his masters' trust in him increases. Only upon ascension to the rank of Grand Master is the truth revealed, and even then, it is likely that there remain revelations known only to the holder of the title of Supreme Grand Master, the Chapter Master of the Dark Angels.

Only the most trusted of brethren are considered for membership of the Inner Circle. These Space Marines are observed from afar, and it may be many decades before they are finally approached. Only warriors who have fought through the ranks for many years and have proved their loyalty to the Chapter time and time again are allowed to progress. Silent and hooded brothers lead them before the Inner Circle for judgement, and soon after they are elevated to the Deathwing—or else they disappear forever.

COMBAT DOCTRINE

With the breakup of the Space Marine Legions after the Horus Heresy, the Dark Angels were split into Chapters according to Roboute Guilliman's Codex Astartes. With the exception of the Deathwing and the Ravenwing, the Dark Angels follow standard Space Marine combat doctrine, and their dogged resistance against overwhelming odds is legendary. In situations where even other Space Marines might withdraw and redeploy, the Dark Angels will fight to the bitter end rather than give ground to their foes. This is also reflected in their stubborn refusal to move in the face of the enemy, even in situations where it would sometimes be tactically beneficial for them to do so.

THE LION

The primarch of the Dark Angels was named Lion El'Jonson, but most call him simply 'The Lion'. When the primarchs were scattered across the galaxy, Jonson came to Caliban, growing to maturity amongst the beast-haunted forests, not laying eyes upon another human until he was a young adult. Having proved himself to the knightly order that defended the peoples of Caliban from the Chaos beasts of the dark forests, Jonson quickly rose to power and led a crusade to slay the beasts and deliver the people of Caliban from their evil.

The Lion was said to have been temperamental and taciturn, but a brilliant strategist and unstoppable once decided upon a course of action. These qualities served him well when he reunited with the Emperor and led the Dark Angels Legion in the Great Crusade. One of the great tragedies of the Horus Heresy is that while Jonson earned glory amongst the stars, Luther, his closest friend and trusted second in command, turned against him, leading those Space Marines who remained on Caliban to the service of Chaos. Returning to Caliban, Jonson discovered his blood-brother's treachery. So terrible was his vengeance, so bitter his sense of betrayal, that the ensuing battle saw the destruction of Caliban itself. At the conclusion of the battle, the traitor Luther was captured by the loyal Dark Angels, but of the Lion, there was no trace.

The Deathwing

The Deathwing is the First Company, or Terminator Company, of the Dark Angels Chapter. The First Company of most Chapters consists of veterans who may fight in Terminator armour or in power armour, as dictated by battlefield requirements. The Dark Angels, however, are unusual in maintaining an entire company that is only ever fielded as Terminator squads. It is believed that when the Dark Angels Legion was divided into Chapters, the Terminator armour-equipped Assault Company was split into a number of 100-strong units and each assigned to a Chapter formed from the Legion. The warriors of the Deat wing perform all of the conventional missions normally assigned to Terminator squads, but in addition, they act as the mailed fist of the Inner Circle. Members of the Deathwing are not fully inducted into the Inner Circle, but they know far more of the Chapter's secrets than their rethren, and will stop at nothing to enact their masters' vengeance on those who betrayed the legion ten thousand years ago.

The Ravenwing

The Ravenwing is the name of the Second Company of the Dark Angels Chapter. Instead of the usual dark green panoply of the rest of the Chapter, the Ravenwing's bikes and land speeders, as well as their power armour, are painted jet black, and it is this which gives the company its unique name. Although the Ravenwing is highly specialised formation exceptionally skilled at scouting and assault missions, the company is much more than a reconnaissance force. Its true function is vital to the ten thousand year mission of the Dark Angels.

Although only the company's highest ranked officers know it, the Ravenwing's primary role is to hunt down and capture the Fallen Dark Angels. Therefore, the members of the Second Company are granted limited knowledge of the secrets of the Dark Angels—much more than the Third to Tenth Companies, but far less than the Deathwing and the Inner Circle.

Dark Angels Characters

The Space Marines of the Dark Angels Chapter are cunning warriors who often rely on the precise application of overwhelming firepower to defeat their foes.

Dark Angels Space Marines gain the following benefits: +5 Ballistic Skill, +5 Intelligence, and the Stoic Defence Solo Mode ability (see page 217).

Sons of The Lion

Sons of The Lion is a Demeanour (see page 32) unique to Space Marines from the Dark Angels Chapter.

Although only the upper echelons of the Chapter are aware of the awful truth of the Dark Angels' past, even those newly recruited are possessed of a secretive, even introverted nature. The idea that outsiders are not to be trusted is drilled into the recruits from an early stage, and they are tested continuously to ensure their compliance until it becomes second nature. After all, a brother who cannot be entirely trusted to keep the Chapter's secrets is unlikely to advance through its ranks.

Although the Dark Angels have fought beside all of the branches of the Imperium's vast military machine, they prefer to stand beside other Space Marines. Many, even brother Astartes, find the Dark Angels aloof and uncommunicative. The Dark Angels, for their part are impatient and unforgiving with strangers who pry into their affairs. In truth, those Dark Angels who are aware of the existence of the Fallen are ever watchful for any sign of their activity, and will abandon whatever mission they are about should they gain any clue that one is nearby. In theory, even a Dark Angel seconded to the Deathwatch could go "off mission" in this manner, although the annals of Watch Fortress Erioch do not relate any such incident taking place.

The Dark Angels are also notoriously intolerant of non-humans and will often refuse to fight alongside armies that include abhuman warriors or alien races. They are highly suspicious of outsiders and often appear unreasonably aloof and intransigent. Indeed, there have been a number of occasions where Dark Angels have withdrawn suddenly and with no explanation from a warzone when confronted by an Inquisitor or missionary.

Despite such incidents, many Dark Angels have served with distinction and honour in the Deathwatch. Their taciturn nature and stubborn refusal to accept anything other than total victory over their foes has served the Deathwatch well, and several noted Watch Commanders are drawn from the Chapter. These keep in close contact with one another, coordinating the efforts of the Deathwatch across entire sectors of the Imperium.

The Space Wolves

"We may be few, and our enemies many. Yet so long as there remains one of us still fighting, one who still rages in the name of justice and truth, then by the Allfather, the galaxy shall yet know hope."

–Ragnar Blackmane of Space Wolves

Since the Imperium came into being, the Space Wolves have fought tooth and nail for the cause of the Emperor. Amongst the most famous of the Chapters of the Adeptus Astartes, their sagas are told from one end of the galaxy to the other. As headstrong as they are fierce, the Space Wolves excel at close-quarters fighting, their warriors vying keenly for glory on the field of battle. The Space Wolves live to fight, and death holds no fear for them.

LAND OF FIRE AND ICE

Fenris, the home world of the Space Wolves Chapter, is a world of pain and hardship, swathed forever in freezing ice or unforgiving fire. It drifts in the far northwest quadrant of the galaxy, perilously close to the Eye of Terror, and yet its denizens remain pure. From space, it is apparent that the vast majority of Fenris is covered in ice-cold water, and what little land mass there is floats as small islands of frozen rock and snow. In the long, dark days of the Fenrisian winter, the oceans freeze over entirely, swathing the planet in a hard, white skin.

One small continent remains stable throughout the years: the land of Asaheim, which sits atop the crest of the world. Fenris orbits its sun in a pronounced ellipse; as a direct result, the climate ranges from ice cold for most of the year to searing heat in the summer. Even at the time when Fenris reaches its perigee, the primary continent remains intact, although ravaged by blazing lava and rivers of magma. Tectonic plates grind, mountains are thrown up, and chasms rend deep gashes in the skin of the planet. Yet somehow, amongst the shifting ice floes and fierce tides, the men of Fenris thrive.

As the constant ravages of the cruel and ever-changing climate harden its people, so too does it harden the native species. The prey, such as the herds of giant Fenrisian elk with their majestic and razor-sharp antlers and the hulking mammoths that can crush a man's body to a pulp, are dangerous indeed. The predators, however, are among the most ferocious in the galaxy. Ancient drakes and wyrms soar on the thermals above the shifting islands, thriving in caves heated by geothermal processes. Sea serpents and kraken haunt the deeps, terrifying leviathans that can grow thousands of metres in length. It has even been suggested that these kraken, one of which is said to have been caught by Leman Russ himself, are the remnants of an unsuccessful Tyranid invasion from the distant past.

Great white bears, raging beasts that weigh as much as an ice shark and are almost invisible in a blizzard, can be found prowling the frozen tundra, fully capable of smashing apart the strongest buildings to feed upon the unwary occupants. But most dangerous of all, a predator so terrible that it is known throughout the galaxy, is the Fenrisian wolf. These iron-furred monsters range from the mass of a small horse to that of an armoured personnel carrier, and are possessed of a singular cunning. Perhaps the most terrifying thing about these beasts is that they live in packs and, when they are hunting, their prey has little hope of escape.

Given that many Space Wolves wear the pelts of these vicious creatures, having killed the beasts with their bare hands, the warriors of Fenris can be reckoned mighty indeed. Born into a world of such omnipresent danger, only the toughest can thrive. Few worlds in the breadth of the galaxy hold any fear for the Space Wolves of Fenris.

Many Space Wolves have served in the Deathwatch, and some of the most celebrated Battle-Brothers are drawn from the Chapter. Their propensity to engage the foe head on has led to many great victories, even if none outside of the Deathwatch ever hear of them. Though many Space Wolves have been elevated to the rank of Watch-Captain in the Deathwatch, comparatively few have served as Watch Commanders. It is likely that this is due to the brothers' natural gregariousness, and their desire to return to the great feasting halls of Fenris once their duty is done.



THE TRIALS

The Space Wolves claim to be blessed with the most potent of all gene-seeds. The heritage of Leman Russ is as unique as it is deadly, and the first stage of the aspirant's transformation is often the last, for many are killed, or worse, transformed into slavering beasts. Before the transformation can begin, the aspirant must first imbibe the Canis Helix. Unfortunately for many, the genetic coding of the helix contains a number of substances that are not synthesised by the human body, and

they have a dramatic effect upon the potential Space Marine. The ravages of this unique gene first take effect during the aspirant's indoctrination. Ultimately, he is cast out into the wilderness to make his own way back to the Fang—the Space Wolves' mighty Fortress-Monastery. The gene works its hideous changes upon the warrior's mind and body; he reverts to a primal state where his bones split and buckle, hair sprouts across his body, and his only desire is to gorge on fresh meat and blood. His body mass grows by almost eighty percent, many of his bones fuse, and vestigial fangs sprout from his gums as he undergoes the transformation. Whilst his body is wracked with pain, the warrior must overcome the gene, lest it overcomes him. The nights of Fenris are prowled by giant, feral creatures, known as the Wulfen, the vestiges of aspirants who have failed to overcome the curse. To become one of the Wulfen is to fail and truly become a monster.

If the aspirant finds his way back to the Fang across the chasms and glaciers populated by snarling predators and blasted by freezing winds, he is implanted with the remainder of the Space Wolves' gene-seed, stabilising the Canis Helix and completing his genetic indoctrination into the ranks of the Sons of Russ. A minority of these warriors do not entirely conquer the gene-seed's effects, however, and in times of great stress will revert to the hulking, bloodthirsty state that haunts their genetic structure. This is the Curse of the Wulfen, and it is rightly feared.

COMBAT DOCTRINE

The Space Wolves have a very different approach to martial strategy from many of their brother Space Marines. There are several distinct types of squad, or pack, unique to the Chapter. Due to the Canix Helix in the Space Wolf gene-seed, Space Wolves experience their canines continuing to grow throughout their life-span. As a Space Wolf progresses through his life, he may rise through the ranks until he is old and his fangs are long. If his bravery and might are proven beyond question, he may be invited to join the Wolf Guard, or even become a mighty Wolf Lord and lead one of the Chapter's Great Companies.

Most Space Wolves begin their careers as Blood Claws, hot-headed young warriors who cannot wait to prove themselves, charging in howling packs at the front lines of the enemy in their efforts to garner personal glory. The Blood Claws are the shock troops of the Space Wolves and spearhead the majority of assaults. If they survive to become mature and capable warriors, they will be elevated to the ranks of the Grey Hunters, tempered by battle but nonetheless ready to give their lives in the name of honour. When the Space Wolves are fully mature, their hair grey and their canines pronounced, they are likely to be inducted into the Long Fangs, veteran warriors who are disciplined and steady even in the heat of battle, and hence entrusted with the company's heavy weapons.

The bravest and strongest of the Space Wolves, after proving themselves in a feat of exceptional valour or martial prowess, may become Wolf Guards. It is not by age or maturity that one attains such a coveted rank, but by deed, and so a newly raised Blood Claw has the same chance of joining the ranks of the Wolf Guard as does a veteran Long Fang. The Wolf Guard may lead less experienced packs into battle, or form a retinue for the mightiest warrior of the Great Company—the Wolf Lord himself. Few can stand before these heroic warriors, equipped as they are with the best wargear in the company's armoury, making them virtually unstoppable in close combat.

LEMAN RUSS

The primarch of the Space Wolves Legion, Leman Russ, is one of the most famous of the ancient heroes of the Imperium. Many legends tell of his deeds at the very dawn of the Imperium's bloody history. When the primarchs were scattered to the warp, Russ was cast to the world of Fenris. There he was discovered by a mighty she-wolf on the hunt for prey to feed her cubs. But rather than slay the young, helpless primarch, she raised him as her own. Soon, the primarch reached maturity and conquered the tribes of Fenris, ruling over them as king. When word of King Russ's exploits reached the ears of the Emperor, the primarch and his progenitor were united, and Russ took his place at the very forefront of the Great Crusade.

When the Horus Heresy came and the nascent Imperium was rent asunder, the Space Wolves stood loyally at the side of the Emperor. Their greatest battle was fought against their erstwhile brothers, the Thousand Sons Legion, at the traitors' home world of Prospero. There, the entire Space Wolves Legion decimated the Thousands Sons, casting down their heretical works and burning Prospero in a night.

It was long after the culmination of the Horus Heresy, during the great feast in honour of the Emperor's ascension to the Golden Throne, that Leman Russ disappeared. Though no Space Wolves know their primarch's fate, a place is set at the long table each year, and a horn of ale is filled in his honour. One day, the Space Wolves tell, when the need is greatest, the primarch shall return to his sons, and the greatest battle of all will be fought.

The Space Wolves' combat doctrine is not as organised as that of their brother Chapters. Given that they live for the honour of battle, it is almost certain that the younger Space Wolves will abandon a standard tactical structure in favour of simply rushing headlong at the enemy, howling at the tops of their voices. This has been known to aggravate allies from other units, who must adapt their battle plans in the face of the Space Wolves' actions. However, far from being uncontrolled berserkers, the Space Wolves simply relish the thrill of close combat above all else. Nonetheless, their battle tactics are undeniably effective; the Space Wolves have fought in such a manner on a hundred thousand battlefields since their conception, and a hundred thousand battle honours bear witness to their bravery.

THE LION AND THE WOLF

Over the course of the many battles of the Great Crusade and the subsequent Horus Heresy, Leman Russ became firm friends with Lion El'Jonson, primarch of the Dark Angels Legion. The two were at once beloved brothers and bitter rivals, vying all the while for honour and glory. On the world of Dulan, the Space Wolves and the Dark Angels were to assault an enemy-held fortress. Russ claimed the right to lead the attack, for the Tyrant of Dulan had insulted him publicly. But the Lion refused and started the assault early. Russ was furious, and after the battle was won a duel broke out between the brother-primarchs, in which Russ was laid low, only to regain consciousness some time later, after the Dark Angels had departed. To this day, whenever the Space Wolves and the Dark Angels serve alongside one another, a ritual duel is fought between the champions of each. Though rarely fatal, the outcome of the fight is regarded as an omen of the battle to come, and much honour is earned by those who continue the brotherly feud of their primarchs.

Space Wolves Characters

Space Wolves are renowned for their exceptionally sharp senses and their heroism in defence of all Imperial citizens, high or low.

A Space Wolves Space Marine gains the following benefits: +5 Perception, +5 Fellowship, and the Wolf Senses Solo Mode Ability (see page 217).

Bonus Talent: Space Wolves characters begin with the Heightened Senses (Smell) Talent.

Restrictions: Space Wolves characters may not select the Deathwatch Apothecary Speciality.

The Sons of Russ

The Sons of Russ is a Demeanour (see page 32) unique to Space Marines from the Space Wolves Chapter.

The Battle-Brothers of the Space Wolves are ferocious and aggressive warriors. Though far from mindless berserkers, they are certainly possessed of a feral exuberance for battle. They have an overriding sense of duty and honour, and are driven ever onwards by a strong desire to right the many wrongs that have befallen the Imperium of Man since the heady days of the Great Crusade. Space Wolves exhibit a fierce sense of loyalty to their comrades in arms and this is on occasion extended to their compatriots in other branches of the Imperium's military.

Although as devoted to the Emperor as any other Space Marine Chapter, the Space Wolves express their faith not in prayer and piety, but in feats of arms. While the Battle-Brothers of other Chapters may spend the night before battle in solemn meditation, the Space Wolves are more likely to mark the eve of battle in bawdy celebration, raising overflowing jacks of Fenrisian ale to brothers they may be mourning once battle is done. A Space Wolf will drink and make merry, for tomorrow, he may die.

In temperament, most Space Wolves are blunt and plain speaking, even to the point of giving offence to those not used to their ways. They abhor pretension and despise politicking. They are honest to a fault, and expect the same quality in those they fight alongside. Space Wolves embrace their lot with an uncomplicated enthusiasm, from the headstrong, newly recruited Blood Claw to the grey haired and taciturn Long Fang. Each plays the role fate lays before him, knowing that a life spent in service to the Emperor is a life well lived.

In the face of an enemy attack, the warrior bounds forward like a Fenrisian wolf on the hunt, a joyous song of war on his lips.

Storm Wardens

"We are the storm! We are the fury!"

–Lorgath Maclir at the Purging of Vigil

The Storm Wardens are stoic defenders often found upon the very borders of the Imperium. Up until recently, these Space Marines focused their attention upon the great warp storms that trouble the Halo Stars region on the galaxy's western edge. There, they protect frontier worlds from the predations of xenos threats, Chaos renegades, and heretical recidivists. They are often unknown and unsung heroes to those planets they defend, for the Storm Wardens are highly insular, and there are only a relative handful of monuments and records that celebrate their long list of battle honours. A bizarre twist of fate occurred in the depths of the 36th Millennium, during the Age of Apostasy—an event that many hold responsible for the Chapter's aloof nature.

The Storm Wardens lost many of the records of their founding during what later became known as the Nemesis Incident in roughly 945.M36. This event began during an ill-omened joint operation involving elements of the Inquisition against the Enslaver infestation of the Steropes Cluster. It is unknown exactly what transpired amongst Steropes' cyclopean ruins, but the aftermath of this campaign forever altered the destiny of the Storm Wardens Chapter.

Upon the conclusion of the Nemesis Incident, the serving Storm Warden's Chapter Master, Owin Glendwyr, consulted with an Inquisitor Lord of the Ordo Xenos upon a most dire decision. The Chapter Master sealed many sections of the Storm Wardens' fortress-monastery by the authority of the Lords of Terra. All traces of their history and even the proud legacy of their heritage to one of the primarchs were destroyed or hidden away. The Storm Warden's home world of Sacris was forbidden to have greater contact with the Imperium at large.

The only sanctioned record of that time, the *Liber Tempest*, claims that many Storm Wardens were placed in hidden stasis vaults, including the Chapter Master and the entire veteran First Company. The Chapter's Dreadnoughts are the guardians of these hidden chambers, and each has taken a vow of silence, standing as mute sentinels over these forbidden places.

After the Nemesis Incident, the Chapter re-built its First Company. These honoured Battle-Brothers know themselves as the "The Inheritors", custodians of the Chapter's honour until the day their ancestors rise from their timeless slumber.

Ever since this time, the Storm Wardens have redoubled their diligence, and their fortress-monastery mounts sophisticated scanning technology placed reluctantly by the Adeptus Mechanicus as payment for an ancient pact. Currently, the Chapter is led by Lorgath Maclir, a cunning strategist who constantly challenges his captains with tactical exercises and obsessively studies the Tactica Imperialis. Some rumours claim that Lorgath has managed to memorise these precepts of war, an impressive feat even for a Space Marine's enhanced memory.

THE WORLD OF STORMS

Located in the Calixis Sector of the Segmentum Obscurus, the planet known as Sacris is classified as Forbidden by the Adeptus Terra. Sacris is a remote, feudal world of highland moors and dark, oppressive swampland. It is inhabited by primitive human tribes of warriors who gather around charismatic warlords and continually struggle for dominance in the murky swamps. The tribes of Sacris have a fierce code of honour and hold that a man's word is his bond. The tribes worship the Emperor as a stern father-figure who judges all men's souls by the strength of their arms and the purity of their honour. The culture of Sacris has a strong impact on the Storm Wardens, and it is not uncommon to see Storm Warden's Scouts with woad-painted faces like those of the native tribes. Humans are not the only inhabitants of Sacris; a sizeable colony of abhuman ogryns survive on the rocky southern continent, possibly the result of an ancient oath sworn by the Storm Wardens prior to the Nemesis Incident. Whatever the truth may be, the Storm Wardens have no particular distaste for abhumans and have fought beside Imperial Guard regiments including ogryns and ratlings in the past. Currently, automated beacons surround Sacris' orbit, declaring the world forbidden and spreading rumours of virulent plague. The reason for this deception is unknown, save for the fact that it was Owin Glendwyr's final command as Chapter Master. Chapter Masters have since dutifully carried on with this oath-bound quarantine, although they know not its purpose.



The Storm Wardens maintain their fortress-

monastery on Highcastle, the single brilliant ivory moon that orbits Sacris. Crenelated towers surmounted by watchful gargoyle-servitors mark the presence of this immense and ancient keep. Inhabited by the Storm Wardens, it contains massive chambers where the Chapter's vehicles and wargear are maintained. The fortress-monastery's grey halls bear many blank banners and deep, irreparable scars left behind from the effects of the Nemesis Incident. Highcastle's lower halls extend deep below the moon's surface and contain ancient automated furnaces to provide the raw materials and conditions necessary to craft new weapons and vehicles for the Chapter's use, overseen by the Master of the Forge. Deeper still are the stasis chambers, though none but the Chapter's Dreadnoughts know of their exact location. Highcastle is a nigh-impregnable fortress, although many significant portions remain inaccessible and silent. The age of Highcastle is difficult to determine, but the fragmentary records remaining to the Storm Wardens indicate that Highcastle was present in the region before the Angevin Crusade and the formal foundation of the Calixis Sector.

INITIATIONS

The Storm Wardens descend from Sacris' moon to the foggy moors and teeming tribes below to hold a series of games and ritual combats to select only the fiercest and most cunning warriors to join their ranks as aspirants.

Often, aspirants must struggle against the fen-trolls and other highly dangerous native fauna of Sacris during the trials, battling their way up and down the shifting moors in a combination skirmish and marathon race. The aspirants must navigate past pockets of deadly swamp gas, through regions infested with swarm leeches, across quicksand-laden plains, and find their way to the Storm Warden's landing site. Those who survive that far then compete in games that pit aspirants against each other in contests of strength and skill at arms. Simply to compete in these trials elevates a man in the eyes of the tribes of Sacris; succeed or fail, he has tested himself against the greatest warriors on the planet, and that is worthy of great respect. After passing the trials, many Aspirants take with them the Sacris claymore, an heirloom weapon cherished by the tribesmen. It is also common that, when a Storm Warden dies, his claymore is ritually returned to his homeworld, and many blades have earned great honour for their tribe in this manner.

THE WAY OF HONOUR

The Storm Wardens, like the feral tribesman they recruit from, value personal honour and strength at arms. It is said that many Storm Wardens prefer to challenge enemy commanders to personal combat in order to test themselves against the best that the foe has to offer. Many Storm Wardens have a predilection for single combat with a foe they consider worthy of such a distinction, although more than a few veteran sergeants and captains have fallen in battle against particularly dangerous opponents in this way.

The Storm Wardens are highly insular, and rarely visit other worlds. In fact, the Calixis Sector is largely unaware of their very presence, with the exception of several high-ranking Inquisitors and Lord Sector Hax. Much of the Chapter's aloof nature has to do with the high value that the Storm Wardens place on personal honour, and some speculate that these Space Marines prefer not to associate with many of the disreputable worlds that surround them.

Despite their generally remote and detached nature, Storm Wardens rarely cause friction with the Imperium's various organisations, having assisted both the Inquisition and the Imperial Guard in numerous campaigns and actions throughout their history. Many Imperial frontier worlds under dire threat have witnessed the sight of Storm Warden's drop pods entering the atmosphere, each containing a squad of Space Marines intent on repelling any attack upon the Imperium's borders.

COMBAT DOCTRINE

The traditions of the Chapter mirror those of the tribes of Sacris, with a strong emphasis on close combat, testing themselves against the strongest of foes upon the field of battle.

Like most Codex Chapters, the Storm Wardens perform well at all forms of combat, but there is one strategy they have refined with devastating effect. Using heavy armour, their assaults feature numerous Predator tanks and Land Raiders. The enemy is subjected to a savage but brief bombardment, either from a Strike Cruiser in close orbit or a Thunderhawk gunship strafe. This pins the enemy in place for an armoured assault by the Chapter's Predators and Land Raiders, supported by Rhinos and Razorbacks carrying Tactical and Sternguard squads into the thick of battle.

It is this armoured assault which has its roots in the Chapter's recruiting world of Sacris. Many Storm Wardens use their armoured vehicles as a steed to carry them into the thick of the battle, where they may launch savage assaults against the enemy and fight by the tenets of the Way of Honour. Their preference for fighting in tandem with the heavy firepower and mobility of their armoured units has led to many stunning tactical feats, and also evens the balance so they may fight their enemy face-to-face on even and honourable terms.

It is no surprise, therefore, that the Chapter currently counts a high number of Techmarines amongst its number, and there has been some speculation that the Storm Wardens have a closer relationship with the Adeptus Mechanicus than other Space Marine Chapters.

Storm Wardens Characters

Storm Wardens value strength at arms and have battled for centuries against some of the most dangerous denizens beyond the Imperium's borders.

A Storm Wardens Space Marine gains the following benefits: +5 Strength, +2 Wounds, and the Thunder's Call Solo Mode Ability (see page 218).

Starting Gear: A Storm Wardens Space Marine may replace his combat knife with a Sacris claymore (see page 170).

Aspire to Glory

Aspire to Glory is a Demeanour (seepage 32) that is part of the beliefs and traditions of the Storm Wardens Chapter.

While fierce upon the field of battle, Storm Wardens are no less committed to the tenets of personal honour and obligation. Generally considered clannish and aloof even by other Space Marines, Storm Wardens prefer to remain distant from the Imperium at large. A Storm Warden is slow to make friends, but esteems and protects those who persevere to become companions.

Amongst the Storm Wardens, one's word is his bond, and honour is paramount. The night before battle is often spent in meticulous planning of tactics and strategy, sharing quiet camaraderie amongst their fellow warriors. Many of the most senior Battle-Brothers engage in ritualised duals, the victors gaining a coveted place in the vanguard.

Most Storm Wardens enjoy debate and crafting points to support their arguments, although some outsiders see these tendencies as quarrelsome or insubordinate. However, once a course of action has been agreed upon, a Storm Warden will set aside any dispute and carry it out. Perhaps because of their fondness for debate or their own turbulent history, Storm Wardens have an interest in mysteries and engimas. This curiosity has led more than a few Battle-Brothers to volunteer for the Deathwatch.

When battle begins, Storm Wardens fight with keen fervour, often seeking out an enemy champion or commander to test his skills against.

Kraazgrug's Folly

One of the most famous of the Storm Wardens' battles took place on the verdant plains of Keffik's World in the Scarus Sector. An Ork warband led by Warboss Kraazgrug had been ravaging a number of settlements and threatened the food supply for an entire sub-sector. Just before the Orks overran the last of the system's defences, an astropathic distress signal was relayed to Sacris. In response, the Storm Wardens deployed several companies of Space Marines, supported by many armoured vehicles. These forces were under the command of Captain Lorgath Maclir (prior to his ascension to the rank of Chapter Master) and included a handful of Space Marines from the elite First Company. Maclir's plan was to face the Warboss' trukks and warbuggies on the open plains of the northern continent. However, the Ork vehicles manoeuvred through the depths of a massive dust storm, and Maclir was forced to revise his strategy. Dispatching Scout Bikers, Stormravens, and Land Speeder Typhoons, he used his swiftly-moving skirmishing force to lure the main body of the greenskin's army into a box canyon. The Orks and the warboss were eliminated with an unrelenting salvo of heavy weapons fire from the rim of the canyon, and no greenskin left that battlefield alive.

The Cleansing of Vigil

A singularly savage conflict was fought entirely underground in the tunnels beneath the dead world of Vigil. In those lightless passages, the Storm Wardens battled metre by bloody metre in a series of close-range firefights against the foul Slaugth and their warrior constructs. The cleansing of Vigil proved to be a crucial test of the Chapter's resolve, as the tight quarters of the tunnels precluded the use of heavy armour and the alien forces seemed particularly adept at provoking the Storm Wardens into abandoning a cautious, methodical approach. The planet was cleansed at last, but at the cost of many veteran Battle-Brothers. The survivors, however, had learned to pay closer heed to the wisdom of the Codex Astartes, and Chapter Master Maclir promoted many of these veterans to his honour guard.

The Ultramarines

"We follow in the footsteps of Guilliman. As it is written in the Codex, so shall it be."

–Marneus Calgar, Chapter Master of the Ultramarines

Of all the thousand and more Space Marine Chapters, it is the blue-clad Ultramarines that, in the mind of the countless billions of the Emperor's subjects, personify everything that the Adeptus Astartes stands for. The Ultramarines and their many successor Chapters have stood at the very forefront of the war against the traitor, the alien, and the fiend since the very foundation of the Imperium. Across the domains of the Emperor, the Ultramarines are celebrated as heroic, virtuous, and noble defenders of Humanity, their deeds celebrated in devotional works the length and breadth of the galaxy.

Even amongst the Space Marine Chapters themselves, the Ultramarines occupy a position of special honour. The gene-seed from which the original Ultramarines Legion was founded is considered the purest, and it is estimated that some two-thirds of Chapters share their inheritance, being either direct successors or created from tithed Ultramarines genetic material. This shared inheritance often ensures that when the Ultramarines go to war, they are supported by many other Chapters, and that when Space Marine commanders gather to consider common strategy, the counsel of the Ultramarines is greatly valued. Often, the presence of even a small number of Ultramarines units in a larger military undertaking will ensure the participation of many more Chapters, so highly are the sons of Roboute Guilliman held in their brothers' esteem.



When Hive Fleet Behemoth struck the Eastern Fringe, it was the Ultramarines Chapter that turned the tide, even at the cost of the entire First Company. At the Chapter's home world of Macragge, one of the largest battles seen in centuries was fought, with the Ultramarines, led by their Master Marneus Calgar, at the very forefront. In addition to the great honour won by the Chapter in that titanic struggle, the Ultramarines gained invaluable experience in fighting these vile xenos, which they have passed on, often via service in the Deathwatch, to many other Chapters.

When the Horus Heresy struck, Guilliman was leading his mighty Legion in a massive campaign in the galactic south. So successful was the campaign that the Legion had been carried far from the Imperium's heart, so that by the time Guilliman received word of the Warmaster's treachery, the siege of Terra was underway. The Ultramarines fought their way towards Terra, and although they defeated a massive Traitor space fleet, were unable to intervene in the final battle.

It is Guilliman's actions subsequent to the Horus Heresy that made him the figure of adoration that he would become. With the traitors scattered and the Emperor to all intents and purposes lost to Humanity, the Imperium stood at the precipice. It was the genius and leadership of Roboute Guilliman that saw the Imperium through its first century, as he kept invaders at bay and saved the scattered worlds from collapsing into anarchy.

Roboute Guilliman fell at the hands of his erstwhile brother, Primarch Fulgrim of the Emperor's Children Traitor Legion. Poisoned unto death, Guilliman's barely living body was placed in a stasis field, and later enthroned in the Ultramarine's fortress-monastery. There it remains to this day, and some say that within the timeless aura of the stasis field, his body heals, and he may one day be returned to defend the Imperium he strove so hard to build.

The Realm of Ultramar

Situated deep in the galactic southeast in Ultima Segmentum, Ultramar is unique amongst all of the Chapter headquarters of Space Marines, in that while most Chapters operate from asteroid bases, lonely fortress-monasteries, and isolated worlds, the Ultramarines control no fewer than eight star systems near their home world of Macragge. Each of these worlds has its own government, armed forces, and individual cultures, but all are utterly loyal to the Ultramarines Chapter. The worlds surrounding Macragge are largely industrialised, though due to the organisational skills and far-sightedness of the Chapter's primarch, they are not the polluted wastelands of similar worlds across the Imperium. The worlds of Ultramar do not pay a tithe to the Imperium or provide regiments to the Imperial Guard. Instead, their every effort is devoted to the service of the Ultramarines, the ultimate reward for which is selection of a scion for service in the Chapter. Those families with an ancestor who joined the ranks of the Ultramarines are greatly honoured, and revere his name for all time.

Macragge itself is mostly bleak and rocky, with more than three-quarters of its land mass formed from mountainous terrain nearly entirely devoid of life.. The planet is encircled by vast, nigh impregnable orbital defences, as well as mighty fortresses at either pole. The polar fortresses bore the brunt of

the Tyranids' attacks during the Battle for Macragge, where, thanks to the sacrifices of the First Company, the back of the galactic invasion was broken and Hive Fleet Behemoth defeated.

DUTY AND HONOUR

The Ultramarines are rightly held as exemplars of all that a Space Marine can and should be. They are noble and virtuous, self-sacrificing and stoic, and truthful and just in thought and deed. Unlike the Battle-Brothers of some other Chapters, they are not arrogant in their dealings with the common man, and have served and died alongside warriors of every other military force in the Imperium.

This attitude is instilled in the Ultramarines from a very young age, long before consideration is given to recruitment into the Chapter. The people of Macragge in particular, and of Ultramar as a whole, are raised in a culture of discipline and service. On Macragge, it is common for a young man to leave his family whilst still a child to learn the ways of the warrior in one of the many martial communities of the world. In these schools, the youngster learns of honour and duty, practising and studying so that his arm is strong and his mind keen. It is from these communities that many of the Ultramarine aspirants are drawn, for they are well versed in the arts of war and ideal candidates for recruitment into the Chapter.

COMBAT DOCTRINE

As befits the Chapter of Roboute Guilliman, the Ultramarines adhere rigidly to the tenets laid down in the Codex Astartes. For ten thousand years they have fought in the manner described in its holy pages. Other Chapters may freely interpret the words of Guilliman, but to the Ultramarines such deviation is unthinkable. The Codex Astartes is a work of divine wisdom, sanctified by the Emperor himself, and the Ultramarines see no reason to deviate from it. The life-long lessons of discipline and self-reliance that are instilled in the people of Ultramar from birth give them the strength of character to hold true to teachings over ten thousand years old.

For any given tactical situation, the Codex offers hundreds of pages devoted to how it may be met and overcome. Each warrior of the Chapter is required to memorise whole sections of the Codex so that within a company there exists an entire record of the Codex's tenets. The wisdom of thousands of the Imperium's warriors has contributed to the Codex, and details on everything from unit markings to launching a full-scale planetary assault are contained within its pages.

This is not to say that the Ultramarines are hidebound or unimaginative in their thinking, for it must not be forgotten that Primarch Roboute Guilliman is regarded as one of the most imaginative and innovative military thinkers of all time. It is rather a deep-seated belief that every problem can be solved with recourse to the Codex Astartes, that there is no need to reinvent solutions to dilemmas solved long ago. By their strict adherence to the Codex, the Ultramarines are in fact freed by it. The success of this doctrine is self-evident in the countless thousands of battle honours the Chapter has earned over ten millennia of loyal service to the Imperium.

Ultramarines Characters

The Ultramarines often serve as the standard against which all Space Marines are measured, and these qualities encompass a variety of strengths, from tactical skill to strategic genius.

Ultramarines Space Marines gain the following benefits: +5 to two Characteristics of the players's choice, and the Favoured Son Solo Mode ability (see page 218).

HONOUR THE CODEX

Honour the Codex is a Demeanour (see page 32) unique to Space Marines from the Ultramarines Chapter.

In all of their duties, from battle to study, the Ultramarines are thorough, analytical, and attentive to every detail. They are slow to anger and rarely make a rash decision. By constant recourse to the articles of faith enshrined within the Codex Astartes, the Ultramarines are able to face any eventuality with well-practised battle drills and established doctrine.

In their dealings with Battle-Brothers from other Chapters, Ultramarines often fulfil the role of facilitator and peacemaker. While the Battle-Brothers of some Chapters display extremes of character, from hotheaded to taciturn, the Ultramarines are balanced in their approach, and often able to broker agreements between wildly differing points of view. This is evidenced in the fact that a high proportion of Deathwatch leaders are drawn from the Ultramarines and their successors, a fact that has more to do with their outlook and character than it does with their numerical superiority.

An Ultramarine is likely to turn to the vast tracts of the Codex Astartes that he has memorised for the solution to a problem.

Roboute Guilliman

The primarch of the Ultramarines was the great hero of the Imperium Roboute Guilliman. Of all of the Emperor's gene-sons, Guilliman was held as the most noble of character and spirit. He was a military genius and a puissant warrior, as were all of the primarchs, but alone amongst them Guilliman rebuilt that which he cast down, ensuring that worlds liberated from tyranny during the Great Crusade were thriving within months. Roboute Guilliman was a man of refined mind, his strategic insight complemented by an appreciation for the fineries of disciplines as diverse as government and art.



II

Specialities

DEATHWATCH

Character Advancements
•
Apothecary
•
Assault Marine
•
Devastator Marine
•
Librarian
•
Tactical Marine
•
Techmarine

Chapter II: Specialities

"We are the Emperor's wrath! Let the blood of the unclean act as an offering to the Lion's shade!"

–Battle credo of the Dark Angels

The Space Marines are the finest warriors of the Imperium of Man, mighty defenders of the Emperor's domain who routinely face horrific threats to the galaxy. From amongst their august number, you have been chosen for a great honour, and have been seconded to the Deathwatch—an elite force of alien-hunters working hand-in-hand with the Holy Inquisition.

Not all Space Marines serve in the Deathwatch in the same way. Sometimes, a Watch Captain has a need for a Battle-Brother skilled in operating heavy weapons—a Deathwatch Devastator Marine—to suppress Tyranid hordes, or he might require a Deathwatch Apothecary to recover precious samples of alien DNA from a long-forgotten stasis tomb. The psychic talents of a Deathwatch Librarian or the special communion with the machine spirits possessed by a Techmarine are also invaluable tools for the difficult and special nature of the Deathwatch's missions in the Jericho Reach.

Your Speciality represents your character's aptitude and potential—effectively, your role within the Deathwatch Kill-team. It defines your particular gifts and how you will continue to develop. Your Speciality will define the new abilities you can learn and the areas of responsibility you have within your Kill-team. Part of the fun of **Deathwatch** is deciding exactly how your character develops within your Speciality—there are many choices available, and no one "right" way of progressing.

Getting Started

"You carry the Emperor's will as your torch. With it, destroy the shadows."

–Verses of Sigismund, Book CIV, Verse 1

Your character's Speciality is decided during the character creation process. After you select your Space Marine's home Chapter (see page 26), you then choose a Speciality from the options presented in this section. However, it is important to note that some Space Marine Chapters (notably the Black Templars and Space Wolves) are restricted in their selections and are not able to choose certain Specialities.



Speciality Format

Each Speciality uses the following format:

Description

In each Speciality section, you can find a description and illustration to help give you some ideas about what your character might be like. This section tells you about the background for the Speciality and how it fits into the Space Marine organisation and the Deathwatch as a whole.

Rank Chart

Each Speciality is divided into a series of Ranks. This chart tells you the progression necessary to reach a certain Rank.

Characteristic Advance Scheme

Each Speciality allows you to improve your character's raw abilities, or Characteristics. Depending on the nature of the Speciality, some Characteristics are more difficult to increase than others. This chart lists the cost of each Characteristic Advance you can take.

Rank Advance Scheme

For each Rank within your Speciality, you will find a table that shows you what new abilities your character can learn, and what you must do in order to learn them.

CHARACTER ADVANCEMENTS

"Where there is uncertainty, I shall bring light. Where there is doubt, I shall sow faith. Where there is shame, I shall point atonement. Where there is rage, I shall show its course. My word in the soul shall be as my bolter in the field."

–Litany of Devotion

As you adventure through the 41st Millennium, your character will have plenty of opportunities to improve. Your Game Master will reward you with Experience Points that you can spend to further develop your character. Each career has plenty of room for you to customise your character and make him unique.

There are three types of improvements that you can select for your character:

- **Characteristic Advance:** Increases your raw abilities.
- **Rank Increase:** Opens new training opportunities.
- **Skill or Talent Advance:** Learn new Skills or Talents, or improve an existing Skill or Talent.

In addition to the advances listed for the Ranks in your Speciality, sometimes your GM will allow you to purchase an Elite Advance. See page 59 for more on this.

Characteristic Advance

A Characteristic Advance is an increase to your character's raw abilities. When you buy a Characteristic Advance, you add +5 to the Characteristic on your character sheet.

Characteristic Advances are divided into four progression levels. These are as follows:

- **Simple:** A small fulfilment of your potential.
- **Intermediate:** A significant improvement to your capabilities.
- **Trained:** Active, focused effort upon improving your prowess.
- **Expert:** The limit of your natural capabilities.

As you set about increasing a Characteristic, you must progress through each of the progression levels in turn, starting at Simple and ending at Expert.

The costs for these increases for each Speciality are listed in the relevant Speciality section in a table, which looks like this:

Deathwatch Tactical Marine Advance Scheme

Characteristic	Simple	Intermediate	Trained	Expert
Willpower	200 xp	500 xp	1,000 xp	1,500 xp

As you can see, the first +5 increase to a Deathwatch Tactical Marine's Willpower costs 200 xp; the next +5 (the Intermediate progression level) costs 500 xp; a further +5 improvement (the Trained progression level) costs 1,000 xp, while the final possible improvement (Expert progression level) costs 1,500 xp.

The costs for Characteristic Advances are cumulative. Thus, you could not just pay 500 xp for a +10 increase. Instead, you would pay 200 xp for the Simple Advance, then pay 500 xp for the Intermediate Advance.

Example

John wants to increase the Willpower of his Deathwatch Tactical Marine character. His starting Willpower is 44, and it will cost John 200 xp to buy the Simple Willpower Advance. He spends 200 xp and increases his character's Willpower to 49. John wants to raise his character's Willpower even higher, so he spends another 500 xp (the cost of the Intermediate Advance) to increase his Deathwatch Tactical Marine's Willpower by another +5. In the end, John's Space Marine has increased his Willpower to 54 (44 + 5 + 5 = 54), and has spent 700 xp to do so (200 + 500 = 700).

RANKS

Your Rank is a general measure of your experience and capabilities. It represents the progression of your character's abilities as he grows in status and prowess. Your Rank is determined by the total amount of Experience Points your character has spent. The Advancement Scheme for each Rank has a combination of Skills and Talents that you may purchase with xp.

You may buy Advances from any Rank Advancement Scheme you currently hold or have previously held.

As your Rank rises, you have access to more and more Advancement Schemes, and therefore, you have more options on how to customise your character.

As with Characteristic Advances, it is easy to gain Ranks to start with, but it becomes progressively harder throughout the life of your character.

Gaining Ranks

Characters automatically gain Ranks by spending xp. Once a character's total spent xp reaches the necessary amount, the character's Rank increases. Note that Rank increases always occur after an Advance has been taken. All Specialities in **Deathwatch** require the same amount of xp in order to increase in Rank. The xp needed to advance in Rank is listed on Table 2-2 on page 58.

Chapter Advances and Deathwatch Advances

There are a number of Skills and Talents that are appropriate only for specific Space Marine Chapters or the Deathwatch itself. These special Advance lists are presented on pages 60 to 67. Deathwatch-specific Advances can be selected by any Deathwatch Space Marine of the appropriate Rank, and Chapter-specific Advances can be selected by any Space Marine from that Chapter of the appropriate Rank. The best way to think of these Advances is to consider them additional menus that your character may choose from as he grows in Rank in his particular Speciality.

Table 2-2: Ranks

Rank	XP Level
1	13,000–16,999
2	17,000–20,999
3	21,000–24,999
4	25,000–29,999
5	30,000–34,999
6	35,000–39,999
7	40,000–44,999
8	45,000–49,999

Example

Ross's Deathwatch Librarian has spent 20,800 xp in total on various Advances. In the course of the game, Ross earns an additional 1,000 xp, and he decides to spend this amount on a Characteristic Advance. Ross receives permission from his GM to take the Advance then crosses off the 1,000 xp from his unspent xp amount on his character sheet. He notes down the Advance on the character sheet and alters his Characteristic Profile to reflect the Advance he took. Finally, he adds the 1,000 xp to his current spent xp total. Ross has now spent 21,800 xp (20,800 + 1,000 = 21,800). When he consults the Deathwatch Librarian Ranks, he sees that he has spent enough xp to earn Rank 3. He removes his old Rank (2) and notes that his character is now Rank 3 on his character sheet.

SKILL AND TALENT ADVANCES

A Skill Advance teaches you a new Skill or improves an existing Skill to make it more effective. A Talent Advance gives you a knack or aptitude for something.

Depending on your Speciality, some Skills and Talents are easier to learn than others. A Scholarly Librarian, for example, would have to spend far fewer Experience Points to learn a Forbidden Lore Skill than a Deathwatch Devastator Marine would. The wide range of Skills and Talents allows you to customise your character as you wish.

Note that **Deathwatch** characters may select from four different sources. A Deathwatch Space Marine may choose advances for his appropriate Rank from his home Chapter Advances, Deathwatch Advances, General Space Marine Advances, and the advances for his Speciality. There is no Rank requirement for selecting advances from the Chapter Advances lists.

Prerequisites

If you take a look at the listed Advances for each Rank, you will notice that some require you to have a Talent or Characteristic at a particular rating. You must meet all the listed prerequisites before purchasing such an Advance. If you are ever in doubt about a prerequisite, ask your GM. He can overrule or change prerequisites at his discretion.

Buying an Advance

Buying an Advance is simple. Once you have had a good look at your Advancement Schemes and have chosen what you want to buy, follow these steps:

- Check with the GM to make sure the Advance you would like is available (the GM may restrict certain Skills and Talents to meet the needs of the campaign, or he might offer a better option).
- Deduct the cost of the Advance from your current pool of unspent Experience Points.
- Write down the name of the Advance in the Advances section of your character sheet.
- Apply any changes to Characteristics, Skills, Talents, or Traits from the Advance.
- Finally, add the newly spent xp to your spent xp total on your character sheet.

As you undertake missions, you will earn more Experience Points as a reward for good roleplaying, completing mission objectives, and for coming up with clever ideas. These rewards allow you to buy further Advances for your character.

Certain Talent Advances have a multiplier listed after their name (x2, x3, etc.). Advances with a multiplier may be purchased multiple times at that Rank, up to a maximum number of times equal to the multiplier. However, this rule does not apply to Advances that are Traits. Instead, the multiplier for a Trait that is also an Advance is usually an indication that the Trait is an Unnatural Characteristic (see page 136 for details).

Deciding How to Advance Your Character

Figuring out which Advances you should take can be a little daunting at first. Whilst Characteristic Advances are expensive, they do have wide-ranging effects on your character's ability. Meanwhile, Skills and Talents are relatively cheap and open a lot of new opportunities. You will need to decide if you want to focus on improving your core abilities, to concentrate on gaining Skills and Talents, or forge a compromise between the two tactics.

You can expect to gain around 750 xp with each session of play, provided you are reasonably successful and roleplay well. When planning your Advances, you might find it handy to use that amount as a measure of how long it will take you to gain a certain improvement. For example, a Trained +5 Weapon Skill Advancement that costs 1,000 xp will take roughly two sessions to gain. Meanwhile, a new Talent costing 500 xp could be gained after only a single session of play. If you get stuck, or simply aren't sure which choice would be a better Advance for your character, ask your GM to help you out.

Elite Advances

Your character is broadly described by his Speciality. However, the Advancements listed are not the sum total of all that your character could learn. Sometimes, your character will be exposed to certain Skills or Talents during play. For example, you might spend an adventure infiltrating the crystal caverns of Krrk'tikit or restoring the machine spirits of the long-abandoned Watch Station Scapula. If you think you have a good reason for learning a Skill or Talent that is not listed on your Advancement Scheme, you can request an Elite Advance from your GM. The base cost for an Elite Advance is 750 xp. The GM may adjust this base cost at his discretion. To make a request, you will need the following:

- Logical justification for the Elite Advance (e.g., "Spending a month battling a mutant uprising on Vespasia means it would make sense that I have learned the Lore: Forbidden (Mutants) Skill.")
- In-character explanation for how you gained the Advance (e.g., "Our Ordo Xenos guide taught me some secret knowledge as repayment for saving his life.")
- An offer of how many Experience Points you are willing to pay to gain the Advance (e.g., "I will happily pay 800 xp to learn the Lore: Forbidden (Mutants) Skill.")

Your GM may decide not to grant you the Elite Advance, or may demand a higher Experience Point cost than you have suggested. In these cases, gracious acceptance of the GM's decree is the best course. Your GM may also rule that you need to pass a series of tests in order to successfully learn the requested Skill or Talent. This will usually tie into your explanation for how you gained the Advance (e.g., "Make a Charm Test to convince the Ordo Xenos agent to teach you his secret techniques."). The quest for an Elite Advance can be an adventure in and of itself.

Sometimes, your GM will offer you an opportunity to take an Elite Advance as part of the reward for completing an adventure. For example, you may have encountered an influential Inquisitor whilst on a mission. Having protected the Inquisitor from various threats during the mission, your GM may offer you the chance to purchase Peer (Inquisition). Sometimes, these Elite Advances will come with additional side effects, such as Corruption or Insanity Points. Think carefully before accepting such an offer!

Creating Your Own Specialities

Whilst the Specialities detailed here are purposely broad in scope, once you've had some experience adventuring within the 41st Millennium, you might find it fun to develop something a little more specific. Perhaps you feel like making up your own Space Marine Chapter, or maybe you have a special kind of Space Marine you'd like to try out. If this is the case, work closely with your GM to develop an Advance Scheme that is balanced and sensible. Remember to make sure that your new Speciality fits in with the other members of your group—after all, if the Deathwatch Space Marines cannot work smoothly together, malignant forces in the universe will happily exploit their weaknesses.

Completing All The Ranks

Through a combination of skill, audacity, daring, and sheer luck, your character may survive the manifold horrors of the 41st Millennium long enough to progress to the top Rank within his Speciality. In game terms, the character who has attained the top Rank of his Speciality is considered to have completed his initial service in the Deathwatch. The character has now passed beyond the scope of **Deathwatch** and has entered into the realms of other Warhammer 40,000 roleplaying games.

At those rarefied heights, little can stand against such powerful characters. Some may lead massive crusades to conquer worlds for the Imperium or may direct the actions of hundreds of his Battle-Brothers. Others might become a legend that is celebrated in his home Chapter for millennia. There are many options, only limited by your imagination.

Duplicated Skills and Talents

It is important to note that many Space Marine starting Skills and Talents are duplicated on the Rank 1 of the General Space Marine Advances. This is an intentional duplication, and represents the training that is available to all Deathwatch Space Marines regardless of their origins. Future expansions for the **Deathwatch** line may feature Space Marines with different starting skills, and therefore, this duplication serves a purpose for the overall **Deathwatch** line.



General Space Marine Advances

Rank 1 General Space Marine Advances

Advance	Cost	Type	Prerequisites
Awareness	200	Skill	—
Carouse	200	Skill	—
Ciphers (Chapter Runes)	200	Skill	—
Climb	400	Skill	—
Concealment	800	Skill	—
Dodge	300	Skill	—
Drive (any)	600	Skill	—
Intimidate	400	Skill	—
Literacy	200	Skill	—
Lore: Common (Adeptus Astartes)	400	Skill	—
Lore: Common (Imperium)	400	Skill	—
Lore: Common (War)	400	Skill	—
Navigation (Surface)	400	Skill	—
Search	400	Skill	—
Silent Move	300	Skill	—
Speak Language (any)	200	Skill	—
Survival	300	Skill	—
Swim	200	Skill	—
Tech-Use	800	Skill	—
Trade (any)	600	Skill	—
Astartes Weapon Specialisation	1,500	Talent	Astartes Weapon Training
Signature Wargear	500	Talent	—
Sound Constitution (x2)	500	Talent	—

Rank 2 General Space Marine Advances

Advance	Cost	Type	Prerequisites
Awareness +10	300	Skill	Awareness
Carouse +10	200	Skill	Carouse
Charm	800	Skill	—
Climb +10	400	Skill	Climb
Command	300	Skill	—
Deceive	400	Skill	—
Demolition	400	Skill	—
Gamble	200	Skill	—
Inquiry	800	Skill	—
Literacy +10	200	Skill	Literacy
Logic	400	Skill	—
Lore: Common (Imperial Guard)	200	Skill	—
Lore: Common (Imperial Navy)	200	Skill	—
Scrutiny	400	Skill	—
Speak Language (any) +10	200	Skill	Speak Language (same Skill group)
Survival +10	400	Skill	Survival
Swim +10	200	Skill	Swim
Tracking	400	Skill	—
Trade (any) +10	400	Skill	Trade (same Skill group)
Wrangling	200	Skill	—
Air of Authority	1,000	Talent	Fel 30
Polyglot	500	Talent	Int 40, Fel 30
Resistance (Poisons)	500	Talent	—
Signature Wargear (Master)	1,000	Talent	Signature Wargear (same item)
Sound Constitution (x2)	1,000	Talent	—
Total Recall	500	Talent	Int 30

Rank 3 General Space Marine Advances

Advance	Cost	Type	Prerequisites
Awareness +20	800	Skill	Awareness +10
Carouse +20	200	Skill	Carouse +10
Ciphers (Chapter Runes) +10	200	Skill	Ciphers (Chapter Runes)
Climb +20	400	Skill	Climb +10
Concealment +10	800	Skill	Concealment
Contortionist	800	Skill	—
Drive (any) +10	800	Skill	Drive (same Skill group)
Evaluate	400	Skill	—
Interrogation	400	Skill	—
Intimidate +10	400	Skill	Intimidate
Literacy +20	200	Skill	Literacy +10
Lore: Common (Adeptus Astartes) +10	400	Skill	Lore: Common (Adeptus Astartes)
Lore: Common (Ecclesiarchy)	200	Skill	—
Lore: Common (Imperial Guard) +10	200	Skill	Lore Common (Imperial Guard)
Lore: Common (Imperial Navy) +10	200	Skill	Lore: Common (Imperial Navy)
Lore: Common (Imperium) +10	400	Skill	Lore: Common (Imperium)
Lore: Common (Tech)	200	Skill	—
Lore: Common (War) +10	400	Skill	Lore: Common (War)
Lore: Forbidden (Adeptus Astartes)	400	Skill	—
Performer (any)	400	Skill	—
Pilot (any)	800	Skill	—
Search +10	400	Skill	Search
Security	800	Skill	—
Silent Move +10	800	Skill	Silent Move
Speak Language (any) +20	200	Skill	Speak Language (same Skill group) +10
Swim +20	200	Skill	Swim +10
Tactics (any)	400	Skill	—
Trade (any) +20	400	Skill	Trade (same type) +10
Orthoproxy	500	Talent	—
Rapid Reaction	500	Talent	Ag 40
Rapid Reload	300	Talent	—

Rank 4 General Space Marine Advances

Advance	Cost	Type	Prerequisites
Charm +10	800	Skill	Charm
Command +10	500	Skill	Command
Deceive +10	400	Skill	Deceive
Demolition +10	400	Skill	Demolition
Gamble +10	200	Skill	Gamble
Inquiry +10	800	Skill	Inquiry
Logic +10	400	Skill	Logic
Lore: Common (Ecclesiarchy) +10	200	Skill	Lore: Common (Ecclesiarchy)
Lore: Common (Imperial Guard) +20	200	Skill	Lore Common (Imperial Guard) +10
Lore: Common (Imperial Navy) +20	200	Skill	Lore: Common (Imperial Navy) +10
Lore: Common (Tech) +10	200	Skill	Lore: Common (Tech)
Performer (any) +10	400	Skill	Performer (same Skill group)
Scrutiny +10	400	Skill	Scrutiny
Shadowing	400	Skill	—
Survival +20	800	Skill	Survival +10
Iron Discipline	1,000	Talent	WP 30, Command
Iron Jaw	500	Talent	T 40
Sprint	600	Talent	—

Rank 5 General Space Marine Advances

Advance	Cost	Type	Prerequisites
Concealment +20	800	Skill	Concealment +10
Ciphers (Chapter Runes) +20	200	Skill	Ciphers (Chapter Runes) +10
Dodge +10	500	Skill	Dodge
Drive (any) +20	800	Skill	Drive (same Skill group) +10
Evaluate +10	400	Skill	Evaluate
Intimidate +20	400	Skill	Intimidate +10
Navigation (Stellar)	400	Skill	—
Lore: Common (Adeptus Astartes) +20	400	Skill	Lore: Common (Adeptus Astartes) +10
Lore: Common (Ecclesiarchy) +20	200	Skill	Lore: Common (Ecclesiarchy) +10
Lore: Common (Imperium) +20	400	Skill	Lore: Common (Imperium) +10
Lore: Common (Tech) +20	200	Skill	Lore: Common (Tech) +10
Lore: Common (War) +20	400	Skill	Lore: Common (War) +10
Lore: Scholastic (any)	800	Skill	—
Performer (any) +20	400	Skill	Performer (same Skill group) +10
Pilot (any) +10	800	Skill	Pilot (same Skill group)
Search +20	400	Skill	Search +10
Security +10	800	Skill	Security
Silent Move +20	800	Skill	Silent Move +10
Tracking +10	400	Skill	Tracking
Wrangling +10	200	Skill	Wrangling
Call to Vengeance	1,000	Talent	Fel 40
Double Team	500	Talent	—
Hardy	1,000	Talent	T 40
Mimic	500	Talent	—
Peer (Adeptus Astartes)	500	Talent	Fel 30
Signature Wargear	500	Talent	—
Sound Constitution (x2)	1,000	Talent	—

Rank 6 General Space Marine Advances

Advance	Cost	Type	Prerequisites
Charm +20	800	Skill	Charm +10
Command +20	800	Skill	Command +10
Deceive +20	400	Skill	Deceive +10
Demolition +20	400	Skill	Demolition +10
Gamble +20	200	Skill	Gamble +10
Inquiry +20	800	Skill	Inquiry +10
Logic +20	400	Skill	Logic +10
Navigation (Surface) +10	400	Skill	Navigation (Surface)
Scrutiny +20	400	Skill	Scrutiny +10
Good Reputation (Adeptus Astartes)	500	Talent	Fel 50, Peer (same Talent group)
Hammer Blow	1,000	Talent	—
Last Man Standing	500	Talent	Nerves of Steel
Paranoia	500	Talent	—
Sound Constitution	1,000	Talent	—
Unbowed and Unbroken	1,500	Talent	Fel 30
Wisdom of the Ancients	1,000	Talent	Int 40

Rank 7 General Space Marine Advances

Advance	Cost	Type	Prerequisites
Chem-Use	800	Skill	—
Evaluate +20	400	Skill	Evaluate +10
Interrogation +10	400	Skill	Interrogation
Lore: Forbidden (Adeptus Astartes) +10	400	Skill	Lore: Forbidden (Adeptus Astartes)
Navigation (Surface) +20	400	Skill	Navigation (Surface) +10
Pilot (any) +20	800	Skill	Pilot (same Skill group) +10
Security +20	800	Skill	Security +10
Tactics (any) +10	400	Skill	Tactics (same skill group)
Tech-Use +10	800	Skill	Tech-Use
Tracking +20	400	Skill	Tracking +10
Wrangling +20	200	Skill	Wrangling +10
Blind Fighting	800	Talent	Per 30
Bolter Drill	1,500	Talent	Astartes Weapon Training
Fearless	1,000	Talent	—
Signature Wargear (Hero) (any)	1,500	Talent	—
Sound Constitution	1,000	Talent	—

Rank 8 General Space Marine Advances

Advance	Cost	Type	Prerequisites
Dodge +20	600	Skill	Dodge +10
Interrogation +20	400	Skill	Interrogation +10
Lore: Forbidden (Adeptus Astartes) +20	400	Skill	Lore: Forbidden (Adeptus Astartes) +10
Medicae	800	Skill	—
Tactics (any) +20	800	Skill	Tactics (same skill group) +10
Into the Jaws of Hell	1,500	Talent	Iron Discipline
Master Orator	1,000	Talent	Fel 30
Sound Constitution	1,000	Talent	—



Deathwatch Advances

Rank 1 Deathwatch Advances

Advance	Cost	Type	Prerequisites
Ciphers (Xenos Markings)	200	Skill	—
Ciphers (Deathwatch)	200	Skill	—
Ciphers (Inquisition)	200	Skill	—
Lore: Common (Deathwatch)	200	Skill	—
Lore: Common (Jericho Reach)	400	Skill	—
Lore: Forbidden (Xenos)	400	Skill	—
Interrogation	400	Skill	—
Sleight of Hand	400	Skill	—
Hunter of Aliens	1,000	Talent	—
Resistance (Cold)	300	Talent	—
Resistance (Heat)	300	Talent	—

Rank 2 Deathwatch Advances

Advance	Cost	Type	Prerequisites
Ciphers (Xenos Markings) +10	400	Skill	Ciphers (Xenos Markings)
Ciphers (Deathwatch) +10	200	Skill	Ciphers (Deathwatch)
Lore: Common (Deathwatch) +10	200	Skill	Lore: Common (Deathwatch)
Lore: Common (Jericho Reach) +10	400	Skill	Lore: Common (Jericho Reach)
Interrogation +10	400	Skill	Interrogation
Sleight of Hand +10	400	Skill	Sleight of Hand
Hatred (Orks)	500	Talent	—
Hatred (Tyranids)	500	Talent	—

Rank 3 Deathwatch Advances

Advance	Cost	Type	Prerequisites
Ciphers (Xenos Markings) +20	400	Skill	Ciphers (Xenos Markings) +10
Ciphers (Deathwatch) +20	200	Skill	Ciphers (Deathwatch) +10
Lore: Common (Deathwatch) +20	200	Skill	Lore: Common (Deathwatch) +10
Lore: Common (Jericho Reach) +20	400	Skill	Lore: Common (Jericho Reach) +10
Interrogation +20	400	Skill	Interrogation +10
Sleight of Hand +20	400	Skill	Sleight of Hand +10
Exotic Weapon Training (any)	500	Talent	—
Hatred (Eldar)	500	Talent	—
Hatred (Tau)	500	Talent	—

Rank 4 Deathwatch Advances

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Black Library)	400	Skill	—
Lore: Forbidden (Inquisition)	800	Skill	—
Lore: Forbidden (Traitor Legions)	800	Skill	—
Lore: Forbidden (Warp)	400	Skill	—
Scourge of Heretics	1,000	Talent	—

Rank 5 Deathwatch Advances

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Inquisition) +10	800	Skill	Lore: Forbidden (Inquisition)
Lore: Forbidden (Warp) +10	400	Skill	Lore: Forbidden (Warp)
Lore: Forbidden (Xenos) +10	400	Skill	Lore: Forbidden (Xenos)
Peer (Inquisition)	1,000	Talent	Fel 30
Slayer of Daemons	1,000	Talent	—

Rank 6 Deathwatch Advances

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Black Library) +10	400	Skill	Lore: Forbidden (Black Library)
Lore: Forbidden (Inquisition) +20	800	Skill	Lore: Forbidden (Inquisition) +10
Lore: Forbidden (Traitor Legions) +10	800	Skill	Lore: Forbidden (Traitor Legions)
Lore: Forbidden (Warp) +20	400	Skill	Lore: Forbidden (Warp) +10
Lore: Forbidden (Xenos) +20	400	Skill	Lore: Forbidden (Xenos) +10

Rank 7 Deathwatch Advances

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Traitor Legions) +20	800	Skill	Lore: Forbidden (Traitor Legions) +10
Sound Constitution	1,000	Talent	—
Strong Minded	1,500	Talent	WP 30, Resistance (Psychic Powers)

Rank 8 Deathwatch Advances

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Black Library) +20	400	Skill	Lore: Forbidden (Black Library) +10
Good Reputation (Inquisition)	1,500	Talent	Fel 50, Peer (Inquisition)
Sound Constitution (x2)	1,000	Talent	—



Chapter Advances

Black Templars Chapter Advances

Advance	Cost	Type	Prerequisites
Interrogation	200	Skill	—
Interrogation +10	200	Skill	Interrogation
Interrogation +20	200	Skill	Interrogation +10
Abhor the Witch	800	Talent	Adeptus Astartes
Fearless	800	Talent	—
Hatred (Heretics)	500	Talent	—
Hatred (Mutants)	500	Talent	—
Hatred (Psykers)	500	Talent	—
Inspire Wrath	1,000	Talent	Fel 30
Litany of Hate	1,000	Talent	Hatred (any)
Orthoproxy	500	Talent	—
Scourge of Heretics	500	Talent	—

Blood Angels Chapter Advances

Advance	Cost	Type	Prerequisites
Acrobatics	200	Skill	—
Acrobatics +10	600	Skill	Acrobatics
Acrobatics +20	600	Skill	Acrobatics +10
Assassin Strike	500	Talent	Ag 40, Acrobatics
Battle Rage	400	Talent	Frenzy
Berserk Charge	600	Talent	—
Flesh Render	500	Talent	—
Furious Assault	600	Talent	WS 35
Frenzy	400	Talent	—
Hatred (Orks)	500	Talent	—
Mental Rage	800	Talent	Frenzy
Slayer of Daemons	1,000	Talent	—
Talented (Trade [Artisan])	500	Talent	—
Talented (Pilot [Personal])	500	Talent	—

Dark Angels Chapter Advances

Advance	Cost	Type	Prerequisites
Interrogation	200	Skill	—
Interrogation +10	200	Skill	Interrogation
Interrogation +20	200	Skill	Interrogation +10
Lore: Forbidden (Adeptus Astartes)	200	Skill	—
Lore: Forbidden (Adeptus Astartes) +10	200	Skill	Lore: Forbidden (Adeptus Astartes)
Lore: Forbidden (Adeptus Astartes) +20	200	Skill	Lore: Forbidden (Adeptus Astartes) +10
Lore: Forbidden (Inquisition)	400	Skill	—
Lore: Forbidden (Inquisition) +10	400	Skill	Lore: Forbidden (Inquisition)
Lore: Forbidden (Inquisition) +20	400	Skill	Lore: Forbidden (Inquisition) +10
Lore: Forbidden (Traitor Legions)	400	Skill	—
Lore: Forbidden (Traitor Legions) +10	400	Skill	Lore: Forbidden (Traitor Legions)
Lore: Forbidden (Traitor Legions) +20	400	Skill	Lore: Forbidden (Traitor Legions) +10
Hatred (Chaos Space Marines)	500	Talent	—
Hatred (Mutants)	500	Talent	—
Paranoia	500	Talent	—
Talented (Pilot)	500	Talent	—
Talented (Drive [Ground Vehicles])	500	Talent	—

Space Wolves Chapter Advances

Advance	Cost	Type	Prerequisites
Carouse	200	Skill	—
Carouse +10	200	Skill	Carouse
Carouse +20	200	Skill	Carouse +10
Performer (any)	200	Skill	—
Performer (any) +10	200	Skill	Performer (same skill group)
Performer (any) +20	200	Skill	Performer (same skill group) +10
Tracking	200	Skill	—
Tracking +10	200	Skill	Tracking
Tracking +20	200	Skill	Tracking +10
Wrangling	100	Skill	—
Wrangling +10	100	Skill	Wrangling
Wrangling +20	100	Skill	Wrangling +10
Hardy	400	Talent	Toughness 40
Hatred (Chaos Space Marines)	500	Talent	—
Heightened Senses (Taste)	500	Talent	—
Talented (Carouse)	500	Talent	—
Talented (Tracking)	500	Talent	—
Wisdom of the Ancients	1,500	Talent	Int 40

Storm Wardens Chapter Advances

Advance	Cost	Type	Prerequisites
Gamble	200	Skill	—
Gamble +10	200	Skill	Gamble
Gamble +20	200	Skill	Gamble +10
Tracking	400	Skill	—
Tracking +10	400	Skill	Tracking
Tracking +20	400	Skill	Tracking +10
Duty Unto Death	800	Talent	WP 45
Hammer Blow	500	Talent	—
Stalwart Defence	800	Talent	—
Talented (Drive [Ground Vehicle])	500	Talent	—
Thunder Charge	1,000	Talent	—

Ultramarines Chapter Advances

Advance	Cost	Type	Prerequisites
Charm	400	Skill	—
Charm +10	400	Skill	Charm
Charm +20	400	Skill	Charm +10
Command	400	Skill	—
Command +10	400	Skill	Command
Command +20	400	Skill	Command +10
Performer (any)	200	Skill	—
Performer (any) +10	200	Skill	Performer (same skill group)
Tactics (any)	400	Skill	—
Tactics (any) +10	400	Skill	Tactics (same Skill group)
Tactics (any) +20	400	Skill	Tactics (same Skill group) +10
Duty Unto Death	800	Talent	WP 45
Exemplar of Honour	800	Talent	—
Good Reputation (any)	800	Talent	Fellowship 50, Peer (same Skill group)
Hatred (Tyranids)	500	Talent	—
Peer (any)	500	Talent	Fel 30
Talented (Command)	500	Talent	—

Deathwatch Apothecary

"Yours is to serve, unto the last drop of your blood, that your brothers might live to fight on. Watch over them, heal them, offer up your very life should it extend theirs but a moment, and by your sacrifice the enemy be slain. And when the time comes that you must fulfil your most solemn oath, speak clearly, speak proudly, speed the bolt that brings his end and send him joyous to the Emperor's side. Then do your duty, take that which is due, and know your mission is done."

–Extract from the Apocrypha of Eons, Verse V, Chapter L (M40 Redaction)

Space Marine Apothecaries are charged with maintaining the bodily health of their Battle-Brothers, whether this is monitoring their genetically engineered implants or administering emergency medical attention on the field of battle. Only the bravest of warriors are chosen for this honoured duty, for each must look first and foremost to the health of his companions, and consider his own life as secondary. Apothecaries are at once mighty warriors and selfless servants, and each would fight their way through hordes of vile enemies to reach a fallen Battle-Brother and then transfuse the very last drop of his own blood to save the life of the wounded.

Deathwatch Apothecaries take on a number of additional duties over those performed in their parent Chapter. For a start, they must master the genetic inheritance not only of their own helix, but of a myriad of other Chapters too, so that they might monitor and maintain the implants of all their fellow Space Marines, each of which may be drawn from a different Chapter. In this matter, Deathwatch Apothecaries occupy a uniquely trusted position. Space Marine Chapters do not lightly share the details of their gene-seed, with its associated traits, variations, and even mutations. Deathwatch Apothecaries are sworn to maintain the secrets of each of the Chapters from which their fellows are drawn, an oath that carries the harshest of penalties should it ever be broken.

Aside from monitoring the state of the Space Marines' implants, the Apothecaries must also be ever alert to the risk of alien contamination. Whilst undertaking their missions, the Deathwatch Kill-teams are likely to come into contact not only with creatures of utterly alien biology, but with all the bacterial life that accompanies them. While the Space Marines are blessed with the very strongest of immune systems, it is known that the spores of some alien life forms can cause mutation or death even in the Adeptus Astartes. There are some xenos that actually reproduce in this vile manner, their seed infecting the victim and slowly mutating him into the original life form. Such blasphemy must be guarded against, and the Apothecaries administer an entire bank of tests on every member of a Kill-team before and after every mission.

Another area in which the Deathwatch Apothecaries are highly involved is that of training. Deathwatch Kill-teams push their bodies to, and beyond, the limits even of their unique physiology, and the Apothecaries must monitor this process closely. But they are a part of the training too, for the Apothecaries often aid the Watch Captains in formulating the most arduous of training regimens. Using his unique knowledge of his charges, the Apothecary can induce various states in his Battle-Brothers, under which their skills and strengths will be tested all the further. Interfacing remotely with a Battle-Brother's armour systems, the Apothecary might disable a limb, limit blood oxygen levels or simulate the effects of any number of poisons, all in the cause of maintaining combat readiness.

In battle, an Apothecary carries a number of specialised items of equipment, integrating a variety of tools into a single, wrist-mounted unit. The Apothecary may have crafted many of these himself according to his own needs. He uses a high-powered laser scalpel or an adamantine-toothed chainsaw to cut away ruined armour so that he can treat a Battle-Brother's wounds, and he administers the panacea of drugs stored within the unit using long syringes.



Apothecaries invariably carry a bolt pistol, intended not only for self-defence. One of the most arduous duties they must perform is to end the life and the suffering of a battle brother wounded unto death. Space Marines' bodies are such a feat of genetic engineering that they are able to sustain horrific injuries and live on. However, there are some wounds that not even an Adeptus Astartes can survive, even though he may remain conscious for some time. The Apothecary must offer the fallen Battle-Brother such words as will ease his passage to the afterlife, where it is believed he will sit at the right hand of his Primarch, or even the Emperor himself. Once the Apothecary has spoken such words that the dying Space Marine needs to hear, a single bolt pistol round is the final mercy that he can administer.

The greatest duty that a Deathwatch Apothecary must perform is to recover the gene-seed of a fallen Battle-Brother, so that it may be returned to his parent Chapter, and he may live on through future generations of Space Marines. This is a solemn enough task in a normal Chapter, but takes on an additional weight in the Deathwatch. No Chapter would agree to dispatch its sons across the galaxy to fight at the behest of the Inquisition and other Chapters (some of whom may be rivals), were it not for the certain knowledge that their gene-seed will be returned should they fall. It has been known for a Chapter to temporarily withhold its honour service to the Deathwatch if too many of its Space Marines serving with the Ordo have been killed and their precious gene-seed irretrievably lost. Thus, the survival of a Space Marine's parent Chapter and the reputation of the Deathwatch itself relies on the action of the Apothecaries.

Starting Skills

The Deathwatch Apothecary begins with Medicae as a Trained Advanced Skill.

Special Ability

Choose one of the following:

Guardian of Purity

The Apothecary's careful monitoring of his Battle-Brothers' gene-seed means that any Space Marine in a Kill-team that includes the Apothecary reduces all Corruption Points he suffers by 2 (to a minimum of 1), as long as the Apothecary has access to his narthecium—a special tool that assists with battlefield surgery (see page 173).

Create Toxins

Once per day, the Apothecary can create a virulent poison that he can hand out to the members of his Kill-team to help destroy a particular enemy. The Apothecary needs a tissue sample of a particular enemy, his narthecium, and one hour to create the toxins. Once the toxin is applied, the Kill-team's attacks in the next combat all have the Toxic quality against the enemy type (Tyranid, Tau, etc.) for a number of rounds equal to the Apothecary's Intelligence Bonus. Creatures with the Daemonic Trait are not affected by this ability. In order to benefit from this ability, the Space Marines in the Kill-team must be in Squad Mode.

Enhance Healing

The Apothecary may restore 1d5 additional Wounds with any successful Medicae Test for First Aid (see page 102).



Deathwatch Apothecary Characteristic Advances

Level	Simple	Intermediate	Trained	Expert
Weapon Skill	200	500	1,000	1,500
Ballistic Skill	500	1,000	1,500	2,000
Strength	500	1,000	1,500	2,000
Toughness	500	1,000	1,500	2,000
Agility	500	1,000	1,500	2,000
Intelligence	200	500	1,000	1,500
Perception	200	500	1,000	1,500
Willpower	500	1,000	1,500	2,000
Fellowship	500	1,000	1,500	2,000

Rank 1 Deathwatch Apothecary Advances

Advance	Cost	Type	Prerequisites
Chem-Use	400	Skill	—
Interrogation	200	Skill	—
Medicae	400	Skill	—
Autosanguine	500	Talent	—
Hardy	500	Talent	T 40
Resistance (Cold)	500	Talent	—
Resistance (Heat)	500	Talent	—
Resistance (Poisons)	500	Talent	—

Rank 2 Deathwatch Apothecary Advances

Advance	Cost	Type	Prerequisites
Chem-Use +10	400	Skill	Chem-Use
Interrogation +10	200	Skill	Interrogation
Lore: Scholastic (Beasts)	200	Skill	—
Lore: Scholastic (Chymistry)	200	Skill	—
Medicae +10	400	Skill	Medicae

Rank 3 Deathwatch Apothecary Advances

Advance	Cost	Type	Prerequisites
Chem-Use +20	400	Skill	Chem-Use +10
Interrogation +20	200	Skill	Interrogation +10
Lore: Scholastic (Beasts) +10	200	Skill	Lore: Scholastic (Beasts)
Lore: Scholastic (Chymistry) +10	200	Skill	Lore: Scholastic (Chymistry)
Medicae +20	600	Skill	Medicae +10
Tech-Use	500	Skill	—

Rank 4 Deathwatch Apothecary Advances

Advance	Cost	Type	Prerequisites
Lore: Scholastic (Beasts) +20	200	Skill	Lore: Scholastic (Beasts) +10
Lore: Scholastic (Chymistry) +20	200	Skill	Lore: Scholastic (Chymistry) +10
Lore: Forbidden (Mutants)	400	Skill	—
Sure Strike	600	Talent	WS 30

Rank 5 Deathwatch Apothecary Advances

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Mutants) +10	400	Skill	Lore: Forbidden (Mutants)
Disarm	1,000	Talent	Ag 40
Infused Knowledge	1,000	Talent	Int 40
Iron Jaw	300	Talent	T 40

Rank 6 Deathwatch Apothecary Advances

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Mutants) +20	400	Skill	Lore: Forbidden (Mutants) +10
Crippling Strike	400	Talent	WS 50
Prosanguine	800	Talent	Autosanguine
Sound Constitution	500	Talent	—
Swift Attack	500	Talent	WS 35

Rank 7 Deathwatch Apothecary Advances

Advance	Cost	Type	Prerequisites
Master Chirurgeon	800	Talent	Medicae +10
Lightning Attack	800	Talent	Swift Attack
Sound Constitution	1,000	Talent	—

Rank 8 Deathwatch Apothecary Advances

Advance	Cost	Type	Prerequisites
Flesh Render	800	Talent	—
Precise Blow	500	Talent	WS 40, Sure Strike
Sound Constitution	1,000	Talent	—

Gods Among Men

To the average man, Space Marines are the subject of myth and legend, the descendants of mighty heroes who went to war beside the Emperor himself. Many are taught the names of the greatest heroes, and celebrate their greatest deeds, as proclaimed from countless millions of pulpits across the entire Imperium.

Yet, very few will ever see a Space Marine, for their numbers are so few compared to the great, seething mass of humanity. Only when war comes to his world, and with it the hosts of the Imperium's armies, will a common man have any chance of setting eyes upon a Space Marine, let alone conversing with him.

Most common men who do have cause to interact with a Space Marine are likely to hold him such awe that he may lose the power of words. At the very least, a Space Marine will be regarded and addressed with great deference, even the highest-ranking officials bowing their head to the Battle-Brother. As well they should, for the very fact that a Space Marine has come to their world is sure sign that the enemies of the Emperor are abroad, and only his strength and bravery will hold them at bay.

The manner in which Space Marines are wont to interact with common Humanity varies enormously, but most are aloof, so dedicated to their own mission, their very nature so apart from what they once were, that they have little in common with ordinary people. Most Space Marines care only for the traditions of their Chapter and the task of defeating the Emperor's enemies, and know so little of the trivial cares of normal life that very little common ground exists. Even when interacting with a mighty warrior, perhaps a decorated veteran Imperial Guardsman, so total is the Space Marine's dedication to his duty that few can live up to his standards. It is rare indeed for a normal man to be regarded by a Space Marine as an equal. Only the greatest of the Imperium's heroes—men such as the Lord Solar Macharius—have earned such an honour of counting amongst their friends one or more Space Marines of the Adeptus Astartes.

Deathwatch Assault Marine

"Look not behind you, brother. Know in your heart that your kin are there, offering their fire and their prayers. Look instead to your foe as you scream from the skies upon jets of white fire. Take but one instant to savour the fear in his eyes as he looks skywards, and there, in the keen edge of your blade, he sees his doom, delivered by your hand."

–Extract from the Apocrypha of Eons, Verse I, Chapter VI

Assault Marines are specialists in the brutal art of close quarters combat. They carry a range of weaponry, usually a lethal combination of a pistol and a melee weapon, the most common being the iconic bolt pistol and chainsword. Many choose to take to the battlefield equipped with a jump pack, allowing them to close rapidly on their foes, often descending from above in a devastating charge.

A Deathwatch Assault Marine is likely to be a warrior who has mastered all of the methods of war, and discovered that he is most skilled at close combat. To serve as an Assault Marine is to go quite literally face to face with the most terrible of Humanity's foes, and to have pitted wits against the vilest of beasts countless times, and won. An Assault Marine is a master with his chosen weapons combination, and he practices endlessly in their use. Many Assault Marines hone their skills in long duels with their brethren, perfectly willing to risk injury so that their abilities might be honed to perfection. As a result of their training, many Assault Marines suffer more scars than a veteran of centuries of warfare, and they bear them proudly as a sign of their calling.

To succeed as an Assault Marine, the Battle-Brother must display a unique balance of patience and impetuousness. He must be a master at judging the exact moment of his charge, allowing his brothers to cover his advance and weaken his target with their fire. Yet, when the moment to charge comes, he must have the courage to commit entirely, to show not a hint of fear or hesitation, for once locked in the lethal dance of close combat, only one combatant will walk away. Some might say that the Assault Marine is hot-headed, and in some instances this may be true. In reality, all are warriors of the utmost skill, schooled in every nuance of every possible style of combat, and able to defeat any foe the galaxy has to offer.

When serving in a Deathwatch Kill-team, it is the task of the Assault Marine to close with and engage the enemy in an overwhelming charge. Many of the alien foes the Deathwatch must face are ravening beasts sporting multiple, diamond-hard claws, whipping tentacles, slavering maws or carrying all manner of deadly close combat weaponry. In addition, many are protected by such tough armour (technological or biological) that they can only be defeated in the deadly whirl of close combat. Ranged weapons may be all but useless against such foes, or the environs in which they lurk may preclude the use of ranged weaponry.

The number of Deathwatch Battle-Brothers that are deployed as Assault Marines in any given mission depends largely upon the mission itself, and the nature of the enemy. When fighting in the cramped environment of a boarding action, or undertaking an exploration of an ancient alien tomb complex for example, several may be assigned. Even in missions where fewer are likely to be required, it is common for at least one Assault Marine to be deployed, for all too often it is in close combat that the ultimate victory is to be found.

Assault Marines can be equipped with a variety of equipment. Some may carry the weapons in which they most excel, while others carry specialised wargear unique to the mission at hand. Most carry a pistol, either a bolt pistol or a plasma pistol, and complement it with a bladed weapon such as a chainsword or power sword. However, the armouries of the Deathwatch contain many more powerful weapons, such as power fists, lightning claws, and all manner of similarly devastating arms, and the Assault Marine is adept in the use of them all. Some choose not to carry a pistol and a blade, and instead forego one weapon in favour of a combat shield or a storm shield. These are particularly useful against foes that are able to unleash powerful attacks in close combat, allowing the brother to deflect a strike with his shield while delivering a lethal counter-attack with his other weapon. Some Assault Marines arm themselves instead with a mighty, double handed weapon, allowing them to put all of their strength into a single blow, which is capable of decapitating even the mightiest of foes.



In addition to their primary weapons, most Deathwatch Assault Marines carry a variety of other wargear, mostly in the form of specialised types of grenade. These are unleashed as the Assault Marine charges or descends upon the screaming jets of his jump pack, disrupting enemy formations and sowing death and confusion in their ranks, laying them wide open to the Assault Marine's charge.

Those Assault Marines who have truly proven themselves throughout multiple actions may be granted access to some of the most devastating and venerated melee weapons in the arsenal of a Watch Fortress. Many of these are unique and ancient, often crafted by the hand of the most revered of weapons smiths. It is a great honour to be allowed to carry such weapons in combat, and every enemy slain by their blade is recorded on a roll of honour, along with the name of wielder. Thus, the legacy of the Assault Marine's deeds will live on, long after he himself has returned to his parent Chapter or fallen in service to the Deathwatch, defending Mankind against the myriad horrors of the galaxy.

Starting Skills

The Deathwatch Assault Marine gains Pilot (Personal) as a Trained Advanced Skill.

Special Ability

Angel of Death

The Assault Marine gains the Swift Attack Talent.

In addition, choose one of the following:

Wings of Angels

The Assault Marine may add 20 metres the movement rate of his Jump Pack with a successful **Challenging (+0) Pilot (Personal) Test**. When making a Charge whilst using this ability, the Space Marine adds an additional 1d5 Damage to any melee attacks. This ability only functions when in Solo Mode.

Wrathful Descent

When making a Charge against a Horde, the Assault Marine may inflict an additional 1d10 damage to the Horde's Magnitude after a successful melee attack. This ability only functions when in Squad Mode.

Deathwatch Assault Marine Characteristic Advances

Level	Simple	Intermediate	Trained	Expert
Weapon Skill	200	500	1,000	1,500
Ballistic Skill	750	1,500	2,000	5,000
Strength	200	500	1,000	1,500
Toughness	500	1,000	1,500	2,000
Agility	200	500	1,000	1,500
Intelligence	750	1,500	2,000	5,000
Perception	200	500	1,000	1,500
Willpower	750	1,500	2,000	5,000
Fellowship	500	1,000	1,500	2,000

Rank 1 Deathwatch Assault Marine Advances

Advance	Cost	Type	Prerequisites
Catfall	200	Talent	Ag 30
Double Team	200	Talent	—
Takedown	500	Talent	—
Two-weapon Wielder (Ballistic)	500	Talent	BS 35, Ag 35
Two-weapon Wielder (Melee)	500	Talent	WS 35, Ag 35

Rank 2 Deathwatch Assault Marine Advances

Advance	Cost	Type	Prerequisites
Pilot (Personal) +10	500	Skill	Pilot (Personal)
Crushing Blow	600	Talent	S 40
Lightning Reflexes	500	Talent	—
Sure Strike	500	Talent	WS 30
Lightning Attack	600	Talent	Swift Attack

Rank 3 Deathwatch Assault Marine Advances

Advance	Cost	Type	Prerequisites
Acrobatics	400	Skill	—
Pilot (Personal) +20	500	Skill	Pilot (Personal)
Berserk Charge	700	Talent	—
Leap Up	500	Talent	Ag 30
Precise Blow	700	Talent	WS 40, Sure Strike
Sound Constitution	1,000	Talent	—
Wall of Steel	700	Talent	Ag 35

Rank 4 Deathwatch Assault Marine Advances

Advance	Cost	Type	Prerequisites
Counter-Attack	600	Talent	WS 40
Dual Strike	500	Talent	Ag 40, Two-weapon Wielder (Melee)
Hammer Blow	800	Talent	—

Rank 5 Deathwatch Assault Marine Advances

Advance	Cost	Type	Prerequisites
Acrobatics +10	400	Skill	Acrobatics
Assassin Strike	500	Talent	Ag 40, Acrobatics
Death From Above	900	Talent	Fly (Jump Pack)
Disarm	500	Talent	Ag 30
Furious Assault	500	Talent	WS 35

Rank 6 Deathwatch Assault Marine Advances

Advance	Cost	Type	Prerequisites
Blademaster	800	Talent	WS 30
Hard Target	600	Talent	Ag 40
Step Aside	800	Talent	Ag 40, Dodge

Rank 7 Deathwatch Assault Marine Advances

Advance	Cost	Type	Prerequisites
Acrobatics +20	400	Skill	Acrobatics +10
Crippling Strike	400	Talent	WS 50
Dual Shot	600	Talent	Ag 40, Two-weapon Wielder (Ballistic)
Independent Targeting	800	Talent	BS 40

Rank 8 Deathwatch Assault Marine Advances

Advance	Cost	Type	Prerequisites
Combat Master	500	Talent	WS 30
Gunslinger	700	Talent	BS 40, Two-weapon Wielder (Ballistic)
Preternatural Speed	1,000	Talent	WS 40, Ag 50
Whirlwind of Death	1,000	Talent	—



Space Marines and the Ecclesiarchy

There has been conflict between the Adeptus Ministorum and the Chapters of the Adeptus Astartes for millennia. They are rivals in power like any of the Imperium's institutions, but more importantly, their beliefs differ at a very fundamental level. In particular, there is a schism in the clergy's thinking concerning the Space Marines. On the one hand, the Space Marines above all others can truly be called the sons of the Emperor. They are wholly his creation and are even blessed with elements of the Emperor's own genetic structure. They are the founders of the Imperium and the supreme defenders of Humanity. The Space Marines are unswervingly loyal to the Emperor and would die in the defence of his domains.

However, the Space Marine Chapters do not adhere to the teachings of the Ecclesiarchy. Their beliefs vary wildly from Chapter to Chapter, with each worshipping the Emperor and their primarchs to differing degrees. They have their own traditions, ceremonies, and beliefs, some of which are very barbaric compared to the well-ordered rites of the Ecclesiarchy. The Space Marines worship the Emperor as a great and gifted man, but they do not consider him a god in the same sense as preached by the Ecclesiarchy. His blood pumps through their veins, and he is considered the ultimate example of mankind, but he is a man nonetheless. Also, it is a matter of debate whether the Space Marines are truly human at all. Their genetically engineered bodies are far superior to a normal human, enough to make them a separate race in the eyes of some. Few can relate to a monstrous giant who can spit acid, crush a man's skull with one hand, and practice acts of blood sacrifice.

An uneasy compromise has been reached over the millennia, which can be summed up as an agreement to differ. The Ecclesiarchy does not send its Confessors and Missionaries to the Space Marine worlds, and the Chapters of the Adeptus Astartes do not interfere with the Adeptus Ministorum. Space Marine Chaplains are given their precious rosarius by the Ecclesiarchy as a symbolic link between the two institutions, but the Chaplains still preach their own version of the Imperial Creed to their brethren.

This uneasy truce has been shattered at times when a particularly zealous Cardinal or Confessor has roused the ire of the Space Marine Chapters with his words or deeds. These feuds are usually resolved quickly, though not always without bloodshed, and the relative peace between the two organisations returns.

Deathwatch Devastator Marine

"Look to your fore—there you shall see your foe. Blast him! With bolt, flame, and plasma, lay waste to his body and shrive his very soul. Do this so that your brothers may close upon their target, do it because their very lives depend upon your deeds, do it because they are your kin, and you are theirs, and you can never fail."

–Extract from the Apocrypha of Eons, Verse I, Chapter V

Devastator Marines are those Battle-Brothers tasked with manning the very heaviest and most powerful of portable weapons. In his parent Chapter, the Devastator arine might recently have ascended from the 10th Scout Company, and therefore be undertaking a crucial stage in the process of mastering all of the arts of war. In the Deathwatch, however, it is more likely that the Devastator Marine has already served in his parent Chapter as a Devastator, Assault, and Tactical Marine, and is returning to the role he most excels in—the application of overwhelming firepower.

In battle, the Deathwatch Devastator Marine carries one of a wide range of heavy weapons, and his role is to provide fire support for the other members of the Kill-team. It is often the case that a concentrated burst of fire from a heavy weapon will force the enemy to seek cover, thus allowing the Kill-team to advance across otherwise perilous ground. Weapons such as the heavy bolter are ideal for this task, as they combine a high rate of fire with a powerful ammunition type. For this reason, the heavy bolter is the most common type of heavy weapon carried by Deathwatch Devastator Marines, but there are plenty more, chosen according to the nature of the mission and the enemy.

If it is considered likely that the Kill-team will encounter especially large and tough alien beasts, such as a Tyranid Carnifex, the Devastator Marine may take to the field carrying a lascannon or a plasma cannon. Both are long-ranged weapons with an extremely powerful attack. The former is designed to destroy enemy tanks with the single shot, while the latter is capable of wiping out enemy wearing heavy armour that are caught in its deadly blast effect.

If the Kill-team is likely to face enemies occupying highly fortified bunkers or similar structures, the Devastator Marine may carry a multi-melta to battle. This weapon is an even more powerful version of the standard meltagun, and is capable of reducing an entire fortress wall to slag. A Devastator Marine wielding such a weapon must be a master in its use, for it is all too possible to bring down an entire structure on to the heads of the Kill-team instead of burning a tunnel through an obstacle.

A commonly wielded heavy weapon is the missile launcher. The strength of this weapon is its versatility, as it is able to fire a wide range of missile types. Most common are frag and krak missiles, which are essentially larger versions of the grenades of the same name. However, the Deathwatch maintains stocks of more unusual or specialised warheads, including those capable of delivering devastating toxins, gas, or even defoliants for destroying vegetation. The Devastator Marine must be adept in the use of all such weapons, and he trains endlessly to master their application.

In addition to his heavy weapon, a Devastator Marine is likely to carry a range of specialised equipment. Many carry suspensors, small devices attached to the heavy weapon that utilise a miniature anti-grav generator to provide sufficient lift to offset the weight of the weapon. Other devices include additional targeting gear built into the Devastator arine's helmet and integrating with pick-ups on the weapon itself, allowing him to see his target from the point of view of his weapon's barrel. Some Devastator Marines utilise rare or exotic systems, often supplied on a mission-specific basis by a Techmarine. These include motion predictors, psych- ocular buffers and wide band electro-magnetic filters.

The number of Deathwatch Battle-Brothers designated as Devastator Marines for a given mission depends upon the nature of the objective and the enemy, as does the exact weapons each will carry. Deciding such details is the responsibility of the Watch Captain, and a mission's success or failure might rest upon it. Assigning two brothers to deployment as Devastator arines allows for more flexibility, perhaps with one being equipped with a heavy bolter and the other with a lascannon, but doing so reduces the overall flexibility of the team, for fewer brethren will be serving as Tactical Marines. Sometimes, two Devastator Marines may both carry the same weapon, so that one may cover the entire Kill-team as it advances, before he redeploys covered by his Battle-Brothers.

It is said that the single most important qualification to serve as a Deathwatch Devastator Marine is not skill at arms or the ability to maintain the heavy weaponry, but raw courage. A Devastator Marine must often stand before gargantuan alien horrors, and it is vital that he remains as cold as steel as he draws a bead on his enemy's weak point. It takes a very special type of warrior to undertake such as task, one who has faced and prevailed upon a million different xenos abominations and emerged victorious.

Special Ability

Choose one of the following:

Immovable Warrior

When the Devastator Marine is wielding a Heavy weapon and behind cover, he gains the Sturdy Trait and a +10 bonus to all Ballistic Skill Tests. This ability only functions in Solo Mode.

Unrelenting Devastation

When firing a Heavy weapon, the Devastator Marine inflicts 1 extra point of damage to a Horde's Magnitude for every hit. If using a weapon with the Blast Quality, he instead inflicts 1d5 extra points of damage to a Horde's Magnitude (after all other hits have been applied). This ability only functions in Squad Mode.

"Many find it utterly preposterous that a realm so vast as the Imperium should rely so completely upon only a million or so Space Marines to defend it against the untold horrors of the galaxy. These fools ask, 'if the Imperium is made up of more than a million worlds, how can but one Space Marine defend each?'

They have no conception of the application of strategic power. They do not understand how but one battle can turn the tide of war in the same manner as one sniper's bullet can end a tyranny. The Space Marines do not fight protracted campaigns or engage in wars of attrition; they launch lightning strikes where their presence will tip the balance.

While the uncounted masses of the Imperial Guard engage in century-spanning wars in which millions lay down their lives to advance but a mile, the Space Marines carry the fight to the very heart of the enemy. By cutting out that heart, by brandishing it before his eyes even as he dies, by crushing it to a pulp before his cowering followers, the Space Marines win the battles that win the wars that win the crusades that ltimately decide the balance of power in the entire galaxy."

–Discourses on the Seventy-Nine Truths of Statecraft

Deathwatch Devastator Marine Characteristic Advances

Level	Simple	Intermediate	Trained	Expert
Weapon Skill	750	1,500	2,000	5,000
Ballistic Skill	200	500	1,000	1,500
Strength	200	500	1,000	1,500
Toughness	500	1,000	1,500	2,000
Agility	750	1,500	2,000	5,000
Intelligence	750	1,500	2,000	5,000
Perception	200	500	1,000	1,500
Willpower	500	1,000	1,500	2,000
Fellowship	500	1,000	1,500	2,000

Rank 1 Deathwatch Devastator Marine Advances

Advance	Cost	Type	Prerequisites
Cleanse and Purify	500	Talent	—
Exotic Weapon Training (any)	500	Talent	—
Mighty Shot	500	Talent	BS 40
Stalwart Defence	500	Talent	—

Rank 2 Deathwatch Devastator Marine Advances

Advance	Cost	Type	Prerequisites
Combat Formation	600	Talent	Int 40
Crack Shot	500	Talent	BS 40
Deadeye Shot	500	Talent	BS 30
Die Hard	500	Talent	WP 40
Iron Jaw	500	Talent	T 40

Rank 3 Deathwatch Devastator Marine Advances

Advance	Cost	Type	Prerequisites
Bolter Drill	800	Talent	—
Hip Shooting	500	Talent	BS 40, Ag 40
Sound Constitution	1,000	Talent	—
Target Selection	500	Talent	BS 50

Rank 4 Deathwatch Devastator Marine Advances

Advance	Cost	Type	Prerequisites
Marksman	500	Talent	BS 35
Rapid Reload	500	Talent	—
Storm of Iron	500	Talent	—

Rank 5 Deathwatch Devastator Marine Advances

Advance	Cost	Type	Prerequisites
Hardy	600	Talent	T 40
Sharpshooter	600	Talent	BS 40, Deadeye Shot
Sound Constitution	1,000	Talent	—

Rank 6 Deathwatch Devastator Marine Advances

Advance	Cost	Type	Prerequisites
Tech-Use	500	Skill	—
Rapid Reaction	500	Talent	Ag 40
Sound Constitution	1,000	Talent	—

Rank 7 Deathwatch Devastator Marine Advances

Advance	Cost	Type	Prerequisites
Tech-Use +10	700	Skill	Tech-Use
Eye of Vengeance	1,000	Talent	BS 50
Sound Constitution (x2)	1,000	Talent	—

Rank 8 Deathwatch Devastator Marine Advances

Advance	Cost	Type	Prerequisites
Tech-Use +20	800	Skill	Tech-Use +10
Sound Constitution	800	Talent	—
Swift Attack	700	Talent	WS 35



The Traitor Legions

With the defeat of the Traitor Legions during the Horus Heresy, the vanquished Space Marines were driven into the Eye of Terror. There, close to the intense energies of the warp, they took worlds for their own, becoming the lords and masters of daemon realms under the patronage of their chosen gods. From these infernal regions, the Chaos Space Marines continue to launch their wars of vengeance against the Imperium. Within their warped realms, time has been abolished, so that the very same Space Marine warriors who fought against the Emperor ten thousand years ago still live and continue to make war against the Imperium. For them, the strands of time have become interwoven so that the past, present, and future have merged into one endless, eternal battle. Their defeat gnaws at them like a cancer, and their hatred of the Imperium which they helped to forge burns undimmed. These deadly warriors who were once noble Space Marines have become embittered reavers determined to destroy that which they once strove to uphold.

Within the ever-changing delirium of the daemon worlds, most Chaos Space Marines have survived the extremes of the warping influence of Chaos by the strength of their hatred for the Emperor. They have not forgotten, nor forgiven, the mortal universe which expelled them and still exact a bloody vengeance when the tides of the warp carry them back there. They are carried forth by ancient warships that have survived from the time of the Heresy, but are now encrusted with millennia of baroque decoration and scarred by old battle wounds. The fickle tides of the warp can carry the Chaos Space Marines to anywhere in the galaxy. They descend upon unsuspecting worlds, plundering all they can and razing anything they cannot take before retreating once more to the Eye of Terror. Though local forces may mount a courageous and desperate defence against the invaders, they are doomed unless Space Marines are on hand. Then, brother will fight brother once more, with all the bitterness and hatred unleashed at the height of the Horus Heresy ten thousand years ago.

Renegade Space Marines

Although the Horus Heresy represents by far the largest and most devastating example of Space Marines casting off their vows of loyalty and turning on those they were created to defend, there have been other instances of rebellion throughout the millennia. Fortunately, the core precautions enshrined within the Codex Astartes have ensured that such rebellions have remained relatively small in scale, though each represents a tragic and totally unforgivable betrayal. It is thought that several dozen Chapters have reneged on their oaths of service, some through seduction by Chaos, others through hubris, alien intervention, or the fostering of heretical elements of their particular Chapter dogma. These renegades are pursued by the Space Marines with the same hatred and ferocity in which the Traitor Legions are held. In many cases, in fact, the renegades are hunted down with even greater zeal, and brought to justice by those who they once stood beside and called brother.



There are some secrets of the Deathwatch even I dare not seek out...

-Quist



Deathwatch Librarian

"Your fate is to know that which may not be known, to look into those places of darkness and desolation and know that horrors look back upon you. Speak not to your brothers of such things, but use the gifts you have been given, by the Emperor himself, to blast and sear and rend and banish all those who would deny us our destiny."

–Extract from the Apocrypha of Eons, Verse XXI, Chapter LXI (Appendix cii)

Librarians are those Space Marines born as psykers, able to wield the powers of the mind against the foes of Mankind. To be a Space Marine is to be one in a billion—a man judged strong, tough, and bold enough to stand against the horrors of the galaxy. To be also a psyker, judged capable of holding back the ravenous beings of the warp and to wield his powers in combat, the Librarian is truly one of Mankind's most exceptional warriors.

ost of the Librarians called to serve in the Deathwatch hold the rank of Lexicanium, the most junior of the four ranks of the Space Marines' battlefield psykers. They are nonetheless warriors of fearsome ability and renown. However, a small number of higher ranked Librarians do serve—the most senior become the Watch Commanders' most valued counsellors. Within their own Chapters, Librarians may have different titles and unique methods of utilising their powers. Amongst the Space Wolves, for example, Librarians are known as Rune Priests, and manifest their powers through the casting of stone-engraved runes, manifesting spectral wolves of legend, and summoning violent thunderstorms.

Librarians fulfil a number of roles within the Deathwatch. Chief among them is that of the combat psyker. By focusing his prodigious psychic powers, the Librarian is able to unleash withering blasts of searing energy at his foe, reducing them to ashes with but a thought. Often, the energies are directed and multiplied through the blade of a specially crafted weapon uch as a force sword or halberd, with which even the mightiest of foes might be cut down as wheat before the scythe. Death can be unleashed from afar as well, for the Librarian is able to project his powers at distant enemies, launching deadly bolts from a staff, an outstretched hand, or through his very gaze. Unlike conventional weapons, a Librarian's wrath cannot be parried and does not run out of ammunition. The only limit on a Librarian's powers is his own will, and this is as strong as any of the Imperium's mightiest heroes.

Librarians are also the guardians of the secrets of the Deathwatch. Within each Watch Fortress is to be found the sealed Vault which stores weapons and relics too dangerous to be allowed to fall into the hands of Mankind's enemies. Also within the Vault is an archive of forbidden knowledge—multiple stasis chambers contain ancient tomes, engraved tablets, data-crystals, and mnemonic banks. Not even the Watch Commander has access to these archives—only the Librarians are entrusted with their access codes, and only they are judged strong enough to withstand the sanity shattering secrets sealed within. It is only in the direst of circumstances that a Librarian will enter the Vault archive, for each time he does so he is exposed to the whispering voices of long-dead alien beings, tempting him with the power to rule the whole of Humanity in the name of ancient and blasphemous gods. Nevertheless, so terrible are many of the horrors faced by the Deathwatch that the Librarian may be required to consult the archives in order to discover some previous record of an enemy's weakness. Such knowledge can spell the difference between a mission's success and failure.

Another role carried out by a Watch Fortress's Librarians is that of providing the Watch Commander with counsel. Given their access to forbidden knowledge and their innate understanding of arcane matters, the word of a Librarian rarely goes unheeded in the Watch Commander's plans. In addition to this, many Librarians are gifted with some degree of prognostication—whether by way of visions, meditation, consulting the Emperor's Tarot, or seeming intuition, Librarians can often discern something of what will come to pass. Though such a premonition is rarely clear enough to provide complete certainty, it often provides clues that enable an experienced Librarian to make a sound judgement concerning potential dangers that may be faced in an upcoming mission, and to advise the Watch Captains accordingly. Often, the premonition focuses upon the actions of the Librarian himself, telling him that his own presence will be required if a mission is to succeed. Many Deathwatch Librarians



have foreseen their own death at the hands of some alien monstrosity, and gone proudly and stoically to their fate, with certain knowledge that their death will sow the seed of their companions' victory.

Another task at which many Librarians excel is the sending of psychic messages. Many Librarians are skilled enough to send messages from the surface of a planet to a vessel in orbit, and more powerful Librarians might even be able to contact a fellow Librarian in another sector. Generally, the further the message is projected the less clear it becomes. However, in several cases, a Kill-team that has been considered to be lost has been recovered due to the efforts of a Librarian, who managed to invoke a simple insight from the mind of a Battle-Brother light years away. Given the nature of some of the places into which the Deathwatch must go, such an ability is invaluable, and has saved the lives of many of Humanity's mightiest warriors.

While many Deathwatch Librarians are, in effect, part of the Watch Commander's officer cadre and not permanently assigned to a single Kill-team, in reality most come to associate themselves with one single group of warriors. Such is the bond between the Battle-Brothers of a Kill-team that to separate them is to degrade their considerable combat effectiveness. Deathwatch Librarians are able to make a significant contribution to a Kill-team, lending their singular abilities to the eternal war against the alien horrors of the galaxy.

Starting Skills

The Deathwatch Librarian begins with Psyniscience as a Trained Advanced Skill.

Special Ability

Battle-Psyker

The Librarian begins the game with a Psy Rating of 3 and access to three Psychic Techniques. Choose three from the following list:

Name	Description	Page
Inspire	Bolster your comrades against pinning and fear.	190
Augury	Read the Emperor's Tarot to divine hints of the future.	192
Reading	Sense a creature's aura to gain insight into their nature.	193
Avenger	Summon a flaming avatar of death to incinerate an area.	194
Iron Arm	Your arm is sheathed in a field of psychic energy, and you may ward off enemy attacks.	194
Short Range Telepathy	You can communicate mind-to-mind.	191
Smite	Conjure lethal bolts of lightning to blast your enemies.	195

Deathwatch Librarian Characteristic Advances

Level	Simple	Intermediate	Trained	Expert
Weapon Skill	200	500	1,000	1,500
Ballistic Skill	750	1,500	2,000	5,000
Strength	500	1,000	1,500	2,000
Toughness	500	1,000	1,500	2,000
Agility	750	1,500	2,000	5,000
Intelligence	200	500	1,000	1,500
Perception	200	500	1,000	1,500
Willpower	200	500	1,000	1,500
Fellowship	750	1,500	2,000	5,000

Rank 1 Deathwatch Librarian Advances

Advance	Cost	Type	Prerequisites
Invocation	400	Skill	—
Lore: Common (any)	400	Skill	—
Lore: Forbidden (Adeptus Astartes)	200	Skill	—
Lore: Forbidden (Psykers)	400	Skill	—
Lore: Forbidden (Warp)	400	Skill	—
Lore: Scholastic (any)	400	Skill	—
Psyniscience	400	Skill	—
Foresight	600	Talent	Int 30
Psychic Power (x2)	Varies*	Talent	Varies*
Rite of Sanctioning	400	Talent	Psy Rating
Warp Sense	500	Talent	Psy Rating, Psyniscience, Per 30

**See Chapter 6: Psychic Powers*

Rank 2 Deathwatch Librarian Advances

Advance	Cost	Type	Prerequisites
Invocation +10	400	Skill	Invocation
Lore: Forbidden (Adeptus Astartes) +10	200	Skill	Lore: Forbidden (Adeptus Astartes)
Lore: Forbidden (Daemonology)	400	Skill	—
Lore: Forbidden (Psykers) +10	400	Skill	Lore: Forbidden (Psykers)
Lore: Forbidden (Traitor Legions)	400	Skill	—
Lore: Forbidden (Warp) +10	400	Skill	Lore: Forbidden (Warp)
Lore: Scholastic (any) +10	400	Skill	Lore: Scholastic (same skill group)
Psyniscience +10	400	Skill	Psyniscience
Psy Rating 4	500	Talent	Psy Rating 3
Psychic Power	Varies*	Talent	Varies*

**See Chapter 6: Psychic Powers*

Rank 3 Deathwatch Librarian Advances

Advance	Cost	Type	Prerequisites
Ciphers (any)	400	Skill	—
Invocation +20	400	Skill	Invocation +10
Lore: Common (any) +10	400	Skill	Lore: Common (same skill group)
Lore: Forbidden (Adeptus Astartes) +20	200	Skill	Lore: Forbidden (Adeptus Astartes) +10
Lore: Forbidden (Daemonology) +10	800	Skill	Lore: Forbidden (Daemonology)
Lore: Forbidden (Heresy)	800	Skill	—
Lore: Forbidden (Psykers) +20	400	Skill	Lore: Forbidden (Psykers) +10
Lore: Forbidden (Traitor Legions) +10	400	Skill	Lore: Forbidden (Traitor Legions)
Lore: Forbidden (Warp) +20	400	Skill	Lore: Forbidden (Warp) +10
Lore: Scholastic (any) +20	400	Skill	Lore: Scholastic (same skill group) +10
Psyniscience +20	400	Skill	Psyniscience +10
Meditation	500	Talent	—
Psy Rating 5	500	Talent	Psy Rating 4
Swift Attack	700	Talent	WS 35
Warp Conduit	800	Talent	—

Rank 4 Deathwatch Librarian Advances

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Daemonology) +20	800	Skill	Lore: Forbidden (Daemonology) +10
Lore: Forbidden (Heresy) +10	800	Skill	Lore: Forbidden (Heresy)
Lore: Forbidden (Traitor Legions) +20	400	Skill	Lore: Forbidden (Traitor Legions) +10
Combat Sense	1,000	Talent	Per 40
Improved Warp Sense	1,500	Talent	Warp Sense
Infused Knowledge	1,000	Talent	Int 40
Lightning Reflexes	1,000	Talent	—
Psy Rating 6	1,000	Talent	Psy Rating 5
Psychic Power	Varies*	Talent	Varies*
Strong Minded	1,000	Talent	WP 30, Resistance (Psychic Powers)

**See Chapter 6: Psychic Powers*

Rank 5 Deathwatch Librarian Advances

Advance	Cost	Type	Prerequisites
Ciphers (any) +10	400	Skill	Ciphers (same skill group)
Lore: Common (any) +20	400	Skill	Lore: Common +10 (same skill group)
Lore: Forbidden (Heresy) +20	800	Skill	Lore: Forbidden (Heresy) +10
Psy Rating 7	1200	Talent	Psy Rating 6

Rank 6 Deathwatch Librarian Advances

Advance	Cost	Type	Prerequisites
Bastion of Iron Will	1,000	Talent	Psy Rating, Strong Minded, WP 40
Disturbing Voice	500	Talent	—
Psy Rating 8	1,500	Talent	Psy Rating 7
Psychic Power	Varies*	Talent	Varies*
Step Aside	500	Talent	Ag 40, Dodge

**See Chapter 6: Psychic Powers*

Rank 7 Deathwatch Librarian Advances

Advance	Cost	Type	Prerequisites
Ciphers (any) +20	400	Skill	Ciphers (same skill group) +10
Crushing Blow	800	Talent	S 40
Favoured by the Warp	800	Talent	WP 35
Lightning Attack	800	Talent	Swift Attack
Psy Rating 9	2,000	Talent	Psy Rating 8

Rank 8 Deathwatch Librarian Advances

Advance	Cost	Type	Prerequisites
Furious Assault	800	Talent	WS 35
Preternatural Speed	2,000	Talent	WS 40, Ag 50
Psy Rating 10	2500	Talent	Psy Rating 9
Psychic Power	Varies*	Talent	Varies*

**See Chapter 6: Psychic Powers*

Specialist Space Marine Ranks

Aside from the Battle-Brothers and their superiors, a Chapter contains many more Space Marines who serve as specialists. Some of these, such as the Chaplains, are part of the establishment of a specific company, while others, such as the Techmarines, are part of a separate body within the Chapter, and attached to a battle force as required.

Chaplains are mighty warriors and truly inspirational leaders. Their duty is to tend to the spiritual welfare of the brethren, on and off of the battlefield. Many of the sights a Space Marine must witness and many of the fell beings he must face are so infernal that the soul of an ordinary man would be seared to ashes. The ministrations of the Chaplains ensure that Space Marines remain pure of heart, armouring their souls with unshakable faith. Just as the Chaplains see to the spiritual well being of the Battle-Brothers, so the Apothecaries look to their bodily health. These warriors would give their last drop of blood that a Space Marine might continue to fight, and they are able to heal the most grievous of battlefield injuries. The Apothecaries are assigned the most sacred of duties, that of recovering the gene-seed of a fallen Battle-Brother, so that the Chapter's genetic future might be ensured and his memory lives on in the inheritance of future generations of Space Marines.

For the mightiest heroes of a Chapter, even death does not spell the end of service. Even if a Space Marine's body is crippled so utterly that no hope of healing exists, his broken form may be interred into the ceramite sarcophagus of a Dreadnought, where his will drives a towering engine of destruction. Such heroes are mightily revered by the Space Marines, and the Battle-Brother's words and deeds are the very stuff of Chapter legend.

Those Neophytes who show an affinity for the workings of the machine are assigned to the Forge, where they undergo extensive training in the mastery of all of the Chapter's weaponry and vehicles. These so-called Techmarines are dispatched to Mars, where they are inducted into the secrets of the Cult Mechanicus by the tech-priests of the Omnissiah. In battle, the Techmarines operate, maintain, and repair the Chapter's many fearsome engines of war.

Deathwatch Tactical Marine

"No place shall be denied to them, no enemy shall bar their way. They shall be proud of heart and stoic of spirit. They shall be measured and wise, yet their hatred shall burn with such heat that their enemies wither and die before them. They shall be masters of every weapon, every ploy, and every strategy, fierce in the attack and solid in the defence. They shall go where others fear to tread, and return victorious, that we all might live but one more day."

–Extract from the Apocrypha of Eons, Verse I, Chapter III

Tactical Marines are the most numerous of Space Marine warriors, and as their name suggests they are equipped and trained to fulfil the widest range of battlefield roles. Armed with the iconic boltgun, Tactical Marines provide the bulk of the Kill-team's firepower, which they are able to lay down in a devastating fusillade even as they advance implacably towards their objective. Most Battle-Brothers taking up service in the Deathwatch have advanced to the position of Tactical Marine in their parent Chapters, and so are veteran warriors well versed in the many disciplines of war. Truly, there are very few enemies that the Tactical Marine has not encountered and defeated, and no battlefield holds any terror for him.

The primary task of a Kill-team's Tactical Marines is to engage the bulk of the foe, and to bring about the achievement of its objectives. Any specialists in the team, such as Devastator Marines and Assault Marines, are present mainly to support the Tactical Marines in their task. To this end, the Tactical Marines are masters of a wide range of combat tactics, and they are adept in the use of a variety of weapons and other equipment.

The most commonly fielded weapon amongst the Deathwatch Tactical Marines is the bolter, but this is not the standard issue weapon carried by other Chapters. Almost every boltgun in the arsenal of the Deathwatch has been crafted to the very highest possible standard, and maintained according to the strictest regimes. They are invariably fitted with a device called a shot selector, which allows the brother to quickly chamber one of the many specialised types of bolter ammunition that the Deathwatch utilises, and engage any foe that may present itself.

It is the use of this specialised ammunition that makes the Deathwatch Tactical Marine such a fearsome and highly flexible warrior. Hellfire rounds for example, have been introduced following the lessons learned in costly battles against Hive Fleet Behemoth, each containing a small payload of mutogenic acid that is devastating to organic matter. Dragonfire rounds explode on contact with their foe, erupting in a burst of incandescent chemical fire that soon engulfs the target. Kraken rounds contain a super-dense core that affords them improved range and penetration compared to a conventional round, making them ideal against heavily armoured targets. Metal Storm rounds are examples of highly sophisticated and barely understood technology, a miniscule proximity detector triggering the round's detonation microseconds before impact, and lacerating the foe with thousands of razor-sharp fragments, causing him to bleed out in seconds. Stalker shells are optimised for range and stealth, allowing a Tactical Marine to use his bolter as a makeshift sniper rifle, increasing his flexibility and lethality still further.

This huge range of ammunition types means that the Deathwatch Tactical Marine can face a wide range of foes, and the shot selector allows him to switch, even in the heat of battle, from one to the next. Some Tactical Marines, however, choose to specialise instead of taking this all-round approach. It is not uncommon for one of a Kill-team's Tactical Marines to carry a special weapon, such as a flamer or meltagun into combat. Such weapons do not have the broad utility of a boltgun fitted with a shot selector and utilising the specialised ammunition of the Deathwatch. Instead they excel in one particular field, such as engaging multiple foes in the case of the flamer, or attacking heavily armoured enemies or positions in the case of the meltagun.

Because he has already served as Scout, Devastator, and Assault Marine in his parent Chapter, a Tactical Marine is able to take over the duties of a fallen brother should the mission demand. Even if he is not as well practised in a specialist weapon, such as a multi-melta, a Tactical Marine can take over the operation of such a weapon should the Devastator carrying it fall in action. Such flexibility and range of skills and experience makes the Deathwatch Tactical Marine the core of the Kill-team, and the equal of almost any foe he may encounter.

Starting Skills

The Deathwatch Tactical Marine begins with Command as a Trained Advanced Skill.

Special Ability

Choose one of the following:

Bolter Mastery

The Tactical Marine gains a +10 bonus to all Ballistic Skill Tests and +2 to Damage when firing a Bolt weapon. This ability only functions in Solo Mode.

Tactical Expertise

When initiating a Squad Mode ability, the Tactical Marine may share the benefits of his Chapter's Squad Mode abilities with the members of his Kill-team as if they were part of his Chapter. This requires a successful **Hard (-20) Command Test**. At Rank 3, the Command Test becomes Challenging (+0). At Rank 7, the Command Test becomes Routine (+20).



Deathwatch Tactical Marine Characteristic Advances

Level	Simple	Intermediate	Trained	Expert
Weapon Skill	500	1,000	1,500	2,000
Ballistic Skill	500	1,000	1,500	2,000
Strength	500	1,000	1,500	2,000
Toughness	500	1,000	1,500	2,000
Agility	500	1,000	1,500	2,000
Intelligence	500	1,000	1,500	2,000
Perception	500	1,000	1,500	2,000
Willpower	200	500	1,000	1,500
Fellowship	200	500	1,000	1,500

Rank 1 Deathwatch Tactical Marine Advances

Advance	Cost	Type	Prerequisites
Air of Authority	500	Talent	Fel 30
Astartes Weapon Specialisation	1,000	Talent	Astartes Weapon Training
Double Team	200	Talent	—
Rapid Reload	200	Talent	—

Rank 2 Deathwatch Tactical Marine Advances

Advance	Cost	Type	Prerequisites
Combat Sense	500	Talent	Per 40
Hip Shooting	500	Talent	BS 40, Ag 40
Mighty Shot	500	Talent	BS 40

Rank 3 Deathwatch Tactical Marine Advances

Advance	Cost	Type	Prerequisites
Cleanse and Purify	400	Talent	—
Combat Formation	600	Talent	Int 40
Iron Discipline	600	Talent	WP 30, Command
Marksman	600	Talent	BS 35

Rank 4 Deathwatch Tactical Marine Advances

Advance	Cost	Type	Prerequisites
Call to Vengeance	1,000	Talent	Fel 40
Deadeye Shot	500	Talent	BS 30
Storm of Iron	800	Talent	—
Target Selection	800	Talent	BS 50

Rank 5 Deathwatch Tactical Marine Advances

Advance	Cost	Type	Prerequisites
Bolter Drill	1,000	Talent	—
Sound Constitution	1,000	Talent	—
Two-weapon Wielder (Ballistic)	800	Talent	BS 35, Ag 35
Unbowed and Unbroken	800	Talent	Fel 40

Rank 6 Deathwatch Tactical Marine Advances

Advance	Cost	Type	Prerequisites
Into the Jaws of Hell	600	Talent	Iron Discipline
Master Orator	700	Talent	Fel 30
Sharpshooter	600	Talent	BS 40, Deadeye Shot
Swift Attack	500	Talent	WS 35

Rank 7 Deathwatch Tactical Marine Advances

Advance	Cost	Type	Prerequisites
Foresight	800	Talent	Int 40
Hard Target	800	Talent	Ag 40
Independent Targeting	800	Talent	BS 40

Rank 8 Deathwatch Tactical Marine Advances

Advance	Cost	Type	Prerequisites
Eye of Vengeance	1,000	Talent	BS 50
Gunslinger	1,000	Talent	BS 40, Two-weapon Wielder (Ballistic)
Stalwart Defence	800	Talent	—



The Mission of the Adeptus Astartes

"We are the slayers of kings, the destroyers of worlds, bringers of ruination in all its forms. These things we do in the name of the Emperor and in the defence of Mankind. Let none stay our wrath."

-Cato Sicarius, Captain of the Ultramarines 2nd Company

Compared to the teeming masses of Humanity, the numbers of warriors that the Space Marine Chapters can field is utterly miniscule. No census of the Imperium's population has ever, or indeed could ever, be taken, and the true numbers of Space Marines is also vague. Yet, there can scarcely be more than a million Adeptus Astartes in service, which roughly equates to the number of worlds held to be ruled by the Senatorum Imperialis.

The Space Marines are the very epitome of an elite force. While the Imperial Navy is possessed of the greatest firepower and the Imperial Guard the greatest manpower, the Space Marines represent the pinnacle of the surgical strike. Where an Imperial Guard army group of many thousands of warriors might batter itself to pieces against an enemy of equal numbers, the Space Marines would cut straight to the enemy's heart, unstoppable power amassed at the very forefront of the assault. They do not engage the enemy's main line, but instead bypass or smash straight through its weakest point, striking directly at the high command or other targets of strategic importance. By eliminating such targets with ruthless, overwhelming power, the remainder of the enemy forces are wont to crumble, and the Space Marines leave their final destruction, which may be a protracted affair to the Imperial Guard.

It is the combination of a Space Marine's indomitable courage, his genetically-engineered body, his devastating weaponry and, most importantly of all, the doctrine under which he serves that makes him a peerless instrument of the Emperor's will. No foe in the entire galaxy is safe when a Chapter Master turns his attentions towards his hiding place, for time after time, a Space Marine battle force of a mere hundred or so warriors has defeated a foe countless times its own number by the timeless military principle of bringing to bear the utmost force at the most enemy's most vulnerable point.

In serving in the ranks of the Deathwatch, a Space Marine is continuing this principle, refining it, and bringing it to bear at the very tip of the spear which is plunged directly into the heart of the vilest foes of Mankind.



Deathwatch Techmarine

"Yours is to heed the machine as others heed their kin. Tend to the war spirits all about, but do so in the knowledge that you do the Emperor's duty. Without your ministrations, no bolt may be fired, and no enemy slain."

–Extract from the Apocrypha of Eons, Verse III, Chapter CIV

Techmarines are those brethren schooled in the forbidden knowledge of the Omnissiah—the Machine God. Those aspirants who display an affinity for the operation of machines undergo special trials and tests, to discern their suitability to receive additional training under the Adeptus Mechanicus. Upon their ascension to the status of Battle-Brother, those judged worthy are dispatched to a Forge world of the Adeptus Mechanicus—perhaps even Mars itself, where they are inducted into the secrets of the Machine Cult. Upon his eventual return to his Chapter, the Space Marine has learned not only the operation of all manner of machinery, but also how to convene with the machine spirits themselves, how to undertake repairs of aggrieved or wounded machines, and even how to build new ones. This terrible knowledge weighs heavily upon the newly created Techmarine, and in many ways sets him apart from the ranks of his brothers. Yet, despite his induction into the most secret of arts, he is, and shall ever remain, a Space Marine.

The most critical of their tasks is to operate, maintain, and, if necessary, repair the myriad of war machines used by the Space Marines. Every item of technology, from a simple round of ammunition to a battle barge, is revered as an instrument of the Emperor's divine will, and the Techmarine knows that to neglect such equipment is akin to dereliction of duty and blasphemy. After all, a bolter not cleaned, oiled, blessed, and beseeched can scarcely be expected to be reliable in battle, and so a Space Marine's life may depend upon how well such weapons are maintained. Techmarines oversee this process, guiding the battle brothers in the correct and proper rituals by which the war spirit of each and every weapon is appeased.



On the battlefield, a Techmarine's primary role is to effect repairs of damaged equipment, so that it may return to the fight. Each Techmarine carries a huge range of highly specialised and often arcane tools, sometimes mounted on a servo-arm or at the end of a prehensile mechadendrite. With these tools, the Techmarine can repair virtually any item of equipment, from an overheated plasma pistol to an immobilised Land Raider, provided that some spark of the machine spirit's essence remains. Many battles have been won thanks to a Techmarine recovering a damaged weapon in this manner, and in their own way they are often vital to a mission's success.

Although many of the weapons carried by Space Marines are wonders of technology beyond the dreams of normal men, there are some machines that are so exceptional that only a Techmarine may attend them. One of the most unusual of these is the conversion beamer, a rare weapon that works by converting matter to energy in a beam that becomes stronger the further it extends and the more matter is converted. It is only by the constant ministrations of a Techmarine that such a weapon can be utilised—should anyone else attempt to use the weapon, its war spirit might become greatly angered and turn its ire upon the wielder instead.

There are yet more weapons and items of equipment even more exotic than the conversion beamer. Many are unique, and all are sealed within the Vault at the heart of each Watch Fortress. Just as the Librarian has exclusive access to the reams of forbidden knowledge in each of these archives, so the Deathwatch Techmarine keeps his portion of the Vault sealed to all but his fellow Techmarines. There are weapons kept within the Vault the likes of which are thought to be unique in the galaxy, their secrets impenetrable even to the highest of the Tech-Priests of Mars. In many cases, the Techmarines have only incomplete knowledge of their operation, and no understanding of their maintenance. Such weapons might be lost relics from the Dark Age of Technology, or the product of alien technologies long since vanished from the galaxy. Some are known to be capable of unleashing unprecedented levels of destruction, perhaps laying waste to entire cities in a single blast. Others are so poorly understood that their use would only be risked in the direst of circumstances, and it is the responsibility of the Deathwatch Techmarine to do so when called upon by his Watch Commander.

A final, and often critical role performed by Deathwatch Techmarines is the evaluation and, if deemed necessary, the retrieval of alien

Deathwatch Techmarine Characteristic Advances

Level	Simple	Intermediate	Trained	Expert
Weapon Skill	500	1,000	1,500	2,000
Ballistic Skill	500	1,000	1,500	2,000
Strength	200	500	1,000	1,500
Toughness	200	500	1,000	1,500
Agility	750	1,500	2,000	5,000
Intelligence	200	500	1,000	1,500
Perception	500	1,000	1,500	2,000
Willpower	750	1,500	2,000	5,000
Fellowship	750	1,500	2,000	5,000

Rank 1 Deathwatch Techmarine Advances

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Adeptus Mechanicus)	400	Skill	—
Security	400	Skill	—
Speak Language (Techna-Lingua)	200	Skill	—
Tech-Use	400	Skill	—
Autosanguine	500	Talent	—
Electro-Graft Use	600	Talent	—
Feedback Screech	500	Talent	Techmarine
Mechadendrite Use (any)	500	Talent	Techmarine
Technical Knock	500	Talent	Int 30
The Flesh is Weak 1	800	Talent	—

Rank 2 Deathwatch Techmarine Advances

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Adeptus Mechanicus) +10	400	Skill	Lore: Forbidden (Adeptus Mechanicus)
Lore: Forbidden (Archeotech)	400	Skill	—
Speak Language (Techna-Lingua) +10	200	Skill	Speak Language (Techna-Lingua)
Ferric Lure	500	Talent	Techmarine
Logis Implant	500	Talent	—
Luminen Charge	500	Talent	Techmarine
Mimic	500	Talent	—
Rite of Awe	1,000	Talent	Techmarine

technology encountered in the field. In the first instance, a Techmarine must be able to ascertain whether alien machinery presents an immediate danger to the Kill-team, and if it does he must conceive a plan of action to neutralise or circumvent the threat. This is especially true when boarding alien spacecraft, for the team might be faced with a wholly alien environment, in which even the most innocuous looking item might prove to be a deadly weapon system. In the second instance, it is long-standing doctrine that, if possible, examples of alien technology should be recovered so they may be studied by the Xenos-Savants of the Inquisition. Such a task is dangerous in the extreme, but vital to the continued mission of the Deathwatch, and potentially the very survival of Mankind.

Starting Skills

The Deathwatch Techmarine begins with Speak Language (Techna-Lingua) and Tech-Use as Trained Advanced Skills.

Special Ability

Improve Cover

The Techmarine can add a number of Armour Points equal to his unmodified Intelligence Bonus to any cover (see page 246). Improving cover requires one Full Action.

Blessed by the Omnissiah

The Techmarine begins the game with the Mechanicus Implants Trait and the Electro-Graft Use and Mechadendrite Use (Servo-Arm) Talents.

Rank 3 Deathwatch Techmarine Advances

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Adeptus Mechanicus) +20	400	Skill	Lore: Forbidden (Adeptus Mechanicus) +10
Lore: Forbidden (Archeotech) +10	400	Skill	Lore: Forbidden (Archeotech)
Security +10	400	Skill	Security
Speak Language (Techna-Lingua) +20	200	Skill	Speak Language (Techna-Lingua) +10
Tech-Use +10	400	Skill	Tech-Use
Infused Knowledge	1,000	Talent	Int 40
The Flesh is Weak 2	800	Talent	The Flesh is Weak 1
Weapon-Tech	600	Talent	Techmarine

Rank 4 Deathwatch Techmarine Advances

Advance	Cost	Type	Prerequisites
Lore: Forbidden (Archeotech) +20	400	Skill	Lore: Forbidden (Archeotech) +10
Binary Chatter	500	Talent	—
Disturbing Voice	400	Talent	—
Luminen Shock	800	Talent	Techmarine
Rite of Fear	1,000	Talent	Techmarine
Servo-Harness Integration	1,000	Talent	Mechadendrite Use (Servo-arm)
Signature Wargear (Hero) (Artificer Armour)	1200	Talent	—

Rank 5 Deathwatch Techmarine Advances

Advance	Cost	Type	Prerequisites
Security +20	400	Skill	Security +10
Tech-Use +20	400	Skill	Tech-Use +10
Gun Blessing	800	Talent	Techmarine
Master Enginseer	1,000	Talent	Tech-Use +10
Prosanguine	1,000	Talent	Autosanguine
The Flesh is Weak 3	1,000	Talent	The Flesh is Weak 2

Rank 6 Deathwatch Techmarine Advances

Advance	Cost	Type	Prerequisites
Armour-Monger	500	Talent	Techmarine
Ferric Summons	1200	Talent	Ferric Lure, Techmarine
Luminen Blast	1,000	Talent	Techmarine
Machinator Array	1200	Talent	Techmarine
Sound Constitution	1,000	Talent	—

Rank 7 Deathwatch Techmarine Advances

Advance	Cost	Type	Prerequisites
Concealed Cavity	500	Talent	—
Electrical Succour	1,000	Talent	Techmarine
Energy Cache	1,500	Talent	Techmarine
Sound Constitution	1,000	Talent	—
The Flesh is Weak 4	1,000	Talent	The Flesh is Weak 3

Rank 8 Deathwatch Techmarine Advances

Advance	Cost	Type	Prerequisites
Enhanced Bionic Frame	1,000	Talent	Machinator Array
Rite of Pure Thought	1,000	Talent	Techmarine
Sound Constitution	1,000	Talent	—
The Flesh is Weak 5	1,000	Talent	The Flesh is Weak 4



Gaining Skills
•
Basic and Advanced Skills
•
Skill Descriptions

Chapter III: Skills

"To kill your foe, you must understand your foe."

–Ursus Kane, Captain of the Iron Hands' 3rd Company

Knowledge and training are as vital to a soldier's success in war as his weapons, armour, and comrades. The Adeptus Astartes are no exception to this. Space Marines prize knowledge and study all things that will help them defeat their foes and do their duty to the Emperor. This can range from obviously belligerent Skills like Tactics, Demolition and Command; the eminently useful Skills such as the Medicae, Dodge and Tech-Use, and also the more subtle Skills like Concealment, Ciphers and the various Lores. Skills also form a substantial part of the arsenal of a Battle-Brother's foes, providing these adversaries with more tools to confound and confront the players' Kill-team.

Choosing appropriate Skills is an essential part of fleshing out the character concept, as they represent a character's specialised training. This chapter details how to obtain Skills, the specific types of Skills, and all the detailed descriptions that combine with the rules presented in **Chapter VII: Playing the Game** to use them effectively in adventures.



Gaining Skills

The player chooses his first set of Skills during character creation, based upon his background and chosen Speciality. These Skills were learned some time in the past, before the character started his current exploits. As the campaign progresses, the player spends experience to gain additional Skills, furthering his vision for his character and reflecting his in-game experiences. The Skills available for the various Specialities and their costs can be found in **Chapter II: Specialities**.

Skill Mastery

Many characters have the opportunity to acquire the same Skill several times as they advance in their Speciality. Skill Mastery is represented on the Specialities Rank Advance Schemes as the base Skill with a +10 or +20 bonus. The base Skill must be acquired first, then the +10 version and then the +20 version. As it is possible to buy advances from previous Ranks, if a character misses a base Skill which is offered at Skill Mastery level on a later rank, he can still acquire the base Skill from the lower rank's advances in order to then take the Skill Mastery.

Example

Helgath already possesses the Intimidate Skill, and his career progression allows him to take Intimidate +10. He pays the required experience and checks the +10 box on his character sheet, representing Intimidate +10. Were this Skill to become available as Intimidate +20, he could pay for it and check the +20 box on his sheet.

Basic and Advanced Skills

Skills are divided into two categories: basic and advanced. Basic Skills are ones that virtually anyone may attempt, regardless of their experience or background. Only those with specific training, on the other hand, may use advanced Skills.

Basic Skills

Characters have intrinsic abilities and Characteristics that allow for rudimentary attempts at tests with basic Skills. Thus, even though a character may not possess basic Skills, he may still make Skill Tests using them. Those who do not possess a basic Skill may test that Skill at half of the associated Characteristic, rounding down. The Characteristic gets halved before any situational modifiers get applied to the test. For example, an Easy test against an untrained basic Skill would be (Characteristic/2)+30, and not (Characteristic +30)/2. Even though the character might be able to muddle through such attempts, he does not have the same abilities as one who has received real training or instruction.

Table 3-1: Basic Skills

Skill Name	Characteristic	Descriptor
Awareness	Perception	—
Carouse	Toughness	—
Charm	Fellowship	Interaction
Climb	Strength	Movement
Command	Fellowship	Interaction
Concealment	Agility	—
Contortionist	Agility	Movement
Deceive	Fellowship	Interaction
Dodge	Agility	—
Evaluate	Intelligence	Investigation
Gamble	Perception	—
Inquiry	Fellowship	Investigation
Intimidate	Strength	Interaction
Logic	Intelligence	Investigation
Scrutiny	Perception	—
Search	Perception	—
Silent Move	Agility	Movement
Swim	Strength	Movement

Table 3-2: Advanced Skills

Skill Name	Characteristic	Descriptor
Acrobatics	Agility	Movement
Chem-Use	Intelligence	Crafting, Investigation
Ciphers†	Intelligence	—
Demolition	Intelligence	Crafting
Drive†	Agility	Operator
Interrogation	Willpower	Investigation
Invocation	Willpower	—
Lip Reading	Perception	—
Literacy	Intelligence	—
Lore: Common†	Intelligence	Investigation
Lore: Forbidden†	Intelligence	Investigation
Lore: Scholastic†	Intelligence	Investigation
Medicae	Intelligence	—
Navigation†	Intelligence	—
Performer†	Fellowship	—
Pilot†	Agility	Operator
Psyniscience	Perception	—
Security	Agility	—
Shadowing	Agility	—
Sleight of Hand	Agility	—
Speak Language†	Intelligence	—
Survival	Intelligence	—
Tactics†	Intelligence	—
Tech-Use†	Intelligence	—
Tracking	Intelligence	—
Trade†	Intelligence	Crafting
Wrangling	Intelligence	—

†Denotes a Skill group.

Advanced Skills

Advanced Skills require very specific training or education, and common individuals may not attempt their use. Regardless of a character's intrinsic abilities and Characteristics, he would never be able to understand the Eldar language without previous instruction.

SKILL DESCRIPTORS

Some Skills fall into broad categories that use common rules. These descriptors allow both players and GMs to instantly identify the appropriate rules section from **Chapter VII: Playing the Game** for their resolution. These categories include: Crafting, Interaction, Investigation, Movement and Operator.

Crafting Skills

Skills with the Crafting descriptor allow characters to create things from parts or raw materials. These creations can vary from sculptures to custom gun cutters. In general, a character must obtain components or materials equal to half the item's value. The GM sets up an appropriate Extended Test for the task, and its resolution follows the guidelines given on page 203.

Interaction Skills

All Skills with the Interaction descriptor involve interplay with others. The difficulty of these Skill Tests depends on the individual's disposition towards the character, as defined by the GM in accordance with the circumstances of the encounter. See page 275 of **Chapter IX: The Game Master** for more information on NPC disposition.

Investigation Skills

Most of the Skills with the Investigation descriptor allow the character to collect information from various sources. These Skills also permit Extended Tests as the character tries to gather detailed intelligence on his foes. The GM sets up the proper time period for the test using his discretion, as it takes far longer to uncover a hidden xenos shrine than it does to scout the location of an armoured column.

Movement Skills

Skills with the Movement descriptor all relate to the character's mobility, anything from daring leaps across chasms to climbing out of the same if he doesn't quite make it across. They involve the ability to move across, through, over, or between the surrounding environment.

Operator Skills

If a Skill involves transportation, be it a humble ground vehicle or an mighty starship, it receives the Operator descriptor. These Skills allow the character to drive or pilot a variety of vehicles.

SKILL GROUPS

Some Skills encompass groups of related Skills. For brevity's sake, these Skill groups are listed under the same entry, but each must be acquired and used separately. Thus, a pilot with the Pilot (Personal) Skill would be able to fly using a jump pack, but not pilot a Thunderhawk gunship.

SPECIAL USES

Several Skill entries have subsections that detail a specific, focused use outside its usual employment. These sections spotlight a particularly creative or interesting use of the Skill, allowing for greater variety of Skill applications.

Skill Descriptions

The following are descriptions for all Skills. Each Skill is listed as either Basic or Advanced, plus the Characteristic that is used when making a Test with that Skill.

Acrobatics (Advanced, Movement)

Agility

Acrobatics training supplements the character's natural agility in attempting types of movement the less athletic would not even consider. Leaping between the spires of an Imperial cathedral, jumping over the heads of shorter foes and falling with grace all become possible. The difficulty of the test depends on the difficulty of the feat involved: dodging around the legs of an enraged Ork and leaping from stone to stone in a swirling magma flow would both present significant challenges. The more degrees of success obtained, the more stylish or dramatic the end result.

Skill Use: Full Action unless otherwise noted

Special Uses

Disengage

When taking the Disengage Action in combat (see page 239), the character may make a Challenging (+0) Acrobatics Test to reduce it to a Half Action.

Jump And Leap

An Acrobatics Test may substitute for an Agility Test when jumping or a Strength Test when leaping, according to the appropriate rules on page 207.

Awareness (Basic)

Perception
Awareness encompasses the character's subconscious ability to react to things his conscious mind may not perceive. He can use this Skill to notice threats—such as ambushes, traps or cleverly hidden objects—or slight changes in the environment—such as a faint vibration of a far off Ork Squiggoth or the foul smell of a Daemonhost. When using Awareness against an opponent, the test is always opposed. This use includes noticing ambushes, spotting traps, and other things involving another's actions. However, noticing environmental factors is a standard test. This use includes perceiving trace scents, motion, or similar things.
Skill Use: Free Action made in reaction to something.

Carouse (Basic)

Toughness
The Carouse Skill is used to resist the effects of alcohol and narcotics. Frequent imbibers can build up quite a tolerance to alcohols and other drugs, remaining clear-headed and lucid while those across the table find their judgement or capabilities diminished. The character makes a Skill Test whenever he suffers the effects of alcohol or similar intoxicants (naturally, for Space Marines, this requires imbibing of truly prodigious amounts or toxicity!). Each time he would otherwise suffer from the effects of an intoxicant, make a Carouse Test. Failure indicates he gains a level of Fatigue or suffers the side effects of the substance. Should the character lose consciousness, he remains passed out for a number of hours equal to 1d10 minus his Toughness Bonus (minimum 1 hour).
Skill Use: Free Action taken whenever the character imbibes

Charm (Basic, Interaction)

Fellowship
The character can use Charm Skill to improve the disposition of others towards him, making a Charm Test whenever he wishes to change the minds of an individual or small group. The character need not make a Charm Test each time he speaks with others in a pleasant manner, but only when he wishes to change their opinion or disposition, or convince them to do something. All Charm Tests are opposed by Willpower and can affect a number of targets equal to the character's Fellowship Bonus. The targets must be able to see and hear the character clearly, and share a common language.
Skill Use: 1 minute

Special Uses

Inspire

Those in a position of authority can use the Charm Skill to inspire a group-related test, either with positive or negative reinforcement. Success provides a +10 bonus to the next Characteristic Test of the motivated group, such as passing a Willpower Test to resist Fear or recover from Pinning. Thus, a Battle-Brother might inspire lesser Imperial troopers to fight harder, or the Kill-team's Brother-Chaplain might rouse his brothers with an impassioned prayer to the Emperor.



Chem-Use (Advanced, Investigation)

Intelligence
The Chem-Use Skill allows the character to safely identify, handle, and prepare a variety of chemicals, toxins, poisons, and drugs. While Chem-Use covers the use and basic combination of these substances, the Trade (Chymist) Skill deals with their manufacture from base components.

Success in a Chem-Use Test, modified by the appropriate difficulty for the chemical or drug in question, indicates it has been administered, combined, or otherwise applied correctly, providing the desired results. Failure on the test indicates the dose was wasted without effect. See **Chapter V: Armoury** for more information on drugs, chemicals, and their effects.
Skill Use: Full Action; when using a medicae injector or narthecium, the Skill Test to administer a drug or antidote is reduced to a Half Action. Employing Chem-Use to apply particularly complex combinations of substances or toxins requires an Extended Test of duration and difficulty set by the GM for the treatment in question.

Ciphers (Advanced)

Intelligence

Skill Groups: Xenos Markings, Deathwatch, Chapter Runes, Imperial Codes, Mercenary Cant, Inquisition, and Underworld Many groups and organisations employ ciphers as a secret shorthand code in communicating basic ideas, warnings, or information rapidly. The character can use and understand the signals, physical markings, or other subtle signs employed to express these concepts. Ciphers tend to express simple concepts or messages, such as warning of danger, marking a target, or indicating ownership. Skill Tests are not required to either leave or read basic messages but are necessary to communicate or decipher complicated meanings or signs obscured by the passage of time.

Xenos Markings: Many aliens, such as Orks, make extensive use of symbolism and icons. Understanding these markings allows a broad understanding of their meaning, such as where a tribe has marked its boundaries or areas they have marked as dangerous.

Deathwatch: Kill-teams often develop their own shorthand communication to allow them to converse quickly and secretively in the presence of others. This is especially useful when dealing with other arms of the Imperial war machine, where the goals of the Deathwatch may not coincide with those of the Imperial Guard or Navy.

Chapter Runes: Each Chapter of the Adeptus Astartes has its own form of ciphers used to communicate between its Battle-Brothers. These closely guarded secrets are almost never taught to those outside the Chapter and constitute a reliable way for those within the Chapter to quickly identify each other.

Imperial Codes: Both the Imperial Navy and the Imperial Guard employ a battle language which comprises mostly of numbers and acronyms. Incomprehensible to those who do not know its meaning, it allows them to quickly signal for reinforcements, identify enemies, and call down fire support.

Inquisition: Used to communicate a private and pre-arranged code between given agents of the Inquisition. Note that these codes are unique to specific Ordos within the Inquisition. This Skill Group applies to all ciphers used by acolytes and throne agents of the Inquisition.

Mercenary Cant: Many mercenary companies operate in the Imperium, and each has an abbreviated, clipped battle language for orders and commands. Though there are some commonalities, each is essentially unique.

Underworld: Crime lords have used ciphers since before the time of the Emperor, and their sophistication has only increased over time. Each organisation uses its own to deter competition.

Skill Use: Full Action

Climb (Basic, Movement)

Strength

With the Climb Skill the character can ascend or descend ropes, pipes, scaffolding, and both natural and man-made walls. This Skill is not used for ladders or other easily ascended ways, but for climbs without ready handholds or other poor climbing conditions. The condition of the surface or item and the environmental conditions can impose additional bonuses or penalties. It is far more difficult to ascend an icy rock face in a blizzard than the outer shell of a hive that is crisscrossed with pipes and conduits. A successful test allows the character to ascend or descend at one-half his half move rate. See Climbing in **Chapter VII: Playing the Game** for more details.

Skill Use: Half Action

Command (Basic)

Fellowship

The character uses the Command Skill to both direct those under his authority and establish actions for groups to execute on command, such as launching an assault or ordering a regroup. This Skill is only effective upon those under the character's authority. A successful Command Test indicates that those whom he directs follow his instructions in a timely manner. Failure on the Skill Test when used on an individual simply means that he does not follow the character's directions, though additional Degrees of Failure can indicate that the underling accepts the task with no intention of actually doing it, or that he misinterprets the command or takes contradictory actions. For directing groups, Degrees of Success or Failure increase or decrease the time necessary to execute the orders, with three or more Degrees of Failure subjecting them to confused inaction. A Command Test can affect a number of targets equal to the character's Fellowship Bonus. The targets



must be able to see and hear the character—though this could be done remotely through a vox or pict-caster—and speak a common language.
Skill Use: Half Action for simple commands, Full Action for more involved direction

Special Uses

Extend Support Range

As a Half Action the Battle-Brother nominated as the squad's leader (see page 238) may extend his Kill-team's Support Range (see page 213) by a number of metres equal to his Fellowship Bonus. For this Skill to work the Battle-Brother must be either within visual or vocal range of his Kill-team. This extension lasts until the start of the Battle-Brother's next turn.

Concealment (Basic)

Agility
The Concealment Skill is used to hide things, from small objects to vehicles to starships, even oneself. Use of the Skill requires an appropriate environment to mask the item in question, such as buildings and trees for a small shuttle or an asteroid field or a space anomaly for a starship. Concealment is always an Opposed Test, pitting the character's Concealment against his opponent's Awareness or Scrutiny. Thus, the character only makes the test when someone looks for him. If the character or the object he intends to hide remains perfectly still, he gains a +10 bonus to the Skill Test.
Skill Use: Half Action

Contortionist (Basic, Combat)

Agility
Characters with the Contortionist Skill can make use of their innate flexibility, double joints, or even selective dislocation of joints, to allow them to escape bonds, squeeze through openings normally too small for passage, or fit into an area normally too small for their body. It also provides an alternative to brute strength in grappling.
Skill Use: Full Action unless otherwise noted below

Special Uses

Escape Bonds

The character can make a Contortionist Test to slip free of bonds. This is an Opposed Test, using the character's Contortionist Skill against his opponent's Characteristic Test using Intelligence.

The quality of the bonds and the time used to employ them affects the difficulty of the test. It may be impossible to escape adamantine manacles properly employed by a bounty hunter, but far easier to slip out of the crude ropes hastily applied by a feral tribesman—especially after applying grox fat to one's wrists. Escaping bonds requires 1 minute, with each Degree of Success reducing this time by 10 seconds.

Escape Grapple

After an opponent has grappled the character in combat, he may escape using the Contortionist Skill. Make an Opposed Test with the character's Contortionist Skill against the grappler's Strength Characteristic. Success indicates the character has slipped out of his enemy's hands and is free. Failure means he remains grappled.

Squeeze Through

The character can make a Contortionist Test to squeeze through a tight space, such as through a maintenance conduit aboard a ship or a gap in damaged blast doors. The character can also use this aspect of the Skill to cram himself into a space normally too small to fit his body. The GM sets the difficulty of the test according to the size of the passage or opening, is well within his rights to rule that some spaces are simply too small to allow use of this Skill. A successful Skill Test indicates that the character has managed to squirm through the gap or into the crate. Failure means that he cannot pass the area or fit into the space. Four or more Degrees of Failure means the character has become stuck until he can succeed in another Contortionist Test or someone else pulls him free of the embarrassing predicament. Squeeze Through takes 1 minute, with each Degree of Success reducing this time by 10 seconds.

Deceive (Basic, Interaction)

Fellowship
The Deceive Skill enables the character to mislead others as to his true intent. Any time he tells a lie, reveals only part of the truth, or spins information to his advantage with the intent to mislead someone, the character makes a Deceive Test. He need not make a Deceive Test every time he tells a lie, but only when that deception would change someone's mind, opinion, or actions. Deceive is always an Opposed Test, using the character's Deceive Skill against his opponent's Scrutiny. A Deceive Test affects a number of targets equal to the character's Fellowship Bonus. They must be able to see and hear the character clearly, either in person or via vox or pict-caster. They must also speak a common language.
Skill Use: 1 minute, or more for complex deceptions

Demolition (Advanced, Crafting)

Intelligence
The character can use the Demolition Skill to employ explosives in the proper quantity to achieve a desired effect, from cutting through the hatch of a Land Raider to destroying a plasma conduit without significantly damaging the reactor behind it. It can also be used to defuse explosives left by others or to manufacture demolition materials, from slow fuses to blasting caps to the explosives themselves. This Skill pertains to set charges rather than grenades and other devices intended for use against the enemy in combat.
Skill Use: Full Action unless otherwise noted

Special Uses

Manufacture Explosives

Much like the Trade Skills, Demolition Skill allows the character to make explosive materials from basic components. This use of the Demolition Skill is an Extended Test, and the GM assigns a difficulty and duration in accordance with the complexity of the compound and the materials at hand. Constructing breaching charges in a well-stocked munitorum warehouse is far easier than making a fuse from dried vines and droppings.

Place Explosives

The effectiveness of explosive devices is greatly dependent upon the skill with which they are placed. Success on a Demolitions Test indicates the character has successfully planted the explosive charge, set with his trigger of choice. Possible triggers are only limited by the imagination, and can include trip wires, timers, proximity sensors, or remote activators. Failure indicates that the explosives fail to go off when triggered, though the character will not know this until the time of activation. Four or more Degrees of Failure indicate the device explodes as the character is manipulating it, with suitably lethal results. Some tasks, such as rigging a building for demolition or bringing down a massive suspension bridge, require an Extended Test. The GM sets difficulty and duration depending on the extent of the undertaking. When placing explosives, make sure to note the total Degrees of Success and the die roll, as it may be used in an Opposed Test if someone attempts to defuse the character's hard work.

Defuse Explosives

Defusing charges also falls under the Demolition Skill. Make an Opposed Test against the Demolition Skill of the individual who sets the explosives. Winning the test indicates that the bomb has been defused. Simple failure means that while the charge has not been disarmed, neither has it gone off. Four or more Degrees of Failure indicate the character has set off the device, suffering the consequences of the explosion. Defusing multiple charges or complex trigger mechanisms may require an Extended Test as determined by the GM.

Dodge (Basic, Combat)

Agility
Use the Dodge skill as a Reaction to nullify a successful hand-to-hand or ranged attack. Success on the Skill Test means the attack has been avoided and deals no damage. See **Chapter VIII: Combat** for more information on Dodge.
Skill Use: Reaction



Drive (Advanced, Operator)

Agility
Skill Groups: Ground Vehicle, Skimmer/Hover, Walker
The Drive Skill allows the character to control land-based, hover, or skimmer-type vehicles. Vehicles include Cargo-8s, Rhinos, Land Speeders, Sentinels, and other ground-based transports. Normal driving does not require a test, but a test is required for hazardous conditions, excessive speed, or dangerous manoeuvres.
Skill Use: Half Action

Evaluate (Basic, Investigation)

Intelligence
The character uses Evaluate to determine the approximate value, strength, or manufacture of an object or group of items. Thus, the Skill can be used on anything from a single power sword to a fortified bunker. Before evaluating an object, the character must specify what he is trying to determine: its approximate monetary value, its quality and strength, or its origin. Success on the Evaluate Test reveals the relevant information in a broad sense, such as its value in Throne Gelt, its Craftsmanship (see page 140) and structural integrity, or its make or model. Additional Degrees of Success gives additional information about the object. A failed test results in false information about the object, with the degree of error increasing with each Degree of Failure. The GM should roll Evaluate Tests and only reveal what the character believes to be true. The difficulty of the test should be adjusted for the character's access to the item and any relevant Lore or Trade Skills related to the item. Using Evaluate on large or numerous objects requires an Extended Test, though the character can appraise a single item in about a minute.
Skill Use: 1 minute or more

Special Uses

Weak Points

When making an attack against a heavily armoured stationary target such as a bunker or pillbox, a character may use Evaluate to determine weak points by making a Challenging (+0) Evaluate Test. Success adds an additional +4 to the Pen of the character's weapon for his next attack if it is made against the target. Each additional Degree of Success adds a further +4 points of Pen. This is a Full Action.

Solid Cover

When in cover, a character can make a Challenging (+0) Evaluate Test to find the cover's strongest point. Success adds an additional +4 AP to the cover (for the character only) with each additional Degree of Success adding another +4 AP. This is a Half Action.

Gamble (Basic)

Intelligence
The character uses the Gamble Skill when participating in games of chance and the countless other games popular amongst soldiers across the Imperium. Each participant wagers an amount, though these are typically the same, and makes an Opposed Test with the Gamble Skill. The player with the most Degrees of Success or fewest Degrees of Failure wins the pot. The character may choose to lose against any player with a worse result as part of a Deceive attempt.

Those with both Skills may use Sleight of Hand instead of Gamble to hide cards or alter dice rolls. Success gives this character a +20 bonus to his tests, but four or more Degrees of Failure indicates he has been caught in the act.
Skill Use: Full Action to an entire day of gaming

Inquiry (Basic, Investigation)

Fellowship
The character can use the Inquiry Skill to gain information by asking questions, making conversation, or simple eavesdropping. Inquiry allows the character to pick up general information about an area: its news, recent events, and more. Additional Degrees of Success reveal more detailed or more secretive tidings. Inquiry can also be used as an Investigation Skill, allowing the character to hunt after a particular item of information from either individuals or resources, such as the Chapter's librarium. This use is virtually always an Extended Test, with difficulty and duration set by the GM.
Skill Use: 1 hour or more

Interrogation (Advanced)

Willpower
The Interrogation skill allows the character to extract information from an unwilling subject. The application differs from torture, where a subject will frequently say anything to stop the ordeal. Rather, interrogation represents skilled application of psychology, various devices, serums, and other techniques. The GM may modify the difficulty of the test according to the availability of tools, facilities, and other conditions. Interrogation is always an Opposed Test, pitting the character's Interrogation Skill against an opponent's Willpower. If the interrogator wins the Opposed Test, he gets one answer plus one answer for each Degree of Success. If the victim wins the Opposed Test, the interrogator get nothing of worth. Two or more Degrees of Failure inflict 1d10 plus the interrogator's Willpower Bonus in damage against the victim and prevents any further interrogation for 1d5 days. If the interrogator suffers four or more Degrees of Failure, the victim takes the same damage and gains a +30 bonus to Willpower Tests made to resist Interrogation at the hands of the interrogator or his allies. Each Interrogation Test inflicts one level of Fatigue on the target.
Skill Use: 1d5 hours

Intimidate (Basic, Interaction)

Strength
The character uses Intimidate Tests to pressure individuals to give in to his demands. The character does not make an Intimidate Test every time he makes a threat, but only when it involves coercion. Though Intimidate lists Strength as its associated Characteristic, the character may substitute either Intelligence or Fellowship if the threat involves more subtle methods than brute force, such as blackmail or humiliation. An Intimidate Test affects a number of targets equal to the character's Strength, Intelligence, or Fellowship Bonus, depending on the characteristic used for the test. The targets must be able to see and hear the character clearly, either in person or via pict or vox-caster, and speak a common language.
Skill Use: Full Action

Special Uses

War Cry

As part of a Charge Action a character may use the Intimidate skill to make a war cry. This is a Free Action that targets the recipient or recipients of the character's charge—i.e. those he will end up in combat with and make melee attacks against. The character then makes an Intimidate Test, based on Strength, opposed by the target's Willpower. If the character is successful, the target suffers –10 to all Parry and Dodge tests against the charging character.

Creatures immune to the effects of Fear and other mind-effecting psychology are immune to the effects of a war cry.

Invocation (Advanced)

Willpower
An Invocation test is a Full Action. For the duration of the Round, the character clears his mind of external influence and focuses his will more intently. This may be through recitation of mantras, use of psychic foci, or meditation. A successful test indicates that the character's mind is ready to channel a greater amount of the warp than usual, while still limiting his exposure. On the next Round, the character adds +1 to the final Psy Rating of any Fettered Power Test.

Failure on the Invocation Test indicates that the character's attempts to focus have backfired, and he must take a –1 penalty to the final Psy Rating of a Fettered Power Test. If this reduces the Psy Rating to zero, the power fails to activate.
Skill Use: Full Action

Literacy (Advanced)

Intelligence
The Literacy skill allows the character to read and write any language he speaks. Everyday activities do not require Literacy Tests, but situations involving regional variations, damaged manuscripts, archaic usage, or colloquial phrases necessitate a Skill Test.
Skill Use: 1 minute for 1 page of text, roughly 750 words

Logic (Basic)

Intelligence
The character uses Logic to solve problems, decipher puzzles, and deal with other situations involving demonstration and inference. A Logic Test might infer the missing symbol in a series or solve a particularly troublesome mathematical equation. The character can also use the Skill to prepare a reasoned argument for debate or philosophical exchange. The preparations of complex reasoning or complicated problems are Extended Tests.
Skill Use: 1 minute, or longer for particularly complex problems

Lore: Common (Advanced, Investigation)

Intelligence
Skill Groups: Adeptus Arbites, Adeptus Astartes, Adeptus Mechanicus, Administratum, Deathwatch, Ecclesiarchy, Imperial Creed, Imperial Guard, Imperial Navy, Imperium, Jericho Reach, Tech, War
The Common Lore skill allows the character to recall general information, procedures, divisions, traditions, famed individuals, and superstitions of a particular world, group, organisation, or race. This skill differs from Scholastic Lore, which represents scholarly learning, and Forbidden Lore, which involves hidden or proscribed knowledge, in that it deals with basic information learned from prolonged exposure to a culture or area.

Success in a Common Lore Test indicates the character recalls general information about the subject. The GM determines what extra information to provide for additional Degrees of Success.

Adeptus Arbites: Knowledge of the various arms and sub-sects of the Adeptus Arbites, including such things as rank structure, common procedures, and the basic tenets of Imperial justice.

Adeptus Astartes: An understanding of the role, function, and nature of the famed Imperial Space Marines, as well as a knowledge of the commonly known Chapters and their practices and areas of operation.

Adeptus Mechanicus: A general understanding of the symbols and practices of the Adeptus Mechanicus as well as their hierarchy, identifiable ranks, and the existence of the Sixteen Universal Laws.

Administratum: Broad knowledge of the labyrinthine workings, rules, traditions, and dictates of the Adeptus Administratum.

Deathwatch: Knowledge of the function and organisation of the Deathwatch, including its primary mandates and favoured practices.

Ecclesiarchy: Understanding of the structure of the Adeptus Ministorum and its role in the worship of the God-Emperor as divine, its organisation, greetings, and general practices.

Imperial Creed: Knowledge of the rites and practices of the Imperial Cult, the most common observances, festivals, and holidays in honour of the Emperor, and the most well-known saints.

Imperial Guard: Basic information about the ranking system, logistics, structure, and basic tactical and strategic practices of the Imperial Guard, as well as particularly famed regiments.

Imperial Navy: Basic information about the ranks, customs, uniforms, and particular traditions of the Imperial Navy, as well as famous admirals and ships.

Imperium: Knowledge of the segmentums, sectors, and most well-known worlds of the Imperium.

Jericho Reach: Information concerning the general astrography of the Reach, including known worlds, recorded inhabitants, and theatres of conflict.

Tech: An understanding of simple litanies and rituals to soothe and appease machine spirits.

War: Knowledge of great battles, notable and notorious commanders, heroes, and famous stratagems employed by the Imperium in its many campaigns.
Skill Use: Free Action

Lore: Forbidden (Advanced, Investigation)

Intelligence
Skill Groups: Adeptus Astartes, Adeptus Mechanicus, Archeotech, the Black Library, Daemonology, Heresy, the Inquisition, Mutants, Psykers, the Traitor Legions, the Warp and Xenos
Forbidden Lore skills represent knowledge usually hidden, veiled, or proscribed by an organisation or society. Mere possession of this knowledge may cause difficulties for those not associated with the group in question. Excessive knowledge of the hidden truths of the Traitor Legions, for example, can be decidedly bad for one's health for those outside (or even inside) the Adeptus Astartes. A successful Forbidden Lore Test indicates the character recalls basic information about the subject. The GM reveals additional information as appropriate to the Degree of Success on the roll.

Adeptus Astartes: Extensive knowledge of the practices, organisation, and homeworlds of the Imperial Space Marines and their Chapters, including hints and rumours of their myriad of secret rituals and methods of recruitment and training.

Adeptus Mechanicus: An in-depth understanding of followers of the Machine God, including such things as their rituals, observances, common beliefs, core philosophies, and specific knowledge of the Universal Laws.

Archeotech: Knowledge of the great, lost tech devices of past times and clues to their mysterious functions and purposes.

The Black Library: Secret knowledge concerning the Black Library, its forbidden contents, horrific guardians, and the unspeakable xenos that toil within its confines.

Daemonology: The crawling information about some of the most infamous warp entities and their twisted physical manifestations.

Heresy: Wisdom concerning acts and practices deemed heretical by the Imperium, the most contemptible heretics of history, and their acts.



The Inquisition: An understanding of the secretive organisation of the Imperium, its common tenets, and famous Inquisitors.

Mutants: The study of stable and unstable mutations within humanity, their cancerous development over time, and some of the studies and books on the topic.

Psykers: Skill in identifying psykers, the physical effects of their powers, the danger they cause, and the general extent of their capabilities.

The Traitor Legions: The secrets of the lost Space Marine Legions, their names, and the sad tale of their fall from grace.

The Warp: An understanding of the energy of the warp, its interaction and interrelation with realspace, and how its tides and eddies affect travel between the stars.

Xenos: Knowledge of the minor and major alien species known to the Imperium, the threat they pose, and their general appearance.

Skill Use: Free Action…although the consequences of knowing such things can last a lifetime

Lore: Scholastic (Advanced, Investigation)

Intelligence

Skill Groups: Archaic, Astromancy, Beasts, Bureaucracy, Chymistry, Codex Astartes, Cryptology, Heraldry, Imperial Creed, Judgement, Legend, Numerology, Occult, Philosophy, Tactica Imperialis

Scholastic Lore grants the character knowledge of a particularly complex or esoteric subject. A successful Skill Test allows the character to recall necessary information or research a particular subject if appropriate reference material is readily available. Scholastic Lore grants a depth of knowledge far beyond that of Common Lore, requiring both experience and study to obtain. Scholastic Lore Tests can identify things that fall within the character's area of expertise, such as a person, book, starship, or machine spirit. A successful Skill Test within the realm of the character's speciality reveals basic information about the object in question in accordance with Table 3–**3**: Scholastic Lore.

Table 3-3: Scholastic Lore

Degrees of Success	Result
Standard Success	Reveals basic information known to scholars on the topic.
One	Reveals uncommon information, known to few dedicated academics.
Two	Reveals obscure information, known to only serious scholars.
Three or more	Reveals extremely obscure information, known only to true experts in the field.

Scholastic Lore can overlap with Common Lore and Forbidden Lore in some areas, but it represents more in-depth—and academic—information. A character with Common Lore (Imperial Creed) might know conventional information about the Cult of the Emperor and its various organisations and their practices within the Imperium, but one with Scholastic Lore (Imperial Creed) would be able to name the various cults within a subsector and their varying levels of divergence from the Ministorum. Scholastic Lore Tests require no time, as the character either knows the fact or not. Researching, however, requires an Extended Test of a duration and difficulty appropriate to the task at hand.

Archaic: An understanding of the Imperium's dark past, its proscribed eras, and how the long millennia have changed the face of mankind.

Astromancy: A knowledge of stars, singularities, and the worlds around them, as well as theoretical understanding of how to use telescopes, astrolithic charts, and the like.

Beasts: An understanding of the genus and families of animals and familiarity with the characteristics and appearance of many semi-sentient creatures.

Bureaucracy: A familiarity with the rules and regulations involved with governments, particularly the Adeptus Administratum, and their many and varied departments, bureaus, and policies.

Chymistry: A knowledge of chemicals, their alchemical applications in a number of uses, and their prevalence or scarcity throughout the Imperium.

Codex Astartes: Understanding and interpreting the sacred Codex Astartes and how it relates to the organisation, deployment, and tactics of the Space Marine Chapters.

Cryptology: An understanding of codes, ciphers, cryptographs, secret languages, and numerical keys. This may be used to either create or decipher encryptions.

Heraldry: A grasp of the principles and devices of heraldry, as well as a knowledge of the most common seals and heraldic devices used by the Imperium's most noble houses and families.

Imperial Creed: An understanding of the specific rituals and practices of the Ecclesiarchy, from the traditional construction of their temples to specific points from its texts. This information may be used to conduct the rituals for others.

Judgement: Knowledge of the proper punishments for the myriad of crimes and heresies punishable by Imperial law.

Legend: Going beyond archaic knowledge, this encompasses the most secretive portions of Imperial history, such as the Dark Age of Technology, the Age of Strife, the Great Crusade, and the Horus Heresy.

Numerology: An understanding of the mysterious link between numbers and the physical universe, from Catastrophe theory to the Sadleirian litany.

Occult: An understanding of occult rituals, theories, and superstitions, as well as the better-known mystical uses of occult items.

Philosophy: Knowledge concerning the theories of thought, belief, existence, and other intangibles. As it also includes logic and debate, it may be used for argument or creating philosophical works.

Tactica Imperialis: The theories of the Tactica Imperialis, as well as other systems of war, troop deployment, and battle techniques used by the Imperium.

Skill Use: Free Action

Medicae (Advanced)

Intelligence

The Medicae Skill helps diagnose and treat injuries by suturing wounds, applying counterseptic, and use of medical devices such as the narthecium. On individual patients, Medicae provides first aid and extended care, for short and long-term treatment. On larger groups of wounded, Medicae can help save the lives of those that can be saved and apply the Emperor's grace to those who cannot, resulting in fewer overall deaths. It can also help diagnose widespread medical problems and apply the ounce of prevention before the pound of cure becomes necessary.

Skill Use: Full Action

Special Uses

First Aid

The Medicae Skill performs first aid for the injured, removing a small amount of damage by suturing lacerations, bandaging abrasions, and plugging punctures. A successful Medicae Test removes Damage equal to the character's Intelligence Bonus on lightly damaged characters, or 1 Damage from heavily or critically damaged characters. Performing First Aid is a full round action. First Aid may only be applied to each wound once and is a full round action by you and your patient.

Extended Care

Using the Medicae Skill for extended care speeds the healing process. The character can properly treat a number of patients equal to his Intelligence Bonus. Each additional patient imposes a cumulative –10 penalty to Medicae Tests to provide extended care. For lightly damaged patients, make one test at the end of each day. For heavily or critically damaged patients, test once at the end of each week. Success allows each patient to remove twice the normal Damage—removing Critical Damage first—plus 1 additional Damage for each Degree of Success. Failure does not adversely affect the character's patients, who heal at the normal rate. Two or three Degrees of Failure indicates that all lightly and heavily damaged patients take 1 Damage each, using sudden death to resolve any Critical Damage (see page 250). Four or more Degrees of Failure indicates all patients take 1d10 Damage, using sudden death to resolve Critical Damage.

For additional information on Healing, see **Chapter VIII: Combat**.

Diagnose

The Medicae Skill can also be used to diagnose disease and other ailments, both on one's fellow characters and also on the crew at large. On individuals, a successful Skill Test yields the name of the ailment and basic treatments. When used on groups, a successful Skill Test prevents casualties to the Crew Population due to disease or malnutrition due to extended voyages.

Harvest Gene-Seed

As part of an Apothecary's battlefield duties, he trains in the use of harvesting the gene-seeds of his fallen brothers. An Apothecary may use this Skill to extract the gene-seed from a fallen Space Marine with the use of a narthecium (See page 271 for details).



Navigation (Advanced)

Intelligence
Skill Groups: Surface, Stellar
The character uses the Navigation Skill to plot a course between two points. The course might be across a continent or across a star system. A successful Navigation Test also provides an estimated travel time based on geography, cosmography, prevailing conditions, weather, and solar winds. Surface navigation is used to navigate across a planet's surface, using logi-compasses, map readouts, and geographical knowledge. Stellar navigation is used to navigate in space between planets, using star-charts, and carto-mantic rituals. A Navigation Test represents several hours of charting courses, consulting maps, and making necessary trajectory corrections. However, 1 minute is adequate for the purpose of finding the character's current location.
Skill Use: 1 minute for simple location; 1d5 hours for plotting courses or routes

Performer (Advanced)

Fellowship
Skill Groups: Dancer, Musician, Singer, Storyteller
The character can use the Performer Skill to entertain and enthral groups of spectators. The Performer Skill may also be used to earn money and wealth, much like the Trade Skills. Performer Tests take an amount of time dependent on the art form involved.
Skill Use: Variable

Special Uses

Charming Performance

A character may make a Difficult (–10) Performer (Storyteller) or Performer (Singer) Test instead of a Charm test, to win round an audience, causing their disposition to improve by one level (see page 276).

Enthralling Performance

A character may make a Difficult (–10) Performer (Musician) or Performer (Singer) Test instead of a Blather Test, utterly enthralling and distracting an audience for a moment. When used in place of the Blather Skill, it is subject to the same rules and conditions.

Rousing Tale

A character may make a Challenging (+0) Performer (Storyteller) or Performer (Singer) Test instead of a Command test to raise the moral of troops under his command or get them to undertake a difficult duty, such as making a last stand.

Pilot (Advanced, Operator)

Agility
Skill Groups: Personal, Flyers, Space Craft
Characters utilise the Pilot Skill to fly anything from personal jump packs, to small atmospheric craft such as landers or gun-cutters, to void-capable fighters, bombers, and capital vessels. Under normal conditions, piloting does not require a test, but unusual or difficult conditions such as storms, obstacles or dangerous manoeuvres do require a Skill Test. When chasing another vehicle or ship or contesting for position, the character makes an opposed Pilot Test against his opponent.
Skill Use: Half Action

Psyniscience (Advanced)

Perception
Those with the Psyniscience Skill sense the currents and eddies of the warp. The character can use the Skill to detect the presence or absence of daemons, and the use of psychic powers. The Skill also allows detection of psychic phenomena, disturbances, voids, or other areas where the flow of the immaterium has been unsettled or disrupted. The general results of Psyniscience Tests are summarised on Table 3–**4**: Psyniscience.
Skill Use: Full Action

Table 3-4: Psyniscience

Degrees of Success	Result
Standard Success	Awareness of warp disruption or number of entities present
One	Approximate direction of the phenomena or creatures
Two	Rough location of the warp creatures or beings affecting the Immaterium.
Three or more	Exact position of the creatures or psykers present

Scrutiny (Basic)

Perception
The Scrutiny Skill helps assess the people or objects encountered in the game. The character uses it to determine an individual's truthfulness, his motives, personality, and temperament. It can also be used to examine an object in detail, noticing small details and characteristics that might pass unseen in a casual inspection. Scrutiny is an Opposed Test against the target's Deceive when trying to perceive falsehoods, or some other deceptions. However, Scrutiny does not reveal hidden secrets or a target's carefully concealed intent, and should never replace good roleplaying in an interactive situation. This skill counters the Opposed Tests of many manipulative Interaction skills, such as Charm, Deceive, and Intimidate.
Skill Use: Full Action though special uses may require more time

Search (Basic)

Perception
The character uses the Search Skill to attempt to discover things that are physically hidden, from a secreted holdout pistol to a bunker keyplate. Search involves active investigation, whereas Awareness deals with passive or subconscious detection. Each Search Test covers a small room or area. When an object or individual has been deliberately hidden, the Search Test is an Opposed Test against your target's Concealment.
Skill Use: 1 minute

Security (Advanced)

Agility
The Security Skill is used to bypass mechanical locks and other physical security systems. This differs from many systems that employ codes or cogitators that are more suited to the Tech-Use Skill. The GM sets the difficulty of the test according to the complexity of the mechanism. In most cases one test is sufficient, but large, intricate systems may require Extended Tests. See the Tech-Use Skill for systems that combine both mechanical and technical challenges. Using this Skill without proper tools or equipment is extremely challenging, and any attempt to bypass a lock or other security system without using a multikey or other set of appropriate tools suffers a –20 penalty.
Skill Use: 1 minute, reduced by 10 seconds for each Degree of Success

Special Uses

Strategic Entry

Although the Security Skill generally focuses on the tactical aspects of defeating a system, it also has its uses in finding weak points in the defensive system involved. Careful study of a building might reveal that one of the locks is of substandard quality or that sensors fail to cover the weed-choked culvert behind the facility. The skill can help determine where to strike instead of just how. This can also be used to find the weak spot in one's own defences.

Security Tests made in this manner should test against Awareness rather than Agility, and requires 1d5 hours. The GM can adjust the time necessary upward in increments of 1d5 additional hours for particularly large or complex systems.

Shadowing (Advanced)

Agility
Shadowing allows the character to follow others, either on foot, in vehicles, and even aboard shuttles and starships. It contrasts with Concealment because it involves movement and blending into one's surroundings. On foot, it might involve using physical cover or the press of bodies in a crowd; in a vehicle, techniques might include false turns or using a nearby cargo hauler as cover; aboard ships, it can entail the use of asteroids or other stellar objects or busy space lanes around major systems. Shadowing Tests are always Opposed Tests against the opponent's Awareness or Scrutiny Skill. A single Shadowing Test is sufficient to follow the opponent unseen for 1 minute.
Skill Use: 1 minute

Silent Move (Basic, Movement)

Agility
Use the Silent Move Skill any time silence and secrecy are essential in the character's activities. The GM sets the difficulty of the test depending on the environment: the echoing steel halls of a space hulk yield a greater difficulty than the carpeted throne room of a planetary governor. Silent Move Tests are always Opposed Tests against the opponent's Awareness or Scrutiny Skill.
Skill Use: Free Action as part of Movement

Sleight of Hand (Advanced)

Agility
Characters use Sleight of Hand for any task requiring a combination of deception and dexterity. Examples include palming small objects, picking pockets, or performing tricks. The GM sets the difficulty for the test according to the size of the object and the intensity of observation. Sleight of Hand is always an Opposed Test against the opponent's Awareness or Scrutiny.

The character can use Sleight of Hand instead of Gamble to employ deception and alter the odds in games of chance. See the Gamble Skill for more information. Though Sleight of Hand usually requires a Half Action, the character may make a test as a Free Action with a –10 penalty.
Skill Use: Half Action

Speak Language (Advanced)

Intelligence
Skill Groups: Eldar, High Gothic, Kroot, Low Gothic, Ork, Techna-Lingua, Tau
The Speak Language Skill is used to communicate with others using the same language. The Imperium has nearly as many languages as it has star systems, but for all this variety, most can speak or understand a variation of Low Gothic. In most situations, Skill Tests are unnecessary so long as those involved all speak a common tongue. However, communication with those using obscure dialects or cryptic, complex concepts requires a test at an appropriate difficulty.

Eldar: Though no human can hope to capture the subtle nuances and sub-tones of this extremely complex and ancient language, it is enough to make one's meaning clear.

High Gothic: The official language of the Imperium, used by Imperial officials, nobility, members of the Ecclesiarchy, and those involved in high-level negotiations.

Kroot: The native chirping language of the Kroot is almost impossible for a human to emulate, however, with training and a good ear, it can be understood.

Low Gothic: The common tongue of the Imperium, used by the countless millions of ordinary citizens.

Ork: More grunts and physical violence than an actual language, it is possible for humans to speak and understand it, though it is doubtful they would be able to survive a conversation.

Techna-Lingua: The official language of the Adeptus Mechanicus, this binary language has been optimised for rapid communication of technical data and servitor commands.

Tau: The language of the Tau Empire, spoken by the Tau themselves and shared by their multitude of alien subjects.

Skill Use: Free Action

Survival (Advanced)

Intelligence

The Survival Skill allows the character to endure prolonged periods in unusual or alien environments. Space Marines do not die of exposure to the elements, and their implants allow them to survive on even the most inedible of flora and fauna. Thus, the Survival Skill most often applies to normal humans or those Space Marines who learned this skill before becoming an Initiate in their Chapter. A skilled outdoorsman, the character can find edible plants, hunt for game, and determine if food is safe for consumption. He can also construct viable shelters from native materials or improvised substances and ensure they're located away from flood chutes or the territory of predators. The difficulty of these tests depends on the location: barren deserts provide much greater challenge than the verdant tropical forests. This skill can also apply to man-made environments, such as artificial worlds, the depths of the underhive, or the belly of massive starships. In this case, the Skill can provide safe resting areas away from plasma venting and knowledge about which sacred unguents also provide minimal nutrition.

Skill Use: Various

Swim (Basic, Movement)

Strength

Though something of a lost skill to much of the Imperium, the uncharted fringes require its use far more frequently. The Swim Skill allows the character to swim through various liquid mediums. Under normal conditions swimming does not require a test. More difficult waters, unusual circumstances or long distances call for a Skill Test. For more information on the Swim Skill, see the Swimming section on page 207 of **Chapter VII: Playing the Game**.

Skill Use: Full Action

Tactics (Advanced)

Intelligence

Skill Groups: Air Combat, Armoured Tactics, Assault Doctrine, Defensive Doctrine, Orbital Drop Procedures, Recon and Stealth

Tactics is the practical application of military knowledge in the field of battle. It differs from the various Lore Skills in that it relates directly to on the ground combat manoeuvres and actions rather than a broad theoretical or strategic view of warfare. It also differs from the Command Skill in that Command allows the direction of troops but does not grant any special knowledge in how best to use them. A character can use Tactics at any time when he wants to determine the best military course of action in a combat. This could be anything from the best position to suppress an entrenched enemy before an assault to picking a good landing zone when coming in under fire. Failing a Tactics (Assault) Test, for example, might mean facing a concentration of a defending force or hitting a stronger line of fortifications.

Air Combat: Covers atmosphere and near-orbit engagements with air superiority fighters as well as close support and bombing with ground attack aircraft.

Armoured Tactics: An understanding of armoured warfare, how best to use armour, as well as how best to exploit the weaknesses of such vehicles.

Assault Doctrine: Covers all kinds of assaults, from charging a bunker to opposed amphibious landings.

Defensive Doctrine: How to set up a good defensive line, including layering units, creating areas of enfilading fire, and good clear kill zones.

Orbital Drop Procedures: A knowledge of orbital drop doctrine and how to use it to maximise troop concentration and ensure shock and awe in the enemy.

Recon and Stealth: An understanding of the best methods of recon and stealth, such as how to approach a defensive position unseen or quietly destroy sentry positions.

Void Combat: Covers starship combat between anything from lightly armoured escorts up to battle barges and space hulks. It is also includes knowledge of high orbit fire support doctrines and the best way to use ships in orbit to aid ground troops.

Special Uses

Ambush

A character in the role of Kill-team leader may use Tactics (Recon and Stealth) in the place of an opposed Concealment for himself or any member of his squad provided they are in Support Range (see page 213).

Tech-Use (Advanced)

Intelligence

Tech-Use allows the character to use or repair complex mechanical items or fathom the workings of unknown technical artefacts. Using a basic piece of equipment under typical circumstances requires no test, such as using a vox-caster or opening a shuttle hatch. Tech-Use Tests are necessary for unusual or unfamiliar gear, malfunctioning or broken items, and any situation where conditions are less than ideal, such as attempting to use the same vox-caster near a plasma core or coaxing the machine spirit of a strange vessel's warp drive to reignite its fires. The character can also use Tech-Use to repair damaged or defective items, using an Extended Test of duration and difficulty set by the GM depending on the item's complexity and the extent of the damage. Tech-Use does not include building an item from scratch, which requires the relevant Trade Skill.

A Tech-Use Test to determine the function of a complex system takes 1 minute, but the GM may adjust this depending on the complexity. Tests made to repair items are Extended Tests, the duration of which depends upon its size and complexity.
Skill Use: 1 minute, or more for more complex systems

Special Uses

Security Systems

The Security Skill covers mechanical security systems, but many systems may have both physical and electronic components, and certain examples may be entirely controlled by cogitators and machine spirits. The GM determines the necessary Skill Tests required for a particular system, which may include a combination of both Skills, or may involve a single roll with an appropriate modifier for possessing both Skills, or lacking one or the other.

Tracking (Advanced)

Intelligence
With the Tracking Skill, the character can follow the signs left by his quarry, allowing him to hunt them down. Following obvious tracks does not require a Skill Test, and is considered part of a character's movement. In instances where the time or elements have eroded the signs or where the very environment makes seeing them difficult, such as darkness or fog, Tracking Tests are required. The difficulty depends on the condition of the traces and the tracker's surroundings. When following any tracks where the difficulty of the test is more than Challenging (+0), the tracker's Movement rate drops to half. Cunning or devious quarry may attempt to conceal or erase their tracks. In any case where an opponent has attempted to do this, make an Opposed Test made against the prey's Concealment.
Skill Use: Free Action made as part of Movement

Trade (Advanced, Crafting)

Various
Skill Groups: Archaeologist (Int), Armourer (Ag), Astrographer (Ag), Chymist (Int), Cryptographer (Int), Explorator (Int), Linguist (Int), Remembrancer (Ag or Int), Shipwright (Int), Soothsayer (Fel), Technomat (Int), Trader (Fel)
Trade Skills allow the character to create things, from guns to starships. Characters with this Skill can earn money or reputation plying a trade. They can identify the works of particularly famous or infamous craftsmen, or recall information concerning items of their trade.

Trade Tests can represent the work of an hour, week, or month depending on the complexity of the task at hand. However, tests that involve the examination of an item to recall information require a Full Action.

Archaeologist: Used to locate, examine and analyse ancient ruins and artefacts.

Armourer: Used to design, upgrade and forge weaponry, from personal to starship sized.

Astrographer: Used to create two and three-dimensional representations of stellar locations and warp routes.

Chymist: Used to create poisons, drugs, and a wide variety of other compounds.

Cryptographer: Used to create or decode ciphers, codes, and other puzzles.

Explorator: Used in the exploration of unknown stellar regions.

Linguist: Used to learn or decipher new languages, both spoken and written.

Remembrancer: Used to recount events in a variety of art forms, from sculpture to poetry.

Shipwright: Used to design, upgrade, and create void-capable vessels.

Soothsayer: Used to foretell the future by a number of interpretive arts, though its effectiveness is suspect.

Technomat: Used to maintain and repair technological devices, but through rote memorisation rather than true understanding.
Skill Use: Variable depending on task and complexity

Wrangling (Advanced)

Intelligence
The character can tame, train, and potentially ride animals he encounters in his travels, from spine-hounds to the noble warhorse breeds. Both taming and training beasts are Extended Tests, the duration of which is determined by the nature and temper of the creature involved. Once an animal has been broken to its master's will—or at least formed a partnership for particularly strong-willed beasts—directing it or issuing commands is a Half Action. Wild animals, or those trained for hostility and aggression, can have their Disposition changed by one level for every two Degrees of Success, up to a maximum of three levels by a Full Action use of this Skill. GMs may impose penalties for animals that have been particularly well trained or those with uncommon Willpower and Intelligence. Wrangling is of no use against cyber or psy-bonded animals, nor against any xenos with true sentience.
Skill Use: Variable depending on task and complexity





IV

Talents & Traits

Gaining Talents

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Talent Groups

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Talent Descriptions

Chapter IV: Talents & Traits

"Ability is not enough. Dedication is not enough. Even victory is not enough. To become one of our number, you must embody all of these, and yet be more still. What that more is I cannot tell you. Find the answer in your bones, in your heart and soul, and you will be a warrior."

–from an address to the 10th Company by Cadmus Gracchus, Imperial Fists Chaplain

Talents are special abilities and proficiencies that a character possesses either through his intrinsic nature or through the application of well-practised experience. This is in contrast to Skills, which represent abilities gained by learning or training. A Talent is an ability that a character is either capable of or is not, whereas a Skill is something that he can be better at by degrees. When a Battle-Brother smites an enemy with a devastating blow with his thunder hammer heedless of the danger to himself, smashes aside dozens of lesser foes, and calls for vengeance for his fallen brother, he is using Talents. The battlefields of the 41st Millennium are unforgiving. From breaking a horde of Tyranids to sabotaging a Tau shield generator; a Battle-Brother will need every edge that his Talents provide him with.

Talents differ from Skills in that a player need not use an Action or Test to utilise the ability. They are always in effect, and many Talents give bonuses to Tests or allow Actions not available to the common man.

Planning out effective and flavourful combinations of Talents and Skills that match the character's background can be an enjoyable process for the entire game group, and can provide interesting ideas for the GM or other players to further cement their relationships and adversaries.

Gaining Talents

"Experience is the only true teacher, and experience without pain is meaningless."

–XIXth training maxim of the Storm Wardens

Players receive, or choose between, a number of Talents during the creation of their characters in **Chapter I: Character Creation**. They also gain more by spending Experience Points as they advance through their Career Path, as outlined in **Chapter II: Specialities**.



Talent Groups

Several Talents represent a general ability that can be applied to a specific category within that group. As some of these groups have many sub-categories, they have been collected into related groups. When selecting one of these Talents, the player chooses one of the entries from the group. Thus, when selecting the Peer Talent, the player would also choose a specific group or organisation from the talent group, such as Peer (Inquisition). Each time the character gains the talent, he may choose a different specialisation, so the next time he selects it, he might opt for Peer (Adeptus Mechanicus). In many cases, group listings are representative as opposed to all-inclusive. Consequently, even though "Storm Wardens and the Iron Lords" are not specifically listed in the Peer Talent group, it can still be chosen with GM approval.

Talent Prerequisites

Several Talents require a character to possess a prerequisite before their selection. This represents a certain innate ability level required to employ specific Talents, or a Skill or other Talent necessary to access more advanced capabilities. These prerequisites may take the form of Characteristic scores, Skills, Talents, or even special abilities.

Table 4-1: Talents

Talent Name	Prerequisite	Benefit
Abhor the Witch	Adeptus Astartes	Spend Fate Point before a mission to gain resistance to Psychic Powers.
Air of Authority	Fel 30	Affect more targets with Test.
Ambidextrous	Ag 30	Use either hand equally well.
Armour-Monger	Techmarine	Increase the efficacy of physical armour.
Assassin Strike	Ag 40, Acrobatic	On a successful Acrobatics Test after making a melee attack, character may move as a Free Action.
Astartes Weapon Training		
Astartes Weapon Specialisation		
Autosanguine	—	Heal 2 damage/day, always Lightly Damaged.
Basic Weapon Training†	—	Use weapon group without penalty.
Bastion of Iron Will	Psy Rating, Strong-Minded, WP 40	Double Defensive Psy Rating for Opposed Tests.
Battle Rage	Frenzy	Parry while frenzied.
Berserk Charge	—	Gain +20 bonus when charging.
Binary Chatter	—	+10 bonus to control servitors.
Blademaster	WS 30, Melee Weapon Training (any)	Re-roll missed attack, once per Round.
Blind Fighting	Per 30	Suffer half the usual penalties when vision is obscured.
Bolter Drill	Adeptus Astartes Weapon Training	Get an extra shot when firing a bolt weapon on full or semi-auto.
Bulging Biceps	S 45	Remove bracing requirement for certain weapons.
Call to Vengeance	Adeptus Astartes, Fel 40	Spend Full Action when a Battle-Brother is taken out of action to regain full Cohesion.
Catfall	Ag 30	Reduce falling damage.
Chem Geld	—	Immune to seduction, resistant to charm.
Cleanse and Purify	Basic Weapons (Flame)	Increases the effect of your flamer attacks.
Combat Formation	Int 40	Use Int Bonus for Initiative.
Combat Master	WS 30	Opponents get no bonus for outnumbering the character.
Combat Sense	Per 40	Use Per Bonus instead of Ag Bonus for Initiative.
Concealed Cavity	—	Character has a secret compartment on his person.
Counter Attack	WS 40	Gain free attack with successful Parry.
Crack Shot	BS 40	Deal +2 Critical Damage with ranged weapon.
Crippling Strike	WS 50	Deal +4 Critical Damage with melee weapon.
Crushing Blow	S 40	Deal +2 Damage with melee weapons.
Deadeye Shot	BS 30	Called Shots are at –10 penalty.
Death From Above	Adeptus Astartes, Pilot (Personal)	Cause greater damage when charging or dropping into combat using a jump pack.
Deathwatch Training	Adeptus Astartes, member of the Deathwatch	The Space Marine gains bonuses when fighting aliens.
Deflect Shot	Ag 50	Character can parry primitive ranged attacks.
Die Hard	WP 40	Re-roll death chance incurred by blood loss.
Disarm	Ag 30	Force opponent to drop weapon.
Disturbing Voice	—	+10 bonus to Intimidate and Interrogation, –10 penalty to Fel.
Double Team	—	Gain additional +10 bonus for ganging up.
Dual Shot	Ag 40, Two-Weapon Wielder	One Ballistic Skill Test hits target twice.
Dual Strike	Ag 40, Two-Weapon Wielder	One Weapon Skill Test hits target twice.
Duty Unto Death	WP 45	
Electrical Succour	Techmarine or Mechanicus Implants	+10 bonus to T Tests to remove Fatigue
Electro Graft Use	—	+10 bonus to Inquiry, Tech Use, Common Knowledge.
Enemy†	—	An organisation or group particularly despises the character.

†Denotes talent group.

Table 4-1: Talents, Continued

Talent Name	Prerequisite	Benefit
Energy Cache	Techmarine or Mechanicus Implants	Luminen Blast, Charge and Shock don't cause Fatigue.
Enhanced Bionic Frame	Machinator Array	
Eye of Vengeance	Astartes Weapons Training, BS 50	Fire a single shot to penetrate armour and increase the chance of Righteous Fury.
Exemplar of Honour	Adeptus Astartes	Exchange a Fate Point for a point of Cohesion.
Exotic Weapon Training†	—	Gain proficiency with an exotic weapon type.
Eye of Vengeance		
Favoured by the Warp	WP 35	Roll twice for Psychic Phenomena (see page 187) and take better result.
Fearless	—	Immune to Fear and Pinning.
Feedback Screech	Techmarine or Mechanicus Implants	30m radius, Test WP or lose Half Action.
Ferric Lure	Techmarine or Mechanicus Implants	WP Test to call 1kg/WP Bonus of metal objects.
Ferric Summons	Techmarine or Mechanicus Implants, Ferric Lure	WP Test to call 2kg/WP Bonus of metal objects.
Flame Weapon Training†	—	Gain proficiency with a group of flame weapons.
Flesh Render	Adeptus Astartes	Cause additional damage with chain weapons.
Foresight	Int 30	Contemplate to gain +10 bonus on next Test.
Frenzy	—	Enter psychotic rage to gain combat bonuses.
Furious Assault	WS 35	On a successful WS Test, gain a free second attack.
Good Reputation†	Fel 50, Peer	The character has a good reputation amongst a certain group.
Gun Blessing	Techmarine or Mechanicus Implants	Un-jam Int Bonus guns in 10m radius.
Gunslinger	BS 40, Two-Weapon Wielder	Fighting with two pistols incurs only –10 penalty.
Hammer Blow	Adeptus Astartes	Make a thunderous single strike with a melee weapon.
Hard Target	Ag 40	Opponents take –20 to BS Tests when character charges or runs.
Hardy	T 40	You always heal as if Lightly Damaged.
Hatred†	—	Gain +10 bonus to attack hated creatures.
Heavy Weapon Training†	—	Gain proficiency with a heavy weapon group.
Heightened Senses†	—	Gain +10 bonus to particular sense.
Hip Shooting	BS 40, Ag 40	Gain a free attack while moving.
Hot Shot Pilot		
Hunter of Aliens	—	Gain an advantage in combating aliens.
Improved Warp Sense	Warp Sense	Allows Psyniscience Test as Free Action.
Independent Targeting	BS 40	Fire at two or more targets further than 10m apart.
Infused Knowledge	Int 40	Treat Common and Scholastic Lore as Basic Skills.
Inspire Wrath	Fel 30	Inspire crowds to anger.
Into the Jaws of Hell	Iron Discipline	Minions gain immunity to Pinning and Fear whilst in character's presence.
Iron Discipline	WP 30, Command	Minions can re-roll Fear and Pinning Tests.
Iron Jaw	T 40	Test Toughness to overcome Stunning.
Jaded	WP 30	Never gain IP from ordinary horrors.
Killing Strike	Adeptus Astartes	Spend a Fate Point to make your melee attack impossible to parry or dodge.
Last Man Standing	Nerves of Steel	Immune to Pinning by Pistols and Basic Weapons. Improves Cover.
Leap Up	Ag 30	Stand up as a Free Action.
Light Sleeper	Per 30	Count as awake, even when asleep.
Lightning Attack	Swift Attack	Attack three times with a Full Action.
Lightning Reflexes	—	Add twice Ag Bonus to Initiative rolls.
Litany of Hate	Hatred	Extend benefits of Hatred to allies.
Logis Implant	—	+10 bonus on WS and BS on successful Tech-Use Test.
Luminen Blast	Techmarine or Mechanicus Implants	1d10+WP Bonus Energy Damage bolt. Causes Fatigue.
Luminen Charge	Techmarine or Mechanicus Implants	T Test to power/charge tech. Causes Fatigue.

†*Denotes talent group.*

Table 4-1: Talents, Continued

Talent Name	Prerequisite	Benefit
Luminen Shock	Techmarine or Mechanicus Implants	1d10+3 Energy Damage shock. Causes Fatigue.
Machinator Array	Techmarine or Mechanicus Implants	The character has advanced Mechanicus augmetics.
Maglev Grace	Techmarine or Mechanicus Implants	Hover 1d10+TB minutes once per day.
Maglev Transcendence	Techmarine or Mechanicus Implants, Maglev Grace	Hover 2d10+TB minutes twice per day.
Marksman	BS 35	No penalties for firing at long or extreme range.
Master Chirurgeon	Medicae +10	Perform advanced medical procedures.
Master Enginseer	Tech Use +10, Mechanicus or Techmarine or Mechanicus Implants	Use a Fate Point for automatic success.
Master Orator	Fel 30	Affect 10 times the normal numbers with a Fellowship Test.
Mechadendrite Use†	Techmarine or Mechanicus Implants	The character can use a type of Mechadendrite.
Meditation	—	The character may enter a trance to remove Fatigue.
Melee Weapon Training†	—	Gain proficiency with a group of melee weapons.
Mental Rage	Frenzy	The character may use Psychic Powers while in the throes of frenzy.
Mighty Shot	BS 40	Deal +2 Damage with ranged attacks.
Mimic	—	The character can copy voices.
Nerves of Steel	—	Re-roll failed tests to avoid pinning.
Orthoproxy	—	+20 bonus to resist mind control or interrogation.
Paranoia	—	The character is alert for danger.
Peer†	Fel 30	Gain +10 bonus on Fel Tests to interact with organisation.
Pistol Weapon Training†	—	Gain proficiency with a group of pistol weapons.
Polyglot	Int 30, Fel 30	The character has an innate ability with languages.
Precise Blow	WS 40, Sure Strike	No penalty for attacks against specific locations.
Preternatural Speed	WS 40, Ag 50	Use Swift and Lightning Attack as a Half Action and when charging.
Prosanguine	—	Heal 1d5 Damage once per day.
Psy Rating	—	Become a more powerful Psyker, rated 1 –10.
Psychic Technique†	—	Gain an extra Psychic Technique.
Quick Draw	—	Ready as a Free Action.
Rapid Reaction	Ag 40	Test Ag to negate surprise.
Rapid Reload	—	Reduce reload time.
Resistance†	—	Gain +10 bonus to Resistance Tests.
Rite of Awe	Techmarine or Mechanicus Implants	50m radius, –10 to all Tests due to Fear.
Rite of Fear	Techmarine or Mechanicus Implants	Fear Rating 1 for two minutes in a 50m radius.
Rite of Pure Thought	Techmarine or Mechanicus Implants	The character is immune to emotion.
Rite of Sanctioning	Psy Rating, Special	Reduces Psychic Phenomenon.
Rival†	—	A group or organisation bears the character animosity.
Scourge of Heretics	—	Gain an advantage when battling traitors and heretics.
Servo-harness Integration	Techmarine Implants, Mechadendrite Use (Servo-arm)	Gain the ability to use a Servo-harness.
Sharpshooter	BS 40, Deadeye Shot	No penalties for called shots.
Sound Constitution	—	Gain an additional Wound.
Signature Wargear		One item up to 20 Requisition becomes standard issue.
Signature Wargear (Master)	Signature Wargear	One item up to 40 Requisition becomes standard issue and gain an additional benefit.
Signature Wargear (Hero)†		One item up to 70 Requisition becomes standard issue.

†Denotes talent group.

Talent Descriptions

"The Imperium is a realm defended by sword strokes and the roar of guns: a million sword strokes and a roar like the thunder of angry gods pass every day, and yet it may prove not enough."

–from the Ascension Address by Lord Militant Tetrarchus

Players can find a complete listing of the Talents available in **Deathwatch** in **Table 4–1: Talents,** and the full explanations of each Talent on the following pages.

Talents for Space Marines and their Enemies

This chapter details many Talents; some of these are for the exclusive use of Battle-Brothers of the Adeptus Astartes and are not found by those outside their ranks or the ranks of the vile Chaos Space Marines. Others detailed here are not applicable to Space Marine characters, either because they are rendered redundant by a Battle-Brother's extraordinary prowess and abilities or because they simply are not things that a Space Marine would learn or do. This second group of Talents has been included in this chapter not for the use of players in creating **Deathwatch** characters, but to enable Game Masters to create varied and interesting NPCs and enemies for the player characters to encounter during their missions for the Deathwatch.

Table 4-1: Talents, Continued

Talent Name	Prerequisite	Benefit
Signature Wargear (Hero)†		One item up to 70 Requisition becomes standard issue.
Slayer of Daemons	—	Gain an advantage when fighting warp entities.
Sprint	—	Move more quickly in combat.
Stalwart Defence	Adeptus Astartes	Hold a chosen point with indomitable determination and a storm of fire.
Step Aside	Ag 40, Dodge	Gain extra Dodge in a Round.
Street Fighting	—	Deal +2 Critical Damage with knives or unarmed attacks.
Storm of Iron	Adeptus Astartes	Cause additional Damage against Hordes with ranged weapons.
Strong Minded	WP 30, Resistance (Psychic)	Re-roll failed WP Tests made to resist Psychic Powers.
Sure Strike	WS 30	Choose location on a successful attack.
Swift Attack	WS 35	Attack twice with a Full Action.
Takedown	—	Make a special attack to Stun opponent.
Talented†	—	Gain +10 bonus to corresponding Skill Test.
Target Selection	BS50	Shoot into melee without penalty.
Technical Knock	Int 30	Un-jam a gun as Half Action.
The Flesh is Weak	—	Replace parts of the body with iron and machine.
Thrown Weapon Training†	—	Gain proficiency with a group of thrown weapons.
Thunder Charge	Adeptus Astartes	Break enemies with the momentum of an armoured charge.
Total Recall	Int 30	The character can remember trivial facts and minor details.
True Grit	T 40	Reduce Critical Damage the character takes.
Two-Weapon Wielder†	WS 35 or BS35, Ag 35	Attack twice when wielding two weapons.
Unarmed Master	WS 45, Ag 40, Unarmed Warrior	Attacks do 1d10+SB Damage and lack the Primitive trait.
Unarmed Warrior	WS 35, Ag 35	Deal 1d10 –3+SB with unarmed attacks.
Unbowed and Unbroken	Adeptus Astartes, Fel 40	Perform an act of defiance to remove Cohesion Damage suffered in previous turn.
Unshakeable Faith	—	The character may re-roll failed Fear Tests.
Wall of Steel	Ag 35	Gain extra Parry each Round.
Warp Affinity	Psy Rating, Special	Re-roll Psychic Phenomenon.
Warp Conduit	Psy Rating, Strong Minded, WP 50	+1 to Psy Rating when pushing.
Warp Sense	Psy Rating, Psyniscience Skill, Per 30+	Allows Psyniscience Test as Half Action.
Weapon-Tech	Techmarine	Increase the efficacy of weapons wielded by the Techmarine or Mechanicus Implants.
Wisdom of the Ancients	Adeptus Astartes, Int 40	Spend a Fate Point to get insight on a situation.
Whirlwind of Death	Adeptus Astartes	Cause additional Damage against hordes in melee.

†*Denotes talent group.*

Abhor the Witch

Prerequisites: Adeptus Astartes, may not be taken by characters with a Psy Rating
The Battle-Brother spends the time before battle armouring himself against the power of the warp by reciting canticles and litanies of hate and contempt against the unclean powers. This Talent may be used in the Oath Making phase before undertaking a mission. The Battle-Brother spends a Fate Point in the Oath Making phase and counts as having spent this Fate Point for the duration of the mission. During the mission, the Battle-Brother must take a **Challenging (+0) Willpower Test** whenever he is the subject of the effects of a Psychic Power, daemonic power other warp-based power. If the Willpower Test succeeds, then the Battle-Brother is unaffected by the power. If the Test fails, then the power affects him as normal. The effects of this Talent also apply to powers that cause Damage indirectly such as blasts, and those used by friendly psykers which might be beneficial to the Battle-Brother. A power that is resisted by a Battle-Brother using this Talent is not nullified if others will be affected by it as normal.

Air of Authority

Prerequisites: Fellowship 30
The character was born to command, either motivating or terrifying those under his charge. On a successful Command Test, the character may affect a number of targets equal to 1d10 plus his Fellowship Bonus. Furthermore the character's voice commands such respect that even those not in his retinue pay heed. The character may make a Command Test on those not under his authority with a –10 penalty. This Talent has no effect on hostile targets, and only affects NPCs.

Ambidextrous

Prerequisites: Agility 30
This Talent does not represent true ambidexterity so much as sufficient training with both hands to make the distinction moot. The character may use either hand equally well for any task, and does not suffer the –20 penalty for actions using his off hand.

Special: When combined with a Two-Weapon Wielder Talent, the penalty for making attacks with both weapons in the same turn drops to –10.

Armour-Monger

Prerequisites: Techmarine
The finest armours and most powerful shields are all products of the followers of the machine god, based on the fabled and ancient designs of man's glorious past. With years of training, a Techmarine can learn to enhance these protections, or use them in their optimum fashion. The Techmarine increases the Armour Points of any armour he wears by 2 on all locations it would normally cover as long as he has at least an hour each day to bless and prepare the armour. This bonus applies only to armour worn by the Techmarine.

Astartes Weapon Specialisation

Prerequisites: Adeptus Astartes, Astartes Weapon Training
A Space Marine is a master of the tools of warfare, but through long practice and affinity he may reach a level of mastery with a particular type of weapon so that it becomes a tool of perfect destruction. When this Talent is taken, a type and class of weapons must be specified, such as bolt (pistols) or melee (chain). This Talent may be taken multiple times for different types and classes of weapons. When using the specified type of weapon, the Battle-Brother never suffers a penalty greater than –30 when using the weapon.

Astartes Weapon Training

Prerequisites: Adeptus Astartes
Battle-Brothers of the Adeptus Astartes spend years becoming proficient with all manner of weapons. By the time that a Battle-Brother has entered service in a squad, he will have not only trained with both heavy and melee weapons, but used those weapons on countless battlefields. The Battle-Brother is proficient with bolt, chain, melta, plasma, power, flame, primitive (ranged and melee), las weapons, launchers, solid projectile, and thrown weapons of all Classes. In essence, the only weapons that the Battle-Brother is not proficient with are exotic weapons; for these, he must acquire individual proficiencies as normal.

Assassin Strike

Prerequisites: Agility 40, Acrobatics
The character's natural agility and graceful martial forms turn him into a dervish of death on the battlefield. After making a melee attack, a successful Acrobatics Test allows the character to move at half rate as a Free Action. Opponents do not receive free attacks resulting from this move. The character may only make this move once per Round.

Autosanguine

The ancient and blessed technology of the Mechanicus flows through the character's blood. These miniscule machines repair minor injuries and speed healing. When applying healing, the character is always considered Lightly Damaged, and heals at an increased rate, removing 2 points of Damage per day.

Basic Weapon Training

Talent Groups: Bolt, Las, Launcher, Melta, Plasma, Primitive, SP and Universal
The character has received Basic Weapon Training in a group of weapons, and can use them without penalty. The Universal group includes the Bolt, Las, Launcher, Melta, Plasma, and SP groups. Weapon Skill or Ballistic Skill Tests used with a weapon that a character does not have training for suffer a –20 penalty.

Bastion of Iron Will

Prerequisites: Psy Rating, Strong Minded, Willpower 40
The character's sheer willpower and psychic focus have become one and the same over years of practice and training, such that their combined use is second nature. The character doubles his Psy Rating on any Opposed Test involving the Psyniscience Skill or Psychic Powers.

Battle Rage

Prerequisites: Frenzy
Long experience and indomitable will have allowed the character to master the beast within him, directing its rage while keeping a clear head. The character may Parry while Frenzied.

Berserk Charge

The character has learned to put the whole force of his momentum behind his weapon blows. When the character charges into combat, few can stand before him. If the character uses the Charge Action, he gains a +20 bonus to Weapon Skill instead of +10.

Binary Chatter

The character has optimised his use of Techna-Lingua for controlling servitors. The character receives a +10 bonus to any attempt to instruct, program, or communicate with servitors.

Blademaster

Prerequisites: Weapon Skill 30, Melee Weapon Training
The character's mastery of bladed weapons and martial disciplines has no peer. When attacking with any bladed weapon, including chainswords and power swords, the character may re-roll one missed attack per Round.

Blind Fighting

Prerequisites: Perception 30
Years of practice and development of other senses allows the character to fight in close combat without the benefit of sight. This Talent reduces all penalties for obscured vision by half, permitting the character to fight in fog, smoke, or darkness more effectively.



Bolter Drill

Prerequisites: Adeptus Astartes Weapon Training
The skill of an Adeptus Astartes with bolters of all types can be honed by training and combat, allowing Space Marines to unleash devastating volleys of disciplined fire that cut down their enemies like the sweep of a scythe. When firing any class of Bolt weapon on Full or Semi-Auto, the Battle-Brother may opt to increase the weapon's rate of fire by +1 (this bonus applies to any and all bolt weapons wielded by the Space Marine, meaning that if he is firing more than one bolt weapon at a time, the bonus will apply to all such weapons). This Talent only applies to personal weaponry and does not impact vehicle-mounted weapons of any kind.

Bulging Biceps

Prerequisites: Strength 45
Whereas a weaker man would be sent flying when using heavy weapons, the character's strong physique allows him to remain standing . The character can fire heavy weapons using Semi-Auto Burst or Full Auto Burst without bracing, and he does not suffer the –30 penalty for failing to brace.

Call to Vengeance

Prerequisites: Adeptus Astartes, Fellowship 40
When a Space Marine falls in battle, one of his Battle-Brothers may inspire those who remain to great deeds in revenge for their fallen comrade. When another member of the unit is killed or taken out of action, the Battle-Brother may take a Full Action and spend a Fate Point to call his remaining brothers to revenge the fallen. The character may raise his weapon in defiance and speak an oath of hatred, or recite one of the canticles of vengeance. No matter how it is embodied, his action restores the Battle-Brother and all those in Support Range of him to their starting Cohesion.

Catfall

Prerequisites: Agility 30
Gymnastic ability and natural balance enables the character to fall great distances without harm. Whenever he falls, the character may take an Agility Test as a Free Action. Success, and each additional Degree of Success, reduces the distance fallen by a number of metres equal to the character's Agility Bonus for the purposes of determining Damage from the fall.

Chem Geld

Either chemical and surgical treatments or sheer will has rendered the character immune to most mundane temptations. Seduction attempts against him automatically fail, and Charm Tests increase their Difficulty by one level. Taking this Talent gives the character one Insanity Point.

Cleanse and Purify

Prerequisites: Basic Weapons Training (Flame) Talent or equivalent
The character can control the flowering flow of promethium like no other, manipulating flame like an old accomplice. The targets of the character's flamer attacks take a –20 penalty to their Agility tests to escape its effects, and when used against an enemy with the Horde trait, the number of hits on the Horde is increased by +1d5.

Combat Formation

Prerequisites: Intelligence 40
The character has directed his comrades to prepare for danger, planning out their actions for many contingencies if attacked. Before rolling Initiative, all other members of the group may choose to use the character's Intelligence Bonus for all Initiative rolls rather than individual Agility Bonuses.

Combat Master

Prerequisites: Weapon Skill 30
The character's weapon seems to be everywhere at once, keeping many more opponents at bay in close combat than would seem possible. Opponents fighting the character in hand-to-hand combat gain no bonuses for outnumbering him.

Combat Sense

Prerequisites: Perception 40
The character has the ability to consciously recognise the proddings of his subconscious as it reacts to his preternaturally sharp senses, giving the character an edge that mere speed cannot match. The character may use his Perception Bonus in place of his Agility Bonus when rolling Initiative.

Concealed Cavity

The character's flesh or augmetics conceals a small compartment. This might be a pouch hidden under a flap of flesh or a chamber fitted into a cybernetic enhancement. The character may conceal one small item, no larger than a closed fist, within this cavity. Discovering this compartment requires success on a **Difficult (–10) Search Test**. If using a medicae scanner or auspex, the Difficulty is reduced to Ordinary (+10).

Counter Attack

Prerequisites: Weapon Skill 40
The character's lightning ripostes are things of deadly beauty, swift and invisible as the wind. After successfully Parrying an opponent's attack, the character may immediately make an attack against that opponent using the weapon with which he Parried as a Free Action. This attack suffers a –20 penalty.

Crack Shot

Prerequisites: Ballistic Skill 40
The character can place his shots where they inflict more harm, at creases, gaps, or joints in armour. When the character's ranged attack causes Critical Damage, add +2 to the Damage.

Crippling Strike

Prerequisites: Weapon Skill 50
The character can land his blows precisely where they inflict the most harm, cutting into seams or hammering at weak points. When the character's melee attack causes Critical Damage add +4 Damage.

Crushing Blow

Prerequisites: Strength 40
The character has the ability to focus his entire body into close combat attacks. The character adds +2 to damage inflicted in melee.

Deadeye Shot

Prerequisites: Ballistic Skill 30
The character's rock-steady hand and hawk-like eyesight make him a dreaded marksman. No target, however precise, can escape his crosshairs. When making a called shot, the character suffers a –10 penalty instead of –20.

Death From Above

Prerequisites: Adeptus Astartes, Pilot (Personal)
A Space Marine descending into battle on trails of fire is a true angel of death come to bring ruin and ending on all who stand in his way. When the Battle-Brother makes a Charge Action using a jump pack, his melee attack deals an extra d10 Damage for every two Degrees of Success, to a maximum bonus of 2d10.

Deathwatch Training

Prerequisites: Adeptus Astartes, member of the Deathwatch
All Deathwatch Space Marines automatically confirm any Righteous Fury results (see page 245) against alien enemies without needing to re-roll the Ballistic Skill Test or Weapon Skill Test.

Deflect Shot

Prerequisites: Agility 50
The character's weapons move with such speed that they can deflect thrown weapons and shots fired from primitive weapons. The character may spend a Reaction to Parry an incoming ranged attack from a primitive or thrown weapon.

Die Hard

Prerequisites: Willpower 40
Through either willpower or sheer stubbornness, the character refuses to cross into shadow. When the character suffers from blood loss, he may roll twice to avoid death.

Disarm

Prerequisites: Agility 30
The character can wrest weapons from his opponent's hands through practised technique or brute force. If in close combat, the character may use a Full Action to disarm his foe by making an Opposed Weapon Skill Test. If the character wins the Test, the enemy drops his weapon at his feet. Should the character obtain three or more Degrees of Success, he may take the enemy's weapon from him.

Disturbing Voice

The character's voice has particularly baleful or menacing qualities, causing others to quail before it. The character gains a +10 bonus to all Intimidate or Interrogation Tests when employing this talent, but suffers a –10 penalty to Fellowship Tests when dealing with others in a non-threatening manner, such as animals, children, or the easily startled.

Double Team

The character has experience of fighting in paired teams that work together to take down their enemies. When ganging up on an opponent, the character gains an additional +10 bonus to Weapon Skill Tests. If both characters who outnumber the enemy have this Talent, both gain an additional +10 bonus, for a total of +20. This bonus is in addition to the normal bonus gained from outnumbering opponents.

Dual Shot

Prerequisites: Agility 40, Two-Weapon Wielder
The character's skill with guns is such that he can target two shots on exactly the same point. When armed with two pistols, the character may fire both simultaneously as a Full Action. A single Ballistic Skill Test is made, and if successful, the character hits his target with both shots. As the character is firing both guns as a single attack, he may take an Aim Action before firing to get a +10 or +20 bonus to the BS Test, and a red-dot laser sight mounted on any one of the weapons provides its +10 bonus. The character does not suffer from the normal –20 Ballistic Skill penalty for wielding two weapons. If the attack hits, the target's armour gets applied as normal to both hits individually, but Toughness only counts once against the combined damage rolls of both hits. A single successful Dodge Test from the target avoids both shots.

Dual Strike

Prerequisites: Agility 40, Two-Weapon Wielder
The character's skill with melee weapons can place two blows together to maximise Damage. When armed with two melee weapons, the character may attack with both simultaneously as a Full Action. Make a single Weapon Skill Test. If the test is successful, the character hits the target with both weapons. As the character is swinging both weapons as a single attack, he may take an Aim Action before attacking to get a +10 or +20 bonus to the WS Test. The character does not suffer from the normal –20 WS penalty for wielding two weapons. If the attack hits, the target's armour gets applied as normal to both hits individually, but Toughness only counts once against the combined Damage rolls of both hits. A single successful Dodge or Parry Test from the target avoids both blows.

Duty Unto Death

Prerequisites: Willpower 45
The character's will or faith can sustain him when his flesh fails. He ignores the effects of injury, Fatigue, and Stunning during combat. This Talent does not prevent the Damage, but allows the character to temporarily ignore its effects for the duration of the combat. Death still affects him normally.

Electrical Succour

Prerequisites: Techmarine or Mechanicus Implants
The character can channel the sacred flow of energy from his Potentia Coil or other energy source to replenish his flesh. Whilst in contact with a functioning, powered machine or fully charged battery or power cell, the character may make an **Ordinary (+10) Toughness Test**. Success removes one level of Fatigue plus one additional level of Fatigue for each additional Degree of Success. This takes one minute of meditation and ritual incantation.

Electro Graft Use

Prerequisites: Techmarine or Mechanicus Implants
The character may use his Electro Graft to access data ports and commune with machine spirits. This grants a +10 bonus to Common Lore, Inquiry, or Tech-Use Tests whilst connected to a data port.

Enemy

Talent Groups: Adeptus Arbites, Adeptus Astra Telepathica, Adeptus Astartes, Adeptus Mechanicus, Adepta Sororitas, Adeptus Titanicus, Administratum, Astropaths, Chartist Captains, Ecclesiarchy, Imperial Guard, Imperial Navy, Inquisition, Navigators, Officio Assassinorum, PDF, Planetary Governors, Rogue Trader, Schola Progenium, Scholastica Psykana
The opposite of Good Reputation, the character is particularly despised by a specific social group or organisation. The character suffers an additional –10 penalty to Fellowship Tests when dealing with this group. This Talent is cumulative with the Rival talent, for a total –20 penalty.

The Pillars of the Imperium

The Imperium is a complex machine made up of many divisions and sub-divisions of authority, power, and responsibility. In addition to the many layers of organisation within the Imperium, there are countless more that exist outside the official architecture of power, or exist only within particular locales of the Imperium. Included here is a list of some of the organisations that are used in the descriptions of the Enemy, Good Reputation, Rival, and Peer Talents in this Chapter.

Organisation	Description
Administratum	The vast bureaucracy of the Imperium that administers the domains of the God-Emperor of mankind.
Adeptus Arbites	The keepers of Imperial law and enforcers of loyalty to the Golden Throne.
Adeptus Astartes	The genetically enhanced, power armour-clad angels of death.
Adeptus Astra Telepathica	The organisation that trains and sanctions Imperial Psykers.
Adeptus Mechanicus	The Tech-Priests are the preservers of technology and fabricators of machines.
Adepta Sororitas	The female holy orders which include the Sisters of Battle.
Adeptus Titanicus	The Titan Legions whose vast war machines shake planets when they walk.
Astropaths	The telepaths who are soul-bound to the Emperor and who unite the Imperium through their telepathic communications.
Chartist Captains	The masters of spacecraft who voyage within the bounds of the Imperium.
Ecclesiarchy	The keepers of faith in the Emperor's divinity.
Imperial Guard	The Imperium's vast armies of men and women.
Imperial Navy	The forces of warships that defend the worlds of the Imperium, carry its troops to battlefronts, and persecute its wars in the darkness between stars.
Inquisition	The secretive protectors of the Emperor's dominion.
Navigators	The mutants whose abilities allow starships to pass through the warp and so travel between distant stars.
Officio Assassinorum	The secret bringers of death.
Planetary Defense Forces	The military forces raised on planets to defend against invaders.
Rogue Trader	A starship captain who possesses a charter granting him the right to voyage beyond the bounds of the Imperium with power unbound.
Schola Progenium	The schools that teach orphans of Imperial officials who have given their lives in the service of the Emperor.
Scholastica Psykana	The organisation that trains and sanctions Imperial Psykers.

The GM and player may agree to award This talent when appropriate to the adventure or campaign. This Talent can be removed with an Elite Advance, and the approval of the GM, if the character has redeemed himself with the group in question.

Energy Cache

Prerequisites: Techmarine or Mechanicus Implants
The character has learned to focus the power stored within his Potentia Coil with greater efficiency. The character no longer gains Fatigue from using Luminen Charge, Luminen Shock, and Luminen Blast.

Enhanced Bionic Frame

Prerequisites: Machinator Array
The character's already impressive bionic body structure is steadied by a gyro-array guided by a targeting system linked to the machine-spirit. The character gains the Auto-stabilised Trait (see page 130).

Exotic Weapon Training

Talent Groups: Each exotic weapon
The character is trained to use a particularly obscure type of weapon, allowing him to use armaments few others have ever seen. Weapons requiring this unique Talent are noted in their armoury descriptions. Weapon Skill or Ballistic Skill Tests used with a weapon that a character does not have training for suffer a –20 penalty.

Eye of Vengeance

Prerequisites: Astartes Weapons Training, Ballistic Skill 50
The Battle-Brother can focus his intent on where it is likely to do most Damage to his enemy and then strike the target down with a single shot. The Battle-Brother may declare that he is using this Talent before he makes a single ranged attack. If the attack hits, it ignores an additional point of armour per Degree of Success. If a 10 is rolled for Damage, it automatically triggers Righteous Fury without the need for another Ballistic Skill Test (see Righteous Fury on page 245 in **Chapter VIII: Combat**). This Talent may not be used in conjunction with Blast weapons, Semi or Full-Auto Bursts, or Flame weapons. It may, however, be used in conjunction with accurate weapons and in conjunction with making Called Shots and taking Aim Actions.



Exemplar of Honour

Prerequisites: Adeptus Astartes
The Battle-Brother exemplifies all that is finest in an Adeptus Astartes to the extent that his presence can rally his brothers and inspire them to fight together against overwhelming odds. The Battle-Brother may spend a Fate Point as a Free Action to regain Cohesion equal to his Fellowship Bonus. He may do this once per Round.

Favoured by the Warp

Prerequisite: Willpower 35
Whenever a Psychic Power results in Psychic Phenomena, the character may roll twice on that table and take the more favourable result.

Fearless

Through hard experience with horrifying situations, fear no longer commands the character's actions. The character is immune to the effects of Fear and Pinning, but disengaging from combat or backing down from a fight requires a successful Willpower Test.

Feedback Screech

Prerequisites: Techmarine or Mechanicus Implants
The character can scramble his vox synthesizers, causing a hideous blast of noise that shocks and distracts others. All unprotected creatures within a 30-meter radius who have the ability to hear must make a Willpower Test or lose a Half Action on their next turn as they involuntarily react to the cacophonous shriek.

Ferric Lure

Prerequisites: Techmarine or Mechanicus Implants
The character can cause an unsecured metal object within his field of vision to fly into his hand. The object may weigh up to 1 kilogram per point of the character's Willpower Bonus, and must lie within 20 metres. Using this Talent requires a Full Action and a successful a Willpower Test.

Ferric Summons

Prerequisites: Techmarine or Mechanicus Implants, Ferric Lure
The character can call an unsecured metal object to his hand as with Ferric Lure. The character may summon objects of up to 2 kilograms per point of Willpower Bonus, and the object may be up to 40 metres distant. The character must spend a Full Action and succeed on a Willpower Test to enact this rite.

Flame Weapon Training

Talent Groups: Universal
The sight of flaming streams of promethium brings joy to the Explorer's heart and dread to his foes. He has mastered the art of a wide variety of flamer weapons. The Universal Talent group encompasses all non-Exotic weapons with the Flame special quality.

Flesh Render

Prerequisites: Adeptus Astartes
The Battle-Brother has a taste for the massive damage that can be inflicted with chain weapons and other melee weapons that rip apart the flesh of their enemies. When inflicting Damage with a melee weapon that has the Tearing quality, the character rolls a single additional die for Damage and picks the highest roll. For weapons that inflict several dice worth of Damage, only a single additional die is rolled.

Example

Averrus, a Deathwatch Assault Marine, attacks a Tyranid Hormagaunt with his chainsword. Because Averrus' chainsword has the Tearing Quality, he benefits from his Flesh Render Talent. Averrus rolls 3d10 for Damage (getting a 9, 2, and 5 on the dice) and selects the best result (9).

Foresight

Prerequisites: Intelligence 30
Logic and analysis do for the character what Tarot and the bones claim to do for the superstitious masses. By careful consideration of all the possible consequences, and examination of all evidence and information, the character can identify the best path for success. By spending 10 minutes studying or analysing a problem, the character gains a +10 bonus to his next Intelligence Test.

Frenzy

The character's temper and passion boil just below the surface of his psyche, mostly held in check by his rational mind, but easily released when needed. If the character spends one full Round fuelling his anger—by flagellation, drugs, or other means—on the next Round he goes into an uncontrolled rage, gaining a +10 bonus to Weapon Skill, Strength, Toughness, and Willpower, but suffering a –20 penalty to Ballistic Skill and Intelligence. The character must attack the nearest enemy in melee combat if possible. If he is not engaged with the nearest enemy, he must move towards that enemy and engage it if possible. The character will not take obviously suicidal actions such as leaping off a building in order to engage someone on the ground, but he will take any actions that have a reasonable opportunity to engage in melee with the nearest enemy. While Frenzied, he is immune to Fear, Pinning, Stunning effects, the effects of Fatigue, and he may not Parry, retreat, or flee. He remains Frenzied for the duration of the combat. Unless the character has a Talent that allows him to do so, he may not use Psychic Techniques whilst in Frenzy. Some beings are either permanently Frenzied or can Frenzy at will.

Furious Assault

Prerequisites: Weapon Skill 35
The character's speed and martial prowess allow him to land several blows where lesser combatants land one. If the character successfully hits his target using the All Out Attack Action, he may spend his Reaction to make an additional attack using the same bonuses or penalties as the original attack.

Good Reputation

Prerequisites: Fellowship 50, Peer (of that group)
Talent Groups: Adeptus Arbites, Adeptus Astra Telepathica, Adeptus Astartes, Adeptus Mechanicus, Adepta Sororitas, Adeptus Titanicus, Administratum, Astropaths, Chartist Captains, Ecclesiarchy, Imperial Guard, Imperial Navy, Inquisition, Navigators, Officio Assassinorum, PDF, Planetary Governors, Rogue Trader, Schola Progenium, Scholastica Psykana
The character is well respected within a social group or organisation. The character gains an additional +10 bonus to Fellowship Tests when dealing with this group. This Talent is cumulative with Peer, for a total of a +20 bonus. This bonus also applies to Influence Tests when dealing with this particular group. The GM and player may agree to award this Talent when appropriate to the adventure or campaign.

Gun Blessing

Prerequisites: Techmarine
Utilising his sacred ability to subtly affect ferrous materials, the character may un-jam a number of weapons equal to his Intelligence Bonus, so long as they are within a 10-meter radius. A successful Intelligence Test indicates the character has appeased the spirits of the weapons. This blessing requires a Full Action.

Gunslinger

Prerequisites: Ballistic Skill 40, Two-Weapon Wielder
The character has trained with pistols for so long that they are like extensions of his own body, barely requiring conscious thought to aim and fire. When armed with two pistols, the character reduces the penalty for Two-Weapon Fighting by –10. If the character also possesses the Ambidextrous Talent, the penalty is reduced to 0.

Hammer Blow

Prerequisites: Adeptus Astartes
The Battle-Brother strikes a single blow with such focus and force that it breaks armour and pulps flesh as it strikes. When the Battle-Brother makes an All Out Attack manoeuvre to make a single melee attack, he may add half his Strength Bonus to the weapon's Armour Penetration. The attack also counts as having the Shocking quality to represent the concussive force of the blow's impact.

Hard Target

Prerequisites: Agility 40
Light on his feet, the character dodges and weaves as he moves, skills learned from long years in the line of fire. When the character performs a Charge or Run Action, opponents suffer a –20 penalty to Ballistic Skill Tests made to hit the character with a ranged weapon. This penalty continues until the start of the character's next turn.

Hardy

Prerequisites: Toughness 40
The character's constitution rebounds quickly from shock or injury. When undergoing medical treatment or healing from injures, the character recovers Damage as if Lightly Damaged.

Hatred

Talent Groups: Chaos Space Marines, Daemons, Mutants, Psykers, Xenos (specific), other
A group, organisation, or race has wronged the character in the past, fuelling this animosity. When fighting opponents of that group in close combat, the character gains a +10 bonus to all Weapon Skill Tests made against them.

Heavy Weapon Training

Talent Groups: Bolt, Las, Launcher, Melta, Plasma, Primitive, and SP
The character can employ some of the most devastating weapons of the battlefield. The character can use weapons of the groups for which he has selected this Talent, choosing one new group each time the character obtains it. When a character attempts to use a weapon he does not have the correct Weapon Training Talent for, he suffers a –20 penalty to any relevant Weapon Skill or Ballistic Skill Test.



Heightened Senses

Talent Groups: Sight, Sound, Smell, Taste, Touch
Either genetics or augmetics have made one of the character's senses are superior to others. When the character gains this Talent, select one of the five senses. The character gains a +10 bonus to any tests specifically involving this sense. Thus, Heightened Senses (Sight) would apply to an Awareness Test to see a distant flock of shale crows, but not to a Ballistic Skill Test or a Weapon Skill Test simply because the character is using his eyes.

Hip Shooting

Prerequisites: Ballistic Skill 40, Agility 40
The character's prowess with ranged weapons is such that he can still fire accurately without his eye behind the weapon's sights. As a Full Action, the character may both move up to his Full Move rate and make a single attack with a ranged weapon. This attack can only be a single shot—no automatic fire.

Hunter of Aliens

Aliens are a foul and constant threat to the Imperium, and the character has taken a vow to rid the galaxy of their foul presence. Though he knows such a task is greater than his actions alone, the character hopes the vile xenos blood he spills goes some way to winning the Emperor's war against this most terrible of foes. The character gains +10 to his Weapon Skill and +2 to melee weapon Damage when combating aliens.

Improved Warp Sense

Prerequisites: Warp Sense
The character can now see the warp and physical universe side by side, no longer taking any concentration on his part. After gaining this Talent, the character may use the Psyniscience Skill as a Free Action.

Infused Knowledge

Prerequisites: Intelligence 40
The character has been infused with a great wealth of lore and knowledge, either through punishing noetic techniques or by arcane methods kept secret by the guardians of technology and knowledge. The character treats all Common and Scholastic Lore Skills as Basic Skills. This Talent also provides a +10 bonus to any tests involving Common or Scholastic Lore for which the character already possesses the Skill.

Independent Targeting

Prerequisites: Ballistic Skill 40
The character has developed his peripheral vision and situational awareness to a point where he can fire in two directions within a split second. When firing two weapons as part of a single Action, the targets need not be fewer than 10 metres apart.

Into the Jaws of Hell

Prerequisites: Iron Discipline
The character inspires loyalty and devotion in his followers such that they would follow him into the warp vortices of the Maw or on a boarding action against xenos corsairs. In personal combat, while visible to the character, the followers are immune to Fear and Pinning.

Inspire Wrath

Prerequisites: Fellowship 30
The character knows just the turn of phrase that incites individuals or groups to rage against others. The character's rhetoric grants him +20 to Interaction Tests when inspiring hatred or anger, and this Talent doubles the number of individuals affected. This Talent can be combined with Master Orator to further increase the number of listeners affected.

Iron Discipline

Prerequisites: Willpower 30, Command
Iron sharpens iron. The character does not coddle his subordinates nor motivate them through kindness. The character's stalwart example and stern leadership exhorts them with steel instead of spoils. If the character is visible to his followers, either in person or via vox- or pict-caster, they may re-roll failed Willpower Tests made to resist Fear and Pinning. Iron Discipline can affect a number of targets equal to the character's Willpower Bonus, who must be under the character's command. Player characters can benefit from Iron Discipline if the character with this Talent is the official group leader.

Iron Jaw

Prerequisites: Toughness 40
The character has taken blows from Orks and given back as good as he got. The character can bounce back from most strikes without ill effects. If ever Stunned, a successful Toughness Test allows the character to ignore the effects.

Jaded

Prerequisites: Willpower 30
The character's wide travels have shown him both wonders and horrors beyond the ken of most. The galaxy has thrown its worst at the character, and he has yet to flinch. Mundane events, from death's horrific visage to xenos abominations, do not cause Insanity Points, nor Fear Tests. Terrors of the warp still affects the character normally.

Killing Strike

Prerequisites: Adeptus Astartes
Space Marines are amongst the deadliest warriors in the galaxy, and they have learned how best to place their blows for maximum effect. When taking the All-Out Attack action, a Space Marine may spend a Fate Point (before rolling the dice) to make his melee attacks for that round impossible to parry or dodge.

Leap Up

Prerequisites: Agility 30
A combination of athletic ability and speed allow the character to spring to his feet in virtually any circumstance. The character may stand up as a Free Action.

Last Man Standing

Prerequisites: Nerves of Steel
The character has developed a sixth sense about hails of gunfire, allowing him to sense gaps and pauses in the lethal rain. The character is immune to Pinning by pistols and Basic Weapons, and he adds +1 AP to the value of any cover protecting him from ranged attacks.

Light Sleeper

Prerequisites: Perception 30
The slightest change in conditions or disturbance brings the character from sleep to full awareness, remaining alert even in slumber. The character is always assumed to be awake, even when asleep, for the purposes of Awareness Tests or surprise. Unfortunately, the character's sleep is not deep and can be frequently interrupted, resulting in a less-than-cheery disposition when awake.

Lightning Attack

Prerequisites: Swift Attack
The character's speed with weapons is legendary, allowing him to launch flurries of attacks in melee. As a Full Action, the character may make three melee attacks on his turn. The effects of this Talent replace those of Swift Attack rather than adding to them. The use of Lightning Attack may not be combined with Dual Strike. If the character has the Two-Weapon Wielder Talent and is wielding two melee weapons, the character gains the advantage of Lightning Attack with only one of the weapons, and a single attack with the other. If the character has the Two-Weapon Wielder Talent and is wielding a melee weapon in one hand and a gun in the other, they gain the advantage of Lightning Attack with the melee weapon and a single attack with the gun.

Lightning Reflexes

The character always expects trouble, even in the most innocuous situations, allowing him to act quickly when needed. Add twice the character's Agility Bonus when rolling for Initiative. If the character has Unnatural Agility, then add one to the multiplier before factoring the bonus into the character's Initiative roll.

Litany of Hate

Prerequisites: Hatred (any)
The character's belief in the righteousness of his hatred is so ingrained in his being that he can inspire the same hate in others. As a Full Action, make a Charm Test to extend the effects of the character's Hatred Talent to nearby allies. Success on the test confers a +10 bonus to WS when fighting hated foes to one ally per point of the character's Fellowship Bonus. The effects last for the duration of the encounter.

Logis Implant

The character's logis processors work with preternatural speed, filtering sensory input and allowing the character to analyse and anticipate the actions of those around him. By using the character's Reaction for the Round, the character may make a Tech-Use Test to make use of this Talent. The character gains a +10 bonus to all Weapon Skill and Ballistic Skill Tests until the end of his next turn. The character must pass a Toughness Test when he uses this Talent or gain a level of Fatigue.

Luminen Blast

Prerequisites: Techmarine or Mechanicus Implants
The Omnissiah has blessed the character with augmetic conduits that parallel the bones of his arms. By reciting the proper litany, the character can channel the energy stored in his Potentia Coil down these channels and direct it at enemies. Success on a Ballistic Skill Test allows the character to direct this energy against a single target within 10 metres. The target takes 1d10 plus the character's Willpower Bonus of Energy Damage with the Shocking Quality. The character must pass a Toughness Test when he uses this ability or gain a level of Fatigue.
Talent Use: Half Action Attack

Luminen Charge

Prerequisites: Techmarine or Mechanicus Implants
The character has mastered the union between his holy mechanical elements and his mortal flesh, allowing the former to power the latter. With a successful Toughness Test, the character may recharge or power machinery with his internal coils. This requires one minute of meditation and ritual incantation. The difficulty of the Toughness Test varies depending on the nature of the powered system:

Difficulty	Example
Ordinary (+10)	Simple Power Cell, Illuminator
Challenging (+0)	Weapon Charge Pack, Data Slate, Bridge Terminal
Difficult (–10)	Hotshot Charge Pack, Shuttle Electronics, Servo-Skull
Hard (–20)	Lascannon Charge Pack, Servitor, Bridge Hololith
Very Hard (–30)	Ship's Cogitator Core, Reactor Machine Spirit, Xenos Tech

The character must pass a Toughness Test when he uses this ability or gain a level of Fatigue. No matter the power bestowed upon the character by the Omnissiah, some systems are either too large or too alien for this Talent—the GM is the final judge.

Luminen Shock

Prerequisites: Techmarine or Mechanicus Implants
The power of the character's Potentia Coil flows through a network of inductors within his flesh. This allows the character to channel this energy into his blows. In close combat, a successful Weapon Skill Test or Grapple delivers the shock. The Luminen Shock inflicts 1d10+3 points of Energy Damage with the Shocking Quality. The character must pass a Toughness Test when he uses this ability or gain a level of Fatigue.
Talent Use: Half Action Attack

Machinator Array

Prerequisites: Mechanicus Implants
The character has returned to the crèches of the Mechanicus so the Priesthood of Mars may bring him closer to the most holy of forms by adding an extensive machinator array to the character's existing augmetics. The character's Strength and Toughness Characteristics are increased by +10. Reduce the character's Agility and Fellowship by –5. The character's mass increases to three times that of a normal person, and the character may no longer stay afloat or swim in water or similar liquids. The character may mount a single pistol or close combat weapon on any Servo-Arm or Servo-Harness he possesses. The character must still have the proper Talent to use the mounted weapon.

Maglev Grace

Prerequisites: Mechanicus Implants
The character is implanted with anti-grav coils throughout his lower body, allowing him to hover just off the ground. Using a Half Action, the character may hover 20–30 centimetres off the ground for a number of minutes equal to 1d10 plus the character's Toughness Bonus. The character must employ a Half Action each Round to maintaining the rite, and may use the other actions to move normally. The character may activate this rite to slow his rate of descent when falling, reducing all falling Damage to 1d10+3 Impact. Each use of Maglev Grace exhausts the power stored in the character's Potentia Coil, and so this Talent cannot be reused until the Coil has been recharged (usually 1d5 hours).

Maglev Transcendence

Prerequisites: Mechanicus Implants, Maglev Grace
The character has proven his devotion to the Machine God by lacing anti-grav coils through every portion of his body. Using a Half Action, the character may hover 20–30 centimetres off the ground for a number of minutes equal to 2d10 plus the character's Toughness Bonus. The character must employ a Half Action each Round to concentrate on maintaining this rite, but any Move Action allows the character to move up to his running speed. The character can slow his rate of descent when falling so long as this rite is active when the character reaches the ground, taking no falling Damage. Each time the character enacts this rite, it drains 50% of the power stored in his Potentia Coil.

Marksman

Prerequisites: Ballistic Skill 35
The character's steady hand and eagle eye allows him to keep crosshairs steady on any target, regardless of range. Distance is no protection against the character's marksmanship, and he suffers no penalties for Ballistic Skill Tests at long or extended range.

Master Chirurgeon

Prerequisites: Medicae +10
The character's advanced medical skills enable him to knit flesh with deft same mastery. The character's exceptional education in use of the Narthecium, med-slate, and supplemental drugs give his patients an enormous advantage. The character gains a +10 bonus on all Medicae Tests. If treating a Heavily or Critically Damaged patient, a successful test heals 2 Wounds instead of 1. If the patient is in danger of losing a limb from a Critical Hit (see **Chapter VIII: Combat**), the character provides the patient with a +20 bonus to the Toughness Test to prevent limb loss.



Master Enginseer

Prerequisites: Tech Use +20, Mechanicus or Techmarine Implants
The character's knowledge of engines and their machine spirits surpasses all but the most venerable servants of the Machine-God. The character can almost feel the plasma pulsing through a reactor's conduits as if it were his own veins. The character may spend a Fate Point for automatic success on a Tech Use Test for enhancement, repair, or upgrade of a machine's system, taking the minimum amount of time possible on the task.

Master Orator

Prerequisites: Fellowship 30
The character has learned the techniques required to influence large audiences. The character's Fellowship Tests and Fellowship-based Skill Tests affect 10 times the normal number of targets.

Mechadendrite Use

Prerequisites: Mechanicus or Techmarine Implants
Talent Groups: Servo-arm, Weapon, Utility
Though there are many different types of Mechadendrite, this Talent divides them into two broad categories:
Servo-Arm: Servo-arms are powerful mechanical arms fitted with piston-driven claws that are equally effective as weapons as they are at repairing machines.
Weapon: Mechadendrites of this type end in either ranged or close combat weapons, and have the supplemental support and strength necessary for combat. Servo-Arms and the Servo-Harness may also count as this type.
Utility: Including such varied types as Machine Spirit Interface, Manipulator, Medicae, Utility, Optical, and countless others, these Mechadendrites generally require less hardy mountings, but all interface with the Cyber Mantle in a similar manner.

Meditation

The character has mastered his body and its reactions by the practice of meditative techniques, shutting down unnecessary functions that enables him to refresh both body and mind. Success on a Willpower Test and 10 minutes without interruptions removes one level of Fatigue.

Melee Weapon Training

Talent Groups: Chain, Shock, Power, Primitive, Universal
The character has trained extensively with hand-to-hand weaponry, becoming proficient in the use of virtually all hand-held close combat arms. The "Universal" group includes the Primitive, Chain, Shock and Power groups. When a character attempts to use a weapon he does not have the correct Weapon Training Talent for, he suffers a –20 penalty to any relevant Weapon Skill or Ballistic Skill Test.

Mental Rage

Prerequisites: Frenzy
The character's madness and hate open his mind to the warp, allowing the character to use its power with little conscious thought. While in a Frenzied state, the character may use his Psychic Powers normally.

Mighty Shot

Prerequisites: Ballistic Skill 40
The character knows the weak points in every armour and material, and has the skill to ensure that his shots land exactly where they do the most damage. The character adds +2 to Damage inflicted with a ranged weapon.

Mimic

Vox synthesisers, training, or innate abilities allow the character to accurately mimic the voice of another. The character must study the voice patterns of his intended target for at least one hour for proper imitation, and speak the same language. The character cannot accurately copy the voice of a xenos due to the difference in physiology and the subtle complexities of most alien languages. Listeners must succeed on a **Difficult (–10) Scrutiny Test** to penetrate the deception. If the character's study used vox recordings or comm-link conversations rather than in-person observation, the Difficulty of the Scrutiny Test is reduced to Challenging (+0). The character's deception automatically fails if the listener can clearly see him.

Nerves of Steel

Long years on the battlefield enable the character to remain calm as fire impacts all around them. The character may re-roll failed Willpower Tests to avoid or recover from Pinning.

Orthoproxy

A liturgical circuit has been implanted within the character's skull, allowing him to focus on the prayers recited by the proxy unit when the character's mental fortitude is in peril. The character receives a +20 bonus to Willpower Tests made to resist mind control or interrogation.

Paranoia

The character knows that danger lurks behind every corner and knows the galaxy will hit him as soon as he lets his guard down. The character gains a +2 bonus on Initiative rolls, and the GM may secretly test using the character's Perception to notice hidden threats. The price of this eternal vigilance is a twitchy disposition and the inability to relax.

Peer

Prerequisites: Fellowship 30
Talent Groups: Adeptus Arbites, Adeptus Astra Telepathica, Adeptus Astartes, Adeptus Mechanicus, Adepta Sororitas, Adeptus Titanicus, Administratum, Astropaths, Chartist Captains, Ecclesiarchy, Imperial Guard, Imperial Navy, Inquisition, Navigators, Officio Assassinorum, PDF, Planetary Governors, Rogue Trader, Schola Progenium, Scholastica Psykana
The character knows how to deal with a particular social group or organisation. He gains a +10 bonus to all Fellowship Tests when interacting with the chosen group. The GM and player may agree to award this Talent when appropriate to the adventure or campaign.

Pistol Weapon Training

Talent Groups: Bolt, Las, Launcher, Melta, Primitive, Plasma SP, Universal
The character has practised with nearly every single-handed ranged weapon within the confines of the Imperium, and no small number without. This talent confers proficiency with most pistol-type weapons, including the Bolt, Las, Launcher, Melta, Plasma, Primitive, and SP groups. When a character attempts to use a weapon he does not have the correct Weapon Training Talent for, he suffers a –20 penalty to any relevant Weapon Skill or Ballistic Skill Test.

Polyglot

Prerequisites: Intelligence 40, Fel 30
The character has an innate ability to derive meaning from unknown languages, and make himself understood using this intuitive grasp. The character treats all languages as Basic Skills. This is not the same as true knowledge of the language, and tests using this Talent suffer a –10 penalty due to the simplistic nature of translation.

Precise Blow

Prerequisites: Weapon Skill 40, Sure Strike
The character's eye, hand, and weapon act seamlessly together, placing the character blows exactly where the character intends. When making a called shot with a melee weapon, the character does not incur the normal –20 penalty.

Preternatural Speed

Prerequisites: Weapon Skill 40, Agility 50
The character is a swift moving bringer of death, a living, bloody scythe before whom foes die like corn before the reaper. The character may use Swift Attack and Lighting Attack as a Half Action rather than a Full Action. In addition, the character may use the Swift Attack and Lightning Attack Talents during a Charge.

Prosanguine

Prerequisites: Autosanguine
Through the application of his will, the character may speed the function of his Autosanguinators. By spending 10 minutes in meditation and ritual incantation, the character may make a Tech-Use Test, and if successful, remove 1d5 points of Damage. If the character rolls a 96–100, he overstrains his implants, losing the ability to use them for one week. During that week, the character may use neither the Autosanguine nor Prosanguine Talents. Using Prosanguine requires 10 minutes of meditation and ritual incantation.

Psy Rating

The character is a psyker; their power in game terms is rated on a scale of 1 to 10, where Psy Rating 1 is the lowest to warrant the attentions of the Scholastica Psykana and the Black Ships, and a rating of 10 represents one of the most powerful of the entire human sphere. A Librarian begins play with Psy Rating 3, as detailed on page 80 of **Chapter II: Specialities**. See **Chapter VI: Psychic Powers** for detailed rules on the game mechanics of this ability. Increasing a character's Psy Rating represents that character unlocking more of his psychic potential and becoming more and more powerful. A character may take this Talent multiples times. Each time this Talent is taken, the character's Psy Rating is increased by 1. An increase in Psy Ratings in **Deathwatch** does not give additional Psychic Powers.

Psychic Techniques

Talent Groups: See Psychic Techniques
Either through training or natural development, the character has learned an additional Psychic Technique. Once this Talent has been selected, the character may select one new Psychic Technique in any Discipline he possesses with an XP cost equal to or lower than the Talent's XP cost. Note that when a Psychic Technique is selected, the character does not have to spend more XP -he spent the required XP when he purchased the Talent. This Talent may be chosen multiple times, each selection granting an additional Technique.

Quick Draw

The character has practiced so frequently with his weapons that they practically leap into his hands in response to a simple thought. The character can Ready as a Free Action when armed with a pistol or basic ranged weapon, or a melee weapon that can be wielded in one hand.

Rapid Reaction

Prerequisites: Agility 40
The character has honed his reactions to a razor's edge, allowing them to act while most stand dumbfounded. When surprised or ambushed, a successful Agility Test allows the character to act normally.

Rapid Reload

The firing ranges and weapon drill chambers are the character's constant abode, and hours of reloading countless magazines or power cells means that he can replace them without looking and without thinking. The character halves all reload times, rounding down. Thus, Half Action reload become a Free Action, a Full Action reload becomes a Half Action and so on.

Resistance

Talent Groups: Cold, Fear, Heat, Poisons, Psychic Powers
The character's background, experience, training, exposure, or plain stubbornness has developed a resistance within him. Each time the character selects this Talent, choose one area of resistance. The character gains a +10 bonus when making tests to resist the effects of this group. The character's GM may wish to approve certain choices or have them justified by the character's past.

Rite of Awe

Prerequisites: Mechanicus or Techmarine Implants
The augmetic blessing of the Omnissiah on the character's voice box allows him to recite infrasonic liturgies that trigger awe and fear. All humans, regardless of their ability to hear, within a 50-meter radius feel a sense of dread and take a –10 penalty to their next Skill Test (including Weapon Skill and Ballistic Skill Tests). Player characters may ignore these effects with a successful Willpower Test. Whilst incanting the rite, the character may not talk or communicate with others. The rite requires one-Half Action speaking the litany in Techna-Lingua, and it is considered very bad form to break off the recitation before completion. Humans without auditory implants cannot hear infrasonic sounds, and though still affected do not know the character is speaking.

Rite of Fear

Prerequisites: Mechanicus or Techmarine Implants
The character's infrasonic dirges cause terror in the weak. All humans, regardless of their ability to hear, within a 50-meter radius treat the character as if he had a Fear Rating of 1. While incanting the dirge, the character may not communicate in any other way. The rite requires one-Half Action chanting in Techna-Lingua, and most would not consider halting the incantations prior to their completion. Humans without auditory augmentation cannot hear infrasonic sounds, and though still affected do not know the character is speaking.

Rite of Pure Thought

Prerequisites: Mechanicus or Techmarine Implants
The character has replaced the creative half of his brain with sacred cranial circuitry. The character can no longer feel emotion, and instead embraces the crystal purity of logic. The character is immune to Fear, Pinning, and any effects that stem from emotional disturbance. The character's GM removes any Mental Disorders that no longer apply, and grant the character appropriate new ones of equal severity. The character's comrades may find the character somewhat cold, though other followers of the Omnissiah will rejoice in the character's newfound freedom.

Rite of Sanctioning

Prerequisites: Psy Rating
The character has been trained to resist the dangers of the warp: his resistance has been weighed and measured and found to be sufficient for his power to be sanctioned. This ceremony changes a psyker, and the character bears these physical changes along with a Sanctioning Mark. Choose one result on the Psychic Phenomena chart on page (other than Perils of the Warp). When rolling for Psychic Phenomena, the character may substitute the specified result for the effect rolled on the table, so long as the character did not roll Perils of the Warp.

Rival

Talent Groups: Adeptus Arbites, Adeptus Astra Telepathica, Adeptus Astartes, Adeptus Mechanicus, Adepta Sororitas, Adeptus Titanicus, Administratum, Astropaths, Chartist Captains, Ecclesiarchy, Imperial Guard, Imperial Navy, Inquisition, Navigators, Officio Assassinorum, PDF, Planetary Governors, Rogue Trader, Schola Progenium, Scholastica Psykana

This Talent represents aggressive competition and some animosity with a particular social group or organisation. The character suffer a –10 penalty to all Fellowship Tests when interacting with the group in question.

The GM and player may agree to award this Talent when appropriate to the storyline. This Talent may be removed with an Elite Advance and the approval of the GM if the character has taken suitable actions to earn the trust of the group.

Scourge of Heretics

The character has taken a vow to purge heretics wherever he finds them and has honed his skills in dispatching them. This is not a blood-fuelled rage or the uncontrollable madness of death but rather a cold, calculated skill drilled into the character through countless hours of training and prayer. The character gains a +10 to his Weapon Skill and +2 to melee weapon Damage when combating heretics. It is up to the GM to decide exactly which enemies count as heretics.

Servo-harness Integration

Prerequisites: Techmarine Implants, Mechadendrite Use (Servo-arm)
The Techmarine has had his implanted systems integrated with a many-armed servo harness, allowing him to use its pincer-arms and weapon arrays as if they were extra limbs of his body. The Techmarine may be fitted with and use a Servo-harness (see page 177 in **Chapter V: Armoury**) and may use weapons fitted to the harness in which he is proficient.

Sharpshooter

Prerequisites: Ballistic Skill 40, Deadeye Shot
The character's steady hand and eagle eye allow him to place shots exactly where he wants. When making a Called Shot, the character does not incur the normal –20 penalty. The effect of this Talent replaces those of Deadeye Shot.

Signature Wargear

A tool of war has served the Battle-Brother in countless victories, and is always at his side. Select one item from the Armoury (excluding unusual ammunition) with a Requisition cost of 20 or less. This Requisition limit may include Upgrades and/or Craftsmanship modifiers in its calculation. (For example, a Master-Crafted Flamer.) This item is permanently in the Battle-Brother's possession without the need to Requisition it, effectively becoming standard issue for him. He must meet any Renown requirement for the item. A Battle-Brother may purchase this Talent multiple times in accordance with his Career Advances. Each time, note the item it applies to such as Signature Wargear (Master-Crafted Flamer).

Signature Wargear (Master)

Prerequisites: Signature Wargear for the item selected
The Battle-Brother has forged a bond with his chosen tool of war, and can perform impressive feats with it. The maximum Requisition cost of his Signature Wargear increases to 40. (At the time this Talent is purchased, you may choose to apply additional Upgrades to your existing Signature Wargear, or replace the Signature Wargear item with a new item worth up to 40 Requisition.) Choose one applicable effect from the table below and apply it when equipped with the Signature Wargear.

Table 4-2: Signature Wargear (Master)

Effect	Applies to
You know how to wield the weapon to maximum effect. Gain +10 to Attack Tests made with this weapon.	Weapons
Your defences are at their best wearing this armour. Add +10 to Dodge Tests.	Armour
Your affinity with this device serves you on and off the battlefield. Re-roll failed Skill Tests made to use the item.	Wargear
The machine spirit is as trusted as any Battle-Brother. Gain +1 Cohesion.	Any item
Your guardian machine spirit aids you in thwarting enemies. Gain +2 Initiative.	Any item
Faith in your war gear bolsters your morale. Gain +5 on WP tests.	Any item

Signature Wargear (Hero)

Talent Groups: Weapon, Armour, Relic, and Wargear (includes Servitors)
The Battle-Brother has been permanently entrusted with artificer armour, a Space Marine relic, master-crafted weapon, or some other prestigious and rare tool of the Adeptus Astartes. Select one item from the Armoury (excluding unusual ammunition) with a Requisition cost of 70 or less. This Requisition limit may include Upgrades and/or Craftsmanship modifiers in its calculation. This item is permanently in the Battle-Brother's possession without the need to Requisition it, effectively becoming standard issue for him. He must meet any Renown requirement for the item. A Battle-Brother may purchase this Talent multiple times in accordance with his Career Advances. Each time, note the item it applies to such as Signature Wargear (Artificer Armour).

Sound Constitution

The character gains an additional Wound. The character may purchase this Talent multiple times, the exact number of times is determined by his Career Path. When a character has gained this Talent multiple times, note the number of times it's been taken after the Talent, such as Sound Constitution 3.

Slayer of Daemons

Vowing to battle the beyond, the character has marked the warp-spawned for death. The character gains a +10 to his Weapon Skill and +2 to melee weapon Damage when combating daemons.

Sprint

The character can move at great speeds. When taking a Full Move Action, the character can move an extra number of metres equal to his Agility Bonus. When taking the Run Action, the character may double his movement for one Round. The character gains one level of Fatigue if he uses this Talent two Turns in a row.

Stalwart Defence

Prerequisites: Adeptus Astartes
The Battle-Brother stands immovable and indomitable, as if he were made of rock and iron against which foes break like water against a cliff. The Battle-Brother may spend a Fate Point as a Full Action to adopt a Stalwart Defence. While adopting this condition, the Battle-Brother may not move and may not Dodge. He may make a Parry reaction against all successful strikes against him, and all Damage he suffers is reduced by –2. Furthermore, the character's enemies gain no benefits for outnumbering the Battle-Brother in close combat. These effects last until the Battle-Brother chooses to end his Stalwart Defence or until he is rendered incapable of fighting.

Step Aside

Prerequisites: Agility 40, Dodge
The character can sway his body out of the path of an attack, causing it to pass through thin air. The character may make an additional Dodge once per Round. In effect, this gives the character a second Reaction that may only be used to Dodge, allowing two Dodges in a Turn. However, the character may still only attempt a single Dodge against one attack.

Street Fighting

The character is an experienced survivor of the kind of murderous fights that occur in the depths of an underhive or stinking alleys of a sink hab. When dealing Critical Damage with an unarmed attack or knife, the character deals an additional +2 points of Damage.

Storm of Iron

Prerequisites: Adeptus Astartes
When facing massed enemy, the Battle-Brother's firepower is laid down in precise patterns and well trained rhythm, so that they create a storm of iron that kills and maims many. By such discipline, the Battle-Brother has faced enemies many times his number and emerged victorious. When using a flamer or firing a Semi or Full Auto Burst against an enemy with the Horde trait, the Battle-Brother doubles any Damage that he deals to the Horde's Magnitude. For example, if the Battle-Brother's attacks would reduce the Horde's Magnitude by 5, this amount is doubled to 10.

Strong Minded

Prerequisites: Willpower 30, Resistance (Psychic Powers)
The character's conditioned mind acts as a fortress against psychic attacks. The character may re-roll failed Willpower Tests to resist any Psychic Powers that affect his mind. Psychic Powers that have a physical effect, such as Telekinesis, are unaffected by this Talent.



Sure Strike

Prerequisites: Weapon Skill 30
The character has a degree of control over where his melee attacks land. When determining hit location for a melee attack, the character may use the dice as rolled, or he may reverse them, choosing the preferred location. For example, if Cassus rolls a 37 to hit a Chaos Heretic, this would ordinarily strike the Right Leg. However, since he has the Sure Strike talent, he could choose to hit the Body (37).

Swift Attack

Prerequisites: Weapon Skill 35
The character's speed and martial ability allows him to land flurries of blows. As a Full Action, the character may make two melee attacks. If the character has the Two-Weapon Wielder Talent and is wielding two melee weapons, the character gains the advantage of Swift Attack with only one of the weapons, and a single attack with the other. If the character had the Two-Weapon Wielder Talent and is wielding a melee weapon in one hand and a gun in the other, the character gets the advantage of Swift Attack with the melee weapon and a single attack with the gun.

Takedown

As a Half Action, the character may declare that he is attempting a takedown before making his Weapon Skill Test. If the character hits and would have done at least 1 point of Damage, it is ignored, but the character's opponent must make a Toughness Test or be Stunned for 1 Round. In addition, when performing a Stun Action, the character does not suffer a –20 penalty to his Weapon Skill.

Talented

Talent Groups: Any Skill
The character has an affinity for a particular Skill. Choose any one of the character's Skills, and gain a +10 bonus to tests made using the Skill.

Target Selection

Prerequisites: BS 50
The character's dread gaze marks out his chosen victim, and not even the riotous confusion of close combat interferes. The character may shoot into melee with no penalty.

Technical Knock

Prerequisites: Intelligence 30
Either through the ease of long practice, or the proper ritual to appease a weapon's machine spirit, the character can clear stoppages with a simple knock. The character may un-jam any gun as a Half Action, but may only perform this rite on one weapon per Round. The character must touch the weapon to enact this rite.



The Flesh is Weak

Prerequisites: Mechanicus or Techmarine Implants
The character's body has undergone significant bionic replacement to the point where he is far more machine than man. This Talent grants the character the Machine Trait (see page 133) with Armour Points equal to the number of times this Talent has been taken. The character may purchase this Talent multiple times in accordance with his Career Path. In this case, note the number of times this Talent has been taken, such as The Flesh is Weak 3.

Thunder Charge

Prerequisites: Adeptus Astartes
The Battle-Brother charges into combat using his armoured body as an additional weapon. Driven by his armour and the Battle-Brother's enhanced muscle, the impact of such a charge is like being struck by a thunderbolt. When the Battle-Brother makes a Charge Action, first make an unarmed attack (see page 245 for more details) against every opponent he is charging. This represents slamming into the enemy with the character's armoured bulk. This attack automatically also has the potential to knock the opponent down in the same way as if the Battle-Brother had used the Knock Down Action see page 241 for more details). Once this attack has been resolved, the Battle-Brother may make his normal Charge Attack as normal. If the Battle-Brother charges a Horde, he may make d5+1 unarmed attacks against the Horde.

Thrown Weapon Training

Talent Groups: Universal
The character's mastery of the balance, spin, and weight of thrown weapons makes him a formidable foe at any distance, even if only armed with a knife. The Universal group includes the Primitive, Chain, Shock, and Power weapon groups. When a character attempts to use a weapon he does not have the correct Weapon Training Talent for, he suffers a –20 penalty to any relevant Weapon Skill or Ballistic Skill Test.

Total Recall

Prerequisites: Intelligence 30
Mental conditioning or augmentation enables the character to record and recall great amounts of information, effectively granting him a perfect memory. The character can automatically remember trivial facts or pieces of information he might feasibly have picked up in the past. When dealing with more detailed, complex, or obscure facts, such as the exact layout of a defence network, the GM may require a successful Intelligence Test to recall the information.

True Grit

Prerequisites: Toughness 40
The character is able to shrug off wounds that would fell lesser men. Whenever the character suffers Critical Damage, halve the result (rounding up).

Example: Agamemnon takes a grievous wound from a tyranid warrior. After reduction for Armour and Toughness, the Scything Talon strike still does 8 Damage. Unfortunately, it's been tough going and Agamemnon only has 4 Wounds remaining, which would normally result in 4 points of Critical Damage. However, since he has the True Grit Talent, he only takes 2 points of Critical Damage.

Two-Weapon Wielder

Talent Groups: Ballistic, Melee
Prerequisites: Ballistic Skill 35 or Weapon Skill 35, Agility 35
Years of training allow the character to use a weapon in each hand when needed. When armed with two weapons of the same type, the character may spend a Full Action to attack with both. Both tests made to attack with the weapons suffer a –20 penalty (see **Chapter VIII: Combat** for more details on fighting with two weapons). The character must possess Two-Weapon Wielder (Melee) and Two-Weapon Wielder (Ballistic) if he wishes to use a gun and hand weapon with this Talent.

Unarmed Master

Prerequisites: Weapons Skill 45, Agility 40, Unarmed Warrior
The character has developed unequalled mastery of unarmed combat techniques. The character's unarmed combat attacks do 1d10 + Strength Bonus in Impact Damage, and these attacks no longer have the Primitive quality.

Unarmed Warrior

Prerequisites: Weapons Skill 35, Agility 35
Due to extensive training in unarmed combat, the character's unarmed combat attacks do 1d10–3 + Strength Bonus in Damage instead of 1d5–3. Because of the character's advanced training against both armed and unarmed foes, he does not count as Unarmed, as defined on page 245, when making attacks against armed opponents. The character's unarmed attacks still count as having the Primitive quality.

Unbowed and Unbroken

Prerequisites: Adeptus Astartes, Fellowship 40
The Battle-Brother is a source of inspiration to those around him; when all seems lost, he stands defiant and by his deeds raises the warrior spirits of his comrades. If the squad has suffered Cohesion Damage caused by the enemy in the present or previous Round, the Battle-Brother may declare that his next Action is an act to demonstrate that the squad is unbowed and unbroken. His next Action may be one of the following: a ranged attack against the enemy, a melee attack against the enemy, or a **Challenging (+0) Fellowship Test** that represents a roar of defiance or exhortation to heroism. If the test involved in the Action (the attack roll or Fellowship Test) succeeds, then the Battle-Brother and those within Support Range of him regain all of the Cohesion they lost to Cohesion damage in this or the last round.

Unshakeable Faith

The character's confidence in the Emperor is so strong that the character can face any danger. The character may re-roll any failed Willpower Tests to avoid the effects of Fear (see page 276).

Wall of Steel

Prerequisites: Agility 35
The character's skill with blades is so profound that to try to land a blow on him is like trying to strike an invisible wall of steel, as the character's blade is constantly in the correct place to deflect an attack. The character may make one additional Parry per Round, in effect giving the character a second Reaction that may only be used to Parry. The character may only attempt a single Parry against any one attack.

Warp Affinity

Prerequisites: Psy Rating
The character has a special connection to the warp, allowing him to sense and avoid its less desirable effects as he channels its power. The character may not select this Talent if he has undergone the Rite of Sanctioning. When rolling for Psychic Phenomenon, the character may discard the die roll, gaining 1d5 Corruption Points, and then re-roll with no modifiers.

Warp Conduit

Prerequisites: Psy Rating, Strong Minded, Willpower 50
The sheer power of the character's mind allows him to channel vast amounts of warp energy. When pushing, the character may add +1 to his Psy Rating and subtract –10 on any resultant Psychic Phenomenon rolls.

Warp Sense

Prerequisites: Psy Rating, Psyniscience Skill, Perception 30
The character's senses have evolved to perceive the warp in parallel with the physical world, though it requires some concentration to do so. After gaining this Talent, using the Psyniscience Skill requires a Half Action instead of a Full Action.

Weapon-Tech

Prerequisites: Techmarine
It is in the nature of a Techmarine to become concerned with learning the blessed and secret intricacies of weaponry. Once per combat, the Techmarine can enhance his weapon or seek out the weak points in an opponent's armour, increasing the Techmarine's deadliness. The effects of this mean that for one Round per combat encounter, a weapon personally wielded by the Techmarine from the Melta, Plasma, Power, or Exotic category increases its Damage and Penetration by an amount equal to the character's Intelligence Bonus.

Whirlwind of Death

Prerequisites: Adeptus Astartes
When facing massed opponents in combat, the Battle-Brother becomes a whirlwind of death, moving, hacking, gutting, and beheading with ceaseless fury. When attacking an enemy with the Horde trait in close combat, the Battle-Brother doubles any Damage dealt to the Horde's Magnitude. For example, if the Battle-Brother's attacks would reduce the Horde's Magnitude by 3, this amount is doubled to 6.

Wisdom of the Ancients

Prerequisites: Adeptus Astartes, Intelligence 40
The Battle-Brother has survived many wars, seen much, and been favoured with the experience of his chapter's most ancient warriors. Within their mind and soul, they hold the well of knowledge that stretches back far before they were raised to become one of the Adeptus Astartes. The Battle-Brother may spend a Fate Point during a combat to get insight on a situation. This is represented by the player asking the GM a question about the immediate situation the Battle-Brothers faces, which the GM should answer as helpfully as possible. For example when trapped in a genestealer-infested space hulk, the question might be, "What is the most likely route to the main reactor?"

Traits

"Weapons are not found only in the hands of a warrior. They are found in their blood, in the bones, and in their indomitable spirit. With such weapons, how can we fail to conquer?"

–attributed to Lord Solar Macharius

Skills and Talents represent ability and knowledge gained over the course of a character's life. Traits, then, are innate abilities gained by virtue of birth and racial circumstance. They may be gained through other means later in life, but they are almost never gained through choice. As indicated in **Chapter I: Character Creation**, player characters acquire certain traits as a result of their origins, experience or other factors that make them who and what they are.

TRAIT DESCRIPTIONS

Descriptions of the various traits follow.

Amorphous

An amorphous creature has a malleable form, capable of squeezing its body or expanding it. It can change size by one step in either direction, though doing so does not change its speed. Creatures with this trait determine their movement rates using one-half their Agility Bonus (rounding up). Amorphous creatures are often missing senses and so rely on the Unnatural Senses Trait to perceive their surroundings.

Armour Plating

The creature is encased in armour plating, increasing its Armour Points by 2 to all locations.

Auto-stabilised

The creature always counts as braced when firing heavy weapons and may fire on semi- or full-automatic as a Half Action.

Bestial

A creature with this trait is animalistic, tending to behave instinctively rather than rationally. No matter how high its Intelligence score is, it is still bestial. A creature with this trait never needs to make a Survival Test whilst in its natural habitat. Unless starving or desperate, a bestial creature must make a Willpower Test when frightened, startled or injured. On a failed test, the creature flees.

Blind

Blind creatures automatically fail all tests based on vision and automatically fail all Ballistic Skill Tests. Such creatures take a –30 penalty to Weapon Skill Tests and most other tests that ordinarily involve or are benefited by vision.

Blood Soaked Tide (Horde)

The horde with this trait is teetering on the brink of madness. These bloodthirsty madmen thrive on the slaughter of battle. When the horde fails a Willpower test to avoid being broken, or would have broken automatically (see Breaking a Horde on page 360 in this chapter), it is not broken, but instead gains the Fearless and Frenzy Talents.

Brutal Charge

A creature with this trait deals an extra 3 points of damage when it charges in the same round. A horde with this trait does an additional 1d10 damage when it charges in the same round.

Burrower

A creature with this trait can move through solid objects by burrowing through them. This trait always includes a number to indicate speed. Such creatures can burrow through soil, rock, sand, and so on, though some (expressed in the creature's entry) can burrow through metal. When a creature burrows, it leaves behind a tunnel. Creatures of one size smaller than the creature that created the tunnel can enter these areas without impediment. There is a 50% chance each round that the tunnel collapses behind the creature.

Crawler

Worms, serpents, and similar creatures crawl and slither rather than walk. The base move for a creature with this trait is half its Agility Bonus, but it does not take penalties for moving over difficult terrain.

Daemonic

Daemonic creatures are creatures of the Warp, but can manifest in realspace either through sheer strength of will, hunger, or occult rituals. Creatures with this trait multiply their Toughness Bonus against all damage by the number indicated in parentheses after the trait in the same manner as an Unnatural Characteristic (see page 136). The effects of this trait stack with the effects of the Unnatural Characteristic trait. The effects of this trait are ignored for damage inflicted by force weapons, psychic powers, holy attacks, or other creatures with this trait. Daemonic creatures are also immune to poison and disease.

Dark Sight

A creature with this trait sees normally even in areas of total darkness, and never takes a penalty for fighting in areas of dim or no lighting.

Disciplined (Horde)

The horde is made up of hardened and well-disciplined troops who do not break and flee even after having sustained terrible

Table 4-3: Traits

Trait	Description
Amorphous	Creature is a blob, and slow.
Armour Plating	Increase Armour Points by 2.
Auto-stabilised	Always counts as braced.
Bestial	No need to make Survival Tests in natural habitat, test Willpower to avoid flight.
Blind	Cannot see.
Blood Soaked Tide	A horde becomes Frenzied and Fearless rather than breaking.
Brutal Charge	+3 damage on a charge.
Burrower	Move by digging.
Crawler	Calculate Movement by half Agility Bonus. No penalties for moving over difficult terrain.
Daemonic	Double TB against normal weapons, immune to disease and poison.
Dark Sight	See in darkness.
Disciplined	A horde is resistant to breaking.
Fighting Withdrawal	A horde that breaks moves back in good order.
Fire Drill	A horde gains an extra ranged attack.
Fear	Forces others to make Fear Tests to avoid Shock and Madness.
Flyer	Fly and enter any altitude.
From Beyond	Immune to Fear, Pinning, Insanity Points, and mind-affecting powers.
Hoverer	Fly and enter the hover altitude.
Improved Natural Weapons	Creature's Natural Weapons are no longer Primitive.
Incorporeal	Creature can become insubstantial.
Instinctive Behaviour	Creature has a set of reactions to stimuli.
Machine	Creature gains immunities and resistances.
Multiple Arms	Creature gains extra attack with multiple attack action, +10 T, +10 to Strength Tests involving movement.
Natural Armour	Gain one or more Armour Points to all locations.
Natural Weapons	Unarmed attacks deal 1d10+SB damage.
Overwhelming	A Horde does extra damage in melee.
Phase	Switch between incorporeal and corporeal as a Half Action.
Possession	Take control of another creature.
Quadruped	Movement equals AB×2.
Regeneration	Test Toughness to remove 1 damage.
Size	Determines creature's size and benefits.
Sonar Sense	Perceive surroundings flawlessly within 30 metres.
Soul-bound	Bound to a particular group or creatures in exchange for certain benefits.
Stampede	Failed Willpower Test causes creature to flee, trampling anything in its path.
Strange Physiology	Death when damage equals Wounds.
Stuff of Nightmares	Gain appalling list of immunities.
Sturdy	+20 bonus to resist grapple and takedown.
Synapse Creature	This creature grants the Fearless Talent to nearby Tyranids.
Touched By The Fates	The being has Fate Points and may benefit from Righteous Fury.
Toxic	Gain poisonous attack.
Tyranid	This creature possesses many immunities.
Undying	The creature does not need to breathe and cannot be harmed by diseases, poisons, or toxic effects.
Unnatural Characteristic	Increases one Characteristic Bonus.
Unnatural Senses	Perceive surroundings by uncanny means.
Unnatural Speed	Double Agility Bonus for purpose of determining movement.
Warp Instability	Creature must deal damage if damaged, or be cast back into the Warp.
Warp Weapons	Creature's weapons ignore Armour.

casualties. The horde with this trait does not suffer the –10 penalty to Willpower tests to resist breaking if it is below 50% of its staring magnitude. Also, it does not automatically break (see page360) if it is below 25% of its starting Magnitude.

Fear (variable)

A creature with this trait has an unnerving appearance. The fear of it always has an associated rating (1–4) to reflect just how awful the creature is to behold. See page 277 for the effects of Fear on Space Marines.

Fighting Withdrawal (Horde)

Though broken, the horde does not simply flee, but makes a fighting withdrawal that prevents its enemies from simply overwhelming it. When a Horde with this trait breaks, it does not flee moving at its Sprint rate of movement, but instead withdraws at any movement rate that is appropriate. The Horde will also continue to make ranged attacks as it withdraws.

Fire Drill (Horde)

The horde is made up of troops that are trained and drilled to fire in a deadly rhythm that soaks its enemy in fire. The horde with this trait may always make one additional ranged attack in addition to those it could normally make.

Flyer

A creature with this trait has the natural ability to fly, whether with broad leathery wings, strange warp energies, or inflatable gas sacs. This trait always includes a number to indicate at what speeds it moves when it flies. For more details on flying, see **Chapter VII: Playing the Game**.

From Beyond

The mind of a creature with this trait is beyond the petty frailties and precarious sanity of a mortal mind. It is immune to Fear, Pinning, Insanity Points, and psychic powers used to cloud, control, or delude its mind.

Improved Natural Weapons

This creature's attacks are powerful enough to crush plasteel or punch through armour. The creature gains all the benefits of the Natural Weapons Trait, except that its attacks do not count as Primitive.

Hoverer

Creatures with this trait have a limited capability for flight, flying no higher than 2 metres. As with the Flyer trait, this trait always includes a number to indicate speed. For more details on flying, see **Chapter VII: Playing the Game**.

Incorporeal

Incorporeal creatures are insubstantial and weightless, able to pass through solid objects such as walls and weapons. An incorporeal creature gains a +30 bonus on Concealment Tests when hiding inside something. If it wishes, it may become completely silent, automatically passing any Silent Move Tests it is required to make.

An incorporeal creature is also immune to normal weapons—they simply pass through its body as if it wasn't there. Daemons, psychic powers, warp creatures, other incorporeal creatures, and opponents armed with force weapons may all injure an incorporeal creature normally. An incorporeal creature can't normally affect the mortal world, and thus can't damage non-incorporeal opponents unless it has a suitable special ability or talent. Creatures with the Incorporeal trait can damage other creatures with the Incorporeal trait normally.

Certain devices can keep an incorporeal creature at bay, most notably the Gellar Field of a spaceship. Creatures with this trait cannot pass through such a field.

Instinctive Behaviour (Tyranid)

A Tyranid creature with this trait will be reduced to acting according to their instincts if they are separated from the controlling presence of the Hive Mind. In effect, this means that any encounter in which creatures with this trait are not accompanied by a Tyranid creature with the Synapse Creature trait (see page 135 in this chapter), they will behave in a particular way. The creature's instinctive behaviour is noted in parenthesises and has the following effects:

Feed: The creature's instinct is to feed on flesh, blood, and bone and its hunger can never be sated. The creature will try to find and attack any living, biological, non-Tyranid creature and eat them. In this state, the creature gains the Fearless and Frenzy talents. The same applies to a Horde with this trait not under the influence of a synapse creature.

Lurk: The creature's instincts are to find shelter from attack, to hide and survive. It will try to flee and find shelter in whatever way the situation allows. In a starship, for example, it may scuttle into the ducting system. When confronted, the creature's aim is to try to escape and will only attack if left no avenue for escape or in order to survive. If a Horde with this trait is not under the influence of a synapse creature, it will automatically break (see Breaking a Horde on page 360 of this chapter).

Stalk: The creature's instinct is to remain unseen, to find prey, slay it, feed, and then resume its hunt for others. In this state, the creature gains the Stealth (Ag) +10 skill. It will not attack enemies unless it can take them by surprise



Trait: Mechanicus Implants

The character is a servant of the Machine-God, an initiate into the mysteries of the Priesthood of Mars and as such is vessel for the following implants:

Electro-graft

The Electro-graft is a small port that is grafted into the nervous system. Once a recipient has been properly trained, this allows him to interface with machine data ports and certain types of data nets. Electro-grafts can take many forms, such as skull shunts, finger probes, or spine jacks.

Electoo Inductors

Electoo Inductors are palm-sized metal skin grafts that appear much like tattoos to the uninitiated. The electoos are wired into the nervous system, where they derive power from the bio-electrical emanations of the flesh and the sacred mysteries of the Potenia Coil. They can be used to emit or siphon power in many ways.

Respirator Unit

A Respirator Unit implant involves tubes, wires, vox-grills, or other augmetic parts replacing the neck and upper chest. The unit purifies the air supply, granting a +20 bonus to resist airborne toxins and gas weapons. The respirator unit also contains a vox-synthesiser capable of transmitting the voice in a variety of ways.

Cyber-mantle

The Cyber-mantle is a framework of metal, wires, and impulse transmitters bolted onto the spine and lower ribcage. As the initiate gains further implants, this mantle acts as a sub-dermal anchorage point. Amongst some servants of the Omnissiah, this cyber-mantle is often referred to as "the true flesh."

Potentia Coil

Cradled within the cyber-mantle is a power unit known as the Potentia Coil. This mass can store energy and produce various types of fields. Coils come in many types, from small crystal stack affairs to bulky electrical galvinators.

Cranial Circuitry

Cranial circuitry is a series of linked processors, implants, and cortical circuits that enhances mental capacities. Most sit within housing bolted onto the skull, whilst others nestle within the brain itself.

or outnumbers them. Having made a kill, the creature briefly feeds before fleeing. A horde with this trait automatically breaks (see Breaking a Horde on page 360 of this chapter), with individual creatures scattering to find shadows from which to begin their hunt.

Machine

A creature with the Machine trait is fashioned from inorganic materials and is generally more rigourous then fleshy folks. Machines do not breathe, are immune to the effects of a vacuum, extremes of cold, any mind-influencing psychic effect, and their Armour Points apply toward fire damage. Machines are also resilient to injury, having 1 to 5 Armour Points for each location. This number is indicated next to the trait.

Multiple Arms

This creature has more than one pair of arms. It increases its Toughness Characteristic by +10 and gains a +10 bonus on Strength Tests involving movement such as Climb and Swim. Finally, the creature may use the Multiple Attack action to gain two attacks on its turn. If the creature also has the Swift or Lightening Attack Talent, this trait increases the number of attacks they make with a multiple attack action by +1.

Natural Armour

This creature has a naturally tough hide or an exoskeleton, affording it some protection against attacks. This trait always includes a numeric value to indicate how many Armour Points the creature gains to all locations.

Natural Weapons

This creature has sharp claws, teeth, spines or some other natural weapon with which it can slice and dice its foes. It counts as being armed even when not wielding weapons. Its attacks deal 1d10 points of damage plus its Strength Bonus. The creature may make attacks with its Natural Weapons using its Weapon Skill, though it cannot parry with its natural weapons, nor can it be disarmed—unless, of course, you hack off its limbs! Natural weapons always count as Primitive.

Overwhelming (Horde)

The creatures that make up the horde are capable of swarming over enemies and ripping them apart with a thousand cuts. The horde with this trait always rolls an extra 1d10 for damage caused by the horde in close combat as long as it has a magnitude equal to or greater than 20.

Phase

A creature with this trait can transform its body into an insubstantial state, passing ghost-like through solid objects or barriers of any sort. This trait functions exactly like the Incorporeal trait, except the creature may become solid or insubstantial by spending a Half Action.

Phase carries additional limitations. A creature in a phased state cannot cross psychically charged barriers, holy wards, or energy fields designed to flux space or manipulate the warp such as a Gellar Field or a Void Shield.

Possession

Certain spirit-beings and denizens of the warp have the ability to possess mortal bodies. This is a far more insidious and damaging process than most forms of mental control, or even the power of the strongest psykers to 'ware' the bodies of others, as the very fabric of the assaulting warp being is merged with the victim's living body on a fundamental level so as to allow it to remain in our reality. The mechanisms by which these possessions occur in the game are detailed below, although circumstance and the nature of the entity itself may vary. Note that Daemonhosts, being extraordinary powerful examples of deliberate, ritualistic possessions, designed to bind and control daemons in living vessels, are a special case and dealt with separately.

The Possession Attack

The entity must be within a few metres of its intended victim and use a Full Action. The creature and target make Opposed Willpower Tests each round until either the entity or the victim achieve a total of five degrees of success over the other—this is cumulative over several rounds. If the entity wins, it successfully possesses its victim. If their victim wins, he has repelled the entity who may not attempt to possess him again for 24 hours. A repelled entity also takes 1d10 points of damage.

The Effects of Possession

A possessing entity takes control utterly, binding itself to its victim, and is capable of commanding the body to function regardless of pain and injury, (and indeed might delight in damaging or altering it to suit its whims). The victim increases its Strength and Toughness Characteristics by 10 and gains 1d10 Wounds. The victim uses the possessing entity's Intelligence, Perception, Willpower, and Fellowship, and uses the entity's Psy Rating and powers in place of its own (if any). Likewise, the possessed creature uses any mind-related skills and talents had by the entity and loses its own.

The entity may also attempt to recall memories and skills from its victim with a successful Intelligence Test. In the case of possession by daemon the victim has a good chance of becoming immediately mutated, and likely becomes further mutated the longer the possession continues.

Surviving Possession

Should the victim survive and the entity is cast out by exorcism or some other means, then the ordeal deals 2d10 points of permanent damage to the character's Toughness and Willpower Characteristics. In addition, the victim gains 1d10 Insanity Points.

Quadruped

Quadrupeds are much quicker over a distance than their bipedal counterparts. To calculate their movement, double their Agility Bonus. This trait is intended to cover creatures with hind legs and forepaws. Creatures with more than four legs may gain this trait but they increase the Agility Bonus by 1 multiplier for every extra set of legs (six legs equals AB ×3, eight legs AB × 4, and so on).

Regeneration

Creatures with this trait heal very quickly. Each round, at the start of its turn, the creature tests Toughness to removes an amount of damage indicated in the parenthesis after the trait. It loses this trait when slain.

Shadow in the Warp (Tyranid)

The Tyranid creature floods the warp around them with the all enveloping cloud of interference which is the signature of the Hive Mind. Any non-Tyranid psyker that attempts to use a psychic power within a range equal to the creature's Willpower in metres suffer a –20 penalty to their tests to use psychic powers (see pages 185 in **Chapter VI: Psychic Powers**)

Size

Trait Groups: Miniscule, Puny, Weedy, Hulking, Enormous, Massive

Creatures come in one of seven different size categories, as shown on the following chart. Size affects movement and how easy or hard it is to strike that creature in combat. (When calculating movement, apply the size modifier first, and then other modifiers from other traits or talents.) For the purposes of comparison, a human is an average-sized creature.

Table 4-4: Size

Size	Modifier	Concealment	Base Movement
Miniscule	–30	+30	Agility Bonus –3
Puny	–20	+20	Agility Bonus –2
Scrawny	–10	+10	Agility Bonus –1
Average	0	0	Agility Bonus
Hulking	+10	–10	Agility Bonus +1
Enormous	+20	–20	Agility Bonus +2
Massive	+30	–30	Agility Bonus +3

Sonar Sense

A creature with this trait perceives its surroundings by emitting a frequency noise, allowing the creature to locate the position of any solid object within 30 metres. Other creatures within range, and that succeed on a **Difficult (–10) Awareness Test**, may detect the curious keening.

Soul-bound

The soul of this creature is bound to a higher purpose or being, in return for a measure of protection. When this trait is first gained, the entity to which the soul is bound must be decided. Many Imperial psykers, especially Astropaths, are soul-bound to the Emperor, for example, whereas Chaos Sorcerers may be bound to one of the ruinous powers. A soul-bound psyker rolls an additional die when forced to roll on the Perils of the Warp table, discarding whichever one he chooses to get a more favourable result.

Upon becoming soul-bound, a character must choose one of the following effects: 1d10 Insanity Points, the permanent loss of their sight, permanent loss of 1d10 from one Characteristic, or a random mutation.

In addition, a soul-bound character is permanently indebted to the entity, which undoubtedly entails all manner of other duties and consequences.

Synapse Creature (Tyranid)

A Tyranid creature with this trait is a node from which the controlling and unifying presence of the Hive Mind guides the actions of other Tyranids. The presence of a synapse creature in an encounter grants the Fearless talent to all other Tyranid creatures and also suppresses the effects of the Instinctive Behaviour Trait in those creatures that possess it (see page 132 in this chapter for more details). If an exact range for this effect is needed, it can be considered equal to the creature's Willpower Bonus x10 metres.

Stampede

Whenever a creature with this trait fails a Willpower Test, it automatically stampedes, charging in a straight line forwards for as far as possible, overrunning anything in its path until the source of danger is escaped or crushed under hoof, taking damage equal to the creature's Natural Weapon damage (or 1d5+SB I if it doesn't have one). One stampeding creature automatically causes all other creatures with this Trait within sight to stampede. The stampede lasts until the source of danger is no longer visible or for 1d10 minutes, whichever occurs last.

Strange Physiology

A creature with this trait has an unusual, alien, or altogether bizarre anatomy. All hits count as Body hits and death results when damage equals or exceeds the creature's Wounds.

Sturdy

Sturdy creatures are hard to move and thus gain a +20 bonus to tests made to resist grappling and uses of the Takedown Talent.

The Stuff of Nightmares

Some warp entities are so terribly powerful the will perpetuating their bodies in our reality is almost impossible to break or disrupt. Such entities are completely immune to the effects of poisons, diseases, the need to breathe, most environmental hazards, bleeding, stunning, and any critical result other than one that would destroy them outright, unless caused by a psychic power, force weapon, or holy attack.

Touched by the Fates

The NPC has a number of Fate Points shown in parentheses after the trait. He may use these Fate Points in exactly the same way as Player Characters and may even 'burn' a Fate Point to survive death and destruction at the GM's discretion. The rules for Righteous Fury also apply to this NPC.

Toxic

A creature with this trait is poisonous. The toxins might be delivered through the creature's attacks, in which case a target hit by its natural weapons must make a Toughness Test. The toxins might instead be delivered by contact with the creature's skin or by inhaling its stench, in which case a Toughness Test must be made upon coming into contact or proximity. A failed Toughness Test indicates the victim has been poisoned. A typical poison deals 1d10 points of damage, ignoring Armour Points. Variations, if present, are included in the creature's description.



Tyranid

The creature is a species of Tyranid; the all consuming alien race ruled by the will of the Hive Mind that links and controls all Tyranids. Tyranids are immune to all of the effects of the following: pinning, mind-affecting Psychic Powers, warp-based powers that affect the mind, cold, heat, diseases, and poisons, including the effects of weapons with the Toxic Quality.

Undying

This creature has a strange and ill understood physiology. It cannot be harmed by diseases, poisons, or toxic effects. It has no need to breathe and can survive unaided in a vacuum.

Unnatural Characteristic

One or more of the creature's Characteristics is unnatural. Each time this trait is gained, select a Characteristic, and double its bonus. For example, a creature with a Strength of 41 normally has a 4 Strength Bonus. With this trait, its Strength Bonus increases to 8.

The trait may be gained multiple times. Each time, you may select a new Characteristic or one chosen previously. Each time you apply this trait to the same Characteristic, the Bonus multiplier increases by 1. For example, one selection multiplies the Characteristic Bonus by ×2, two selections by ×3, and three selections ×4. Note this trait does not modify the creature's movement.

Example

A Space Marine with a 42 Strength would normally have a 4 Strength Bonus (the tens digit of his Strength Characteristic). However, because he has Unnatural Strength (x2), his actual Strength Bonus is 8 (4 x 2 = 8).

It is important to note that the Power Armour strength bonus comes after this multiplication, so a Space Marine with a 42 Strength gains +20 from his Power Armour. While wearing his Power Armour, the Space Marine's Strength Bonus is 10 (4 x 2 = 8, +2 = 10).

There's also the Feat of Strength Solo Mode Ability (see page 216), which lets the Space Marine perform truly heroic feats using his superhuman physique. This increases the multiplier by 1 (to x3), so a Space Marine with a Strength of 42 would then have a Strength Bonus of 14 (4 x 3 = 12, +2 = 14) when using this ability.

During Opposed Characteristic Tests, on a success, the bonus multiplier is added to the degree of success. Any additional multipliers for Unnatural Characteristics (i.e., if a Space Marine with Unnatural Strength (x2) uses a Powerfist, which doubles the user's Strength Bonus), simply improves the existing multiplier by 1. For a Space Marine using a Powerfist, he would triple his Strength Bonus rather than doubling it and then doubling it again.

When taking a Skill Test based upon a Characteristic with the Unnatural trait, the base Difficulty of the Test is staged downwards one level for degree of multiplier past normal (to a maximum of +30), For example: the Archmagos Voltaic has a Dark Age of Technology cortical implant giving him Unnatural Intelligence (×3). He is called on to repair a damaged plasma core using his Intelligence based Tech Use skill. Normally this would be a **Very Hard (–30) Test**, but thanks to his Unnatural Intelligence the Difficulty is reduced by two stages to Difficult (–10), (–1 stage for ×2, and –1 for ×3).

During Opposed Characteristic Tests, where success is achieved, the Unnatural multiplier is added to the degrees of success. In the case of a tie, the participant without the Unnatural Characteristic trait loses the Opposed Test. For example: Garm Felbood is struggling with a tentacled monstrosity from the swamps of Dusk. Garm has Strength 40 and the thing from the swamp has Strength 33 (Unnatural (×2)). Garm rolls 20 (two degrees of success) and the thing rolls 30 (straight success), unfortunately the thing adds +2 degrees of success because of its (×2) modifier, bringing the Opposed Test to a draw. This translates to a victory to the swamp thing as it has Unnatural Strength and poor old Garm does not!

Unnatural Senses

The creature can perceive its surroundings using senses other than sight or hearing, using special organs, fine hairs, or some other disturbing trait to make itself aware of what's around it. This trait always includes a range, usually 15 metres.

Unnatural Speed

The creature moves with incredible speed. For the purposes of determining movement, the creature doubles its Agility Bonus (after modifying AB from other traits and factors, specifically size).

Warp Instability

Most warp-entities have a tenuous hold on our reality, often maintained only by horror and bloodshed, and may be disrupted if sufficient harm can be done to their manifested forms. If a creature with this trait takes damage and does not deal damage or Insanity Points on other creatures by the end of its next turn, it must make a Willpower Test. The creature takes 1 damage for failure, plus 1 damage for each degree of failure. If this would deal damage equal to or in excess of the creature's Wounds, it is cast back into the warp.

Warp Weapon

Creatures with this trait have weapons that are partially insubstantial, able to ignore such mundane things as armour or cover. Natural weapons and attacks made by a creature with this trait ignore physical armour unless it is created from psychoactive materials or carries the holy quality. Force fields still work against these attacks normally.



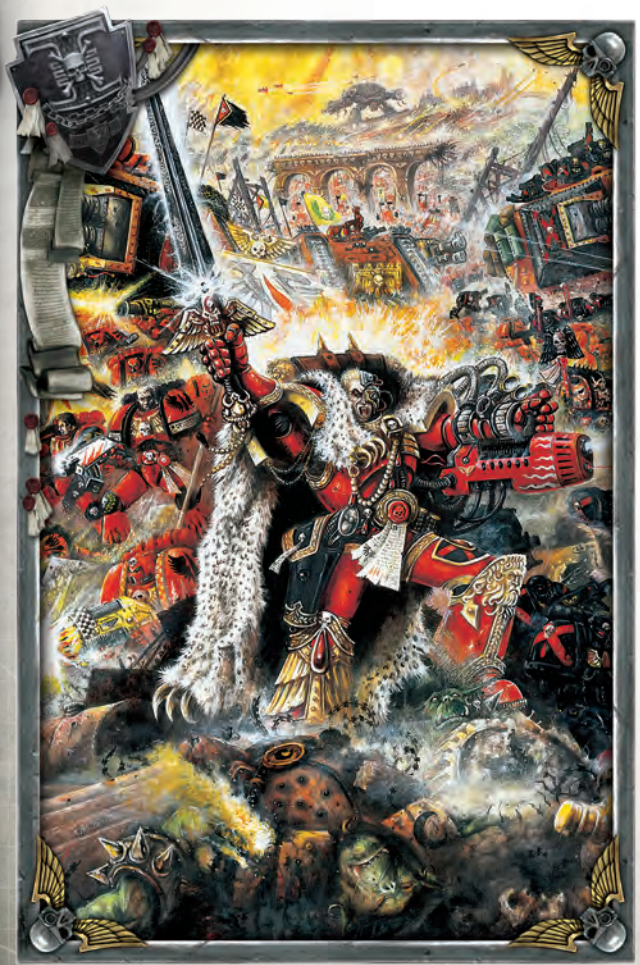

V
Armoury
Deathwatch
Requisition
Renown
Craftsmanship
Weapons
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Chapter V: Armoury

"The history of our chapter is in this bolter. Twelve times it has passed from one of our fallen Brothers to his successor. May the deeds it performs in your hands live up to theirs."

–Sergeant Caelicus of the Ultramarines, upon a Scout's induction to the 10th Company

Each Adeptus Astartes is a weapon unto himself, an instrument of war left behind to safeguard humanity in the God-Emperor's stead. This sacred task is assailed from every corner of the galaxy by every manner of foe; a Battle-Brother faces threats so terrible that the mere knowledge of them can break mortal men. He could not hold back this abominable tide without weapons as carefully forged and time-tempered as his own gene-seed. The Space Marines are a remnant of the mighty Imperium that was, and their tools of war reflect this same might. Their arsenals include the finest weapons and armour in the Imperium—equipment worthy of the Adeptus Astartes' legacy.



The resources of the Deathwatch exceed those of any traditional Chapter. The wargear in a Watch Fortress's armoury has many sources: equipment specialised to the purpose of fighting xenos forged by the Deathwatch's own artificers, tithes from the Chapters sworn to the Deathwatch, Inquisitional support, caches revealed by the cryptic Omega Vault, and even technology captured during thousands of years at war with the alien.

Requisition

Victory is just a prelude to the next battle.

–maxim of the Blood Ravens Chapter

Though the Deathwatch's tools of war fill armoured chambers deep beneath Watch Fortress Erioch and sleep in the holds of its scattered Watch Stations, its resources are still ultimately finite. The Forge Master must ensure all Deathwatch Kill-teams in the Jericho Reach are sufficiently equipped to fight the enemies of man. Simply keeping a steady stock of bolt shells requires vigilantly protected and secret supply lines. Replacing a suit of Terminator Armour may take years, and if a relic blade strikes down Tau Fire Warriors, it cannot be used at the same time to slay a Hive Tyrant. As such, the Deathwatch must allocate assets to Kill-teams in proportion to the threat they face.

Wealth and titles are of little use to the average Battle-Brother; the Deathwatch supplies him with everything he needs to carry out his charge. A Watch Captain, Inquisitor, or similar authority determines the level of resources necessary for a given Mission. This judgement is represented by the Mission's Requisition rating. Each Battle-Brother on the Mission then has a number of Requisition Points equal to that rating with which to arm himself. The more challenging a task, the greater the magnitude and rarity of the Deathwatch's resources a Battle-Brother has at his disposal. A straight forward Mission may have a Requisition rating of 50, while the protracted defence of a planet may warrant a rating of 200 or more. If a Kill-team disagrees with the assessment of a Mission's difficulty, their Leader can try to convince the Mission authority, but frequent quibbling is not viewed favourably.

Each item in the armoury has a Requisition cost associated with it. The total Requisition cost of a Battle-Brother's withdrawals may not exceed the Requisition Points available to him. This allocation can be used only for the Mission at hand; unspent Requisition does not carry over to future undertakings, nor is it increased based on results or returns of a prior Mission. A Squad may choose to pool their Requisition Points for a communal item or to Requisition a particularly rare item for one member. Unless otherwise stated, ranged weapons include an adequate supply of basic ammunition; explosives (including grenades and missiles) and other consumables likewise last the duration of the Mission. However, the Requisition cost of Special Issue Ammunition represents only a single clip. Requisitioned equipment, used

or not, is always returned at the Mission's end. Some items that are not typically Requisitioned still have a Requisition Points value listed, should the cost be relevant if the Battle-Brother wishes to acquire a back-up or secondary weapon, or for Signature Gear calculations.

Example

Brother Gideon (an Apothecary) and Brother Aeldan (a Deathwatch Devastator Marine) are both Respected Battle-Brothers. They are being dispatched on a Mission for Inquisitor Quist. She has assessed the difficulty as "Xenos Abbrevio Intermedis." The GM informs the players this equates to a Requisition rating of 60. Gideon's player decides to Requisition a storm bolter (20 Requisition) to use instead of his boltgun, and two clips of hellfire rounds (2 x 15 Requisition). As a Devastator, Aeldan always has a heavy bolter, so he Requisitions a suspensor (25 Requisition) and the vox-operated upgrade (15 Requisition) for it. This leaves Gideon with 10 Requisition and Aeldan with 20.

They agree heavier firepower might be required on this Mission and pool their remaining 30 Requisition for a better heavy weapon for Aeldan. They would like a plasma cannon, but won't have access to it until they reach the Distinguished Renown rating. Instead, they Requisition a lascannon. Aeldan chooses to apply the suspensor and vox-operated upgrades to the lascannon.

Table 5-1: Availability and Requisition

Availability	Requisition Point Range
Ubiquitous	1
Abundant	2
Plentiful	3
Common	4-5
Average	6-8
Scarce	9-14
Rare	15-20
Very Rare	21-30
Extremely Rare	31-50
Near Unique	51-70
Unique	71+

Renown

"This ship's record is long and admirable indeed; with the Emperor's blessing we will add to it before our souls rejoin him. But let us never forget it is bravery and honour that lead to glory. Those who sought fame for its own end are remembered now only in infamy."

–Brother Pellas, upon taking command of the *Thunder's Word*

The Mission's difficulty alone does not determine what a Battle-Brother can remove from Deathwatch vaults. Many weapons of the Adeptus Astartes are marks of status, and the right to carry them must be earned in the eyes of this unique organisation. Renown represents status within the Deathwatch, and is not altogether divorced from prestige in a Battle-Brother's home Chapter. A warrior with an exceptionally valorous record is welcomed with warm accolades when he joins a Kill-team. Conversely, it is possible for a Battle-Brother to arrive full of unrecognised potential and return to his Chapter a hero.

In many ways, a Battle-Brother's standing with his new Deathwatch comrades matters more during his service there than his Rank before induction. Renown determines which weapons the commanders of the Deathwatch believe him ready to Requisition. A Battle-Brother's Renown Rank (see **Table 5–2: Renown**) must be at least as high as any Renown restriction on an armoury item before he may Requisition it. A Battle-Brother's Renown increases as he proves himself to the Deathwatch through service, sacrifice, and victory. See **Chapter VII: Playing the Game** on page 232 for more information on how Missions affect Renown.

Renown also serves as a measure of Chapter obligations to the Deathwatch. Tradition warrants that if a Battle-Brother falls before his sworn term is served, his Chapter must send a replacement of equal merit.

Resources in the 41st Millennium

Humanity is in constant competition with itself for resources: from underhive denizens hunting rats through alleys to Rogue Traders squabbling with one another over trade routes and with endless bureaucracy. Space Marines fight more important battles; their Chapters provide everything they need. They have little use for the various currencies used to measure wealth across the Imperium. Money among the Emperor's subjects is as varied as their worlds and cultures. The Calixis Sector—intimately connected with the Achilus Crusade—uses Throne Gelt as the gauge for tithes, and it has become the de facto standard for exchange in the sector.

In **Dark Heresy,** lower ranking members of the Inquisition use Thrones for purchases, while Throne Agents rely on Influence to fund their pursuit of heretics. Explorers in **Rogue Trader** use a similar mechanic called Profit Factor to represent their fortunes and power. In both games, Availability drives the difficulty of using these resources to acquire goods or services.

Should a Battle-Brother need to requisition an item from **Rogue Trader** or **Dark Heresy**, **Table 5–1: Availability and Requisition** provides guidance on how many Requisition Points it is likely to require. The GM may also choose to mandate a Renown requirement for certain items. In general, articles unique to the Adeptus Astartes are neither available to, nor easily usable by, Throne Agents and Rogue Traders.

Table 5-2: Renown

Renown Rating	Renown Rank
0-19	**Initiated:** You have recently sworn your oaths of duty to the Deathwatch.
20-39	**Respected:** You have proven your prowess repeatedly through bravery and blood.
40-59	**Distinguished:** You have earned an impressive number of victories safeguarding humanity against its enemies.
60-79	**Famed:** Your reputation precedes you, and your deeds are known to Battle-Brothers across the Reach.
80+	**Hero:** Your name echoes to your Chapter and beyond as a paragon of strength and valour.

Craftsmanship

"A finely crafted weapon is like a finely-crafted battle plan. Both will serve you well."

–Commissar Holt

Within the Imperium, the quality of goods and services varies widely, from handcrafted masterpieces of war to crude, mass-produced laspistols. To put a poor quality item in the hand of an elite Adeptus Astartes would be wasteful. Indeed, Adeptus Astartes gear is measured on a scale unto itself. Imperial governors and the richest noble families are lucky to own a single treasure that rivals the fine make of the most Common Adeptus Astartes equipment. Still, more time and customisation can be put into a given piece, creating superlative equipment most likely found in the hands of esteemed Battle-Brothers. Exceptionally crafted items are produced in venerated forges by senior artificers, and their design reflects the additional effort devoted to their making. Lauded even above these noteworthy works are Master-Crafted items, the rare opuses of Forge Masters, into which untold years and the most precious and advanced materials are poured.

Items of Exceptional and Master craftsmanship are more durable, though it is up to the GM how and when these effects enter into play. In the case of weaponry and armour, effects on performance or weight are detailed later, but for other goods, differences of quality are merely descriptive. The GM may reduce the Difficulty of some Tests involving items of better craftsmanship, but that is entirely at his discretion. Unless specifically stated, an object is considered of Common craftsmanship.

Weapons

"Doesn't matter how I came by it. Point is, this is the genuine article: a Space Marine bolter. Cursed? Only if you get caught with it. Here, I'll show you how easy it is."

–Last words of Edwin Dice, Metallican arms dealer

The Deathwatch has access to a dizzying spectrum of armaments. Weapons are divided into several groups containing a plethora of ranged and melee weapons, covering everything from mundane clubs to Astartes plasma cannons. All weapons come with the appropriate holster when Requisitioned.

Weapon profiles use the following statistics, providing players and GMs with all the relevant information needed to use them:

Name: What the weapon is called.

Class: Describes what class the weapon is: exotic, melee, thrown, pistol, basic, heavy, or mounted weapon.

- Melee weapons can be used in close combat. When using a melee weapon, you add your SB to the damage you inflict.
- Thrown weapons cover anything propelled by muscle power alone and include knives, axes, spears, and the like. Unless they are also classed as melee, thrown weapons cannot be used in close combat (except as improvised weapons). When using a thrown weapon you add your SB to the damage you inflict (with the exception of explosives such as grenades).
- Pistol weapons are fired one-handed and can be used to make a Standard Attack while engaged in melee. When a pistol is used in this fashion, the pistol still Tests on Ballistic Skill and continues to count as a ranged weapon for all other purposes, including the application of Talents. However, the firer gains no bonuses or penalties to hit for range or targeting equipment such as Sights. Pistols with the Scatter Quality fired in melee are considered to be firing at Point-Blank range for the purpose of determining number of hits only.
- Basic weapons normally require two hands, but can be used one-handed with a –20 penalty to hit. While wearing Astartes power armour this penalty is negated.
- Heavy weapons always require two hands and must be braced in some way, usually either on a bipod or tripod to be fired without penalties. A windowsill, sandbag, or the firer's shoulder (in the case of missile launchers) can also serve to brace. Firing a heavy weapon without bracing incurs a –30 penalty and prohibits semi-auto and full auto fire.

Table 5-3: Craftsmanship and Requisition Costs

Craftsmanship Upgrade	Requisition Multiplier	Renown Requirement
Common to Exceptional	x 1.5	Respected
Exceptional to Master	x 1.5	Distinguished
Common to Master	x 2	Distinguished

- Mounted weapons are heavy weapons too large and powerful to be man-portable. They are fired using the appropriate Heavy Weapon Training Talents, but must be mounted on a weapons platform (such as Terminator armour) or a vehicle. Some Melee weapons (such as the Chainfist) are also in this category.

Range: This number determines how far the weapon can fire accurately in metres. The weapon's Short Range is half this number, while its Long Range is double this number (for range bonuses and penalties see **Chapter VIII: Combat**, page 247–249). Weapons cannot be fired at targets more than four times their Range distance away.

RoF (Rate of Fire): This tells you if the weapon fires on either semi-auto or full auto and how many rounds or charges it expends when doing so. A weapon's RoF has three entries indicating the modes it can fire in. The first entry indicates whether the weapon can fire singly (with an S). The second entry indicates whether or not it can fire semi-automatically, and the number listed describes the number of shots fired by this mode. Finally, the third entry describes if the weapon can fire on full automatic and how many shots are fired when this happens. Any mode in which the weapon cannot fire is indicated with a "-".

Some weapons can fire in more than one mode. If this is the case, each of its different rates of fire is listed in its profile. Characters must choose which mode to fire their weapon in before making their attack.

Dam (Damage): The Damage the weapon does and the type of damage it inflicts for the purpose of Criticals (as shown in brackets): (E): Energy, (X) Explosive, (R) Rending, (I) Impact.

en (Penetration): Reflects how good the weapon is at cutting through armour. When a shot or blow from this weapon hits a target, reduce the target's Armour Points by the weapon's Penetration, with results of less than 0 counting as 0 (i.e. the armour provides no protection at all). Then work out damage as normal. For example, if a weapon with a Penetration of 3 hits a target with 5 Armour Points, the target counts as only having 2 Armour Points against any damage the hit deals. Note that Penetration has no effect on fields, but it does affect cover.

Clip: How many rounds/charges the weapon holds when fully loaded.

Rld (Reload): How many Actions the weapon takes to reload. This is generally Half (for a Half Action) or Full (for a Full Action). Some weapons can take a number of Actions over several Rounds. The number of Rounds is given as a number; for example 2 Full means that reloading takes 2 Full Rounds.

Special: Tells you if the weapon has any special Qualities such as creating a blast when fired or needing to recharge between shots.

Wt (Weight): Represents how much the weapon weighs, normally in kg (kilograms).

Req (Requisition): The number of Requisition Points required to acquire a weapon from the armoury. Higher Requisition Point costs represent items that are more difficult to keep in supply and must be reserved for more challenging Missions. Items listed as N/A are not typically stocked in Watch Station armouries.

Renown: The minimum Renown Rank required to Requisition the item. If no Rank is listed, then anyone may Requisition the item.

Special Issue of Wargear

The GM, at his discretion, may simply award the Kill-team with a particular item, weapon, or other piece of wargear if he feels it is appropriate.

Born of a Thousand Forges

The Deathwatch draws its arms from a vast array of sources. Countless forge worlds, factories, and artificers labour to supply the thousand Chapters of the Adeptus Astartes, each tithing some portion in turn to the Deathwatch. With no standard for these contributions, nor any catalogue of the worlds and species encountered in the course of the Deathwatch's duty, one can only guess how many models and patterns of weapons circulate through their ranks. While the Godwyn-pattern boltgun is the most numerous design of the staple Adeptus Astartes weapon, it is far from the only one. Space Wolves often carry the Fenris-pattern, just as the Raven Guard favour Hawk's Talons-pattern lightning claws. It would be impossible to detail each and every weapon and variant pattern to be found in a Deathwatch armoury (or even a small fraction of them), so the weapons, armour, and equipment in this Chapter represent the most common designs.

Astartes Weapons

Just as the Space Marines are paragons apart from mankind, their weapons are likewise a class unto themselves. Many designs throughout the Imperium are simply the best attempts to mimic Astartes designs on a scale that a normal human can control. The original, unadulterated versions of their arms and equipment shame such replicas. Over millennia, a particular Chapter forge may have made their own adaptations to a design, just as a warrior may have left battle scars on a combat knife before it passed to his next Battle-Brother. However, the essentials of most weapon types (along with some rare weapons themselves) have been in service since the first Founding, and in the Imperium, ancient is better.

Armoury entries that begin with "Astartes" designate an item that is designed specifically for use by Space Marines. Its size, weight, and potentially its technology base are different from outwardly similar models found in the hands of other organizations. These items are very difficult to obtain (and use) outside the Adeptus Astartes.

Weapon Special Qualities

Some weapons possess special qualities to represent such things as special damage or unusual effects. The following are the most widely used weapon qualities:

Accurate

Some weapons are designed with precision in mind and respond superbly in skilled hands. They grant an additional bonus of +10 to the firer's Ballistic Skill when used with an Aim Action in addition to the bonus Aiming grants. When firing a single shot from a single Accurate Basic Weapon, if such an attack also uses the Aim action, it gains an extra 1d10 of damage for every two degrees of success to a maximum of two extra d10.

Balanced

Some weapons, such as swords and knives, are designed so that the weight of the hilt balances the weight of the blade, making the weapon easier to wield. Balanced weapons grant a +10 bonus to Weapon Skill Tests made to Parry.

Blast (X)

Many missiles, grenades, and some guns create an explosion when they hit. When working out the effects of a Blast weapon, anyone within the weapon's blast radius in metres (the number in parenthesis) is also hit. Roll Hit Location and Damage individually for each person affected by the blast.



Concussive

The weapon causes a barrage of sound and force upon impact. When you strike an opponent with a Concussive weapon, he must make a Toughness Test at a Difficulty of –10 per degree of success by which the attack succeeded or be Stunned for 1 Round. Auditory protection confers a +10 bonus to this Test, but does not negate the kinetic energy of the blast. Additionally, any target taking Damage greater than his Strength Bonus from a Concussive weapon is automatically knocked down.

Defensive

A Defensive weapon, such as a shield, is intended for blocking and is therefore awkward when used to make attacks. Defensive weapons grant a +15 bonus to tests made when used to Parry, but take a –10 penalty when used to attack.

Devastating (X)

Either because of an unnatural psychological property or pure destructive power, a Devastating weapon shakes the confidence of a Squad struck by it. If the weapon hits, it does one additional point of Cohesion Damage regardless of Damage to Wounds, in addition to secondary effects on Cohesion from the hit's Damage and other results. If the target is a Horde, it reduces its magnitude by a number equal to the number in parenthesis every time it is hit by this weapon.

Felling (X)

Designed to puncture and to mangle, this weapon is capable of toppling even the mightiest foes. If the weapon hits, it ignores a number of levels of Unnatural Toughness possessed by the target equal to the number in parenthesis. For instance, a Felling (1) weapon ignores the benefits of Unnatural Toughness (x2) and would reduce the benefits of Unnatural Toughness (x3) by one multiplier.

Example

Brother Argos fires his bolter (loaded with vengeance rounds) against a Hive Tyrant. The Hive Tyrant possesses Unnatural Toughness (x3), raising its Toughness Bonus from 5 to 15. The vengeance rounds are Felling (1), meaning that the Hive Tyrant's Toughness Bonus is only 10 (5 x 2 = 10) rather than 15 against this attack.

Flame

Flame weapons project a cone of flame out to the Range of the weapon. Unlike other weapons, flamers have just one range. When fired, they cast fiery death out to this distance. The wielder does not need to Test Ballistic Skill; he simply fires. The flame's path is a cone-shaped area extending in a 30 degree arc from the firer out to the weapon's Range. Any creatures caught in it must succeed on an Agility Test or be struck by the flames and take damage normally. If they take damage, they must succeed on a second Agility Test or catch on

fire. (For the effects of being on Fire, see page 260.) Cover does not protect characters from attacks made by Flame weapons.

Normally, when a weapon is fired without the appropriate Weapon Training Talent or a heavy weapon is fired without bracing, the wielder suffers a –20 or –30 penalty respectively to his Ballistic Skill Test. When a wielder who does not possess the appropriate Weapon Training Talent fires a weapon with the Flame Quality, anyone in the area of effect gains a +20 bonus to his Agility Test to avoid damage. This bonus rises to +30 if the weapon is heavy and the wielder is not braced.

Gyro-Stabilised

The weapon has a small auto-stabilisation unit that is typically built towards the end of the barrel. While not as powerful as a suspensor, the gyro-stabiliser helps keep the weapon levelled at the optimal angle for firing. A Gyro-Stabilised weapon never counts its target as being further than Long Range (normal maximum range still applies). Heavy weapons with this Quality reduce the penalty for firing without Bracing to –20.

Haywire (X)

The weapon generates an electro-magnetic field that troubles the machine spirits of most technology. Everything within the field's radius, indicated by the number in parenthesis, is affected. Roll on **Table 5–4: Haywire Field Effects** (with any modifiers from the weapon) to determine the strength of the effect. As the field slowly dissipates, the strength lessens one step in severity each round until it b ecomes Insignificant.

Overheats

Certain weapons are prone to overheating, either because of poor design or because they fire unstable superheated ammunition. A weapon with this Quality overheats on an attack roll of 91 or higher. When this happens, the wielder suffers energy damage equal to the weapon's damage with a Penetration of 0 to an arm location (the arm holding the weapon if it was fired one-handed, or a random arm if it was fired with two hands). The wielder may choose to avoid taking damage by dropping the weapon. Dropping a weapon is a Free Action. A weapon that overheats must spend the round afterwards cooling down and may not be fired again until the second round after overheating. A weapon with this Quality does not Jam, and any effect that would cause a Jam (i.e., certain psychic powers) instead causes the weapon to overheat.

Power Field

A field of power wreathes weapons with this Quality, increasing their Damage and Penetration. Such modifiers are already included in the weapon's profile. When the wielder successfully uses this weapon to Parry an attack made with a weapon that lacks this Quality, he has a 75% chance of destroying his attacker's weapon. Weapons with the Warp Weapon Trait and Natural Weapons are immune to this effect.

Primitive

Crude and basic in design, these kinds of weapons, while still deadly, are less effective against modern armour. All Armour Points are doubled against hits from Primitive weapons unless the armour also has the Primitive Quality. Non-Primitive armour doubles its AP before being reduced by Penetration.

Razor Sharp

The shearing edge of this weapon can glide through the most advanced armour as though it were primitive tin. When rolling to attack with this weapon, if the attack roll results in two or more Degrees of Success, double the weapon's Penetration.

Recharge

Because of the volatile nature of the weapon's ammunition or due to the way it fires, the weapon needs time between shots to Recharge. The weapon must spend the Round after firing building up a charge and cannot be fired—in effect you can only fire the weapon every other round.

Table 5-4: Haywire Field Effects

Roll	Field Strength
20 or less	**Insignificant:** There is no noticeable effect on nearby technology.
21-40	**Minor Disruption:** All actions utilising technology, including firing Ranged weapons without the Primitive Quality, Tech-Use Tests, and any physical actions attempted while wearing power armour or employing cybernetics, suffer a –10 penalty. The Base Movement of anyone in power armour is reduced by 1.
41-60	**Major Disruption:** All actions utilising technology, including firing Ranged weapons without the Primitive Quality, Tech-Use Tests, and any physical actions attempted while wearing power armour or employing cybernetics, suffer a –20 penalty. The Base Movement of anyone in power armour is reduced by 3. Melee weapons with technological components function as a Primitive weapon of the analogous type.
61-80	**ead Zone:** Technology within the affected area completely ceases to function. Power armour becomes Unpowered as per **Table 5–13: Power Unit Critical Effects**. Characters with cybernetic replacements to any internal organ(s) suffer one level of Fatigue each round they remain in the Dead Zone. Melee weapons with technological components function as a Primitive weapon of the analogous type.
81-100	**Prolonged Dead Zone:** As Dead Zone.

Reliable

Based on tried and true technology, Reliable weapons seldom fail. If a Reliable weapon Jams, roll 1d10 and only on a roll of 10 has it in fact Jammed. Otherwise, it just misses as normal.

Sanctified

Damage inflicted by a Sanctified weapon counts as Holy Damage, which has certain effects on some Daemonic and warp creatures. All weapons with this special Quality must be either Exceptionally or Master-Crafted.

Scatter

The standard ammunition of these weapons spreads out when fired, hitting more of the target. If fired at a foe within Point Blank Range, every two degrees of success indicates another hit (use **Table 8–2: Multiple Hits** on page 239). However, at longer ranges this spread of small projectiles reduces its effectiveness. Double all Armour Points against hits from Scatter weapons at Long or Extreme Range.

Shocking

Shocking weapons can stun their opponents with a powerful surge of energy. A target that takes at least 1 point of Damage from a Shocking weapon after Armour and Toughness Bonus must make a Toughness Test. He receives a +10 bonus for every Armour Point on the location hit. If he fails, he is Stunned for a number of Rounds equal to half the Damage he suffered.

Smoke

These weapons throw up dense clouds of smoke to create cover. When a hit is scored from a weapon with the Smoke Quality, it creates a smokescreen 3d10 metres in diameter from the point of impact. This screen lasts for 2d10 Rounds, or less in adverse weather conditions (see page 249).

Snare

Weapons with this Quality are designed to entangle enemies. On a successful hit, the target must make an Agility Test or be immobilised. An immobilised target can attempt to burst the bonds (a Strength Test) or wriggle free (an Agility Test) on his Turn. The target is considered helpless until he escapes.

Storm

A weapon with the Storm Quality unleashes shots at rapid speed, often through use of a double-barrelled design. This Quality doubles the number of hits inflicted on the target and the amount of ammunition expended. For example, when firing a weapon with the Storm Quality in fully automatic mode, each degree of success yields two additional hits (to a maximum of twice the weapon's Full Automatic rate of fire).

Tearing

Tearing weapons are vicious devices, exploding while lodged inside their victim or using multitudes of fast-moving jagged teeth to rip into flesh and bone. These weapons roll one extra die for Damage, and the lowest result is discarded.

Toxic

Some weapons rely on toxins and poisons to do their damage. Anyone that takes Damage from a Toxic weapon after reduction for Armour and Toughness Bonus must make a Toughness Test with a –5 Penalty for every Point of Damage suffered. Success indicates no further effect from the weapon. Failure, however, deals an immediate 1d10 points of Impact Damage to the target with no reduction from Armour or Toughness Bonus.

Twin-linked

A Twin-linked weapon represents two identical weapons connected together and linked to fire at the same time, often through one pull of the trigger or push of a button. Twin-linked weapons are built this way in order to increase the chances of scoring a hit through the crude expedience of blasting more shots at the target. A weapon with the Twin-linked Quality gains a +20 bonus to hit when fired and uses twice as much ammunition. In addition, the weapon may score one additional hit if the attack roll succeeds by two or more degrees of success. Lastly, the weapon's reload time is doubled.

Unbalanced

Heavy and difficult to ready after an attack, Unbalanced weapons impose a –10 penalty when used to Parry.

Unwieldy

Huge and often top-heavy, Unwieldy weapons are too awkward to be used defensively. Unwieldy weapons cannot be used to Parry.

Volatile

Volatile matter is charged with potential energy, and reacts violently on a solid hit. If a 10 is rolled for Damage on a weapon with the Volatile Quality, Righteous Fury occurs automatically, dealing another 1d10 points of Damage. If the second roll results in 10, further Damage is possible (see **Righteous Fury** on page 245).



Table 5-5: Ranged Weapons

Name	Class	Range	RoF	Dmg	Pen	Clip	Rld	Special	Wt	Req	Renown
Bolt Weapons											
Astartes Bolt Pistol	Pistol	30m	S/3/–	2d10+5 X	5	14	Full	Tearing	5.5	5†	–
Astartes Bolter (Godwyn)	Basic	100m	S/2/4	2d10+5 X	5	28	Full	Tearing	18	5	–
Astartes Boltgun (Stalker)	Basic	200m	S/–/–	2d10+5 X	5	24	Full	Accurate, Tearing	17	15	Respected
Astartes Combi-Weapon††	Basic	100m	S/2/4	2d10+5 X	5	28	Full	Tearing	25	15	Respected
Astartes Heavy Bolter	Heavy	150m	–/–/10	2d10+10 X	6	60	Full	Tearing	68	20	–
Astartes Storm Bolter	Basic	100m	S/2/4	2d10+5 X	5	60	2 Full	Storm, Tearing	26	20	Respected
† For additional weapons beyond standard issue											
†† Profile is for the primary bolter. Secondary weapon has RoF: S/–/– and Clip: 1, with all other statistics as per the weapon's entry.											
Plasma Weapons											
Astartes Plasma Cannon	Heavy	150m	S/–/–	2d10+11 E	10	16	5 Full	Blast (1), Volatile	70	30	Distinguished
Astartes Plasma Gun (Ragefire)	Basic	100m	S/2/–	1d10+9 E	8	40	4 Full	Volatile	27	20	Respected
Astartes Plasma Pistol	Pistol	30m	S/2/–	1d10+8 E	8	12	3 Full	Volatile	6	25	Respected
Melta Weapons											
Astartes Infernus Pistol	Pistol	10m	S/–/–	2d10+8 E	13	4	Full	–	5	35	Famed
Astartes Meltagun (Vulkan)	Basic	20m	S/–/–	2d10+8 E	13	6	2 Full	–	14	20	Respected
Astartes Multi-melta (Maxima)	Heavy	60m	S/–/–	4d10+6 E	13	12	2 Full	Blast (1)	72	35	Respected
Flame Weapons											
Astartes Flamer	Basic	20m	S/–/–	2d10+2 E	3	6	2 Full	Flame	15	10	–
Astartes Hand Flamer	Pistol	10m	S/–/–	2d10+2 E	3	4	2 Full	Flame	6	10	–
Astartes Heavy Flamer	Heavy	30m	S/–/–	2d10+6 E	6	10	2 Full	Flame	65	15	–
Solid Projectile Weapons											
Astartes Assault Cannon	Mounted	150m	–/–/10	3d10+6 I	6	200	3 Full	Tearing	80	30	Famed
Astartes Shotgun	Basic	30m	S/2/–	2d10+3 I	0	18	Full	Reliable, Scatter	10	5	–
Autogun	Basic	90m	S/3/10	1d10+3 I	0	30	2 Full	–	3.5	N/A	–
Autopistol	Pistol	30m	S/–/6	1d10+2 I	0	18	Full	–	2.5	N/A	–
Las Weapons											
Astartes Lascannon	Heavy	300m	S/–/–	6d10+10 E	10	6	2 Full	–	75	30	Respected
Lasgun	Basic	100m	S/3/–	1d10+3 E	0	60	Full	Reliable	4	N/A	–
Laspistol	Pistol	30m	S/–/–	1d10+2 E	0	30	Full	Reliable	1.5	N/A	–
Launchers											
Astartes Cyclone Missile Launcher	Mounted	300m	S/2/–	†††	†††	12	3 Full	†††	95	25	Famed
Astartes Missile Launcher (Soundstrike)	Heavy	250m	S/–/–	†††	†††	8	Full	†††	50	10	–
Auxiliary Grenade Launcher	n/a	45m	S/–/–	†††	†††	4	2 Full	†††	+3	15	Respected
††† Varies with ammunition											

Bolt Weapons

If common Imperial citizens picture power armour when they think of a Space Marine's profile, then they picture bolt weapons when they think of his fury. Powerful and flexible, bolters are the favoured weapon of the Adeptus Astartes, and every recruit is issued one as soon as he becomes a Scout. Most bolter models have their roots with the Space Marines, despite smaller, inferior adaptations treasured by Imperial officers and nobles. Loud and brutal, bolt weapons are terrifying to witness in any hand, but none wield them with such deadly proficiency as the Adeptus Astartes.

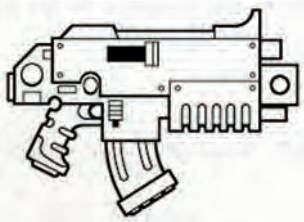
Bolters fire self-propelled mass-reactive shells called bolts, set to explode just after penetration for maximum lethality. Overall they are superb if temperamental devices, requiring skilled maintenance using only the most proper rituals and blessings. The standard bolter round is .75 calibre with a super-dense metallic core and diamantine tip. The Deathwatch makes frequent use of variant shells for specialised purposes, such as penetrating armour plating or silently eliminating a target without revealing one's position. To use the various classes of bolt weapons, a character must have the Pistol Training (Bolt), Basic Weapon Training (Bolt) or Heavy Weapon Training (Bolt) Talents.

Astartes Bolt Pistol



As destructive as its full-size counterpart, a bolt pistol's primary drawbacks are its smaller clip and slower rate of fire. However, they are ideal for Devastator units needing to take down an enemy at close quarters and for Assault specialists needing a vehicle for the Deathwatch's many special bolt types.

Astartes Bolter (Godwyn Pattern)



The bolter, or boltgun, is the backbone of every Space Marine arsenal. Bolters vary in age and pattern across the Space Marine Chapters, though nearly all Astartes bolt weapons accept the same ammunition. The Deathwatch-pattern bolter incorporates a shot selector, while Battle-Brothers who bring weapons from their home Chapter add attachments for the same functionality.

Astartes Boltgun (Stalker Pattern)

The Stalker-pattern boltgun is most impressive when used in conjunction with Stalker Rounds, but it is still an effective sniping weapon with any ammunition type. It significantly muffles the sound of any shell fired, and produces no muzzle flash.

Man's Reach Exceeds His Grasp

Grave religious taboos exist throughout most of the Imperium against daring to touch weapons meant for the hands of the Emperor's Angels of Death. Astartes weapons react violently to the grip of the unworthy, and men bearing terrible burn scars are living proof of a flamer's outrage in the hands of an ignoble master. Still, there are invariably those bold and foolish enough to try taming the machine spirits of Astartes weapons.

Obtaining an Astartes weapon should require considerable effort on a character's part and never simply be the result of an Acquisition or Influence roll. Astartes Ranged weapons count as one Class heavier to anyone lacking in Space Marine physiology. For example a Pistol is a Basic weapon; a Basic weapon is Heavy, and so on. Furthermore, Astartes weapons impose a –30 penalty to all Tests made with them by presumptuous mortals due to improper scale, weight, and/or recoil—even in power armour. The GM may also choose to impose other problems from the rebellious machine spirit based on the nature of a weapon (a plasma weapon may require Toughness Tests from routine heat venting; a power weapon may run the risk of feedback, etc). Space Marines may use weapons scaled for normal humans without penalty if they choose, although the GM may wish to require that the Space Marine take an extra action or two to remove parts that get in the way (such as the trigger guard or the stock!).

Awareness Tests to hear shots made with a Stalker-pattern boltgun suffer an additional –30 penalty and can only be attempted at half the normal distance. See Stalker Rounds in the Ammunition section for more information on combining the two.

Astartes Combi-Weapon

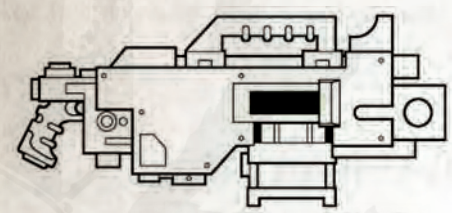


Combi-weapons are actually two different weapons that have been combined into one firearm. The idea is to provide the user with the versatility of two different types of guns, without requiring him to switch between them (not to mention carry them both) on the battlefield. Astartes combi-weapons typically use a boltgun as the primary weapon with a one-shot secondary weapon slung under the barrel.

The most popular variations found in the Deathwatch are the combi-flamer, combi-meltagun, and combi-plasma gun. The profile entry for each of these weapons details the primary boltgun. The secondary weapon on each firearm has a profile identical to a Flamer, Meltagun, and Plasma Gun respectively, except its Clip is reduced to 1. The wielder may fire either the primary or secondary weapon on his Turn; both weapons cannot fire at the same time.

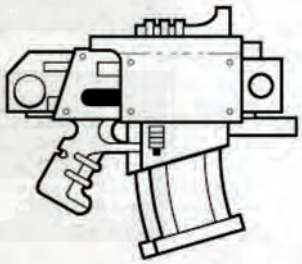
Astartes Heavy Bolter

Heavy bolter variants have been widely adopted for Imperial forces beyond the Space Marines, although none can compare to the punishment doled out by the original design. These weapons are potent in a wide variety of roles, capable of turning entire infantry platoons into a carpet of gore as well as assailing vehicles in a hail of large, armour-penetrating explosions. Heavy bolters fire rounds of a much larger calibre than the standard bolt, contain more propellant and are capable of achieving longer ranges.



Astartes Storm Bolter

Storm bolters originated and still reside almost exclusively in the Adeptus Astartes. These weapons resemble two bolters with a single casing and a single trigger. They can lay down a barrage of fire rivalling heavy weapons, but with better portability. A storm bolter uses twin clips to feed its dual firing mechanisms.



PLASMA WEAPONS

The secrets of plasma technology are almost lost outside the Adeptus Astartes, amongst whose ranks these weapons are still uncommon. Plasma technology is frequently found in the hands of the Dark Angels, who have maintained a large number of such weapons and the art of their construction since their Founding.

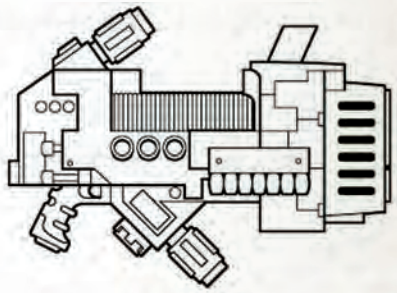
Plasma weapons work using hydrogen fuel suspended in a photonic state in either fuel flasks or backpack containers. As the fuel is fed into the miniature fusion core inside the weapon, the hydrogen energises into plasma, held in the core by powerful magnetic containment fields. When fired, the fields dilate open and the plasma is ejected via a linear magnetic accelerator in a bolt of superheated matter akin to a solar flare in appearance and temperature. For this reason plasma weapons are sometimes called "sun guns" by the common population. Plasma weapons tax their cooling systems considerably, and the Space Marines push the limits of their own resilience by using hydrogen in a higher quantum state than standard Imperial patterns. To use the various classes of plasma weapons a character must have the Pistol Training (Plasma), Basic Weapons Training (Plasma), or Heavy Weapon Training (Plasma) Talents.

Firing Plasma Weapons

Plasma weapons can be used in two firing modes: standard mode (the normal and safest method), or a higher-powered blast with a longer range and higher temperature. The latter requires a short time to replenish the plasma back to firing levels. When an Astartes plasma weapon fires in Maximal mode, it gains an extra 10 metres to range, 1d10 to Damage, and +2 Pen, but uses 3 rounds of ammunition. The Maximal setting also adds the Recharge and Overheats Qualities to the weapon, but increases any Blast Quality by +2 (so an Astartes Plasma Cannon would fire a Blast (3) on Maximal).

Astartes Plasma Cannon

The largest portable plasma weapon is the plasma cannon or heavy plasma gun, which is also seen in service on some Adeptus Astartes transports. Rather than using attached flasks, the wielder wears a large fuel canister that attaches to his backpack unit. This weapon has a much greater range and ammunition supply, and its violent discharges hurtle like miniature suns from its barrel, impacting a large area. It can also fire on Maximal mode which exhausts even more fuel but provides an even larger blast of heat on impact, creating a fireball capable of destroying heavily armoured targets.



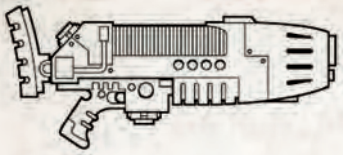
Astartes Weapon Craftsmanship

All weapon listings portray Common craftsmanship of the Adeptus Astartes. For weapons of better manufacture use the following modifiers:

Exceptional: More carefully constructed, these weapons are consequently more reliable. All Exceptional craftsmanship weapons add 1 to the Damage they inflict. Ranged weapons of Exceptional craftsmanship have the Reliable Quality. Exceptional craftsmanship Melee weapons add a +5 bonus to Weapon Skill Tests.

Master: A work of art as much as a weapon, these weapons are created by skilled artificers and are often centuries old. All Master-Crafted weapons add 2 to the Damage they inflict. Ranged weapons of Master craftsmanship never Jam or Overheat. If a roll would result in either occurrence, count it as a miss instead. Master-Crafted melee weapons add a +10 bonus to Weapon Skill Tests.

Astartes Plasma Gun (Ragefire-pattern)



The most common model of this uncommon technology, plasma guns are often deployed in situations where raw takedown power is required against highly resilient or armoured enemies.

Astartes Plasma Pistol



Few pistols are deadlier than the plasma pistol, and many ranking Adeptus Astartes find them worth the trouble of acquiring and the risk of using for their sheer efficiency in eliminating foes at close range.

MELTA WEAPONS

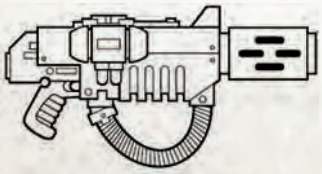
Melta weapons emit devastatingly intense but short-ranged blasts of heat which can melt through almost any material. Most types of melta induce highly pressurised gases from an ammunition canister into an unstable sub-molecular state and direct the resulting energies down the barrel. Melta usage is accompanied by a distinctive hissing sound as the beam boils away the water in the air, then a roaring blast as the beam reduces the target to charred scraps or molten slag.

Meltas are the premier anti-armour weapons, and few if any vehicles can withstand their power. Astartes melta weapons deal an extra 1d10 Damage to targets at Short Range or closer. To use the various classes of melta weapons, a character must have the Pistol Training (Melta), Basic Weapon Training (Melta), or Heavy Weapon Training (Melta) Talents.

Astartes Infernus Pistol

The Infernus pistol represents specialised and ancient technology, almost impossible for even the Adeptus Astartes to recreate. Mere handfuls exist in any sector, and they are found only in the hands of Battle-Brothers who have proven themselves worthy of such a profoundly rare weapon. This is a favoured weapon of the Blood Angels Chapter.

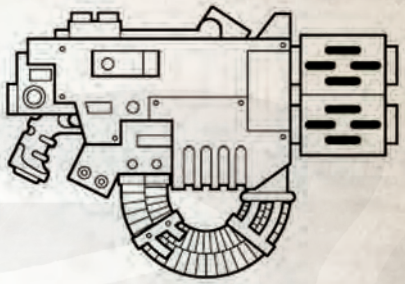
Astartes Meltagun (Vulkan-Pattern)



Meltaguns are the most common form of melta weapon and are found in many Imperial forces. They are less prone to catastrophic failure than plasma guns and work best at shorter ranges. An ideal weapon for cutting through bulkheads or armour, the Deathwatch has no end of uses for it. The Vulkan-pattern uses a built-in fuel canister, but versions with a backpack attachment are also common.

Astartes Multi-melta (Maxima-pattern)

The largest type of melta weapon is the multi-melta, and models not built for the Adeptus Astartes and their vehicles are rare. This huge weapon carries more fuel, fires at much longer ranges, and creates a larger blast area capable of vaporising several square metres at a time. It also generates much more heat than its smaller cousins, making proximity to the firer highly uncomfortable for those not insulated by power armour.



FLAME WEAPONS

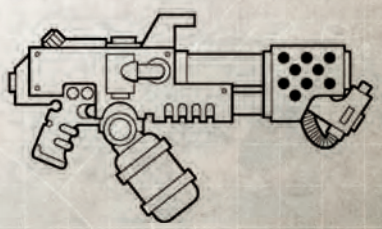
As the name suggests, these weapons operate by firing gouts of flame at the target and are capable of smiting large swathes of small creatures. As such they are a favoured weapon on Missions in the Orpheus Salient where the Tyranid threat swarms.

Flame weapons use a fuel generically referred to as promethium. On worlds of lower technology, this could be home-brewed concoctions or other chemicals, but Astartes weapons use only the most concentrated and refined formulas, achieving consistently superior results. Most models carry mono-propellant fuel which ignites via a small pilot flame at the tip of the barrel, though self-igniting models utilising binary hypergolic fuels are not unheard of. Once produced, the intense jet that spurts from the barrel creates a torrent of liquid fire, which spreads out in an inferno that burns even underwater, leaving enemies hard-pressed to put out the fire.

Due to the exceptional grade of fuel, a victim caught on fire by an Astartes Flame Weapon takes an additional 4 points of damage per Round from being on fire. (For the full effects of fire, see page 260.)

Astartes Flamer

The flamer is an ideal weapon for flushing out enemies in cover and cleansing areas with purifying flame. The typical Adeptus Astartes model accepts fuel through a pressure seal that can attach to a backpack feed for longer uninterrupted usage or a smaller canister for quick refuelling in bursts.

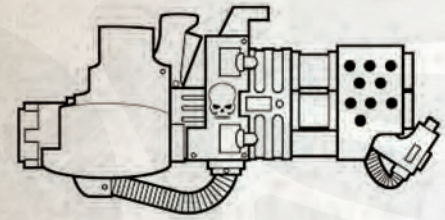


Astartes Hand Flamer

This hand-held flamer is still capable of unleashing large blasts of flame, but is good for only a few shots before the fuel canister must be switched out.

Astartes Heavy Flamer

While the size and weight of heavy flamers makes them an unpopular choice among many Imperial forces, these are hardly deterrents to a Space Marine in power armour. Terminator squads and many vehicles make frequent use of the large saturation area of heavy flamers. The twin nozzles produce huge gouts of fire, enough to purge the densest terrain of xenos.

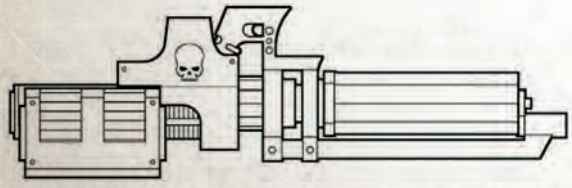


Solid Projectile Weapons

Although slug-throwers are exceedingly plentiful across the Imperium, they find limited use among most Space Marine Chapters. Most alien races have their own versions as well, for both technology and manufacture are fairly simple.

Astartes Assault Cannon

An assault cannon is a massive, brutal weapon with a ring of rotating barrels that spray explosive shells at terrifying speed and velocity. This weapon's incredible firepower can shred troops or vehicles even more efficiently than a heavy bolter, although its size and weight somewhat preclude man-portability. The Adeptus Astartes circumvent that limitation by commonly employing them on Terminators.



Astartes Shotgun

Most commonly encountered in Scout units, the shotgun is a solid and versatile weapon. While its lack of armour penetration does not make it a widely deployed choice with more senior Battle-Brothers, that same aspect is useful in situations where breaching bulkheads or damaging equipment is a concern. The wide shot spray also makes it effective against creatures and enemies in large numbers.

Autogun

Cheap and easy to produce, autoguns are a common weapon across the galaxy; even alien races acquire and use them or sometimes make their own equivalents. These rapid-firing automatic weapons use common solid low-calibre shells fed via standardized clips. Reliable, rugged, and easily stocked with ammunition, they are a mainstay on many a planet.

Autopistol

Small but effective, autopistols are a favourite among many military veterans as a supplement for their standard lasgun. They have a faster rate of fire than most pistols, and can put down un-armoured targets in a single burst of shells.

Las Weapons

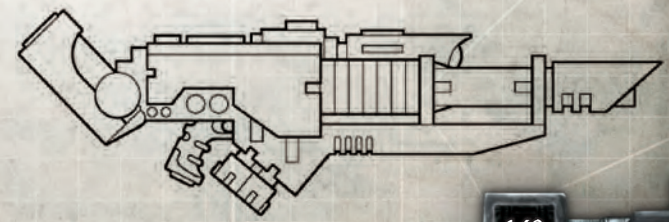
Laser or "las" weapons are by far the most numerous types of weapons found in the Imperium as they are the basic tool of the Imperial Guard's countless soldiers. Their STC template is well known and their extreme ruggedness and ease of use makes them the perfect weapon for the Hammer of the Emperor. Las weapons can be found on almost any planet, even outside the Imperium and among many xenos tribes. Even with the Adeptus Astartes' access to mankind's most sophisticated weapons, they still use this staple technology to limited but devastating effect.

Las weapons work by emitting short, sharp pulses of laser energy from high capacity fast-discharge generators, with a flash of light and a distinctive snap like the cracking of a whip as the trigger is pulled. Though they are produced in a multitude of styles and patterns depending on the home world of manufacture, most use a very common Departmento Munitorum sanctioned power pack. The liquid metal core of the pack stores vast amounts of energy, and can be recharged from standard power sources with a successful Tech-Use Test. In emergencies they can even be recharged by placing them in an open fire, though this diminishes the lifespan of the pack and increases its failure rate.

To use the various classes of las weapons a character must have the Pistol Training (Las), Basic Weapon Training (Las), or Heavy Weapon Training (Las) Talents.

Astartes Lascannon

Las technology is generally of little interest to the Adeptus Astartes, who have access to more powerful weapons and do not answer to the Departmento Munitorum for their ammunition costs. The Lascannon is the exception. These guns use huge power packs that provide enough energy to punch holes in the thickest armour even at extreme ranges. Lascannons require separate power packs, which the Space Marines usually affix to their backpack generators.



Lasgun

Produced in a multitude of different styles and patterns, the lasgun can be found on almost every world of the Imperium, where its robust design and dependability make it a favoured weapon of both the Emperor's faithful and many of their foes.

Laspistol

The laspistol is most commonly used by lower ranking Imperial officers and agents. On many worlds it is common for almost every member of society to be armed with one as a matter of course. Almost every Forge World has their own pattern and style, as the basic weapon is so simple that it allows a multitude of variations.

Grenades and Missiles

Frag and krak grenades are standard munitions across virtually all of the Emperor's armies, from Imperial Guard conscripts to the Adeptus Astartes, whose versions of these explosives are no exception to their rule of superlative arms. The Deathwatch has access to an even wider range of grenade types, including rare and exotic projectiles only whispered of by common soldiers as the stuff of fables.

All of the grenades listed here can either be thrown by hand or used in a grenade launcher. Missiles must be fired from a missile launcher.

Astartes Blind Grenade

Blind grenades explode with a burst of dense dark grey smoke including IR bafflers and broad-band EM spectrum chaff, all designed to block eyesight and even advanced visual detection. The effect is short-lived, but while it lasts provides excellent cover for advancing forces. The effects of this grenade last for 1d10 Rounds (shorter in conditions such as prevailing winds or industrial ventilation).

Astartes Frag Grenades and Missiles

The Adeptus Astartes fill their large fragmentation (or frag) grenades and missiles with powerful explosives and aerodynamic metallic shards. The high velocity shrapnel created when they detonate is deadly against common infantry.

Astartes Incendiary Grenades and Missiles

Incendiary explosives are commonly employed to flush out enemies entrenched behind cover. These projectiles contain slow-burning promethium distillate that ignites when the grenade explodes. Any target within the Blast radius must succeed on an Agility Test or catch fire. Furthermore, the area remains on fire for another 1d5 Rounds as the promethium continues to burn. Anyone remaining within that area must continue to take Agility Tests or catch fire until the flames die.

Astartes Krak Grenades and Missiles

Krak grenades and missiles use concentrated explosives to punch holes in armoured targets such as vehicles or bunkers. The powerful detonations do not produce a blast effect however, making them impractical for use against most infantry or moving targets.

Table 5-6: Grenades and Missiles

Name	Class	Range	RoF	Dmg	Pen	Special	Wt	Req	Renown
Astartes Blind Grenade	Thrown	SBx3	S/–/–	–	0	Smoke	0.8	10	–
Astartes Frag Grenade	Thrown	SBx3	S/–/–	2d10 X	0	Blast (5)	0.8	1†	–
Astartes Frag Missile	–	–	–	2d10 X	4	Blast (8), Devastating (1)	2	5†	–
Astartes Incendiary Grenade	Thrown	SBx3	S/–/–	1d10+4 E	0	Blast (3)	1	15	–
Astartes Incendiary Missile	–	–	–	1d10+3 E	0	Blast (5)	2	15	–
Astartes Krak Grenade	Thrown	SBx3	S/–/–	3d10+4 X	6	–	0.8	1†	–
Astartes Krak Missile	–	–	–	4d10+6 X	10	Blast (1)	2	5†	–
Astartes Nova Grenade	Thrown	SBx3	S/–/–	1d10 E	0	Blast(3)	0.8	15	–
Astartes Plasma Grenade	Thrown	SBx3	S/–/–	1d10+12 E	8	Blast (1), Special, Volatile	2	20	Distinguished
Astartes Plasma Missile	–	–	–	2d10+12 E	12	Blast (3), Special, Volatile	3	25	Distinguished
Astartes Stasis Grenade	Thrown	SBx3	S/–/–	–	0	–	1	N/A	N/A
Astartes Stun Grenade	Thrown	SBx3	S/–/–	–	0	Blast (5)	0.8	10	–
EMP Grenade	Thrown	SBx3	S/–/–	–	0	Haywire (3)	0.5	30	Respected
Photon Flash Grenade	Thrown	SBx3	S/–/–	Special	0	–	0.5	5	–
Vortex Grenade	Thrown	SBx3	S/–/–	Special	0	–	1	N/A	N/A

†Frag and krak grenades are standard issue; frag and krak missile supplies are included with any missile launcher. Requisition value is only for evaluating requests deemed "excessive".

Astartes Nova Grenade



Photo-visors and similar ocular protection are common among the Deathwatch's foes. This more powerful version of a flash grenade was designed to overpower standard input filtering. Each sphere contains a minute amount of plasma suspended in carbon gas. When ignited, the resulting fusion is similar to the effect of a collapsing star, and the emitted light achieves an extreme absolute magnitude. However, the ability to thwart auto-senses is a double-edged sword for Battle-Brothers, and nova grenades must be strategically utilised lest they blind their own forces.

In addition to taking damage from the shock wave, anyone within the Blast radius must make a **Very Hard (–30) Toughness Test** or be Blinded (see page 260) for 1d10 Rounds. Photo-visors, autosenses, and similar vision protection decreases this Test to Difficult (–10). Anyone within 20 metres of the detonation point must make a normal Toughness Test or be Blinded for 1d5 Rounds (identical to a flash grenade—vision protection works normally).

Astartes Plasma Grenade

These highly lethal grenades use a deliberate plasma containment failure, erupting into blasts of white-hot energy. The dense plasma core of an Astartes plasma grenade is not fully consumed in the initial explosion and leaves a glowing, energized orb that continues to sear the area like a miniature sun. This tiny stellar body continues to do the plasma grenade's full damage to the Blast area for an additional 1d5 Rounds after the Round it detonated.

Astartes Plasma Missile

A larger incarnation of the plasma grenade, a salvo of plasma missiles can easily turn enemy troops into a smoking crater. Indeed, a Battle-Brother must take care when firing one of these dangerous weapons that his own Kill-team is sufficiently out of harm's way. Plasma missiles have the same continuing effect as a plasma grenade. In addition, they pose an additional threat to vehicles. The plasma core can become fused with the hull, leaving no escape. If a plasma missile attack on a vehicle scores 4 or more degrees of success, the Blast radius becomes centred on the vehicle rather than a stationary point.

Astartes Stasis Grenade



Stasis fields are used throughout the Imperium to hold time at bay, essentially trapping whatever is inside them in a single moment. Uses run from mundane food storage to the preservation of the Ultramarine's Primarch. A stasis grenade is simply an impact-triggered version of the same technology, most commonly used to temporarily neutralize a threat.

To call a stasis grenade rare and dangerous is a grave understatement. One may occasionally be distributed along with the general Requisition Points for a Mission if the Watch Captain deems necessary, but a stasis grenade may never be Requisitioned through the usual means.

Throwing Grenades

Throwing grenades requires no special training or Talents and is resolved using a Ballistic Skill Test including any modifiers (such as range). On a miss, the thrown grenade goes in a random direction—see the scatter diagram on page 248.

When a Grenade "Jams"

Whenever a jam results from throwing a grenade or firing a grenade launcher or similar weapon (see Weapon Jams, page 249), something unfortunate has happened. Roll 1d10. On any result other than 10, the explosive is simply a dud and nothing happens. On a 10, the explosive detonates immediately with the effect centred on the attacker. If the explosive was fired from a launcher, it detonates in the barrel, having its normal effect as well as destroying the weapon.

The grenade generates a stasis field with a radius of two metres; it lasts for 1d5 rounds (which the GM should roll and reveal only when it expires). Everything inside this bubble is cut off from the normal flow of time. Anyone and anything inside the affected area does (and perceives) nothing until the field dissipates. Characters outside the stasis field can see the frozen moment but cannot interact with it in any way.

Astartes Stun Grenade

Stun grenades use a combination of a loud explosive and a flash of light to momentarily incapacitate targets without causing lasting injury before an assault is launched, making them an excellent opener in non-lethal engagements. Anyone caught in a stun grenade's blast must pass a **Challenging (+0) Toughness Test** or become Stunned for 1d10 rounds. Photo-visors and sealed armour provide a +20 bonus to this Test, while input filtering renders one completely immune.

EMP Grenade

A rare example of xenos technology employed in limited capacity by the Deathwatch, the exact form of such a grenade varies with its origin. The function of an EMP grenade is to generate a field of electro-magnetic static that interferes with most technology and generally causes machine spirits to malfunction. There are many appellations for this weapon: EMP, Haywire, Scrambler, and it takes many shapes including those found with the Tau and the Eldar.

Photon Flash Grenade

Photon flash or simply flash grenades detonate in a sudden and brilliant flare, blinding anyone nearby and overloading many common vision protection systems such as visors. Those caught without high quality eye protection are usually left blinded and defenceless. Anyone within 15 metres of a photon flash grenade when it detonates must succeed on a Toughness Test or be blinded for 1d5 Rounds.

Vortex Grenade



This dreaded example of lost technology tears open the very fabric of reality, creating a rift into the warp. Needless to say, the results of such a desperate action are highly unpredictable and almost as likely to backfire on he who used it. For all the nightmarish stories of daemons crawling through the breach, and vortexes that still re-appear like phantoms on old battlefields, there is no better way to ensure a threat is utterly destroyed than to see it sucked into the immaterium.

The secrets of vortex grenades are jealously guarded by the Adeptus Mechanicus, and some question whether Forge Worlds capable of their manufacture still exist. Certainly, their supply in the Adeptus Astartes seems ever-dwindling, and it is a dire threat indeed that warrants their precious and perilous expenditure. Like stasis grenades, a single grenade may only be allotted at the Watch Captain's option.

The vortex grenade has a radius of 3 metres. Anyone within this area can spend his Reaction to attempt to Dodge out of it before the rift fully forms (see Dodging Area Effects on page 238). Those who fail, along with everything else in the area, are dragged into the warp, never to be seen again. Each Round, the capricious vortex winks in and out of existence. It has a 50% chance of closing permanently when this happens. Otherwise, it reappears 2d10 metres in a random direction from its last manifestation—see the Scatter Diagram on page 248.

LAUNCHERS

With their super-human strength, Space Marines are capable of throwing projectiles further than some Imperial weapons can shoot. This relegates grenade launchers to a secondary weapon, usually affixed to a bolter or similar convenient location. Missile launchers are the more frequent choice when a Mission calls for long-range firepower. Requisitioning a missile launcher includes the requisition of frag and/or krak missiles sufficient to keep the weapon loaded with whatever configuration of the two missile types is desired. Alternative missile types must be Requisitioned as normal.

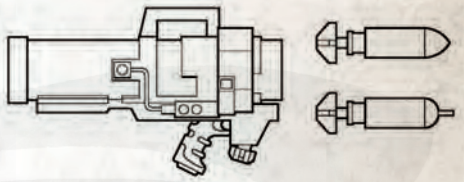
To use the various classes of launchers, a character must have the Pistol Training (Launcher), Basic Weapon Training (Launcher), or Heavy Weapon Training (Launcher) Talents. Setting explosives requires the Demolition skill (see **Chapter III: Skills**, pages 97-98).

Astartes Cyclone Missile Launcher

Cyclone missile launchers were specially designed for use with Tactical Dreadnought armour. Valuable enough for their ability to launch missiles rapidly from the twin racks, this back-mounted missile system also makes up for some of Terminator armour's inflexibility by providing more options in combat. Each of the missile racks may be loaded with a different missile type, allowing the user to decide which type to fire each round.

Astartes Missile Launcher (Soundstrike-Pattern)

A missile is fitted with stabilisation and guidance systems to aid in its accuracy, which is excellent at long ranges. Access to the variety of long distance warfare options these explosive rounds provide requires a missile launcher. The standard Astartes missile launcher is a tube-like weapon that fires a single round at great accuracy. The Soundstrike pattern overcomes the single capacity of the launch tube by attaching a special missile rack and auto-loader to a backpack power unit. The auto-loader's gripping claw rapidly refills the launcher from the back-mounted ammo source, allowing the Battle-Brother to fire the missiles of his choice without interruption until his missile rack is depleted.



Auxiliary Grenade Launcher

When a Space Marine's enhanced strength is not adequate to propel his choice of grenades far enough, an auxiliary grenade launcher can be employed. These compact tubes hold a small row of pre-primed grenades. An auxiliary grenade launcher is most commonly mounted above or below the barrel of a basic weapon in a manner similar to a combi-weapon. However, models with standalone trigger mechanisms are also available. If attached to another weapon, the user must choose which one to fire; the launcher cannot be fired in the same Turn as the weapon it is attached to. This weapon may also be mounted on Terminator Armour. Doing so, however, doubles this weapon's Requisition cost.

EXOTIC WEAPONS

The Deathwatch has access to weapons so rare that the average Imperial citizen has not even envisioned them. Some items represent ancient patterns that only Adeptus Astartes artificers still understand the proper ways to create and maintain, while others are unique to the Deathwatch and their origins are best left unquestioned. Exotic weapons are not only extraordinarily rare but also especially difficult to operate. Such weapons require specialised training, and each must be mastered separately with a different Talent.

Astartes Conversion Beamer

A small number of these rare and deadly archeotech devices circulate through the hands of senior Techmarines. By using the energy stored in atomic bonds, a conversion beamer can annihilate creatures, vehicles, or nearly anything its beam reaches, provided it is given time to build to critical mass. When fired, a conversion beamer expels a stream of neutron-bombarded particles, beginning an atomic chain reaction that converts matter to energy in a blazing beam that hurtles

Table 5-7: Exotic Weapons

Name	Class	Range	RoF	Dmg	Pen	Clip	Rld	Special	Wt	Req	Renown
Astartes Conversion Beamer	Heavy	100m	S/–/–	Varies	Varies	4	2 Full	–	85	40†	Hero
Astartes Digital Flamer	Pistol	4m	S/–/–	2d10+2 E	3	1	Special	Flame††	0.1	35	Famed
Astartes Digital Laser	Pistol	4m	S/–/–	1d10+4 E	7	1	Special	Reliable	0.1	35	Famed
Astartes Digital Melta	Pistol	4m	S/–/–	2d10+5 E	12	1	Special	–	0.1	35	Famed
Astartes Sniper Rifle	Basic	200m	S/–/–	1d10 R	0	6	2 Full	Accurate, Felling (1), Toxic	4	20	–

† Only Techmarines are entrusted with this weapon.

†† Add +4 to Damage from fires started by this weapon

Reloading a Digital Weapon requires 1d5 hours and a successful **Challenging (+0) Tech-Use Test**.

towards the target. As the escalating reaction travels, more and more air molecules are converted into a deadly blast that finally consumes the target in an explosive release of energy.

Conversion beamers are more powerful at long ranges as they can absorb more matter into the blast's strength before it hits. At distances of up to 15 metres, it does 1d10+9 Damage and has a Penetration of 2. Over that distance and up to Short Range, it does 3d10+9 Damage with a Penetration of 8 and gains the Felling Quality. Against targets further than Short Range it does 6d10+12 Damage with a Penetration of 14 and possesses the Felling and Blast(2) Qualities.

Astartes Digital Weapons

Digital weapons, or digi-weapons as they are commonly known, are miniaturised guns so advanced that most foes mistake them for mere ornamentation until the digi-weapon unleashes the firepower of a full-sized pistol. The ranking Space Marines outfitted with such archeotech devices usually install them along the finger ridge of a glove for practical reasons. Rings are a more common design among Imperial nobles and military elite who are less likely to be wearing powered gloves. Digi-weapons exist that replicate the functions of a variety of deadly weapons. However, each weapon can only be fired once, and reloading a digi-weapon is exceptionally difficult. A character can wear up to one digi-weapon per finger—not thumbs—and a digi-weapon can be fired even if the character is holding something else in his hands. Digi-weapons may be used in melee like pistols.

Astartes Sniper Rifle

The needle rifle offers the perfect combination of range, stealth, and deadliness. A low-power laser beam propels small slivers of crystallised toxin that, once lodged in flesh, dissolve into the bloodstream almost instantly. Many chemicals can be solidified into such rounds with the right equipment, and a variety are in use by the Deathwatch. The most common compound (and the standard ammunition for this weapon) is a viral toxin that leaves most enemies dead within moments of being wounded. As they have no muzzle flash, needle weapons are ideal for assassinations. The only argument against these exquisite weapons is that the brittle rounds have little penetrating power, making them next to useless against heavily armoured targets.

Melee Weapons

"Only when your hearts have beat to the same pulse of clashing weapons as your enemy's, only when his blood anoints you, and you glimpse the blackness waiting for us all in his dying eyes—only then have you known battle."

–Brother-Captain Furio of the Blood Angels

Any witness to the ruthless efficiency of an Assault squad can attest that Space Marines are as great a threat at close range as they are raining bolter fire from a distance. The Codex Astartes lays out many tactical uses for warriors that can engage the enemy in close quarters, but for some Chapters, the drive to excel in hand to hand is as simple as the need to look one's foe in the eyes before eviscerating him.

The combination of a Space Marine's enhanced physiology and his power armour makes even the simplest of weapons lethal in his hands. Melee weapons range from the simple but effective combat knife, to revered relics from ages gone by—artefacts which could never be created again in this dark millennium.

Chain Weapons

Variations of these brutal war-devices are found throughout the galaxy. This simple but effective technology employs fast moving chains with serrated metallic teeth running across a weapon's edge. Once engaged, the chain drive roars loudly to life, acting as a clear warning to all. Even the slightest impact can tear open flesh, and solid blows can cut through most armour. To use chain weapons, a character must have the Melee Weapon Training (Chain) Talent.

Astartes Chainsword

The Chainsword has served many a Battle-Brother during his time in an Assault Squad. These weapons generally have a flat carapace containing the chain with only the forward curved section open where the spinning chain teeth can bite into flesh and bone.

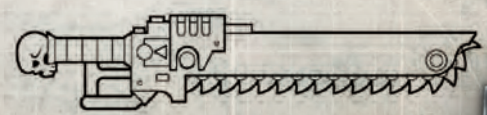


Table 5-8: Melee Weapons

Name	Class	Dmg	Pen	Special	Wt	Req	Renown
Chain Weapons							
Astartes Chainsword	Melee	1d10+3 R	4	Balanced, Tearing	10	5	–
Power Weapons							
Astartes Chainfist	Mounted	2d10† E	10	Power Field, Tearing	48	40	Famed
Astartes Lightning Claw	Melee	1d10+6 E	8	Power Field, Special, Tearing	30	30/45	Distinguished
Astartes Power Axe	Melee	1d10+8 E	6	Power Field, Unbalanced	10	20	Respected
Astartes Power Fist	Melee	2d10† E	9	Power Field, Unwieldy	25	30	Distinguished
Astartes Power Sword	Melee	1d10+6 E	6	Balanced, Power Field	5	20	Respected
Astartes Thunder Hammer	Melee	2d10+5 E	8	Power Field, Concussive, Unwieldy	18	30	Distinguished
Omnissian Axe (Astartes-Pattern)	Melee	2d10+6 E	6	Power Field, Unbalanced	14	30††	Distinguished
† Chainfists and Power Fists double the wielder's Strength Bonus when adding to Melee Damage.							
†† Only Techmarines are entrusted with this weapon.							
Traditional Weapons							
Astartes Combat Knife	Melee	1d10+2 R	2	–	2	3†††	–
Ceremonial Sword††††	Melee	1d10+3 R	2	Balanced	5	3†††	—
Sacris Claymore††††	Melee	2d10+2 R	2	Unbalanced	10	3†††	–
Force Weapons							
Astartes Force Staff	Melee	1d10+1 I	0	Balanced, Special	5	25	Respected
Astartes Force Sword	Melee	1d10+2 R	2	Balanced, Special	5	25	Respected
Other Melee Weapons							
Primitive Weapons	Melee	1d10 I	0	Primitive	–	N/A	–
Improvised	Melee	1d10–2 I	0	Primitive, Unbalanced	–	N/A	–
††† For additional weapons beyond standard issue							
†††† See Page 170 for description							

POWER WEAPONS

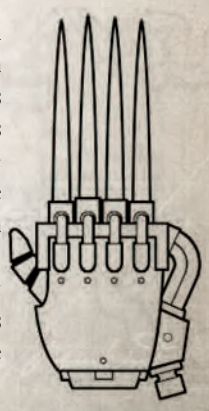
Power weapons project a disruptive energy field along the blade or head of a weapon, allowing it to slice armour or strike with explosive impact. In theory, any weapon can be upgraded to a power weapon given the necessary technology, though in practice there is a traditional array in use by the Adeptus Astartes. The sight of an angel of vengeance charging into battle is intimidating in its own right. When his weapon or fist itself suddenly flares to life in a halo of electricity, it becomes truly inspiring—or terrifying—depending on which side of the charge you are on. A power weapon can still be used as an ordinary weapon should its power source become inhibited or damaged.

Astartes Chainfist

A chainfist combines the matter-cleaving power field of a power fist with the rending adamantite teeth of a chainblade. The field envelopes both the huge gauntlet and the whirring blade, yielding a weapon capable of slicing through armour, vehicles, heavy cruiser bulkheads, or nearly any other substance in the galaxy given enough time. These weapons are too unbalanced for even a Battle-Brother in standard Astartes power armour to wield effectively; chainfists are only capable of being used with Terminator armour. This is just as well, as any foe dreadful enough to warrant use of this weapon certainly calls for equally potent protection.

A chainfist replaces the normal glove on Terminator Armour, and imposes the same weapon restrictions and manual dexterity penalties as a lightning claw.

Astartes Lightning Claws



Simply wearing lightning claws is a statement about the wielder's expertise in battle. Constantly honed melee prowess and a willingness to sacrifice easy access to ranged weaponry is necessary to utilise these weapons to their full effect. For these reasons, lightning claws are usually seen in the hands of senior assault specialists.

A lightning claw is a heavy gauntlet that replaces the normal glove on Astartes power armour. Its extra bulk contains the mechanisms that power four individual power blades, which extend like crackling talons from the back of the hand. While the lethal design of these weapons is enough to ensure they can shear through armour nearly as easily as flesh, when used as a pair by an accomplished close combatant, they become pure instruments of death.

Lightning claws do an additional point of Damage per degree of success on the Attack roll. When a character is equipped with a pair of lightning claws, they instead do 2 additional points of Damage per degree of success. The blades on lightning claws may be sheathed or unsheathed as a Ready action, but their bulk makes

it impossible to effectively use ranged weapons of any class other than Thrown in the applicable hand(s) even when the blades are retracted. In addition, the poor manual dexterity penalty increases to –20. When Requisitioning a pair of lightning claws for one character, the Requisition needed for the second claw is halved.

Astartes Power Axe

Power axes allow for greater impact when striking than a power sword, but are less nimble in the hand. Their inferior defensive capabilities are often mitigated by pairing them with combat shields or even more sophisticated means of protection. Still, they have a reputation as a brutal and unsubtle weapon; the choice to employ one is often more personal than strategic.

Astartes Power Fist



A power fist generates an energy field so violently disruptive that the weapon inside it is of little consequence. Therefore, instead of surrounding a traditional weapon, the field envelopes an oversized and augmented glove. Backed by a Battle-Brother's strength, a power fist can sunder even the heaviest armour or rupture flesh as though bursting a bloody, overripe fruit. Keeping these superior energy fields charged requires heavy cables linked to the armour's power system. The generators are also rare and difficult to maintain, making such a weapon a sign of status, even within the Adeptus Astartes.

A power fist adds a multiplier to the wielder's Strength Bonus. (Note: A Space Marine already doubles his Strength Bonus from his Unnatural Strength Trait. Therefore, the Power Fist increases the multiplier by one, tripling the Space Marine's Strength Bonus) It replaces the normal glove on Astartes power armour, and imposes the same weapon restrictions and manual dexterity penalties as a lightning claw.

Astartes Power Sword

Power weapons require great investments of time and rare materials to produce. Therefore, power swords are typically reserved for ranking members of the Adeptus Astartes. Elegant but effective, they allow the user greater attack options and defensive responses than many other varieties of power weapon. This efficient design makes them popular with officers regardless of whether they specialise in close combat or not.

Astartes Thunder Hammer

The furious energy blast released when these weapons strike creates waves of booming concussive force as loud as thunder, from which their name originates. Enemies that survive the pulverising blow are likely to be incapacitated by the shockwave that follows. Many Battle-Brothers balance the clumsy nature of attempting to parry with a thunder hammer by pairing it with a storm shield; the Storm Wardens are said to be so fond of this combination that some practice a combat style developed specifically around it.



Omnissian Power Axe (Astartes Pattern)

Often carried by Techmarines to show their devotion to the Omnissiah, this weapon has a long staff-like body tipped with half of the circular Adeptus Mechanicus skull and cog icon. The symbol forms a blade and is sheathed in a power field. Arcs of energy illuminate the ridged blade and light the skull's eyes with a hungry glow, leaving little doubt that—even while covered with inscribed circuitry designs indicating its sacred nature—this religious icon is also a deadly weapon in a Space Marine's powerful hands. The Ommnisian axe also functions as a combi-tool.

FORCE WEAPONS

The psi-lattice circuitry in force weapons is said to originate with the Emperor himself when he walked among mortal men. These weapons combine this archeotech circuitry pattern with the same rare, psycho-reactive crystal used in psychic hoods to channel the mental power of a psyker into deadly, reality-rending force. Force weapons can take many forms, and comprise several specialised variants; the most well known within the Adeptus Astartes are the Nemesis weapons of the Grey Knights. Force swords are the easiest of such weapons for a Librarian to obtain, followed by force staffs.

Unless wielded by a psyker, force weapons simply count as a Common Astartes-sized weapon of the appropriate type with the Damage listed in the weapon's profile. However, in the hands of a wielder with a Psy Rating, they are much more potent. For every point of Psy Rating the wielder has, the weapon's Damage and Penetration increase by +1. For example, an Astartes force sword wielded by a character with Psy Rating 3 would inflict 1d10+5 (plus SB) and have a Penetration of 5.

In addition to normal Damage, whenever a psyker damages an opponent, he may, as a Free Action, channel psychic force and killing will into the blade. This requires a Focus Power Test using Opposed Willpower. For every degree of success, the force weapon's wielder deals an additional 1d10 Damage, ignoring the victim's Armour and Toughness Bonus. Force weapons cannot be destroyed by a power weapon's field.

Astartes Force Staff

A force staff houses its core psi-lattice inside a sturdy casing made from polished metal, bone, exotic wood, or any number of other materials. Usually topping a force staff is an elaborate, circuitry-laced concentration icon whose imagery coincides with the weapon's origin. A force staff acts as an exceptional Psy-Focus, granting +15 to Invocation Tests. This bonus applies as long as the staff is held in at least one hand. However, striking with the weapon requires both hands.

Astartes Force Sword

A force sword's blade glows with the pattern of embedded channelling circuitry, and flares brightly every time the wielder activates the sword. The composite adamantine alloys are honed to a monomolecular edge. Empowered by both the Battle-Brother's superhuman strength and his powerful mind, a force sword in a Librarian's hand can shear through flesh and armour with astonishing ease.

Traditional Weapons

Basic hand weapons are a common sight throughout the Imperium and beyond; in much of the war-torn galaxy it is unthinkable to venture forth without some form of visible protection. Primitive weapons range from simple metal swords used by poor serfs to the technologically sophisticated blades employed by the Adeptus Astartes.

Astartes Combat Knife

When a Battle-Brother's last grenade has been thrown, when his bolt rounds are spent and the enemy tide continues to swell, he can always turn to his combat knife. Every Space Marine is issued one of these blades as soon as he recovers from receiving his implants, and he carries it up until his final moment of battle. This large knife—easily the size of a normal human's sword—holds a mono-molecular edge that never dulls, even through centuries of service. In some Chapters combat knives are passed down through the generations, with the deeds of their owners etched upon them. In others, the forging of metal into blade is simultaneous with the forging of a recruit into Space Marine, and his combat knife is laid to rest when he is.

Primitive Weapon

Catalogues of low-tech weapon variants across the galaxy fill floors of Administratum archives in the Prol system. However, such distinctions are largely frivolous when a Primitive weapon is pitted against the armour and constitution of an Adeptus Astartes. Sticks, iron knives, finely crafted feudal swords, or giant two-handed warhammers; if made of common materials, none of these have but a prayer of cracking a Battle-Brother's advanced armour, much less doing him harm. Therefore, melee weapons with the Primitive Quality are represented by one general profile. GMs should feel free to add appropriate modifiers and Qualities for different variations if it becomes relevant.

Improvised

Improvised weapons can take many forms, but are generally any handy weighted object such as table legs, severed limbs or artillery shell casings. Hitting someone with the butt of a basic ranged weapon (such as a boltgun) counts as an improvised weapon.

Weapon Upgrades

Weapons can be fitted with upgrades to enhance their utility. Each Upgrade description lists which weapons it may be applied to. The Requisition cost for an Upgrade covers both the technological components to fit the weapon, as well as any labour required to install them in it. Many Techmarines prefer to make these upgrades themselves, but doing so does not decrease the Requisition required.

Arm Weapon Mounting

This heavy bracing allows a single ranged weapon to be mounted along the arm, with specific hand movements or MIU input triggering the weapon. This allows the user to keep both hands free, and can have a strong visual impression as the Battle-Brother brings forth a storm of destruction with the sweep of his hand. This upgrade reduces the weapon's Range by 30%. It is also possible to mount a weapon at the shoulder instead of on the forearm, with the same effects.

Upgrades: Las, Solid Projectile, Bolt, or Melta Pistol, or Auxiliary Grenade Launcher

Astartes Melee Attachment

The value of a bayonet or similar combat attachment on a ranged weapon is unquestioned, giving the wielder versatility to deal with enemies close-up without having to change weapons. However, the common spear-like attachments made for normal human weapons would be an insult to both a Space Marine and his weapon. The Adeptus Astartes utilize fine, mono-edged blades and whirring chain attachments that are almost as effective in melee combat as a dedicated sword. Melee attachments are available that allow the weapon to count as either a Combat Knife or a Chainsword in close combat, although in the latter case it lacks the Balanced Quality.

Upgrades: Any Basic ranged weapon

Deathwatch Suspensor

Because a Deathwatch Kill-team is often deployed without support, the ultimate in battlefield flexibility is required. The anti-grav plates and studs of suspensors attach to a weapon or equipment, making it easier to use by offsetting some of the weight. Suspensors reduce the weight of a weapon by half, allowing Heavy weapons to be deployed in a wider range of situations. When firing a weapon with suspensors, the operator counts as having the Auto-stabilised Trait—meaning he always counts as braced and may fire the weapon on semi- or full-automatic as a Half Action and never suffers penalties for moving and firing.

Upgrades: Any Heavy ranged weapon

Table 5-9: Weapon Upgrades

Name	Wt	Req	Renown
Arm Weapon Mounting	+1.5	10	Distinguished
Astartes Melee Attachment (Mono)	+2	7	–
Astartes Melee Attachment (Chain)	+8	9	–
Deathwatch Suspensor	x1/2	25	Respected
Fire Selector	+1	2	–
Dipole Mag-lock	–	5	–
Motion Predictor	+0.5	20	Respected
Preysense Sight	+0.5	10	–
Red-Dot Laser Sight	+0.5	10	–
Silencer	+0.5	3	–
Telescopic Sight	+1	6	–

Fire Selector

A staple tool of the Deathwatch, a shot selector allows for speed and ease of switching between magazines of different ammunition, maximising tactical flexibility when deployed under uncertain parameters. A weapon with a fire selector can have up to three different clips added. At the start of the shooter's Turn, he can use his fire selector to choose which clip he wishes to draw ammo from.

Upgrades: Bolt or Solid Projectile Pistols, and Bolt or Solid Projectile Basic weapons

Dipole Mag-lock

For warriors in power armour, mag-locks are as common as holsters for securing weapons. The typical mag-lock consists of strong electromagnets near a suit of power armour's surface, and mirrored magnets on the weapon to be attached. A dipole mag-lock can reverse its magnetic field to literally propel the weapon into the wielder's hand. This is typically accomplished by embedding small proximity triggers in the glove of the weapon hand that cause the magnet to reverse polarity when brought near it. However, versions using verbal and more sophisticated somatic cues also exist.

A dipole mag-lock grants the Quick Draw Talent for the upgraded weapon. If the character already has Quick Draw, he may draw his weapon as part of a Parry, allowing him to go from unarmed to deflecting an enemy blade with his own in the blink of an eye.

Upgrades: Any Pistol or Basic ranged weapon, or any melee weapon that may be wielded in one hand

Motion Predictor

A complex target-tracking cogitator in this device activates once the user has sighted the desired target. The Predictor then tracks the target, and when the trigger is pulled chases the target with all the rounds in a clip in one long burst. A Motion Predictor adds a +10 bonus to Ballistic Skill Tests but only functions when the weapon is fired on semi-automatic or fully automatic mode.

Upgrades: Any non-Primitive ranged weapon capable of semi-auto or full auto fire. The target acquisition component of a Motion Predictor must be installed as a sight, and a gun may only have one sight.

Preysense Sight

This is a weapon sight that shows thermal images and reveals the hiding places of enemies who lurk in the darkness. A character using a preysense sight suffers no penalties due to darkness and gains a +20 bonus to vision based Perception Tests at night.

Upgrades: Any Basic Las, Solid Projectile, Bolt, or Plasma weapon. A preysense sight counts as a sight, and a gun may only have one sight.

Red-Dot Laser Sight

This is a laser sight that grants a +10 bonus to Ballistic Skill Tests when the weapon is fired on single shot.

Upgrades: Any Pistol or Basic ranged weapon of the following types: Las, Solid Projectile, Bolt, or Plasma. A red-dot laser sight counts as a sight, and a gun may only have one sight.

Silencer

Silencers lower the noise from a weapon's discharge, preventing detection of the shot. Awareness Tests to hear shots made with a silenced weapon suffer an additional –20 penalty and can only be attempted at half the normal distance.

Upgrades: Autogun, autopistol, needle sniper rifle.

Telescopic Sight

Telescopic sights magnify the target's image, making it easy to see. This is especially useful for long-range shots that need to hit a very specific target location. A weapon with a telescopic sight ignores penalties for long and extreme range as long as the shooter takes a Full Action to Aim.

Upgrades: Any Basic Las, Solid Projectile, Bolt, or Plasma weapon. A telescopic sight counts as a sight, and a gun may only have one sight.

Table 5-10: Ammunition

Name	Req	Renown
Bolt Shells	N/A	–
Bullets	N/A	–
Charge Pack	N/A	–
Exotic	N/A	Varies
Fuel	N/A	–
Melta Canister	N/A	Varies
Needle Precipitator	N/A	–
Plasma Flask	N/A	Varies
Shells	N/A	–

AMMUNITION

The xenos hordes faced by the Adeptus Astartes seem infinite in number, and entire planets are given over to manufacturing the endless quantities of ammunition needed for war. Weapons Requisitioned from the Deathwatch come with a sufficient supply of standard ammunition for the weapon. Each type of ammo can be used only with certain weapons as detailed in its description. Ammo weight is not listed; however, should it be important to know how much ammunition weighs, consider a weapon's full clip to be 10% of the weapon's total weight.

Bolt Shells



The mass-reactive explosive bolt shell is among the deadliest kind of round in the Imperial arsenal. The Deathwatch takes great advantage of variations that have been made on this design over the years, yielding a wide variety of alternate rounds that still fire from a standard bolt weapon. The majority of bolt shell manufacturing capacity is reserved for the Adeptus Astartes, making them costly for others to obtain but a matter of course among Battle-Brothers.

Used with: Any Bolt-class Pistol, Basic, or Heavy weapon.

Bullets

Hard rounds are common for many weapons within the Imperium and vary greatly in calibre and design. Bullets from one kind of firearm cannot be used in another unless they are very similar in make. Autoguns and autopistols can usually interchange rounds, but the calibrated bullets fired in terrible volleys from Astartes assault cannons are unique to that weapon.

Used with: Autopistols, autoguns, and assault cannons.

Charge Pack

Charge packs are powerful batteries used almost exclusively by las weapons. The size of a charge pack depends on the class of the weapon. In all cases it provides shots equal to the weapon's full clip value.

Used with: Laspistols, lasguns, lascannons.

Exotic

There are many kinds of weapons wielded by the Deathwatch that use unusual types of ammunition, from the special ammunition reloads for digi-weapons, to the finely crafted darts of a needle rifle.

Used with: Needle rifles and any other exotic ranged weapons.

Fuel

Flame weapons use liquid fuel, which can vary greatly in composition and quality. Underhivers on poor Imperial worlds may construct shoddy weapons using nothing but flammable alcohols, while the Adeptus Astartes weapons use only the purest promethium. A fuel tank always provides shots equal to the weapon's full clip value.

Used with: Flamers, hand flamers, heavy flamers.

Melta Canister

Meltaguns use specially refined chemicals injected into highly pressurised canisters. The size and mounted position varies depending on the model and class of the weapon. In all cases, it provides shots equal to the weapon's full clip value.

Used with: Infernus pistols, meltaguns, and multi-meltas.

Needle Precipitator

These devices can be issued with weapons that use needle rounds, and are often built directly into the holster or carrying case for the weapon. A precipitator crystallises liquid or powdered chemicals into the rounds fired by needle weapons. One dose of a drug or toxin yields one shot of ammunition. See Drugs and Consumables on page 172 for toxin options. Unless otherwise stated, any toxin may be precipitated into needle rounds.

Used with: Needle rifles

Plasma Flask

Raw plasma weapon fuel consists of highly dangerous and volatile photonic hydrogen, compressed and precariously contained within reinforced flasks. It was almost surely a plasma flask whose handling rites were rushed that gave birth to the plasma grenade.

Used with: Plasma pistols, plasma guns, and plasma cannons.

Shells

Shells contain dozens of tiny balls and are designed to scatter over a wide area when fired, making them ideal for close-in work where accuracy is less important.

Used with: Shotguns.

SPECIAL ISSUE AMMUNITION

Tactical flexibility is paramount given the unknown situations Deathwatch squads are often thrust into. Battle-brothers in the organisation make extensive use of variant bolt rounds that have numerous advantages over even the considerable power of standard bolt shells.

The cost to Requisition special ammunition listed in **Table 5–11: Special Issue Ammunition** represents one clip for any applicable weapon, except Pistols which halve the listed Requisition cost due to their smaller magazine. Special issue ammunition for Heavy Bolters adds +5 to the Requisition total.

Astartes Backpack Ammo Supply

Many weapons require larger ammunition sources to function during extended battles. A backpack supply fits over the standard backpack power unit on Astartes power armour. For energy weapons, the supply is a massive battery or charge-unit. For flame and plasma weapons, it consists of volatile fuel tanks or canisters. Other ammunition packs are simply stacks of regular rounds with a feeder line that links into the weapon. Backpack supplies hold 100 rounds of ammunition for Plasma, Melta, and Las weapons, 250 rounds of ammunition for SP or Bolt weapons, and 75 shots for Flame weapons. A weapon connected to a backpack supply uses that supply for its ammunition and ignores its normal clip size. Backpack Ammo/Power supplies weigh 40 kg and are automatically issued with any heavy weapon.

Dragonfire Shells

Dragonfire shells replace their main explosive charge with an air-reactive concentrate. When the round detonates, the payload combusts in a burst of fire, offering area saturation comparable to a flamer.

Effects: Decrease the weapon's Damage by 2. Anyone within 2 metres of, and including, the target must succeed on an Agility Test or catch on fire. The firer may choose to target an object or specific area instead of an opponent. In this case the shot is Routine (+20), and everyone in the 2 metre radius must Test to avoid catching fire.

Used With: All bolt weapons.

Table 5-11: Special Issue Ammunition

Name	Req	Renown
Astartes Backpack Ammo Supply	N/A	–
Dragonfire Shells	28	Respected
Hellfire Rounds	25	–
Implosion Shells	27	Respected
Kraken Rounds	5	–
Metal Storm Rounds	15	–
Stalker Rounds	5	–
Vengeance Rounds	25	Famed
Witch Bolts	12	Distinguished

Hellfire Rounds



Originally designed to combat the Tyranid threat, hellfire rounds have a devastating effect on organic matter. Their cores are replaced with vials of mutagenic acid that eats through any living material with horrific speed.

Effects: The weapon ignores Natural Armour and may inflict Righteous Fury on any damage die results of a 9 or 10. In addition, the weapon gains the Tearing Quality (if it did not already possess it). When used in a Heavy Bolter, it changes the weapon's ROF to S/–/– and adds the Blast (3) Quality. When used against a Horde, Hellfire Rounds add one additional point of damage to the Horde's Magnitude per hit.

Used With: All bolt weapons.

Implosion Shells

The result of early experiments with alternative krak technology, an implosion shell replaces its explosive core with an infinitesimal amount of antimatter; this creates a violently decompressing vacuum when exposed to matter. Like the standard bolt shell, these rounds activate via their mass-reactive core, meaning they embed partially in their target before the implosion takes effect. The round's force is therefore not directed at cracking open armour, but to collapsing the unfortunate victim's body from the inside out—enough to debilitate even a Space Marine.

Effects: In addition to taking normal damage, a target who takes one or more points of Damage (after Armour and Toughness) from an implosion shell suffers 1d5 points of Agility Damage.

Used With: All bolt weapons.

Kraken Rounds



The superior propellants in kraken rounds provide increased range without sacrificing armour penetration, while their ultra-dense adamantine composition and improved explosive charge provide a final burst of force for puncturing the heaviest armours.

Effects: The weapon's Penetration increases to 8, and its Range increases by 50%.

Used With: All bolt weapons.

Metal Storm Rounds



Metal storm rounds are tipped with proximity triggers, causing them to detonate sooner than standard bolt shells and release their payload of explosive frag before fully penetrating the target. When employed in a bolter with a high rate of fire, they can decimate groups of lightly armoured enemies.

Effects: The weapon's Damage and Penetration are each reduced by 2, but it gains the Blast (2) Quality.

Used With: All bolt weapons.

Stalker Rounds



Stalker rounds were designed for sniping use in Stalker-pattern boltguns, and that is still where they achieve maximum efficacy. However, they may be used in other bolt weapons to reduce their report. A stalker round's core is replaced with gas propellant and the mass-reactive explosive replaced with solid mercury.

Effects: Awareness Tests to hear shots made with stalker rounds suffer an additional –30 penalty and can only be attempted at half the normal distance. Reduce the weapon's Damage by 2. When used in a Stalker-pattern Boltgun, this damage penalty does not apply. Additionally in such a weapon, no Tests to detect the shot are possible (however, depending on the situation, the appropriate Opposed Skill Test may be required for the firer himself to remain hidden).

Used With: All bolt weapons.

Vengeance Rounds

Vengeance rounds were originally created to combat the Adeptus Astartes' most bitter foe: Chaos Space Marines. Designed to breach power armour of Space Marine calibre, the core of each round contains a spark of unstable matter that creates a micro-fission explosion upon detonation. Each delicately engineered bolt is supremely effective at thwarting armour and eradicating even the most resilient target, but the technology needed to imbue a bolt shell with such power carries great risks.

Effects: The weapon gains the Felling (1) Quality, and its Penetration increases to 9. Vengeance rounds detonate prematurely on an attack roll of 91–100. When this happens, the firer suffers explosive damage equal to the weapon's damage with a Penetration of 5 to an arm location (the arm holding the weapon if it was fired one-handed, or a random arm if fired with two hands). This automatically causes the weapon to Jam, and happens too quickly to avoid the damage by dropping the weapon.

Used With: All bolt weapons.

Witch Bolts

Based on a Black Templars design, these bolts release a small core of neuro-inhibitors laced with warp-reductive compounds that disrupt a creature's connection to the warp.

Effects: In addition to taking normal Damage from the weapon, any creature with a Psy Rating who takes Damage from a witch bolt reduces its Psy Rating by 1 for 1d10 Rounds each time. During this time, the creature may not Push its Psychic Strength. Additionally, creatures with Warp Instability must immediately make a Willpower Test to check for disruption as described in the Trait.

Used With: All bolt weapons.

Armour

"Bless this plate, that it may deflect the blade of my enemy and the bullets of the unrighteous."

–From the Rites of Girding

In the 41st Millennium mankind faces not just the alien menace, but treachery and war from within. Protective measures have multiplied and diversified with every threat. While the Space Marines rely on various forms of their signature power armour, the common Imperial citizen must settle for far less advanced means of defence.

Armour provides Armour Points (AP) to various locations on a character's body. In addition, some kinds of armour have special properties noted in their description:

Armour Type: The type of armour it is.

Location(s) Covered: What locations the armour covers, a combination of arms, legs, body, and head. Some armour covers all four locations and is noted as covering "All".

AP (Armour Points): How many Armour Points the armour provides for the locations covered. Any armour that provides 7 or more APs (including Astartes power armour) inflicts a –30 penalty on the wearer's Concealment and Silent Move Tests.

Kg (Kilograms): Represents how much the armour weighs. For information on how much a character can carry refer to page 208. Since Space Marines are engineered to function in their power armour, it never counts against their carrying weight.

Req (Requisition): The number of Requisition Points required to acquire the armour from the armoury.

Renown: The minimum Renown Rank required to Requisition the armour.

Astartes Power Armour

Astartes power armour is the high standard against which other forms of Imperial protection are measured. The commanding sight of the God-Emperor's warriors in their iconic battle gear has routed more than one enemy force without firing a shot. Heavy ceramite plates form the basis for most suits, actuated by electrically motivated fibre bundles that replicate the movements of the wearer and enhance his strength. Not only are Adeptus Astartes patterns the pinnacle of power armour technology, but a Space Marine's unique interface implants ensure that his armour responds with the speed and precision of his own body. Each Battle-Brother is responsible for the care of his own suit of power armour, the components of which may have served his Chapter for millennia before him.

Astartes power armour contains many complex sub-systems, and it is the synergy of advanced technology with Space Marine physiology that makes a Battle-Brother in power armour so deadly. This combination yields the following effects:

Ceramite Plating: Provides AP 10 to the Body and AP 8 to all other Locations.

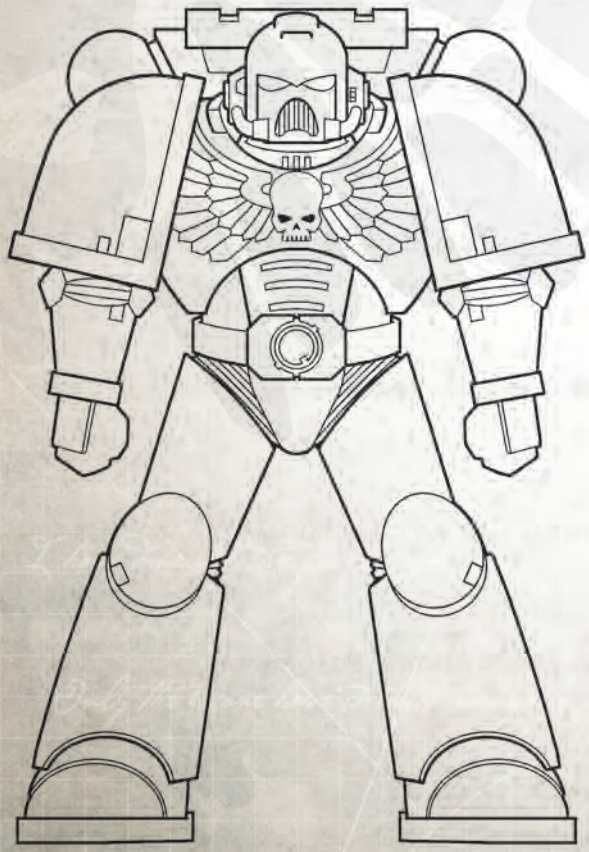
Enhanced Strength: Increase the Battle-Brother's Strength by +20. The effect on SB is calculated after the Unnatural Strength multiplier.

Auto-senses: The Space Marine gains the Dark Sight Trait, and Heightened Senses (+10 to relevant Tests) for Sight and Sound. Input filtering provides immunity to photon flash grenades and stun grenades. Note that these benefits only apply whilst the Space Marine is wearing his helmet, and the benefits from the Auto-senses stack with the benefits of the Space Marine's Lyman's Ear and Occulobe implants (meaning that Space Marines have a +20 to Sight- and Sound-based Awareness Tests). Additionally, the Auto-Senses make the Called Shot Action (see page 238) into a Half Action.

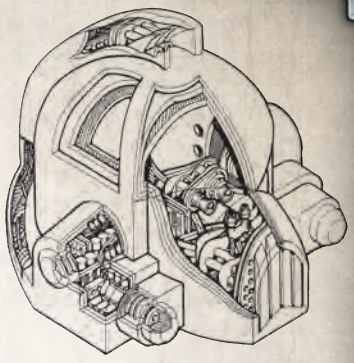
Osmotic Gill Life Sustainer: With the helmet on, the armour is environmentally sealed and can maintain an adequate oxygen supply as long as the unit is powered.

Bio-monitor and Injectors: If the internal cogitator detects a problem with the wearer's bio-signs, it can administer pain suppressors, combat stimms, and anti-toxins. This provides the following benefits:

- +10 to Tests resisting the Toxic Quality and similar poison effects.
- The pain suppressor reservoir has a total of 6 doses, each of which can be used to ignore Critical Effects for 1d10 rounds. The doses may be used in succession or staggered.
- If the wearer is Stunned, the effect lasts a maximum of one Round before the bio-monitor detects and negates it.



Mark VII "Aquila" Power Armour



Vox Link: Serves as a standard vox and a channel for any more sophisticated data transmissions the suit or its wearer can access. The bio-monitor feed also transmits through this link, permitting a squad to view each others' vitals.

Magnetized Boot Soles: Can be activated to provide the equivalent of Magboots.

Nutrient Recycling: Filters in the armour capture and purify body waste, re-constituting it into a nutrient solution that is intravenously returned to the body. This can sustain a Battle-Brother for long periods of time, but not indefinitely. For every two weeks that no other source of nutrition is ingested, make a Toughness Test or suffer one level of Fatigue until nutrition is consumed. The Difficulty of this test increases one step for every two weeks that passes without food or Preomnor-derived sustenance.

Recoil Suppression: Provides the ability to fire Basic weapons one-handed. Ranged weapons not classed as Pistols still may not be used in Close Combat.

Giant Among Men: A Space Marine in power armour is Hulking. This increases his Base Movement by 1; however, the grace afforded by his Black Carapace negates the modifier enemies would otherwise have to attack him. See page 134 for the full effects of Size. He still suffers the usual penalties to Concealment and Silent Move for being heavily armoured.

oor Manual Dexterity: While protective, armoured gloves are not ideal for fine manipulation. Delicate tasks suffer a –10 penalty unless using equipment designed for Space Marines. Similarly, ranged weapons other than those of Astartes design are too small for an armoured Battle-Brother to wield at all.

Assuming power armour is a sacred ritual, honouring the machine spirit's history of valiant deeds and praying for its boons in the battles to come. It takes 20 minutes to remove or don power armour un-aided, but never less than 5 minutes no matter the amount of assistance as the proper rites must be observed.

Power Armour History

Every suit of power armour is unique, worn in different battles and often comprised of remnants from other suits with their own service records. It is no surprise that the machine spirits of power armour develop their own personalities over time. Roll 1d10 on the Power Armour History chart to determine a suit's character. The result of the roll may be modified by 1 either up or down based on the player's preference (rolls of 1 may be modified to a result of either 2 or 10, and rolls of 10 may be modified to a result of either 9 or 1).

Table 5-12: Power Armour History

Roll	Result
1	**Cower Not Before the Enemy:** This suit of armour has been obsessively maintained with marks of pride, bears pristine heraldic depictions, and is bedecked with sashes, helmet crests, and Banner Displays. The wearer carries himself tall, often heedless of cover or stealth. The armour seemingly sabotages any attempts at subtlety, and imposes a further –20 to all Silent Move and Concealment Tests (in addition to those imposed on standard power armour), while it whirs, vents, or clanks at precisely the wrong moment. However, it also grants a +10 bonus to Command Tests, due to the overwhelming force of authority and confidence the bearer projects.
2	**None shall escape the Emperor's Wrath:** Incorporating a rare and prized Persecutor Target Acquisition Spirit, this armour constantly scans for targets, predicting ranges, windage, and elevation, as well as passively noting bio-signs for later targeting recall. It makes nearly imperceptible adjustments to the aim and firing rate of the wearer, sometimes even anticipating the bearer's movements. Many warriors are put off by such contrary behaviour, but all eventually learn to become one with the intentions of their second skin. The obvious advantage gives the wearer a +5 bonus to BS. However, the armour is sluggish to respond to unplanned events, as it seems to dislike the jostling of its precise calculations. The wearer suffers a –10 penalty to Dodge in melee.
3	**Thine arm be the scourge of the impure:** The spirit of this armour has been honed by its long years of service into a truly potent adversary. It has been upgraded with numerous enhancements for the sole purpose of bringing ruination to the enemies of Man in glorious close combat. Wearers claim that it knows how and when they are going to strike, and come to trust it as innately as any other brother in arms. Such a suit grants the wearer +5 WS. However, its long range targeting systems are difficult and temperamental. When wearing the suit's helmet, BS tests suffer a –5 penalty.
4	**Death is Joy:** Some warriors are simply made to kill. This armour epitomises that archetype, and though it is of comparatively recent manufacture, numberless foes have learned to fear its countenance. The longer a warrior bears this armour, the more the two become one. As time goes on, bringing a swift end to the enemies of Man is as easy as breathing. Add +2 Damage to any of the wearer's attacks that do Critical Damage and increase the damage to a Horde's Magnitude by 1 with any successful attack against a Horde.
5	**A Fury like lightning:** The reactions of the Angels of Death are far beyond what any normal human could achieve. While Astartes power armour manages not to hinder a Battle-Brother's natural speed, this suit goes to great lengths to enhance and optimise it. The armour's hyper articulated joint mechanisms allow for more dextrous weight manipulation, and muscle-response auto-readers translate even minute movements into powered assistance. These systems grant the bearer a +5 bonus to Agility, and +1 to Initiative rolls.
6	**Thy strength be legend:** The raw physical strength of the Adeptus Astartes is already the stuff of legend, which all power armour further enhances. This suit, however, makes the bearer's strength truly titanic. Such armour has created tales of burning vehicles levered from atop trapped comrades and crumbling buildings supported by the Battle-Brother alone. The bearer receives an extra +10 bonus to Strength, in addition to the normal bonus granted by power armour. The Strength bonus from this power armour is added in after the modifications for Unnatural Strength.
7	**Terror be thy friend:** Though all suits of power armour are intimidating to say the least, this suit seems to project an air of menace and violence. Its power core periodically emits grumbles that are often confused with the growling of a wild beast. In combat, this turns into a ferocious howl and is truly a paralysing thing to face. Numerous attempts have been made to quiet this phenomena, but Tech-Priests have thus far been unable to appease the temperamental machine. Many bearers enhance this effect by adding terrifying reliquary inlays and scriptures of damnation, causing their impact on the weak souls of their enemies to increase considerably. The wearer gains the Fear (1) Trait against any foe engaged in melee with him (or increases his Fear Rating by 1 if he already possesses one).
8	**Lead from the front:** All men need leaders, and all leaders need to be seen and heard to be effective. It is common for the leaders of the Adeptus Astartes to lead from the front, and such warriors have had the honour of bearing this armour into battle over the centuries. Its vox amplifiers ring like booming thunder, and its brilliant heraldry seems to blaze on the battlefield. Truly a sight to behold, there have been statues erected on a hundred worlds of the brave souls who wore this relic into battle and saw the day through to victory. Add +1 Cohesion to your Squad's total (this bonus may stack with other armour with the same history).
9	**Bring Death from Afar:** Borne into service amidst great sieges, this armour has become accustomed to the arduous duty of brandishing heavy weapons. Whether it is the continuous impacts that come with keeping a heavy bolter steadily firing on target, or the raw power required to withstand the ferocious effect of firing a plasma cannon, this armour never fails under stress. While wearing this armour, the wearer never suffers any penalties for moving and firing with a pistol- or basic-class weapon on semi- or fully automatic fire (see pages 239 and 242). Additionally, the wearer may count any heavy weapon he wields as a basic weapon for the purposes of moving and firing on semi- or fully-automatic fire.
10	**To forget is to forgive. Forget nothing:** Each bearer of this armour has inscribed it with an oath of vengeance against those who have offended the Emperor in some way. Some inscriptions revile a single name, while some condemn entire races of Xenos or planetary populations. Each successive bearer considers it a matter of honour to exact the Emperor's Vengeance upon the offender and considers it his solemn duty to put right as many of the wrongs as possible. Once the offender has been punished, his name is left as an example to others. Gain the Hatred (choose one) Talent.

Detailing a History of Valour

The Power Armour History table is meant to provide ideas for the unique machine spirits that evolve in Astartes power armour. Players should decide on the specific story behind their result. For example, a suit with the "None shall escape the Emperor's wrath" history may have enabled a famous Captain to make an impossible shot that killed an entrenched enemy leader, turning the tide at the First Siege of Khazant. Armour with the "Lead from the front" history should have a lineage of the illustrious bearers and the battles where they led their brothers to victory.

Players and GMs should also not feel restricted to the list provided. You may wish to negotiate comparable effects that better reflect the particular character of a Battle-Brother's most important piece of equipment.

Damaging Power Armour

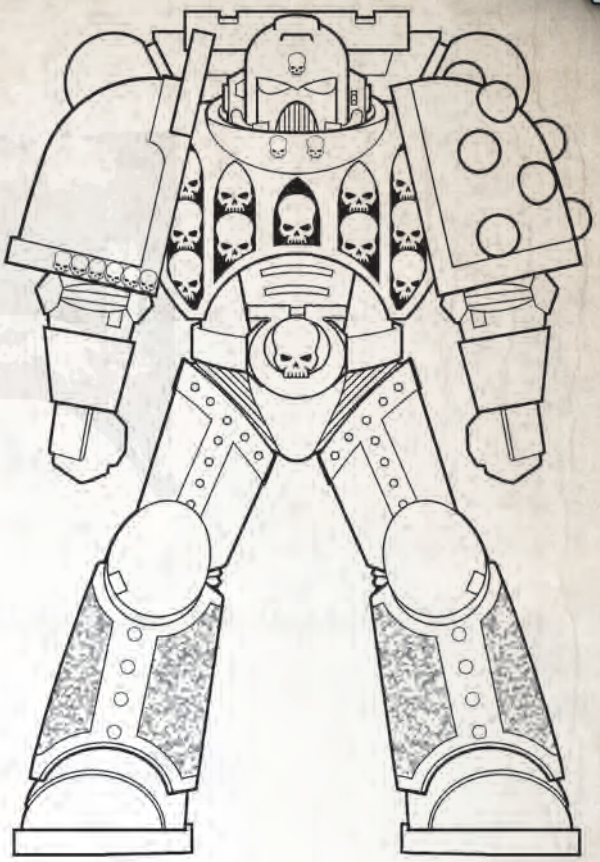
Once a Battle-Brother takes Damage greater than the Armour Points of his armour, it no longer counts as environmentally sealed. An application of repair cement is usually sufficient to re-seal it until permanent repairs can be made. Astartes power armour uses a fusion generator backpack which can sustain power forever with proper care. However, it is possible for the power unit to be damaged, hindering or even disabling the suit. If the wearer takes Critical Damage to the Body from behind, consult the Power Unit Critical Effects chart (in addition to normal Critical Effects). The problems continue until the unit can be repaired with a **Challenging (+0) Tech-Use Test**.

Marks of Armour

The power armour presented in this chapter is the Mark VII version, also known as "Aquila Armour." There are many other marks of Space Marine power armour, and more information on these marks of power armour will be presented in future Deathwatch supplements.

Table 5-13: Power Unit Critical Effects

Critical Damage	Result
1–3	**Unaffected:** The power unit continues functioning normally.
4–5	**Damaged:** The power flow is diminished, causing system failures and difficulty moving. All benefits granted by the armour (except its inherent AP) are lost. All physical actions suffer a –10 penalty. Decrease Base Movement by 2.
6+	**Unpowered:** The suit completely shuts down. All benefits granted by the armour including History (but not its inherent AP) are lost. The wearer must make an **Arduous (–40) Strength Test** to simply move. If he passes the test, his Base Movement is still reduced to 1, and all physical actions suffer a –30 penalty.



Astartes Artificer Armour

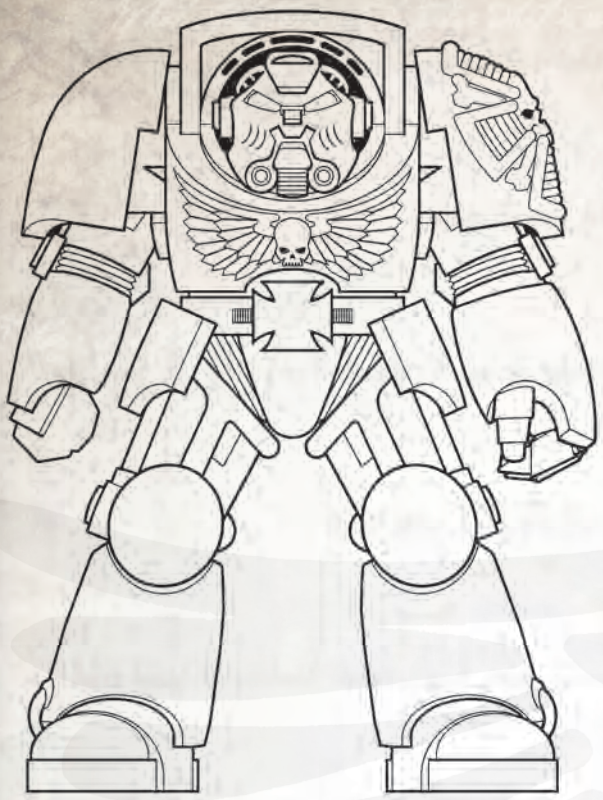
Painstakingly cared for and customised for each esteemed bearer, artificer armour is the rarest form of power armour. The technology and superdense materials used to construct these suits is unparalleled inside the Imperium. Each one is a masterwork of artificer ingenuity and (outside of Techmarines labouring towards their own) is awarded only to true Chapter heroes. Artificer armour is always Master-Crafted. In addition to the effects of standard Astartes power armour, the advanced helmet incorporates an MIU. Some suits incorporate even more unusual features, such as automated fibre re-weaving, eliminating the need for Repair Cement to seal most breaches.

Only countless hours of labour at the blazing Space Marine forges gives rise to a suit of artificer armour. The unique inlays, engravings, and profile represent the vision which drove its maker to such a momentous undertaking, and its machine spirit waxes wise and powerful. Roll twice on **Table 5–12: Power Armour History** to determine the properties of a particular unit.

Astartes Scout Armour

In most Codex Chapters, Neophyte Space Marines serve in the 10th Company as Scouts as their first assignment. Scouts are placed under the instruction of an experienced sergeant, who both takes command of the squad and teaches the Scouts what it means to be a Space Marine. During this time, Scouts wear lighter, less-encumbering armour than the power armour worn by the Initiate Battle-Brothers of the Chapter. This armour is a version of carapace armour that offers protection while at the same time is extremely well-suited for stealth and skirmishing.

Astartes Scout Armour provides a +10 bonus to Concealment Skill Tests and does not inflict a penalty to Silent Move and Concealment Skill Tests based on AP (see page 160).



Astartes Terminator Armour

Tactical Dreadnought armour, more commonly called Terminator armour, turns an Adeptus Astartes into a nigh-unstoppable force of destruction. These exceedingly rare suits are the superlative form of individual protection in Space Marine armouries, and enable a Battle-Brother to unleash firepower rivalling combat vehicles. Terminator Armour is only deployed on the most dangerous Missions and only to veterans who have proven themselves worthy of wearing the Crux Terminatus: the icon found on the left shoulder of every suit of Terminator armour. Each one of these honour badges is said to contain a fragment of the Emperor's own armour from his final battle with the traitor Horus.

Terminator Armour incorporates all the systems of standard Astartes power armour with several upgrades. Superior actuator and stabilisation systems allow for Heavy and Mounted weapons to be fired one-handed. This also provides the Auto-Stabilised Trait and grants +30 to Strength instead of +20. The auto-senses are part of a sensorium, which provides the same capabilities as an auspex. If two or more Battle-Brothers are in Terminator Armour, the input-link capabilities of a sensorium also increase the Squad's effective Rank by 1 for the purposes of determining whether or not it is in Support Range. Terminator armour's heavy layers of protective alloys can deflect even the heaviest bombardments. In addition, the Crux Terminatus on every Terminator's shoulder plate serves as a ward capable of turning aside attacks from power weapons, melta fire, and even the baleful energies of the warp. This protection provides the same chance to emerge unscathed as a Force Field (see page 166) with a Protection Rating of 35. Since this is purely due to the chance of the hit glancing off the armour's strongest surfaces, there is no possibility of Overload. Also roll once on **Table 5–12: Power Armour History**.

The massive frame of a Terminator is not without limitations. A Terminator cannot Run, and the wearer suffers –20 to Agility, and cannot Dodge (but may still Parry). Furthermore, in order for the Terminator's frame to properly support, aim, and interface with weapons, they must be affixed by special couplings. Arming Tactical Dreadnought units is a laborious and sacred ritual that may only be performed by high-ranking Techmarines with the proper ceremonial accoutrements and facilities. This prohibits the weapon configuration from being changed under other circumstances. Weapons typically available with the right couplings for Terminator armour are limited; when Requisitioning Terminator armour, the Battle-Brother pays the 60 Requisition Points for the armour itself and then must spend a minimum of 40 additional Requisition Points to arm it. Its weapons must come from the list below. (There is no restriction on Upgrades or Wargear.)

Terminator-Compatible Weapons: Any combi-weapon, Power Weapon or Force Weapon, Storm Bolter, Storm Shield, Heavy Flamer, Assault Cannon, Cyclone Missile Launcher.

OTHER ARMOUR

Primitive Armour

Primitive armour is the norm on many feudal or feral planets, the lower levels of some hives where technology is unreliable or too expensive, and many alien worlds. Protection at this level often consists of reinforced animal hides, metal plating worn over the chest, chainmail, or a combination of these and other crude methods. Armour with the Primitive Quality only offers full protection against weapons also having the Primitive Quality. Otherwise, it only provides half its normal AP value (rounding up). Primitive armour's APs are halved before being reduced by the weapon's penetration.

The Crux Terminatus

Each Terminator bears a badge upon his left shoulder guard that is made from stone and is said to incorporate fragementsof the Emperor's armour. At the climax of the Horus Heresy, the Emperor personally led an attack on the Warmaster's battle barge alongside his most trusted warriors. During the fierce fighting, the Emperor came face to face with Horus. In the battle that followed, Horus greivously wounded the Emperor. Following Horus' defeat, the legends say that the Emperor decreed that his armour be taken off and melted down, and that the pieces be made into badges that all Terminators would wear in recognition of the service performed in the defeat of Horus. However, if this is true, then each suit of Terminator armour must only contain the most miniscule of fragments.

Table 5-13: Armour

Name	Locations Covered	AP	kg	Req	Renown
Astartes Power Armour	All	8/10	180	N/A	–
Astartes Artificer Armour	All	12	100	60†	Hero††
Astartes Scout Armour	Body, Arms	6	30	N/A	—
Astartes Terminator Armour	All	14	400	100†††	Famed
Primitive Armour	Varies	Varies	Varies	N/A	N/A
Carapace Armour	All	6	15	N/A	–
Diagnostor Helmet	Head	8	30	15	–
Masking Screen	–	–	+0.5 kg	25	Distinguished
Flak Armour	All	4	15	N/A	–

† *Artificer armour is not available on a per-mission basis; it must be obtained as Signature Gear.*

†† *For Techmarines, the artificer armour Renown requirement is only Distinguished.*

††† *This encompasses 60 Requisition for the Terminator Armour itself, and the minimum 40 to arm it.*

Carapace Armour

While carapace armour may be a sign of status among standard Imperial forces, its protection is substantially inferior to power armour, and it is typically worn only by Space Marine Scouts. Made from moulded plates of armaplas, ceramite, or other strong materials, it can cover the entire body or just sections depending on the desired level of protection. Space Marine Scouts wear carapace plates that allow maximum freedom of movement for the stealth operations of their units, while Tau Fire Warriors wear thick, articulated suits complete with helmets.

Diagnostor Helmet

Apothecaries often replace their usual helmet with a diagnostor helmet, which contains upgraded sensors and readouts to assist with their charge of treating the injured and maintaining their brothers' physical combat readiness. A paired infralense and x-ray imager help the Apothecary monitor small changes in a patient and diagnose internal injuries, even through power armour. A character equipped with a diagnostor helmet gains a +10 to all Medicae Tests where he is working directly on a patient. The improved sensory capabilities also duplicate the effects of a Preysense sight.

Masking Screen

In a long history of clashes with the Velk'Han Sept of the alien Tau forces, the Deathwatch has captured a limited number of their prized stealth field generators. While the Crucible Resolviate has been unable to produce a perfect equivalent purged of alien taint, painstaking research has created a functionally similar device, if not quite as potent. It combines light refraction with noise dampeners to hide the subject from most senses, even at close range.

The emanator is typically a small, translucent polyhedron that affixes at the shoulder. When it is active, the user appears wrapped in a mirage-like haze as the screen obstructs sound and light wave transmissions through its area. This makes it valuable for covert operations, particularly those performed in otherwise noisy power armour. It also provides an additional measure of defence in combat, but the technology is not perfectly unidirectional, and many warriors do not find it worth the side effects in combat.

An active masking screen provides the user a +30 bonus to Concealment, Shadowing, and Silent Move Tests, but imposes a –10 on all Perception-based Tests. Attack rolls on a character using a Masking Screen suffer a –10 Penalty. At distances over 30 yards, this penalty increases to –20, but the distortion affects the protected character as well, who suffers a –10 to Attack opponents at that distance or further. The field may be activated or de-activated as a Ready Action.

Armour Craftsmanship

All the types of armour detailed here are of Common craftsmanship for the groups that regularly employ them. For example, the Astartes power armour entry details power armour craftsmanship that is common to the Adeptus Astartes (although the actual craftsmanship of Space Marine power armour far outstrips any "common" standard elsewhere in the Imperium), while the flak armour entry details flak craftsmanship common to the Imperial Guard and general Imperial citizenry. Armour of better manufacture uses the following modifiers.

Exceptional: Well constructed and better fitting, this armour is easier to wear. Against the first attack in any round, the armour increases its AP by 1.

Master: Finely wrought and perfectly fitted, Master-Crafted armour is like donning a second skin. Master-Crafted armour weighs half the normal amount and increases AP by 1.

Table 5-14: Force Fields

Name	Protection Rating	Overload Roll	Wt	Req	Renown
Astartes Combat Shield	25	01–10	3	20	Distinguished
Astartes Storm Shield	55	01–10	10	35	Distinguished
Iron Halo	50	01	0.5 kg	40	Hero

Flak Armour

Relatively lightweight and cheap to produce, flak armour is one of the most common types of armour in the galaxy. It can be found protecting countless human factions and xenos species. It is also standard issue to the millions of Imperial Guard adding their names to the memorial of the fallen on Karlack. Many layers of ablative and impact absorbent material go into making each suit, enough to deflect or negate most low-level attacks such as small arms, shrapnel, and proximity blasts. A great many foes in the Jericho Reach have dreaded weapons powerful enough to completely negate flak armour, but a guardsman who discovers the dark terrors absent from his Primer usually doesn't live long enough to tell others. As long as the wearer is not on the target spot of the blast, Flak armour counts as AP 5 against weapons with the Blast Quality.

FORCE FIELDS

Astartes power armour comprises the highest quality ceramite and adamantite plating—the strongest protective materials the Imperium can produce. However, the armour-piercing claws of some xenos, and the assaults of their twisted weapons, call for better defences than any armour can provide. In these situations, the Adeptus Astartes utilise force fields, which provide protection of an altogether different level. Force fields are designed to deflect rather than merely absorb incoming attacks; this makes them capable of averting blows from even the most powerful weapons.

Force field projectors are often small devices, easily fitted onto armour, shields, or weaponry. The technology to produce such powerful emanations from such tiny devices is also a highly guarded secret of the Adeptus Mechanicus, and virtually all force fields are centuries old, at least. The Adeptus Astartes and the Deathwatch are fortunate to have more than their fair share of these precious machines and carefully control their deployment.

Field Rules

A character may only benefit from one field at a time, regardless of how many different fields he may have equipped. When a character wearing an active field is attacked, roll 1d100. If the result is less than or equal to the field's protection rating, the attack is nullified and has no effect on the protected character (although the attack may have an impact on the character's surroundings or other nearby characters, such as weapons with the Blast Quality).

Fields may also overload. Compare the result of the d100 roll to avoid damage to the field's Overload Roll. If the result is less than or equal to the listed number, the field is overloaded and ceases to function until it is recharged or repaired (requiring a successful **Very Hard (–30) Tech-Use Test)**. Most Common Astartes force fields overload on a roll of 01–10. Exceptional craftsmanship reduces that threshold to rolls below 05, while a Master-Crafted force field only overloads on a roll of 01.

Astartes Combat Shield

A combat shield is a compromise between flexibility and defence, trading the stronger field and physical protection a storm shield's size offers for a free hand. A combat shield straps to the arm, providing an able parrying tool as well as a smaller energy field. A combat shield is a Balanced weapon that does 1d5+1 Impact damage.

Astartes Storm Shield

Storm shields are large and heavy shields that can house extensive webs of field generation circuitry in their thick plating. Its energy field can fend off bullets and blasts from afar, while the physical shield itself protects against melee attacks. A storm shield provides +4 Armour Points to the Arm wielding the shield and to the Body location. Storm Shields also have the Defensive Quality. It also reduces the time necessary for a Guarded Attack to a Half Action. If used to bash an enemy, a storm shield does 1d10 Impact damage but suffers a –20 penalty to the attack roll.

The Crucible Resolviate

Within the Adeptus Mechanicus of the Jericho Reach, there exists a cabal of Magos, known as the Crucible Resolviate, who are devoted to the shadowed study of xenos machine spirits. The Omnissiah's Universal Laws condemn the alien mechanism's perversion. Despite this warning, the Machine Cult's quest to recover knowledge and others' more pragmatic drives for new weapons against mankind's foes can make it difficult to ignore the opportunity presented by alien technology when it falls into their hands. Organisations like the Crucible Resolviate are a logical corollary to this state of affairs.

Seldom spoken of and barely tolerated, this circle of Adeptus Mechanicus Magi acquires an unusual number of captured alien devices through the Ordo Xenos and other channels better left unmentioned. Their Dioctal Sacellum sits on Vormos, surrounded by mysterious, aquila-topped xenos monoliths that they have made pure through elaborate rites of consecration. Deep within this sanctuary, they labour to remove the corruption from the machines brought to them, to isolate the knowledge trapped within and bring it into compliance with the Universal Laws. Several items of technology, such as the EMP grenade and masking screen have quietly made their way into circulation after being declared "Technosanctus Verifidae" by the Crucible.

Table 5-15: Relics

Name	Class	Range	RoF	Dmg	Pen	Clip	Rld	Special	Wt	Req	Renown
Deathwatch Relics											
Adamantine Mantle	—	—	—	—	—	—	N/A	—	15	50	Hero
Deathwatch Relic Blade	Melee	—	—	2d10+7 E	9	—	N/A	Power Field, Special	25	50	Hero
Skapulan Bolter	Basic	120m	S/2/4	2d10+9 X	7	28	Full	Accurate, Tearing, Special	16	75	Hero
Chapter Relics											
Armour of the Remorseless Crusader (Sword Profile)	Melee	—	—	1d10+8 R	6	—	N/A	Sanctified	110	70	Hero
Chalice of Vision	—	—	—	—	—	—	N/A	—	5	70	Hero
Deathroar	Pistol	40m	S/–/–	2d10+13 E	10	10	3 Full	Blast(1), Felling (1), Volatile	7	70	Hero
Frost Blade	Melee	—	—	1d10+11 E	9	—	N/A	Balanced, Power Field, Tearing	10	60	Hero
Helm of Varthion	—	—	—	—	—	—	N/A	—	18	70	Hero
The Levin Shield	—	—	—	—	—	—	N/A	—	10	50	Hero

Iron Halo

Exceedingly rare and reserved only for Battle-Brothers who have proven themselves time and again through exceptional deeds, the Iron Halo is as much a mark of valour as it is a protective device—a function which should not be understated. These devices radiate an energy field almost as powerful as a storm shield, while their typical design of a literal halo crowning the wearer's head leaves his hands free for battle. An Iron Halo is always Master-Crafted.

Relics

The most common Adeptus Astartes equipment is still a technological marvel outside their ranks. However, artefacts exist that are legendary even to Space Marines: weapons wielded by famous heroes of their Chapters, items vital to key victories in Imperial history, and unique armour perfected through virtually forgotten tech-craft. Such items are collectively known as Relics, and to simply hold one is a great honour. Unless otherwise stated, a Relic is always Master-Crafted, granting the appropriate Skill Test bonuses. The effects to Damage are included in their profiles below.

Chapter Relics

On rare occasion a Chapter permanently contributes a relic of Chapter significance to the Deathwatch as a reaffirmation of their oaths. Other such items sometimes find their way into Deathwatch armouries when the Battle-Brother who owned it dies in service with his Mission unfulfilled. Even if many Deathwatch vaults did not protect their own contents through gene-coded locks, no Space Marine would be so crass as to use a relic sacred to another Chapter. These relics are only issued to Battle-Brothers of the same affiliation as the relic's legacy.

Armour of the Remorseless Crusader (Black Templars)

This artificer armour is one of a trinity crafted by the Black Templars. Each suit is gilded with detestations of the warp and said to have the blood of saints layered into the thousand-folded adamantite of its construction. The Armour of the Pitiless Crusader and the Fearless Crusader remain with the Chapter, but one unit was tithed to the Deathwatch.

In addition to the normal benefits of artificer armour, hexagrammic wards provide +20 to Tests made to resist psychic effects, and double the suit's armour points against psychic or warp attacks that deal damage. It retains full armour value against attacks with the Warp Weapon effect. The Armour of the Remorseless Crusader also incorporates a Master-Crafted, Sanctified sword that can extend from the forearm.

Chalice of Vision (Blood Angels)



The shrouded motives of the Omega Vault revealed this ornate gold chalice the day Watch Captain Mordigael assumed his role as Master of the Vigil. Unknown hands engraved it with the image of Sanguinius' final battle and set a reservoir of a ritual compounds in its base that releases when the cup is filled. The resulting draught can be used in the Rite of Vision, said to grant a Blood Angel the same almost prescient clarity their Primarch possessed. Bearers of the Chalice typically carry a flask of scarlet sacramental wine to use with the relic.

Those who imbibe from the Chalice gain +10 to all WS, BS, and Skill Tests, and the Unnatural Perception Trait for 1 hour. Dire consequences exist for those who violate the strictures against performing the Rite of the Vision too often. At the GM's discretion, those who drink from the Chalice may experience strange oracular visions that my reveal hints about the future.

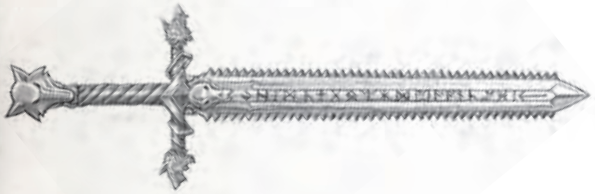
Deathroar (Dark Angels)



This venerated Plasma Pistol was recently left to the Deathwatch by Captain Raziel of the Dark Angels, who gave his life to hold a fortress on the edge of the Cellebos Warzone against Chaos sieges until reinforcements arrived. Deathroar contains the power of a heavy weapon in its small casing. The super-heated air around the muzzle as the weapon discharges produces a unique sound reminiscent of predatory felines from which Deathroar derives its name. Firing Deathroar on Maximal setting does not cause the Overheats Quality.

Frost Blade (Space Wolves)

Frost blades are master works from the Space Wolves' Iron Priests—each incredibly rare and prestigious. The teeth of these icy chain weapons are always cut from nigh-unbreakable substances such as Kraken fangs or tempered diamond. The unique power fields enveloping frost blades have a distinct blue cast. A frost blade combines the best of a chain weapon and a power weapon, and adds +3 Damage when an attack from the weapon causes Critical Damage.



Helm of Varthion (Ultramarines)



Sergeant Varthion is a legend on Watch Fortress Erioch. Long before Warmaster Achilus ever dreamed of conquest through the Warp Gate, the Deathwatch kept vigil over it. In the fourth century of M41, Varthion and his squad destroyed a xenos warhost hundreds of times their number in defence of the Gate. Records conflict as to which side of the Gate originated the enemy assault, but accounts of the aftermath in the control structure are identical. They describe alien corpses of an aspect uncatalogued before or since, "in such volumes that Varthion's squad stood atop them like Titans astride a demolished hive."

The Ultramarine Sergeant's ancient helm contains the pinnacle of augury sensors and prophesier readouts. It grants +10 to all Attack rolls, and unerringly divines the enemy's weakest point, granting a +3 bonus to the Penetration of any weapon wielded by the helm's wearer. A dedicated cogitator bank also provides tactical recommendations based on thousands of years of compiled Ultramarines combat theory. This increases the wearer's effective Rank by 1 for purposes of calculating Cohesion or for Ultramarines Chapter abilities in Solo Mode.

Levin Shield (Storm Wardens)



The Storm Wardens Chapter Master, Lorgath Maclir, once wielded the Levin Shield. It is said he passed it to the Deathwatch in payment of an honour debt to Watch Captain Mordigael. This storm shield adjusts to the bearer's bio-electric signature and uses his body as part of the circuit to generate its powerful energy field. The crackling nimbus protects the wielder while electrifying his foes. The Shield's kinetic repercussion plating also unleashes thunderous fury when struck.

This Force Field has a Protection Rating of 55 and an Overload number of 1, and causes 1d10+4 Energy Damage each Round to all creatures in melee with the wielder, ignoring armour. If the Storm Warden successfully Parries with the Levin Shield, the attacker must immediately make a Toughness Test at –10 per degree of success by which the Parry succeeded, or be Stunned for 1 Round. As a storm shield, it also provides +4 AP to the Body and the Arm carrying it and reduces the time necessary for a Guarded Attack to a Half Action.

DEATHWATCH RELICS

Some Relics' legacies are rooted in the Deathwatch. Such an item may be forged by artificers deep in the shielded heart of the Watch Fortress, rise to significance in service to their vigil, or even be an offering from the outer catacombs of the Watch Fortress's mysterious revelation mechanisms.

Adamantine Mantle

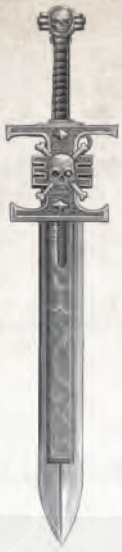
These intricately worked cloaks take their name from the most common variation: small adamantine scales worked into a protective yet flexible defensive covering. Similar, personalised designs exist, all using unbreakable materials to form an impressive cloak. Each one is the labour of decades by master artificers, who temper each individual scale and thread for maximum resilience. Their work is then blessed by Chaplains before finally being laid upon the shoulders of its first bearer. The mantle protects him not just through its physical strength, but also by making his movements more difficult to predict as the opaque cloak whirls about him in combat.

An adamantine mantle negates 2 points of Armour Penetration from any incoming attack. The wearer gains a +10 to his Opposed Weapon Skill Test to Feint, and if he takes the Defensive Stance Action, foes suffer an additional –10 on Weapon Skill Tests to attack him.

Chapter Trappings

Even though a Battle-Brother paints most of his armour black to symbolise his new role in the Deathwatch, he does not leave all the accoutrements of his home Chapter behind any more than he leaves his loyalty, training, or beliefs. Most chapters have characteristic adornments that they wear into battle aside from Chapter heraldry, and it is quite common to find Battle-Brothers serving in the Deathwatch continuing to wear at least one such small token of that history at all times. A character may start with one Chapter-appropriate trapping from this section.

Deathwatch Relic Blade



A standard power sword is no better than a flimsy metal spike in the humbling aura of a relic blade. Remembrancer works from the Horus Heresy depict these magnificent power weapons in the hands of its heroes, and accounts can be found through the ages of how their wielders turned the tides of key battles. Few enough have survived the millennia, and only a precious handful of those are reserved for the Deathwatch.

Relic blades take various forms, but are always a great weapon of some fashion. They require two hands for even a Space Marine to wield. A relic blade that successfully Parries a weapon without the Power Field Quality automatically destroys the attacker's weapon. It has the same effect on weapons used to Parry it, shearing through such inferior defences and striking as though opposition was never rendered. A relic blade has a 25% chance to destroy a weapon normally immune to Power Fields (including one with a Power Field) that is not also a Relic.

Skapulan Bolter



The Deathwatch of the Jericho Reach is strangely silent about the history of Watch Station Skapula, and how this lethal bolter remains from the abandoned station. Techmarines fortunate enough to examine the advanced weapon frequently debate the number and nature of machine spirits necessary to achieve its flawless performance, but the most widely accepted theories place a union of over one hundred machine spirits within the casing of tenebrous alloys.

In addition to accuracy and power unrivalled in other bolters of its size, the Skapulan Bolter integrates a Fire Selector, a Targeter, and a melee attachment equivalent to a Master-Crafted combat knife. The gun never Jams, and any Attack roll of 96–100 may be re-rolled as the machine spirits —however many they may be— strive for perfection.

Devotion Chain (Black Templars)

The Black Templars frequently wrap sections or their armour with chains, or bind their weapons to themselves to symbolize that they are unendingly bound to war against the Emperor's enemies. These constant reminders of a Black Templar's vows steel his resolve. Add +3 to any Willpower Test to resist Fear effects and Cohesion Damage.

Tabard (Black Templars)

Tabards may bear personal, Deathwatch, Chapter, or even Squad-specific heraldry. In other cases they are ornamental and without symbols of any kind. Black Templars in the Deathwatch typically wear tabards only from the waist to avoid marring the uniform intent of the Squad colouring, but less conforming individuals have been known to wear the full tabards most commonly seen back in their home Chapter. Choose one of the following types of tabard:

- **Ornamental:** Add +2 to Fellowship Tests.
- **Deathwatch / Squad heraldry:** The Kill-team restores 1 bonus Cohesion for every Primary Objective achieved.
- **Chapter heraldry:** Add 1 to the character's effective Rank for determining Black Templar Solo Ability effectiveness, but subtract 1 from Squad Base Cohesion.

Blood Drop Pendant (Blood Angels)



These ornaments are representations of the Blood Angels' Chapter symbol and the blood of Sanguinius that runs through their collective veins. Some are literally filled with the Battle-Brother's own precious blood, while others are jewelled or crystalline representations. They are most often, but not always, worn around the neck. Whenever the character spends a Fate Point to gain a bonus on a Test, he may add +13 instead of the usual +10.

Golden Icons (Blood Angels)

Blood Angels frequently hang sacred gilded icons on their armour or from their belts. The exact form of these items varies, but they are considered a display of devotion as well as serving as a focus for spiritual meditation. Choose one of the following types:

- **Icon of Inspiration:** Add +3 to Command Tests.
- **Wings of Wrath:** Add +1 to Damage if the character hits with his attack during the Charge action.
- **Purity Focus:** Whenever the Battle-Brother gains Corruption Points, reduce the total by 1.

Ceremonial Sword (Dark Angels)

Dark Angels frequently carry swords with winged hilts in echo of their Chapter symbol. These weapons are used more in ceremony than in combat, but they are perfectly functional weapons should the Battle-Brother have reason to draw one. They are carried either in addition to, or in lieu of, a combat knife depending on the individual's preferences. The statistics for this weapon can be found in Table 5–8.

Robe (Dark Angels)

Hooded robes are a common sight amongst Dark Angels. While they are most often worn by veterans and other high ranking warriors, Battle-Brothers of all ranks may be found wearing them. The exact reasons and hidden meanings of wearing such a robe are difficult to discern even for members of the Chapter, but a few examples exist below:

- **Scholar's Robe:** Choose one Scholastic Lore and add +3 to all Tests on it.
- **Robe of Secrets:** Choose one Forbidden Lore and add +3 to all Tests on it.
- **Seeker's Robe:** add +3 to Scrutiny Tests.

Wolf Pelt (Space Wolves)

Fenrisian wolves are renowned across the galaxy for their viciousness. They are respected creatures, and greatly entwined with Space Wolf beliefs. Unarmed hunting rituals exist on Fenris to prove a warrior's prowess. Should a Battle-Brother succeed on such a hunt, he typically displays the pelt of the animal thereafter. Add +2 to Intimidate Tests.

Runic Totem (Space Wolves)

The Sons of Russ have many traditions that are unique to their Chapter, and at the heart of Fenrisian mysticism stand the Rune Priests. Using their arcane arts they craft rune totems to call upon the powers of Fenris' mythic beasts, and Space Wolves fiercely believe that these talismans can lend the bearer power from the spirit whose name is inscribed upon it. Listed here are some representative totems:

- **Totem of the Bloodied Hunter:** add +1 to any damage inflicted by Righteous Fury.
- **Totem of the Sea Wolf:** Choose one Drive or Pilot Skill and add +3 to all Tests on it.
- **Totem of the Sun Wolf:** add +3 to Awareness Tests.

Sacris Claymore (Storm Wardens)

The feral clansmen of Sacris are raised with giant claymores in their hands. After a warrior's transfiguration into a Space Marine is complete, the sword of his youth is a light and simple thing, but the Storm Wardens have made a habit of forging improved versions of these primitive weapons of size and materials befitting an Adeptus Astartes. It is far from unheard of for an enraged Storm Warden to favour his simple claymore over a power sword, particularly when matters of honour are at stake. A Sacris claymore replaces the Astartes combat knife, and requires two hands to wield. The statistics for this weapon can be found in Table 5–8.

Tempest Amulet (Storm Wardens)

The native traditions of Sacris place a strong emphasis on the ability of an individual to affect change in the world through strength of arm and force of will. Tempest Amulets are rooted in mysticism, but also serve as a focus for the Storm Warden's stubborn will. These small leather pouches contain "tempest stones," rocks fused into glass by the fierce lightning storms of Sacris and wrapped in prayer scripts written by the owner.

- **Amulet of Might:** Add +2 to Strength (after all other modifiers).
- **Victory Scripture:** Gain +2 WS when fighting an enemy in single melee combat.
- **Guardian Amulet:** The enveloped scripts venerate the Storm Warden's lost 1st Company, so that they will send aid to the bearer in times of greatest peril. The amulet counts as a Charm.

Cingulum (Ultramarines)

The cingulum is a belt formed from several studded straps of leather or a similar strong and flexible material, which serves as a place for the hanging of victorex and other accolades of valour. Such belts are common decorations amongst the Ultramarines and their successor chapters. The appearance of a cingulum also varies with the type of small, detailed plates that have been used to stud it and the choices of what terminal decorations hang upon it.

- **Adamantine Inlays:** The detailed plates are strong enough to deflect weak blows. Add +3 to Parry Tests.
- **Honour Bells:** The clinking scales and bells hung at the end of each strap herald the bearer's approach. Gain +3 WS on your first Attack roll in a combat.
- **Marks of Leadership:** Add +3 to any tests made to regain Cohesion or prevent Cohesion Damage.

Heraldry Scroll (Ultramarines)

Scrolls worked into a Battle-Brother's armour, either as metalwork or a placard are popular in many chapters, and the Ultramarines are no exception. This crest may display a motto or title, but most commonly it bears the Ultramarine's name so that his enemies know who brings their deaths, and tales of his deeds may travel. Add +10 Kill Markers to any Assault Mission where the scroll was displayed in at least one battle.

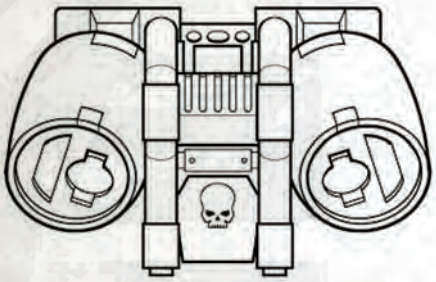
Wargear

The Deathwatch is called upon to perform a wide range of duties, some of which require more than a bolter to accomplish. Watch Station armouries contain tools for nearly every Mission, ensuring that a Battle-Brother can prepare for any service the God-Emperor asks of him.

Astartes Harness

Offering more safety than a grapnel but less noise and bulk than a jump pack, this Battle-Brother-sized harness can be used to aid in safely descending from terrain or buildings. The simple harness fits over a character's power amour. A hook-shaped magnetic clip can then be anchored to a wide variety of surfaces as the coiled safety line slowly unspools. The Battle-Brother gains a +30 bonus to Climb Tests, and will not fall if he fails.

Astartes Jump Pack



These large rocket thrusters typically attach to the backpack power unit on Astartes power armour. The user triggers a jump pack to lift high into the air and then swoops down as part of his assault. Jump packs are also useful in leaping over high obstacles and reaching distant enemies. Most Battle-Brothers receive the specialised training necessary to operate these devices as part of an assault squad, where the extra noise and bulk is secondary to the extra mobility that would allow him to charge that much faster into the thick of battle.

A Jump Pack requires the Pilot (Personal) skill to operate effectively. An Astartes Jump Pack allows for a safe, guided fall from any height, and any number of short jumps. Such jumps allow the Battle-Brother to double his Base Movement and travel in any direction without regard for obstacles. For all other purposes, he counts as having taken the appropriate Movement action. He must land by the end of his Turn. Alternatively, the pack can use maximal thrust to duplicate the Flyer (12) trait for up to a minute before the turbines require a minute to cool.

Astartes Magboots

Astartes power armour can be upgraded to contain strong electromagnets built into the boot soles, allowing the wearer to adhere to metallic surfaces such as exterior hull plating. These magnets may be activated or de-activated at the beginning of the wearer's Turn. Magboots reduce Agility Bonus (recalculate Movement accordingly) by half when used, but otherwise allow normal movement in low- or zero- gravity areas provided there is a suitable surface to walk upon. Standalone versions of Magboots can be found outside the Adeptus Astartes.

Astartes Psychic Hood

The arcane devices known as psychic hoods are lined with psi-enhancing crystals that amplify the wearer's psychic powers. Some would say more importantly, they render the wearer capable of nullifying the effects that other psykers have on the warp nearby. A character equipped with a psychic hood may spend his Reaction to attempt to nullify a psychic technique being used by another psyker within a number of metres equal to the character's Willpower. This attempt should be declared before the enemy psyker makes his Focus Power roll. The psychic hood's wearer first makes a **Focus Power (Willpower) Test**. Every degree of success imposes a –10 penalty on the enemy's Focus Power Test. Alternatively, the wearer may attempt to nullify the effects of a Psychic Technique on himself only, regardless of Range. To do this, the character takes a **Focus Power (Willpower) Test.** If he succeeds, he is unaffected by the Psychic Technique, but any other targets or areas are affected normally. A nullification Test may trigger psychic phenomena based on Psychic Strength as normal. Additionally, the psychic hood grants the wearer a +5 bonus to all Focus Power Tests, including nullification attempts.

Back Banner

A Battle-Brother is asked to leave his home Chapter allegiances and the majority of its heraldry behind when he joins the Deathwatch. However, that does not mean his squad is without honour, inspiration, or heroes, for devoting oneself to the grisly war against the alien is its own great reward. Back banners fly on ornate poles wrought with the Deathwatch symbol and icons of Imperial faith, mounted on a backpack power unit or rising from between the shoulder blades. These elaborate banners often tower as tall again as the Battle-Brother's height itself, heralding the valour of the Emperor's avenging angels to brother and foe alike.

When the Kill-team's leader spends a Fate Point to restore a point of Cohesion (see page 212), he restores one bonus point of lost Cohesion if he is wearing a back banner.

Charm

A charm is a keepsake, holy relic, or good luck token that is intended to draw the benevolent eye of the Emperor, a Primarch, or other patron to the bearer. They take myriad forms including such things as fragments of blessed bolter casings, water from holy seas, and pelts of sacred animals.

Table 5-17: Equipment

Name	Wt	Req	Renown
Astartes Harness	8	4	–
Astartes Jump Pack	50	15	–
Astartes Magboots	5	3	–
Astartes Psychic Hood	15	25	Distinguished
Back Banner	5	15	–
Charm	–	6	–
Chrono	–	1	–
Dilation Field	1	45	Famed

Charm choices vary with Chapter and with the individual. Charms have no tangible benefits. However, when the unfolding plot calls for something bad to happen to a random squad member, at the GM's discretion a character with a charm may be exempt. If all characters carry charms, then it is up to the GM to choose which charms are the most potent.

Chrono

Chronos are timepieces, which are dependable and simple to use. General models are usually hand-held or worn on the wrist, while Space Marines typically rely on the ones built into their armour.

Dilation Field

Remnants of largely abandoned experiments with inverting stasis field technology, a few of these devices linger in the armouries of Jericho Reach. These small, unembellished boxes are similar in size to a force field projector, but rather than surrounding the user with a protective field, within their sphere of effect time seems to pass at a different rate. While this enables a Battle-Brother to react with unprecedented swiftness to the events around him, the sudden shift in his perceptions can be disorienting.

A dilation field grants the owner the Unnatural Agility and Unnatural Speed Traits. Activating the field is a Ready Action with all effects (including any change to the character's place in the Initiative Order) beginning at the start of the next Round. Dilation fields consume huge amounts of power, and once activated remain on for only 1d10 Rounds before requiring 1 hour to recharge. Furthermore, the character is at –10 WS and BS on the first Turn the field goes into effect, and the first Turn after the field's effects end, as he adjusts his timing.

The interactions between dilation fields and force fields can have disastrous consequences, and only one type of field should be activated at a time on a character.

DRUGS AND CONSUMABLES

Common combat drugs such as Slaught or Ghostfire Pollen would only serve to pollute the perfectly engineered Space Marines' blood. However, chemical compounds have a place in their arsenal, primarily for use on enemies, but also in the specially formulated concentrates used to help an Adeptus Astartes shrug off debilitating injuries. Unless otherwise noted, all drugs listed here are Astartes-grade. They may be used on normal humans, but this requires a **Routine (+10) Medicae Test** when administered to correctly cut the dosage and avoid causing 1d5 levels of Fatigue and 1 Round of Stun in addition to the intended effect. Unless otherwise noted, the Requisition cost listed in Table 5–19: Drugs and Consumables is for a single unit or dose.

De-Tox

A more powerful form of the anti-toxins found in Astartes power armour, this drug can negate the effects of most dangerous gases and toxins if administered quickly enough. A dose of de-tox immediately ends the ongoing effects, both positive and negative, of any drugs, toxins, or gases affecting the character (unless the effect states that de-tox is not effective against them) and renders him immune for another 1d10 Rounds. Given that natural Space Marine resilience protects him against many of the common chemicals that pose a threat to other beings, de-tox is manually administered to avoid unintended interruption of injector system effects.

Table 5-18: Drugs and Consumables

Name	Wt	Req	Renown
De-Tox	–	10	–
Deadlock (Toxin)	–	10	–
Delay Agent (Toxin)	–	6	–
Genophage (Toxin)	–	N/A	–
Injector	–	3	–
Narthecium	5	10	–
Pain Suppressant	–	10	–
Repair Cement	0.5	1†	–
Resuscitex	–	5	–
Sacred Ungents	–	20	–

†*Requisition value is only for evaluating requests deemed "excessive".*

Deadlock (Toxin)

This paralytic chemical causes the target's muscles to seize, immobilising him for easy elimination or capture without rendering him unconscious. This toxin is most commonly found in the form of needler rounds. If the victim fails a **Difficult (–10) Toughness Test**, he suffers 1d10 temporary Strength Damage, plus a further 1d10 per degree of Failure. If he reaches "0" Strength, he is completely paralysed and unable to act. This paralysis and Strength Damage wears off in 2d5 minutes, minus the victim's Toughness Bonus (minimum 1 minute).

Delay Agent (Toxin)

Not a toxin in and of itself, a delay agent encapsulates the molecules of drugs and poisons with a slowly decaying non-reactive microshell that allows the payload to take effect substantially after delivery. Any drug or toxin may be cut with a delay agent, causing it to take effect 1d5 hours after it is administered.

Genophage (Toxin)

Lethally effective, every dose of genophage is tailored to attack the weaknesses in the molecular structure of a particular individual. As such, it may never be simply Requisitioned, and must always be custom made. Victims of genophage stand little chance of resisting the quick-acting enzymes that immediately shut down circulatory and respiratory functions.

Genophage is so deadly that it only needs to make contact with its intended target to be effective. If used in weapon form, this means the attack must deal at least 1 point of Damage after AP, but does not need to overcome TB. If contact is made, the target must pass a **Hard (–20) Toughness Test**. Failure indicates he takes 1d10+5 impact Damage with no reduction

for armour or Toughness. This continues every Round until the victim either passes the Test or dies. If genophage is used upon a creature other than the individual it was made for, it simply has the standard Toxic effect.

Injector

Injectors carried by the Adeptus Astartes are usually hypo-sprays that require helmets to be removed so that skin contact can be made. An injector can hold a single dose of any drug (or toxin), which a character may administer as a Full Action. An injector may be used on an unwilling target through standard melee combat rules as though it were a weapon, but the injector itself deals no Damage and cannot penetrate armour.

Narthecium

The tool of an Apothecary's trade, a narthecium contains implements specially designed for Space Marine physiology and for performing first aid without having to remove the patient's power armour. It also comprises various counterseptics, skin patches, transfusions and other compounds engineered for the Space Marines' physiology, and several stasis tubes for storing recovered gene-seed.

A narthecium grants a +20 Bonus to Medicae Tests made on a Space Marine patient. It also raises the Threshold at which the patient is considered Lightly Damaged to 3 times his Toughness Bonus, and doubles the amount of damage healed by first aid. A narthecium also holds ten doses of any one drug. The drug must be acquired separately.

Pain Suppressant

The same chemical is found in most Astartes power armour injectors and allows a character to ignore Critical Effects for 1d10 Rounds. Additional doses are often carried in narthecium, and may also be used in the Sacraments of Renewal to refill power armour injectors with a **Routine (+10) Tech-Use Test**.

Repair Cement

Repair Cement is a spray-gel composed of dual tubes of polyplas allomers that bond instantly with each other to seal power armour damage. It is typically used for quick field repair of breaches until the armour can be attended properly by a follower of the Omnissiah. A Space Marine learns how to use repair cement as soon as he is issued power armour; its application takes one Round but requires no Test.

Resuscitex

This stimm is intended to revive an unconscious comrade. It immediately wakes an unconscious character. If the character has taken Fatigue levels in excess of his Toughness Bonus, it reverts the level of Fatigue to a number equal to his TB. It has no effect on conscious characters suffering Fatigue levels equal to or less than their TB.

Sacred Unguents

Sacred unguents blessed by the Omnissiah are much sought after for their mystical properties when applied to machines. If applied to a weapon (a Full Action) it becomes immune to Jamming (see **Chapter VIII: Combat**, page 249) for a number of shots equal to its clip size. If the weapon is Jammed and the unguent is then applied, it immediately unjams, but there is no further effect.

TOOLS

Astartes Cluster Mines

Cluster mines are designed not just for explosive power, but to avoid the enemy's notice until he is blown into tiny bits. Cluster mines achieve this aim by packing triple-intensity fyceline or similarly potent explosives into dozens of micro-explosive nodules that are linked to a single trigger, typically a tripwire or pressure sensor. The networked explosives have a synergistic effect and produce a massive blast when detonated.

A standard mine array covers two square metres; this can be increased by linking multiple mine arrays, but the area's smallest dimension must not be less than one metre for the mines to have their full effect. Cluster mines are designed for even the relatively green Scout squads to plant without extensive training. When setting cluster mines, the character makes a Concealment Test, receiving a +20 bonus if he is also trained in Demolitions. Note the degrees of success, as any character about to pass through a mined area Opposes those successes with an Awareness Test. If the potential victim wins the contest, he may stop short to avoid the mines. If he fails, he and anyone else in the mined area take 4d10 X Damage with a Penetration of 4.

A successful Demolitions Test while planting mines allows for more sophisticated trigger techniques such as time-delays. These booby traps are particularly effective when used to damage the vulnerable underside of most vehicles. Cluster mines double their Penetration to any vehicle in their area of effect.

Astartes Signum

A signum is a sensorium and transmitter array that can be mounted on a Battle-Brother's armour. It broadcasts enhanced tactical readings to all members of a Squad, allowing them to benefit from the targeting data. While a character equipped with a signum is in Squad Mode, all characters in Squad Mode receive a +5 bonus to Ballistic Skill Tests. If the equipped character spends a Full Action and succeeds on a Tech-Use Test, this bonus increases to +10 until the end of the next Round. The effects of multiple signums are not cumulative, but see the signum link below.

Astartes Signum Link

A signum is a useful tool alone, but by equipping the targeting systems of one or more squad members with a signum link, they can make optimal use of the signum's readings to achieve unparalleled acts of teamwork by forming a web of their interconnected autosenses. This allows all participating members

to make a concerted attack on the same foe, striking with a coordinated precision that makes their assault all but inescapable.

To form a signum web, at least one member of a Squad must be equipped with a signum. One or more other characters in the squad then equip their armour with signum links. All characters in Squad Mode on the web (via the signum or a link) may benefit from the rules for ganging up on an opponent, regardless of whether they are engaged in melee or using ranged attacks, and with the benefits applying both to Weapon Skill and Ballistic Skill. Characters in Solo mode gain no benefits from being part of the signum's web.

Astartes Targeter

The Space Marine version of a Targeter encompasses several sights connected to a guidance cogitator array that improves overall accuracy. Rather than being hard-wired to a specific weapon, the array fixes at the shoulder or backpack unit and links into the power armour's general targeting systems, providing its benefits to all ranged weapons the user wields regardless of their Class.

A Targeter combines the effects of a Red-Dot Laser Sight and Telescopic Sight. In addition, its sophisticated target-lock system makes evading a shot from a weapon guided by it extremely difficult. Attempts to Dodge ranged attacks from a character equipped with a Targeter suffer a –10 penalty.

Auspex/Scanner

These devices are used to detect energy emissions, motion, and biological life signs. A character using an auspex gains a +20 bonus to Awareness Tests and may make a Tech-Use Test to spot things not normally detectable to human senses alone, such as invisible gases, nearby bio-signs, or ambient radiation. The standard range for an auspex is 50m, though walls more than 50cm thick and certain shielding materials can block the scanner.

Cartograph

This specialised data-slate accepts geographical and navigational information on a planet, either from existing data-banks or gathered by a ship's Augur Arrays in orbit. Its geo-locator tracks the user's planetary coordinates, enabling it to provide distance and bearing to any known location. This provides a +10 to all Navigation (Surface) Tests. It is also capable of storing detailed maps and schematics, which can be useful for objective approach planning. Many cartographs are also equipped with a small holo-projector that displays three-dimensional maps of its contents.

Codex Astartes

The entirety of the Codex Astartes fills immense librariums, but many Space Marines carry the heart of this sacred text into battle. Of course, interpretations of what passages form the core of the codex vary even more than the forms it has been transcribed into over the millennia since the Second Founding. From hand-copied tomes bound in etched leather to crystal-circuited datacrypts, the collected wisdom of Roboute Guilliman, the Primarch of the Ultramarines—and arguably the most celebrated war tactician the Imperium has ever seen—endures in forms uncounted. It is also the guiding doctrine for how most Chapters operate today. Many Battle-Brothers, particularly the descendants of Guilliman, never pass a day without studying from this text.

Combi Tool

Commonly found in the hands of Techmarines, combi-tools are versatile, if somewhat bizarre, mechanical devices. They are spindled with small implements that interface, cut, solder, and anoint, granting a +10 bonus to Tech-Use Tests.

Data-Slate

Data-slates are commonplace in the Imperium—the primary means of storing and reading printed text, schematics, and other media such as video (pict) or audio (vox) recordings. Models range from cheap, single purpose devices built to play only a certain recording, to sophisticated models that can re-record new information and transmit and receive data from other devices.

Table 5-19: Tools

Name	Wt	Req	Renown
Astartes Cluster Mines	4	5†	–
Astartes Signum	5	35	Distinguished
Astartes Signum Link	+0.5	20	–
Astartes Targeter	4	25	Distinguished
Auspex	0.5	12	–
Cartograph	0.5	5	–
Codex Astartes	0.5	–	–
Combi Tool	1	15	–
Data Slate	0.5	5	–
Demolition Charges	1	10	–
Elucidator	1	25	–
Lamp/ Glow-globe	0.5	1	–
Locus Seeker	–	30	–
Magnoculars	0.5	3	–
Melta bomb	12	25	–
Multikey	–	15	–
Pict recorder	1	5	–
Psy-Focus	–	15	–
Reductor	4	8	–
Restraints	4	10	–
Screamer	1.5	5	–
Stummer	2	5	–
Teleport Homer	0	10	–
Vox-Caster	0.5	10	–

†This is the cost for one mine array. Each cluster of mines must be equisitioned individually.

Demolition Charge

A demolition charge is a simple explosive device, commonly used for blowing open doors, breaching bulkheads, and destroying infrastructure. The listed weight for a demolition charge represents 1 kg of explosives, though it is possible to rig charges together, thus increasing their destructive potential. When a demolition charge explodes, anyone (or anything) caught within its blast radius takes 3d10 Explosive Damage plus an additional 2 points of Damage for every kilogram used. The blast radius of the charge is 3 metres for each kilogram used. For setting and defusing explosives see the Demolition Skill in **Chapter III: Skills**, pages 97-98.

Elucidator

The Jericho Reach is rife with planets out of contact with the Imperium for thousands of years, pockets of humanity lost during the Age of Shadow or even before. During that time, their language may have diverged radically from Low Gothic. An elucidator is a hand-held device that can analyse speech or text, and translate it into a standard language and dialect (and vice versa). It is most useful in dealing with cultures whose languages have a basis in Low Gothic, requiring no Test to perform this function. However, a character with the Logic Skill may make a Difficult (–20) Test to use an elucidator to decipher basic meanings from truly alien languages. (The GM may adjust this modifier depending on the language's similarity to ones the character does know.) An elucidator's output can display on its screen, project from its vox, or transmit through a vox channel.

Lamp/ Glow-Globe

These common devices can illuminate an area a dozen or more metres in diameter. A typical lamp lasts 1d5 hours before it needs to be recharged.

Locus Seeker

A locus seeker is actually a pair of devices. The smaller component, the locus caller, is a dull metal sphere only millimetres in diameter. The larger component is a small, translucent globe with a needle of identical metal suspended mysteriously inside. The needle, called the locus seeker, is usually carved in the shape of a grasping talon and reaches unerringly towards the caller, with no observed limits on its distance. Occasionally these globes have been unearthed with missing callers, and unlucky men have been sent to search for decades or even lifetimes to locate the other piece, so valuable is a completed locus seeker.

Although difficult to come by, these devices can be invaluable for tracking suspicious ships, cargo, or individuals over not just planets, but sectors. Plotting a course towards the caller using the globe requires the appropriate Navigation Test with a Difficulty based on how much distance lies between the two. Hiding a locus caller on a person or object requires a Concealment Test, with the degrees of success noted for later Opposed Search Tests by any potential detectors. One may also embed a caller in an object through a Routine (+10) Test on the appropriate Skill (Tech-Use for a data-slate, Trade (Armourer) for a weapon, and so on).

Magnoculars

These are powerful vision aids that magnify distant objects. More advanced, high-quality magnoculars can also give range read-outs, detect heat sources, calculate target location positioning, and take pict-captures of a view for later analysis.

Melta Bomb

Melta bombs affix to their target with mag-adhesives designed to quickly adhere to metallic surfaces. They detonate with a powerful shaped charge of intense heat akin to a meltagun beam, and are ideal for destroying dangerous alien relics, vehicle hulls, and other heavily armoured targets. Melta bombs are typically unwieldy and not designed to be thrown, only placed in contact with their target material to ensure the charge explodes to maximum effect. When a melta bomb explodes it deals 6d10 E Damage to anything within 2 metres with a Penetration of 12. Anything surviving must pass an Agility Test or catch on fire.

Multikey

As it can open most standard Imperial locks, a multikey is reason for suspicion in the hands of a common citizen. For organisations like the Deathwatch they are indispensable, as it is considerably faster and quieter to infiltrate the enemy's fortifications than to blast through them. A character with a multikey gains a +30 bonus to any Security Test when trying to open locks.

Pict recorder

Pict recorders (or simply picters) are relatively simple live-media recording devices, and some have holographic capabilities. Most also allow for playback as well as recording, and some are even built into dedicated pict-servitors so they can capture important battles, weapon tests, alien interrogations, and other dangerous events.

Psy-Focus

Psykers and Librarians often use these items to help them focus their powers. A psy-focus could be a book of meditations, a blessed icon, or a carved witch stave from the Battle-Brother's homeworld. When a psyker with a Psy-focus makes an Invocation Skill Test (see **Chapter III: Skills**, page 99) he gains a +10 bonus.

Reductor

Retrieval and storage of a fallen Battle-Brother's gene-seed is so critical that Apothecaries carry a special tool for this operation. While a reductor is not required for Progenoid removal, it significantly reduces the time. This surgical implement fastens under the wrist. It includes a monomolecular saw for penetrating power armour and Ossmodula-enhanced rib cages, and a diamantine-tipped extractor drill.

A reductor reduces the time to remove the Progenoid glands to 1 Round per gland (2 for a full recovery). Although generally regarded as disrespectful to the machine's sombre purpose, it can also be used as a melee weapon that does 1d10+2 R with a Penetration of 10. If used as a weapon, a reductor does not add the Battle-Brother's SB to Damage; its design emphasises control and precision, but does not provide adequate leverage to take advantage of the wielder's strength.

Restraints

Despite their designation, Kill-teams' Mission objectives are far more varied than simple target elimination. Live capture may be the means to an end or the goal itself. Simple but effective, Deathwatch restraints size to most roughly human-shaped bodies and are strong enough to hold even a thrashing Ork.

Screamer

Screamers are proximity alarms that detect motion or sound—depending on the model—and alert their users to incoming dangers by making a horrendous noise. To use a screamer, you must succeed on a Tech-Use Test. The GM rolls this test in secret so you are not sure of whether or not the device will work properly. Once set, a screamer has a Perception of 75 for the purposes of detecting sound or motion. If it detects an intruder, it sounds its alarm, which can be heard anywhere out to 1 kilometre and may also be set to broadcast over a pre-programmed vox channel. Doors, walls, and other barriers may reduce the alarm's auditory range.

Stummer

The reverse of a screamer, stummers generate sound waves to cancel out ambient sounds and noises made by moving personnel in a small area. A character carrying an active stummer gains a +30 to Silent Move Tests. The device may also be used as a countermeasure against vox-bugs and other surveillance attempts. A stummer typically has enough power for 20 minutes of continuous use before needing to be recharged, a process that takes about 1 hour.

Teleport Homer

These powerful signal transmitters allow ships equipped with a Teleportarium or similar technology to zero in on a person, object, or area. Teleport homers may be used to target points for squad deployment or to locate a moving individual who needs to be retrieved.

Teleportation

Space Marines often use a teleportarium aboard one of their Strike Cruisers, Battle Barges, or other space vessels to arrive directly into the thick of the action. Typically, this is done only by the heavily-armoured Terminators.

Vox-Caster

Short-range voxes (like those in power armour) lack the range to coordinate across an entire planet or reach spacecraft in orbit. A vox-caster can be used to send signals over great distances, up to and including ships in orbit from a planet's surface. Using a vox-caster to receive or transmit signals through interference or other unusual conditions requires a successful Tech-Use Test with a Difficulty commensurate to the adversity of the conditions.

Cybernetics

"This hand? Yes, it seems a fine instrument of vengeance. I trust it will help me repay the one who necessitated it in the first place."

–Brother Leonen of the Dark Angels, after losing an arm

Usually Battle-Brothers are augmented with cybernetics due to battle wounds. Requisition and Renown requirements are listed for reference, but with the exception of servo-harnesses and servo-arms (which can connect to and detach from external ports), cybernetics are permanent, usually installed to replace lost functionality from Critical Damage. The craftsmanship of the mechanical replacement varies with the Battle-Brother's Renown as detailed on **Table 5–23: Cybernetic Replacement Craftsmanship**. The installation process is only carried out by Apothecaries trained in Astartes physiology, and most operational Watch Stations have the necessary facilities. The operation and recovery takes 2d10- TB days (minimum 1).

There are exceptions, such as the Iron Hands and many Techmarines, who embrace the chance to become closer to the machine. A Techmarine may start with a Servo-Arm and one other Common craftsmanship cybernetic. (In some Chapters, like the Space Wolves, the sacrifice of flesh is required to walk the path of Machine Spirits.) When a Techmarine crosses the Renown threshold to Respected, he may opt to install one Exceptional craftsmanship cybernetic; this may either be a new bionic or an upgrade to an existing system. When a Techmarine become Famed, he may opt to install one Master-Crafted cybernetic.

The robust construction of cybernetics adds 2 to the owner's Toughness Bonus (after Unnatural Toughness) in the relevant location. Damage taken to these locations counts as Damage to the character, and Critical Damage dealt to these locations functions as normal. Any result that causes bleeding or some other inappropriate result has a 50% chance of rendering the bionic limb useless; otherwise the durable natures of the appendage and its owner manage to shrug off the effect. Critical Damage to a limb that results in death always has the full effect; it can be assumed that the limb explodes into shrapnel, incinerates, or discharges stored energy through the owner with lethal results.

Replacement and additional limbs—such as servo-arms—can only be used to perform tasks that the owner already knows how to do. Any bonuses or penalties relate only to

Tests made using the bionic limb, and characters that possess two bionic limbs do not double the modifier.

It is important to note that the Requisition cost for a Cybernetic is a one-time payment. Once the cybernetic is installed, the character possesses it until he dies.

Astartes Servo-Arm

Techmarine servo-arms are powerful manipulators tipped with crushing pincers, useful for field repairs and punishing enemies. Ports for these detachable appendages are installed at the shoulder, and the Battle-Brother's armour must also be upgraded with more powerful gyro-stabilisers to use one effectively. So supported, a servo-arm can lift one side of a Rhino APC to repair a broken tread link.

A servo-arm can extend up to 1.5 metres. A Techmarine uses the arm's Strength value of 75 with Unnatural Strength (X2) rather than his own (this value cannot be increased or decreased through devices or abilities that affect the Techmarine's strength). The limb's gripping mandibles allow the Techmarine to lift heavy objects or anchor himself to a suitable point as a Free Action.

Astartes servo-arms are more than just repair tools, and make deadly weapons. The Techmarine may strike with the arm as his Reaction for the round, or as a Standard Attack during his turn (so long as the servo-arm only makes one attack per round). This attack uses the Techmarine's Weapon Skill, and deals 2d10+14 Impact Damage with Pen 10. Exceptional craftsmanship servo-arms increase their Strength value to 85 (increasing damage to 2d10+16) and add a +10 to Grapple Tests.

Astartes Servo-Harness

Like a servo-arm, a full servo-harness integrates with the Techmarine's power armour and is controlled through the same spine interface that makes him one with his armour. Radiating from a boosted fusion backpack capable of powering them all, this cluster of auxiliary limbs aid in battlefield repairs as well as combat. The composition of each servo-harness is unique, customised with the tools most preferred by its previous owners for tending to machine spirits and laying waste to the God-Emperor's enemies. Some bear only a few appendages, while others are great spiders of diagnostors, interface tines, drills, weapons, plasma cutters, and even more arcane elements that future inheritors may struggle to fully understand.



At a minimum, a servo-harness consists of two servo-arms, a Combi-tool, a fyceline torch, and a plasma cutter. The torch is identical to an Astartes flamer. The plasma cutter can cut through a metre of adamantine plating up to 20 centimetres thick every minute (thinner material can be cut through faster). It may also be used as though it were an Astartes Plasma Pistol (see page 148) with a Range of 10m and no option to fire on Maximal Mode.

The ingenious machine spirit of a servo-harness is capable of far more sublime communion with its master than a simple servo-arm. A character with Talents that make him capable of taking the Multiple Attacks Action may use any weapon (or equivalent) on his servo-harness for any of the attacks he would normally be allowed, subject to all normal limitations including weapon Class. Additionally, the Techmarine may use his Reaction to make a single shot or strike with any one weapon on the harness. Exceptional servo-harnesses enhance the servo-arms to Exceptional as discussed above, and add a +5 to all Skill, WS, and BS Tests made using the components of the harness. The Servo-Harness Integration Talent is required in order to use a Servo-Harness.

Auger Array

These implanted devices duplicate the effects of sensor systems that go beyond the human horizons of perception. In all cases their use requires concentration and a Half Action.

Common systems function identically to a standard hand-held auspex (see page 174). Exceptional systems function as a full auspex and also allow re-rolls on Perception based Tests when using its functions.

Bionic Arm

Common versions of these systems replace the function of the Battle-Brother's arms and hand exactly, retaining his strength, dexterity, and sense of touch.

Exceptional bionic arms provide a +10 bonus on Tests requiring delicate manipulation (such as Tech-Use Tests to repair small circuitry) and add a +10 bonus to Strength Tests using the arm.

Bionic Heart

A Space Marine is quite capable of living through the destruction of one of his two hearts. Naturally if this happens, the organ must be replaced. The necessarily lightweight materials of a bionic heart do not provide quite as much shielding as the thick plating of an external bionic, adding only 1 to the Body location's Toughness Bonus. Exceptional models can be triggered to pump more rapidly to increase physical capacity, though prolonged operation puts stress on the circulatory system. This provides the Sprint Talent.

Bionic Locomotion (Legs, etc.)

Common locomotion bionics must be fully integrated into the spine and nervous system to function properly; basic models accomplish this while retaining complete motor function. Exceptional versions of these systems grant the owner the Sprint Talent. In addition, they add a +20 bonus to Tests made to jump or leap.

Bionic Respiratory System

Common bionic lungs and implanted respiratory systems mimic the action of human lungs and keep the body supplied with oxygen. Characters with such a system installed gain a +20 bonus to Toughness Tests made to resist airborne toxins and gas weapons.

Exceptional bionic lungs count as a full life support system; if for any reason the user's power armour loses integrity or his own respiratory system fails, his bionic lungs keep his blood oxygenated. If desired, Exceptional bionic lungs may be designed to go undetected by scans.

Cybernetic Senses

Sight, hearing, touch, and taste may all need to be duplicated artificially when nerves or organs are damaged. Followers of the Machine God sometimes add more esoteric senses.

Common systems, while usually very obviously artificial, duplicate the approximate range of normal senses adequately and have no further game effects.

Exceptional cybernetic senses grant the Heightened Senses Talent for that particular sense, and a +20 bonus to Tests made to resist attacks on the sense itself, such as deafening noises or blinding flashes. Basic and advanced cybernetic eyes may also incorporate magnifying lenses (duplicating the effect of a telescopic sight for any ranged weapon used, a full photo-visor, and/or a system duplicating the Dark Sight Trait. Likewise, basic or advanced cybernetic hearing may also include an internal micro-bead system.

Mind Impulse Unit (MIU)

These devices, also known as sense-links, allow the owner to directly interface with a machine or technological device. MIUs see widespread use among Techmarines. A basic MIU implant involves a single spinal or cortex connector, while advanced variants include wrist connector probes—and possibly mechadendrite connectors—in addition to the spinal plug.

Common models give no modifiers to machine spirit communication and add a +10 bonus to the Tech-Use, Pilot, or Drive Tests used in conjunction with devices capable of MIU link. Exceptional models grant a +10 bonus to communicate with machine spirits, and for Tech-Use, Pilot, Drive, Logic, Inquiry, and Ballistic Skill Tests when interfaced with MIU systems.

Table 5-20: Cybernetics

Name	Req	Renown
Astartes Servo-Arm	30	–
Astartes Servo-Harness	50	Famed
Auger Array	15	–
Bionic Arm	15	–
Bionic Heart	15	–
Bionic Locomotion (Legs etc)	15	–
Bionic Respiratory System	10	–
Cybernetic Senses	15	–
MIU	15	–

Table 5-21: Cybernetic Replacement Craftsmanship

Renown Rating	Craftsmanship
Initiate	**Common:** A high quality, rugged replacement that is functionally equivalent to the replaced body part.
Respected, Distinguished	**Exceptional:** An advanced system that not only replaces the lost body part, but also possesses additional utility.
Famed, Hero	**Master-Crafted:** The cybernetic has been crafted by master artisans. It is exceptionally functional and striking in design.

Servitors

A servitor is an automaton whose controlling components are organic and mostly human in origin. Some are grown in vats, while others are formed from failed recruits or civilian criminals whose sentence is an un-life of service to the Imperium's heroes. The process of creating a servitor purges higher brain functions and psychic patterns of the subject, rendering him a blank slate for reprogramming.

Like all machines, Servitors fall into the domain of the Techmarines to oversee. The most common form of servitor are mindless labour drones, dedicated to the most menial tasks needed to maintain a Chapter's equipment and fitted with the devices necessary to their toil. Other varieties can be found serving the Space Marines and the rest of the Imperium as pilots, heavy lifters, veritable guns on legs, and in countless other roles where little thought is required, or given. The right programming and equipment makes servitors and servo-skulls effective as cyber-familiars, medical assistants, scribes, proclaimers, scroll-carriers, or virtually any other task where a light hand and simple, obedient mind is all that is required.

Table 5-22: Servitors and Familiars

Name	Req	Renown
Servitor (Battle)	20	Distinguished
Servitor (Monotask)	15	Distinguished
Servo-skull	15	Distinguished

For the profiles of the above Servitors, see page 376.



VI

Psychic Powers

Psykers in The Imperium

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Space Marine Librarians

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Psychic Powers in Deathwatch

•

Perils of The Warp

•

Codex Psychic Powers

•

Chapter Psychic Powers

Chapter VI: Psychic Powers

"As the chainsword rends flesh, so will you rend souls. As the boltgun tears bodies, so will you tear minds. The power of the Immaterium is your weapon, and you will use it well."

–Cadras, Epistolary of the White Consuls Chapter

Psykers and psychic powers are a fact of existence in the Imperium, and the result of man's exposure and connection to the warp. It is through this connection to the otherworldly realm of warp space, also known as the Immaterium or Ether, that some gifted individuals can channel energies into the real universe, creating powerful effects and shaping the face of reality itself. Collectively these feats are known as psychic powers, though they may be branded as spells, sorcery or feats of will depending on the practitioner and where they hail from in the Imperium.

Within the Imperium, the most important function that psykers have is to allow Mankind to communicate over vast distances and guide Humanity's ships through the Immaterium, making travel between far flung systems possible. Without them the Imperium could not exist and would splinter and fall into a million isolated warring worlds. It is ironic then that psykers also present the Imperium with one of its most dangerous foes - a horde of living conduits to the Warp, from which Daemons and dark powers hunger to bring fire and ruin to Humanity. For this reason, the Imperium takes the handling and rearing of psykers very seriously, and those with the gift are watched very closely indeed.

This is as true for the Space Marines as it is for anyone else, and in the ranks of the Adeptus Astartes those trained and implanted with the Chapter's gene-seed are constantly screened for signs of the gift. When a Battle-Brother is found to exhibit indications of psychic talent, he is given over to the Librarium and the Chapter's Chief Librarian, who will determine whether or not he can master his powers and serve as a Space Marine Librarian, the Adeptus Astartes' potent battle psykers, keepers of lore and shields against the worst the Warp has to offer. Those that pass the trials will learn to turn their gifts into deadly weapons and take an honoured place among their Battle-Brothers in the constant war to preserve the Imperium from its enemies.

In **Deathwatch**, players can take on the role of these Space Marine Librarians, powerful Battle-Brothers trained in the use of psychic powers. A Librarian character and the powers he wields offer a Kill-team a wide variety of game options and a number of unique ways to complete missions or overcome foes. Primarily, however, a Librarian's powers are centred around combat and influencing or enhancing the Kill-team's abilities on the battlefield, and are mostly used to tip the scales of war in the PCs' favour. In this chapter the GM and players will find the core rules for using Psychic Powers in their games of **Deathwatch** as well as a broad collection of powers for the Librarian character.

Psykers in the Imperium

"Human minds are weak and feeble—is it any wonder then that the Warp confounds and corrupts them?"

–Valash Hex, Arch Heretic of the Scarlet Intent

Though psykers make up but the tiniest fraction of the Imperium's population, among an empire of a billion billion they number in their millions. It falls to the various arms of the Administratum, the Inquisition, and the Ministorum to find these individuals and decide what use they will be to the Emperor of Mankind. For many psykers, this means death, and they will face either summary execution or a long journey aboard the Black Ships back to Terra where they will experience the 'honour' of feeding the Golden Throne with their souls. Some, however, exhibit enough strength and talent to be spared this fate, and are sent to the Scholastica Psykana to be trained to serve either as Astropaths or as battle psykers in the armies of the Emperor.



Scholastica Psykana

Only psykers sanctioned by the Imperium and properly trained to use their abilities are allowed to serve the Emperor. Those without control or without the ability to learn control are destroyed, as it is far too dangerous to allow them to live. The great training institution of the Scholastica Psykana shapes the raw recruits into productive servants of the Emperor, and tames their gifts for the good of both themselves and those around them. Gathered from across the Imperium by the sinister Black Ships of the Inquisition, psykers are brought daily to the Scholastica in their thousands. For many, the great doors of the Psykana are the last things they ever see, for a large proportion are fated to die alone and in agony during their trials, or are swiftly executed when their power overcomes them. Those that survive, however, are sanctioned and given the chance to serve the Emperor with honour.

Sanctioned Psykers

The Imperium uses psykers in a variety of ways and those trained in the Scholastica Psykana will be farmed out to various Imperial agencies and institutions, which will use them to maintain Humanity's dominance over the stars. Some psykers are trained for war and seconded out to Imperial Guard regiments where their talents will be used to aid the Emperor's armies and bring carnage and death to His foes. Such a life is harsh, however, with most such psykers finding only death in battle or from a Commissar's bolt round, if they do not succumb to madness first. A few, however, manage to survive, perhaps even rising to the rank of Primaris Psyker.

The Inquisition too takes its share of psykers from the Scholastica Psykana. Often chosen personally for their gifts by individual Inquisitors, a sanctioned psyker will be plucked out of his life to do his new master's bidding. Understandably the skills of a psyker can be invaluable to an Inquisitor where peering into minds, uncovering ancient lore, and warding against daemonic power are all part of the job. In fact many Inquisitors are themselves psykers, having developed talents either as part of their long training to wield the Rosette or from their exposure to the Warp and its forbidden knowledge. A psyker that serves the Inquisition can perhaps hope for a chance to rise above his station. However, such a chance comes at the cost of dealing with some of the worst horrors the galaxy has to offer.

Astropaths

In addition to those sent to the Imperial Guard or the Inquisition, many psykers eventually become Astropaths—living links across the void who allow communication between ships and worlds across thousands of light years. Only the strongest in the arts of telepathy can hope to become Astropaths, and even these are carefully chosen by the Coven Masters of the Adeptus Astra Telepathica for their skill and control. They are then put through many further trials and training regimes that help them develop their command of their gifts beyond that of other psykers. Because of the role they play in the continued existence of the Imperium, Astropaths are perhaps the most important of all Imperial psykers and worth more than any number of Imperial Guard mind-blades or Inquisitorial bloodhounds.

Part of an Astropath's initiation involves undergoing the ritual of Soul Binding, a kind of spiritual gelding that binds the psyker's mind to the Emperor's greatness and helps him to better 'see' the Astronomican (the great warp beacon that shines from Terra, guiding all ships through the Immaterium). It does, however, come at a price: Soul Binding inevitably strips the Astropath of his mortal senses rendering him sightless (though not unseeing) as his psychic senses are sharpened.

Disciples of the Dark Gods

Not all human psykers serve the Emperor, and many manage to slip the grasp of the Administratum to become a blight upon the Imperium. These damned souls are known by the Inquisition, and the righteous, as rogue psykers, unsanctioned by the Imperium and a danger to all who cross their path. Such cursed individuals will often make pacts with dark gods, or foul alien lords to further their talents, driven onwards by an unquenchable thirst for power woven deep within their connection to the Warp. Daemons are sometimes able to use such individuals as gateways to the realm of reality, or as vessels into which they pour their dark power, inevitably leading to ruin, blood, and fire on a horrific scale. Fortunately for the Imperium, the frailty of the human mind means that most not trained by the Scholastica Psykana will succumb to their powers and die long before they master their gifts. Those that do not, however, are deadly foes indeed.

Xenos Psykers

Mankind is far from the only race that uses psykers and tries to harness the power of the Warp for its own ends. In fact, among the ancient races of the galaxy, man is often seen as a child in such matters, struggling to understand a connection that has existed long before his own existence. Of the races a Librarian will face in his service to the Emperor, most will employ psychic warriors to oppose him. Whether it is the arcane and enigmatic powers of the Eldar Warlocks, the instinctive and brutal abilities of a Tyranid Zoanthrope or the insidious and cunning spells of a Chaos Sorcerer, all are extraordinarily dangerous foes. When combating such vile alien threats, the presence of a Librarian becomes invaluable, not just for his ability to quell enemy psychic powers or cast back warp energies of his own, but for his deep understanding of the Warp and the ways of the alien mystics that use it.

Space Marine Librarians

"We often say that the mind of man is his greatest weapon. Think how much greater then the mind of a Space Marine must be?"

–Attributed to Magnus the Red

Among the vast legions of psykers that serve the Imperium, none exhibit such strength of will or raw ability as that of a Space Marine Librarian. Even the ancient Inquisitor Lords of the Holy Ordos are often in awe of the Librarians' brutal power with which they hammer their foes with psychic energy. This power is in part the result of their training and in part a reflection of their superior will and physiology, granted them by their Chapter's gene-seed. The result is a focus of power unlike that possessed by any other kind of psyker, and an ability to shape the energies of the Immaterium into effects and weapons of extraordinary potency. To reach the ranks of Librarian, however, is no easy task, even for the hardened mind and body of a Space Marine. Few psykers are deemed stable and safe enough to enter into the training, and fewer still survive the agonising trials they must endure before becoming inducted into the Librarium. Those that do, however, are destined to become among the Chapter's most valuable soldiers, and take their rightful place as some of the Imperium's most deadly warriors.



Selection and Training

The selection and training of a Librarian is long and arduous, doubly so as aspirants to the Librarium must simultaneously complete their induction into the ranks of the Chapter and the melding of the Chapter's gene-seed with their own DNA. Each Chapter selects its candidates for the Librarium in a variety of ways, depending on its methods of recruiting. The majority of Chapters ensure that new recruits are screened by the Chapter's Librarians for signs of psychic potential, and those that show psychic abilities are chosen as candidates to join the Librarium. Other Chapters, however, actively recruit those with psychic talent and sometimes even draw them from the Scholastica Psykana, choosing those with the most potential and then subjecting them to gene-seed implantation and Adeptus Astartes training. Becoming a Librarian is perhaps the hardest path to tread within the Adeptus Astartes and requires absolute dedication from those that embark upon it. A Battle-Brother who desires to wear the mantle of the Librarian must undergo numerous trials and tests, each designed to test his mental strength and dedication to the Chapter.

However a Chapter selects and trains its Librarians, all Adeptus Astartes commanders constantly have their Apothecaries test the purity of the Chapter's gene-seed and the strength of the gene-structure of all their Battle-Brothers. While a degree of psychic mutation is accepted, and even welcomed, anything that falls outside the strict boundaries for Librarian aspirants is dealt with harshly, lest it pollute the Chapter or bring the unwanted attention of the Inquisition. For this reason, many of those that exhibit signs of psychic power are killed and their gene-seed stored for later examination. This screening and record keeping is overseen by the Chapter's Chief Librarian, and over time he will amass a vast sum of data concerning the likelihood of mutation within the gene-seed, as well as data on each new Battle-Brother's predisposition towards psychic mutation.

Role within the Chapter

Librarians are an essential part of a Space Marine Chapter, as both its keepers of lore, and as its counsellors and diviners. Since the time of the Horus Heresy and the creation of the Codex Astartes, it has been the Librarians' role within the Chapter to keep its history and guide its leaders, compiling vast amounts of information on the ways of the Adeptus Astartes and the nature of its foes. This information is then stored, catalogued and researched by the Librarians to be called upon in times of need. The Chapter Master also turns to Librarians to divine the future, as all Librarians are trained in such arts and can read the Emperor's Tarot. In fact the Librarians' role as warrior mystics and sources of intelligence and divination is perhaps their most vital one. Equally as important is their ability to communicate over vast distances (much in the same way as Astropaths), connecting the Chapter even if it is spread out over the breadth of a system or sector. In addition to these important tasks and abilities, Librarians are often called upon to serve the Chapter Master in battle, where their potent abilities can devastate foes. While such a crude application of their gifts is not their primary function, or even considered their most valuable contribution to the Chapter, their effectiveness as psychic warriors cannot be doubted.

Armour and Markings

Space Marine Librarians decorate their power armour with distinctive markings that set them apart from their other Battle-Brothers and make them instantly recognisable . As dictated by the Codex Astartes, a Librarian's armour is painted blue (sometimes a deeper or lighter blue if he belongs to a Chapter whose armour is already blue). He has the markings of his Chapter emblazoned on his left shoulder pad, while on his right one he has the Horned Skull or Open Book of the Librarium - ancient and potent icons symbolising the power and knowledge that the Librarian possesses. He will often wear a tabard or cloak of yellow bearing a black band, which is embellished depending on his rank. A Lexicanium's band is untouched, while a Codicier's has spikes or lightning bolts added to it, and an Epistolary has both spikes or lightning bolts and the addition of a skull placed below the band. Chief Librarians are a special case and often display symbols that reflect their own personal powers or honours dictated by their service to the Chapter.

The Librarium

At the centre of a Chapter's fortress monastery there usually resides a vast sealed chamber, filled from floor to ceiling with books, scrolls, and data crystals known as the Librarium. Overseen by the Chief Librarian and maintained by Lexicaniums and Codiciers (supported by a small army of servitors and scribes working ceaselessly), this is the repository of all the Chapter's knowledge and history. Even within the Chapter, few are given access to this chamber and fewer still have the chance to study its texts. Even the most well-read Imperial scholar or Administratum Adept can only guess at the secrets and lore contained within one of the fabled Space Marine Librariums. This repository is a wealth of knowledge that the Chapter Master guards well, knowing that in times of need he may have to call upon the counsel of his Librarians and the lore they possess to guide him in battle.

In the heart of the Librarium there is also a smaller inner chamber, carefully sealed and protected, known as the Librarius. This is where the Chapter stores its artefacts, trophies, and proscribed texts, many of which are taken from the corpses of heretics and aliens—unfit or too dangerous for the eyes of any but the Chief Librarian. It is often a point of friction between the Ecclesiarchy and the Adeptus Astartes that the Chapters possess such items or take them from their foes in battle. Of course, not even the most reckless Imperial Cardinal would dare consider confronting any Space Marine Chapter about this matter.

Librarian Ranks

Within the Chapter, all Librarians hold a rank based on their level of training and their standing among their peers. In part these ranks indicate their principal role, be it on the battlefield or in the Librarium, but they are also used to establish a clear chain of command from the Chief Librarian down to the lowest Lexicanium.

Lexicanium

This is the lowest rank among a Chapter's Librarians, awarded to those who have passed their trials and are deemed fit to serve the Chief Librarian. Reporting to the Codiciers, it is the Lexicaniums' role to aid in the endless task of maintaining, studying and cataloguing the vast amount of texts within the Librarium. In time of conflict, however, Lexicaniums will leave the Librarium and take to the battlefield alongside their Battle-Brothers, using their powers to smite their foes. In time, and with training and study, a Lexicanium will eventually rise in rank and take a more active role within the Chapter as a Codicier.

Codiciers

Codiciers, like Lexicaniums, spend much of their time within the Librarium. They are tasked with organising and overseeing the efforts of the Lexicaniums, while reporting to the higher ranking Librarians. By the time a Librarian reaches the rank of Codicier, his command of his powers is almost fully realised and only the truly gifted will advance beyond this point. However, a Codicier's powers far outclass almost any other kind of psyker within the Imperium, and their psychic abilities are more than sufficient for the Chapter's purposes.

Epistolaries

While most Librarians never rise above the rank of Codicier, a few continue to develop their gifts and grow in strength until they attain the rank of Epistolary. Epistolaries fulfil two main roles within the Chapter: firstly as potent battle psykers who can combat the deadliest of foes, and secondly as psychic communications officers for their Chapter's fleet. In this role they form the basis of the Chapter's strategic command and control, directing fleets, coordinating mass planet-drops, and providing vital intelligence during invasions and assaults.

The Chief Librarian

Few if any within the Chapter will ever become Chief Librarians. So rare are these psychic lords that many Chapters have but one or only a handful of these mighty warriors. The Chief Librarian is the Master of the Librarium and the keeper of his Chapter's lore, with encyclopaedic knowledge of his Chapter, its enemies, and the Imperium. The Chief Librarian resides over the training and selection of all new Librarians, as well as the cultivation of psykers within the Chapter's ranks. He is also the closest of the Chapter Master's advisors, providing him with wisdom and knowledge. His abilities to divine the future are vital to his lord's decisions. Chief Librarians very seldom take to the field of battle, as their abilities are far more valuable to the Chapter in other ways. However, when they do take part in a battle, it is a glorious and terrifying sight to behold as, with the power of their mind, they level fortresses, reduce entire armies to rivers of molten flesh, and split the very sky with fire and lightning.

Codex Librarians

Each Chapter selects its Librarians in its own way, either from seed worlds, as it does with the bulk of its Battle-Brother initiates, or from the ranks of gifted psykers brought to the Scholastica Psykana. Most Chapters train and test chosen psykers following the ancient ways laid out in the Codex Astartes. Librarians of the Ultramarines, Blood Angels, Dark Angels, and Storm Wardens are all trained in this way, and, with few minor traditional variances, have been taught to live by the word of the Codex. There are, however, a few notable Chapters that do not follow the Codex Astartes and its laws regarding the treatment and control of psykers.

Black Templars

Deeply religious and reverent of the Emperor, the Black Templars are zealots with a deep and abiding hatred of the witch. Such is their disdain of those with psychic powers that they count no Librarians among their number lest they foul the Chapter's pristine gene-seed. The tasks of the Librarian, such as record keeping and the study of lore, are divided among scholarly Battle-Brothers within the Black Templars. Often an individual Space Marine or Chapter Master will be responsible for maintaining a record of his own deeds—inscribing them on his armour so that nobody may doubt his courage or lineage.

Space Wolves

There are few things that are 'standard' about the sons of Leman Russ, and so it is no surprise that they treat their psykers differently to the rest of the Adeptus Astartes. The Space Wolves do not have Librarians or even a Librarium, scorning such dusty and lifeless collections of knowledge. Instead they adhere to the ancient Fenrisian traditions of their ancestors, and those with psychic gifts become Rune Priests—skalds and storytellers who keep the Chapter's practices and history alive through millennia-old oral tradition. While Rune Priests use their own powers and train in their own way, they function in much the same way as other Space Marine Librarians, tapping into the Warp and drawing forth power to create effects and shape reality.

Librarian Titles and Speciality Ranks

A Librarian's title within his Chapter is usually not just a measure of his raw psychic power. This is especially true for PC Librarians who have been chosen for the Deathwatch because of their unique abilities and potential rather than their title. In game terms, this means that most player Librarians will be Lexicanums, regardless of their Speciality Rank or Psy Rating. The higher ranks are reserved for those more closely tied to their Chapter's command structure. At the GM's discretion, however, PC Librarians may attain (or come from) higher ranks, but with such powerful titles always comes much greater responsibility...

Psychic Powers in Deathwatch

Psychic powers are the physical manifestation of a psyker's abilities, and mark him as distinct from any other kind of character. In **Deathwatch**, Psychic Powers are the purview of Librarian characters and unique to those members of the Kill-team with psychic ability. However, during the course of their adventures, Battle-Brothers may encounter numerous foes with Psychic Powers and abilities. In both cases, the GM and the players can use the rules presented here to represent a psyker's deadly effects.

Psy Ratings

Psy Rating (PR) is a raw measure of a psyker's power and his ability to draw power from the Warp. The higher a psyker's PR, the more powerful he will be. PR usually ranges between 1 (a fledgling Sanctioned Psyker) to 10 (an ancient Chief Librarian or fearsome Xenos Witch), though in some special cases it may go higher. PR is used to determine the strength of all Psychic Powers, such as their area of effect, range or damage. To have any access to Psychic Powers, a character must have a PR of at least 1.

A Librarian starts with a Psy Rating of 3. Unlike other characteristics, however, Psy Rating is increased by spending Experience Points in a similar manner to gaining Talents. This represents the Librarian's training and natural potential (see **Chapter II: Specialities**).



Using Psychic Powers

When a psyker, such as a Librarian, wishes to use a psychic ability he must first choose how much power he is pouring into the ability. Then he must make a Focus Power Test (a Willpower Test modified by the level of power) to see if it manifests. Finally, if the test is successful, the power will take effect. Depending on how much energy the psyker used, there may also be unforeseen consequences. The step-by-step process for using a Psychic Power is described below.

- **Choose the Power Level (Fettered, Unfettered or Push):** The power level at which the psyker uses his power (reflecting how deeply he is drawing from the Warp) influences the likelihood of the psyker successfully manifesting the power, and also determines whether there are any unwanted side effects such as Psychic Phenomena.
- **Make a Focus Power Test:** This is a Willpower Test, the difficulty of which depends on the power level chosen. In some cases, the target may Oppose this test (see page 203 for Opposed Tests). Whether or not a Focus Power Test is an Opposed Test is noted in the power description.
- **Apply the Effects:** Depending on the psyker's final Psy Rating (as determined by the power level he has chosen), the power will have variable effects such as increased range, area of effect or damage. Depending on the factors described above, the power may also generate Psychic Phenomena or even Perils of the Warp.

Power Level

Whenever a psyker uses a power, he is drawing energy from the Warp and channelling it into physical effects. However, opening such a conduit to the Warp is always dangerous, and the psyker incurs a chance of causing disturbances in the Warp that can have undesired side effects. In extreme cases, these disturbances may even lead to the opening an uncontrolled rift between reality and warp space with potentially fatal consequences. By minimising the amount of power he draws, a psyker can reduce or eliminate the chance of side effects such as Psychic Phenomena or Perils of the Warp (see pages 187-188). Equally, he can draw deeper from the well of the Warp to boost his powers beyond his normal capabilities. Of course, such power always comes with a greater risk of unleashing unintended effects or even summoning unwanted visitors from the beyond.

When a psyker uses a power, he has a choice of using it at three different levels:

- **Fettered:** The psyker holds back his full power and carefully channels energy from the Warp, hopefully using just enough to manifest the psychic power but not enough to trigger unnatural or dangerous effects. When a psyker uses a power at the Fettered level, he must make a Focus Power Test as normal (see below) to manifest the power. However, regardless of the results of the roll, there is no danger of triggering Psychic Phenomena. The limited power involved means that the psyker must halve his PR (rounding up) when determining the power's final effects.
- **Unfettered:** The psyker puts the full weight of his ability into the power and embraces the raging powers of the Warp. When a psyker uses a power at the Unfettered level, he uses his full PR when determining the power's final effects, and he must also make a Focus Power Test to see if the power manifests. In addition, when making his Focus Power Test, if he rolls a double (both the tens dice and the units dice come up with the same number), he will suffer from an unexpected warp event and must roll on **Table 6–1: Psychic Phenomena**. Note that it is possible for the psyker to successfully pass his Focus Power Test (thus activating his power) and still invoke Psychic Phenomena.
- **Push:** The psyker draws deep from the well of the Warp and hurls power into his ability in an attempt to manifest truly terrifying and wondrous effects. When using a power at the Push level, the psyker throws caution to the wind and may add +3 to his Psy Rating when determining the power's final effects. He must make a Focus Power Test. However, regardless of this test's result, the psyker will automatically generate a disturbance in the Warp and must roll on **Table 6–1: Psychic Phenomena**. Finally, Pushing a power is taxing-if a psyker using this level of power rolls a double on the Focus Power Test, he suffers a level of Fatigue from the effort.

Example

Brother-Librarian Varis is using his Smite power on a particularly unlucky Ork. Because he wishes to make sure that the foul creature is destroyed, he chooses to Push the power, adding +3 (his WP Bonus) to his PR of 4. He makes a Focus Power Test (an **Ordinary (+10) Willpower Test***) to manifest the power, he works out the power's effects (such as range and damage) using his adjusted PR of 7. Because he is using the Push power level, he will also have to roll on* **Table 6–1: Psychic Phenomena** *to determine what manner of warp disturbances his brutal slaying of the Ork has conjured.*

Focus Power Test

A Focus Power test is a Willpower Test that determines whether a functions successful. The amount of time it takes to make this test is determined by the power being used and may be a Free Action, Half Action, Full Action or Reaction. In most cases, passing a Focus Power Test simply means that the power has manifested, while failing the test means that it has not. However, degrees of success or failure may also play a part depending on the type and nature of the power being used. Many powers also indicate an Opposed Willpower Test, especially when used against an unwilling foe. In these cases, the Opposed Test is also the Focus Power Test, and even if the psyker scores better than his opponent but does not roll under his Willpower, the power will still fail. You may add a bonus to your Focus Power Test equal to 5 times the Psy Rating used for the power. A Focus Power roll of 91-00 always fails.

Example

Brother-Librarian Varis has turned his attention to the rest of the Ork's warband and decides to rend the flesh from their bones and send them screaming into the Warp by summoning up a Vortex of Doom. He chooses to use the power at the Unfettered level, and so uses his PR of 4 to determine its effects. Varis must then make a **Challenging (+0) Willpower Test** *to manifest the power, as he is using it Unfettered.*

Sustaining Psychic Powers

Some Psychic Powers can be sustained beyond a single round as noted in their description. A psyker may sustain such powers without the need to make further rolls. However, he must use a Half Action each turn to maintain concentration. Should the psyker be unable to expend a Half Action, fall unconscious, die or otherwise be unable to maintain the power, it will end.

It is also possible (but taxing) for a psyker to sustain multiple powers at once. Such a feat still only requires the psyker to expend a Half Action each turn. However, each additional power reduces each power's PR and thus their overall effectiveness. Maintaining two powers at the same time reduces the effective Psy Rating of both powers by 2. Maintaining three powers reduces the Psy Rating of all powers by 3, and so on. If the Psy Rating of a given power drops to 0, it is no longer maintainable and ends.

If a character suffers Psychic Phenomena while maintaining multiple active powers, the additional energy he is channelling is likely to go out of control or otherwise worsen matters, adding +10 to the result rolled on **Table 6–1: Psychic Phenomena** for each power he has active.

Cumulative Effects

Modifiers, characteristic bonuses, and other benefits generated by psychic powers do not stack—only the highest applies.

Range and Line of Sight

Unless noted in its description, a Psychic Power that directly targets an individual or thing requires a psyker to have line of sight towards (or otherwise be 'aware' of) the target. The target must also be within the power's stated range.

Unnatural Characteristics and Psychic Powers

Creatures and Characters with Unnatural Willpower can make for shockingly powerful psykers. Characters with Unnatural Willpower may add the multiplier to their Psy Rating and any successes on opposed tests as part of psychic powers (both to enact and resist them).

Opposed Tests and Multiple Targets

When a Psychic Power is being used against multiple targets, each target may make an Opposed Test against the power's effects. Roll once for the psyker. All those opposing him must individually test against this single result. For simplicity's sake, when there are large numbers of similar minor NPCs, it may be more convenient to roll once for all these NPCs to speed things up.

Detecting Psychic Powers

Psykers are attuned to the Warp, including the currents and eddies caused by other psykers dipping into the flow of the Immaterium. When psychic powers are in effect in a psyker's presence, he can make a Psyniscience test in order to determine their source (see page 103 for details on the Psyniscience skill and its uses).

Perils of the Warp

When a psyker reaches deeper into the Warp to power his abilities, there is always the chance of the Empyrean bleeding into reality, a factor that is invariably destructive and damaging. Sometimes this manifestation of the Warp is unique to the psyker, but in general it is as unpredictable as the Warp itself. Some effects can include a dramatic drop in temperature, ghostly voices, feelings of unease, or nearby vegetation shrivelling and dying. In very rare instances, full-scale warp breaches with the direst of consequences can occur.

When a psyker uses his power at the Unfettered level or Push level, he risks generating such a disturbance in the Warp. Any Unfettered Focus Power test that results in a double on the dice, or any power used at the Push level, means that the psyker must roll on **Table 6–1: Psychic Phenomena**. Particularly high rolls on this table can result in the psyker having to roll on **Table 6–2: Perils of the Warp**.



Table 6-1: Psychic Phenomena

d100 Roll	Effect
01-03	**Dark Foreboding:** A faint breeze blows past the psyker and those near him, and everyone gets the feeling that doom is about to befall them.
04-05	**Warp Echo:** For a few seconds, all noises cause sinister echoes, regardless of the surroundings.
06-08	**Unholy Stench**: The air around the psyker becomes permeated with a bizarre and foul smell.
09–11	**Mind Warp:** The psyker suffers 1 Insanity Point as his own inherent phobias, suspicions, and hatred surge to the surface of his mind in a wave of negative emotion.
12–14	**Hoarfrost:** The temperature plummets for an instant and a thin coating of frost covers everything within 3d10 metres of the psyker.
15–17	**Aura of Taint:** All animals within 1d100 metres of the psyker become spooked and agitated. Characters with Psyniscience can pinpoint the psyker as the cause.
18–20	**Memory Worm:** All people within line of sight of the psyker forget something trivial.
21–23	**Spoilage:** Food and drink go bad within 5d10 metres of the psyker.
24–26	**Haunting Breeze:** Winds whip up around the psyker for a few seconds, blowing light objects about and guttering fires within 3d10 metres of him.
27–29	**Veil of Darkness:** For a brief moment (effectively the remainder of the Round), an area within 3d10 metres of the psyker is plunged into immediate darkness.
30–32	**Distorted Reflections:** Mirrors and other reflective surfaces within 5d10 metres of the psyker distort or shatter.
33–35	**Breath Leech:** Everyone (including the psyker) becomes short of breath for 1 Round and cannot make any Run or Charge actions.
36–38	**Daemonic Mask:** For a fleeting moment the psyker takes on a Daemonic appearance and gains a Fear rating of 1 for the rest of the Round. He also gains 1 Corruption Point.
39–41	**Unnatural Decay:** All plant life within 3d10 metres of the psyker withers and dies.
42–44	**Spectral Gale:** Howling winds erupt around the psyker. The psyker and anyone within 4d10 metres of him must make an **Easy (+30) Agility or Strength Test** to avoid being knocked to the ground.
45–47	**Bloody Tears:** Blood weeps from stone and wood within 3d10 metres of the psyker. If there are any pictures or statues of people within this area, they appear to be crying blood.
48–50	**The Earth Protests:** The ground suddenly shakes and everyone (including the psyker) within 5d10 metres of the psyker must make a **Routine (+10) Agility Test** or be knocked down.
51–53	**Psy Discharge:** Static Electricity fills the air within 5d10 metres of the psyker, causing hair to stand on end and unprotected electrics to short out. The psyker is illuminated by eldritch light.
54–56	**Warp Ghosts:** Ghostly apparitions fill the air within 3d10 metres of the psyker, flying around and howling in pain for a few brief moments. Everyone within this area must test against Fear (1).
57–59	**Falling Upwards:** Everything within 2d10 metres of the psyker (including the psyker himself) rises 1d10 metres into the air as gravity briefly ceases. After a second or two, everything crashes back to earth. (See page 261 for rules on Falling Damage).
60–62	**Banshee Howl:** A shrill keening rings out across the immediate area, shattering glass and forcing every mortal creature able to hear it (including the psyker) to make a **Challenging (+0) Toughness Test** or be deafened for 1d10 rounds.
63–65	**The Furies:** The psyker is assailed by unseen horrors. He is slammed to the ground and suffers 1d5 Wounds in damage (Toughness protects, but armour, unless warded does not). The psyker must test against Fear (2).
66–68	**Shadow of the Warp:** For a split second the world changes in appearance and everyone within 1d100 metres of the psyker has a mercifully brief glimpse of the shadow of the Warp. Everyone in the area (including the psyker) must make a **Difficult (–10) Willpower Test** or gain 1d5 Insanity points.
69–71	**Tech Scorn:** The machine spirits reject you're the psyker's unnatural ways. All unwarded tech devices within 5d10 metres of the psyker malfunction momentarily, and all ranged weapons within this area Jam (see page 249). Characters with cybernetic implants must pass a **Routine (+10) Toughness Test** or suffer 1d5 damage.
72–74	**Warp Madness:** A violent ripple of tainted discord causes all creatures within 2d10 metres of the psyker (with the exception of the psyker himself) to become Frenzied for 1 Round. Affected creatures gain 1d5 Corruption Points unless they can pass a **Difficult (–10) Willpower Test**.
75+	**Perils of the Warp:** The Warp opens in a maelstrom of energy. Immediately make a roll on **Table 6–2: Perils of the Warp**.



Table 6-2: Perils of the Warp

d100 Roll	Effect
01-05	**The Gibbering:** The psyker screams in pain as uncontrolled warp energies surge through his unprotected mind. He must make a **Challenging (+0) Willpower Test** to avoid gaining 1d5+1 Insanity Points and becoming Stunned for 1d5 rounds.
06-09	**Warp Burn:** A violent burst of energy from the Warp smashes into the psyker's mind, sending him reeling. He suffers 1d5 Wounds (not reduced by armour or Toughness) and is Stunned for 1d5 Rounds.
10–13	**Psychic Concussion:** With a crack of energy, the psyker is knocked unconscious for 1d5 Rounds. Everyone within 3d10 metres of the psyker must make a **Routine (+10) Willpower Test** or be Stunned for 1 Round.
14–18	**Psy-Blast:** There is an explosion of power and the psyker is thrown 1d10 metres into the air, falling to the ground. (See page 261 for rules on Falling Damage).
19–24	**Soul Sear:** Warp power courses through the psyker's body, scorching his soul. The psyker cannot use any powers for 1 hour and gains 5 Corruption Points.
25–30	**Locked In:** The power cages the psyker's mind in an ethereal prison. The psyker falls to the ground in a catatonic state. Each Round thereafter, he must spend a Full Action and make a **Difficult (–10) Willpower Test**. On a success, his mind is freed and restored to his body.
31–38	**Chronological Incontinence:** Time warps around the psyker. He winks out of existence and reappears in 1d10 Rounds (or in 1 minute in narrative time). The psyker suffers 1d5 Insanity Points and 1d5 permanent Toughness damage.
39–46	**Psychic Mirror:** The psyker's power is turned back on him. Resolve the power's effects as normal, but the power targets the psyker instead. If the power is beneficial, it instead deals 1d10+5 Energy Damage to the psyker and the beneficial effect is cancelled. Armour is ignored by the damage unless it is warded.
47–55	**Warp Whispers:** The voices of Daemons fill the air within 4d10 metres of the psyker, whispering terrible secrets and shocking truths. Everyone in the area (including the psyker) must make a **Hard (–20) Willpower Test** or gain 1d10 Corruption Points.
56–58	**Vice Versa:** The psyker's mind is thrown out of his body and into another nearby creature or person. The psyker and a random being within 50 metres of him (note that this cannot be a Daemon, Untouchable or other 'soulless' creature) swap consciousnesses for 1d10 Rounds. The affected being may be an ally or even an enemy combatant. Each individual retains his Weapon Skill, Ballistic Skill, Intelligence, Perception, Willpower, and Fellowship during the swap, but all other Characteristics are the same as those of the new host body. If either body is slain, the effect ends immediately. Both affected individuals gain 1d5 Insanity Points from the experience. If there are no beings within range, the psyker must make a Willpower Test or become catatonic for 1d5 Rounds while his mind wanders the Warp. He gains 2d10 Insanity Points from this journey.
59–67	**Rending the Veil:** The air vibrates with images of cackling Daemons, and the kaleidoscopic taint of the Warp is rendered visible. All sentient creatures (including the psyker) within 1d100 metres of the psyker must test against Fear (3). This effect lasts for 1d5 rounds.
68–72	**Blood Rain:** A psychic storm of howling winds erupts, and a torrential rain of blood covers an area within 5d10 metres of the psyker. Anyone within this area (including the psyker himself) must pass a **Challenging (+0) Strength Test** or be knocked to the ground. If anyone uses Psychic Powers within this area, they automatically invoke a Perils of the Warp Test. The storm lasts for 1d5 Rounds
73–78	**Cataclysmic Blast:** The psyker's power overloads, arcing out in great bolts of warp energy. Anyone within 1d10 metres of the psyker (including the psyker himself) takes 1d10+5 Energy Damage. The psyker may use no further powers for 1d5 hours after this event.
79–82	**A Hole in the World:** A Vortex of Doom with a PR of 2d10 (see page 195) springs into existence within 1d10 metres of the psyker. It then begins to move randomly (roll 1d10 for the number of metres it moves and use the scatter diagram on page 248 for direction), devouring all in its path. The Vortex lasts for 1d5 Rounds and then vanishes.
83–86	**Lost to the Warp:** The psyker must make an immediate **Very Hard (–30) Willpower Test**. If he fails, he is immediately dragged into the Warp by a Daemon, which possesses him and uses his body for vile purposes. The psyker appears on an inhabited planet 1d10 weeks later with dim memories of the horrific acts he has performed while possessed. He gains 4d10 Corruption Points, and may experience complications caused by his actions while possessed. He may receive a visit from the Inquisition if his fate becomes known to that organisation. From now on, the psyker must adjust all Perils of the Warp checks by +10 due to his body serving as a conduit for blasphemous forces.
87–90	**Reality Quake:** Reality buckles around the psyker, and an area within 3d10 metres of him is sundered. Solid objects alternately rot, burn, and freeze, and everyone and everything in the area takes 2d10 Rending damage. Warded objects and Untouchables suffer half the damage rolled.
91–99	**Something is Coming...:** With a blood curdling howl, a Daemon Prince (see **Chapter XIII: Adversaries**) rips into existence within 3d10 metres of the psyker. It detests the psyker and trains its attacks on the fool that unwittingly summoned it. Only its destruction or the death of the psyker will send it back to the Warp.
00	**Destruction:** The psyker is immediately and irrevocably destroyed. He is either sucked screaming into the Warp, never to be seen again, or consumed utterly by hellfire. The GM may rule that there is a 50% chance that a Daemon Prince appears in the psyker's place.

Psychic Powers

The power of a psyker is darkness, fire, and death, given life and purpose to rend souls and break minds.

–First line of the Litany of Lies and Truths

Psychic powers work in much the same way as Talents or Skills and allow a psyker character to manifest effects and abilities. Librarians are battle psykers and do not study subtle trickery or a range of minor powers as the psykers of the Scholastica Psykana might, but rather focus on turning their talents to the mastery of powerful attacks or potent defences. As a result, they often only learn a handful of powers, each of which would be far beyond the stamina and skill of a normal human psyker to master. All Librarians do, however, have access to Telepathy and Divination, two of the most 'commonly' used psychic abilities.

Psychic powers are divided into four major disciplines:

Telepathy Discipline

Telepathy is the ability to communicate over long distances directly into the minds of others. It is a vital part of a Librarian's role within his Chapter as it allows him to maintain lines of command and relay orders instantly across a battle-zone. Telepathy also allows a psyker to read thoughts and intentions and steal secrets from the minds of others. At higher levels this can lead to its use as a weapon, breaking a person's psyche or even changing the way he thinks entirely.

Divination Discipline

Many psykers are gifted with the ability to see into the future or divine the effects of actions before they are undertaken. Librarians study the discipline of divination so that they might better guide their Battle-Brothers in combat or to read and understand the Emperor's Tarot, allowing them to fathom the meaning of sweeping events. Divination allows a psyker to discover hidden truths and grant his allies additional protection by glimpsing into the near future.

Codex Discipline

Over the millennia the Adeptus Astartes Chapters have developed and refined the role of the Librarian. Unimaginable amounts of lore have been added to their Librariums, and extensive study has been made concerning the use of a Librarian's power. When a Librarian is first inducted into the order, these are the powers that he will learn. The Codex Discipline is all about battle and smashing foes or protecting allies, and it counts among its teachings some of the most potent powers known to the Imperium.

Chapter Disciplines

Just as the Adeptus Astartes have stored the teachings of Librarians past, so too do many Chapters develop their own forms of psychic disciplines. Calling on their own style of warfare and the inherent strengths of their gene-seed, they have learnt to shape powerful and terrible effects for their Librarians to wield. Chapter Disciplines are only available to Librarians of the Chapter they represent, reflecting both their unique training and Primarch-given gifts of blood and spirit.

Gaining Psychic Powers

As a Librarian advances in Rank, he can spend Experience Points to acquire Psychic Powers in the same manner as he might acquire new Talents. The number of powers the character may acquire at each Rank is detailed on the Librarian Advancement Table in **Chapter II: Specialities**.

A Librarian character may choose powers from the Telepathy, Divination, and Codex Disciplines, as well as from the Chapter Discipline of his own Chapter without restriction, provided he meets the power's prerequisites.

Power Format

Each Psychic Power is presented using the following format:

Name: The power's name.

Action: The Focus Power Action (see page 239) required to active the power. This is usually a Free Action, Half Action, Full Action, Reaction or an Extended Action. In the case of Extended Actions, the number of Full Actions required to activate the power is indicated by a number in brackets (details on Extended Actions can be found on page 236).

Opposed: This states whether or not the power's Focus Power Test (see page 185) is Opposed by those targeted by its effects. Unless stated otherwise, such Opposed Tests are always made using the target's Willpower. Unless otherwise noted, a target that wins an Opposed Test against the psyker is completely unaffected by the power.

Range: The range at which the power can be used is usually expressed in metres or kilometres multiplied by the PR at which the power was used. If the range is a radius, this is always measured with the psyker at its centre. Radius is also considered a sphere around the psyker and so will extend up and down as well as out.

Sustained: This states whether or not the power can be sustained (see page 186). Powers that cannot be sustained will last only an instant, occurring during the psyker's turn.

Description: This details the power's game effects, including any variable effects that the psyker's Psy Rating has on the power's final strength. Whenever a power's description refers to the Librarian or Psyker's PR, it means the PR at which he manifests the power (including modifiers for Fettered, Unfettered, and Push) and not his base PR.

Telepathy Powers

Telepathy powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 6–3: Telepathy Powers**.

Table 6-3: Telepathy Powers

Power	XP Cost	Prerequisites
Astrotelepathy	500	One or more Telepathic powers
Compel	1000	WP 40+
Dominate	1000	Compel, WP 50+
Inspire	500	—
Long-range Telepathy	750	WP 40+
Mind Probe	750	Mind Scan
Mind Scan	500	Long-range Telepathy
Short-range Telepathy	500	—

Astrotelepathy

Action: Full (see below)
Opposed: No
Range: See Below
Sustained: No
Description: Librarians can use their gifts to send psychic messages and communications across the vastness of the void in the same manner as an Astropath. It is however a task which is undertaken sparingly, as like much of the rest of the Imperium's forces Space Marines make extensive use of Astropaths, reserving their gifted Battle-Brothers for more vital tasks.

Any Librarian can use Astrotelepathy, provided he has enough time and skill—sending a message across the stars though is a far cry from communicating with someone on the same world or even a vessel in orbit. To send a message the Librarian must have at least one power from the Telepathy Discipline. It requires one full round to activate for every 10 words or one image it contains and uses Willpower for its Focus Power Test. The range is based on the Librarian's Psy Rating (see below).

Typically only other Astropaths or Librarians will be able to receive the message and unless the Librarian has a specific recipient in mind the GM may have a chance of it reaching the wrong ears...

Psy Rating	Result
Psy Rating 1–3	The message can reach out to a recipient in the same system.
Psy Rating 4–6	The message can reach out to a recipient in the same sub-sector.
Psy Rating 7–9	The message can reach out to a recipient in the same sector.
Psy Rating 10+	The message can reach out to a recipient in an adjacent sector.

Starting Psychic Powers

A Rank 1 Librarian begins play with any three Psychic Powers chosen from the following list:

Augury	Reading
Avenger	Short-Range Telepathy
Inspire	Smite
Iron Arm	

These powers are gained as part of character creation and do not the cost the Librarian any Experience Points to acquire.

Compel

Action: Full
Opposed: Yes
Range: 5 metres x PR
Sustained: No
Description: This power allows the psyker to force others to briefly act against their will. This power can affect a number of targets equal to the psyker's PR. Those affected must follow a simple command given by the psyker. Some examples include "Flee", "Fall", "Attack your friend." If the command is a potentially suicidal act, the target gets a +20 to his Willpower Test. In all cases the command must be achievable in a single round.

Dominate

Action: Full
Opposed: Yes
Range: 10 metres x PR
Sustained: Yes
Description: The psyker may take over the mind of another, controlling his victim with his will. This power only affects a single target and only if his total Wounds are less than 3 times the psyker's PR. An affected target is controlled by the psyker as if he was a puppet. For as long as the psyker maintains the power, he can divide his Actions between himself and the target. The dominated target uses its own Characteristics, but at –10 due to the crudity of the control. Any action deemed suicidal allows the target an Opposed Willpower Test to try and break the hold.

Inspire

Action: Half
Opposed: No
Range: 5 metre radius x PR
Sustained: Yes
Description: The psyker can bolster his comrades by sending out waves of reassurance and calm. A number of targets equal to the psyker's PR immediately overcome the effects of Pinning and gain a +10 resistance against Fear. This effect lasts as long as the targets stay within range of the psyker, and the psyker maintains the power.

Long-range Telepathy

Action: Free
Opposed: No
Range: 50 kilometres x PR
Sustained: Yes
Description: This functions just the same as Short-range Telepathy, but with an extended range. In addition, once the psyker learns this power, such is his mastery of telepathy that he no longer incurs a chance of invoking Psychic Phenomena when using either Short- or Long-range Telepathy unless used at the Push power level. Sustaining this power is a Free Action.

Mind Probe

Action: Extended (5)
Opposed: Yes
Range: 1 metre x PR
Sustained: Yes
Description: This power allows the psyker to peel back the layers of another's mind to read the basic surface thoughts and beyond. This power works only against a single target, and if the psyker wants to perform the Probe without the target's knowledge, then the psyker takes a –20 penalty to his Focus Power Test and cannot Push the power. The amount of information the psyker gains from the probe depends on his PR as detailed on **Table 6–4: Mind Probe**. The Librarian has the option of using some of his Psy Rating to reduce the number of rounds required to use this power instead (trading speed for force), to a minimum of 1 Round. For instance, a Librarian with a Psy Rating of 8 could use 4 of his Psy Rating to reduce the time required to a single Round, and he would then gain information from Table 6–4 as if his Psy Rating was 4 (8 –4 = 4).

Table 6-4: Mind Probe

PR	Results
1–3	The psyker makes initial contact and learns basic information about the target such as his name, mood, Insanity level, and the state of his physical health.
4–5	As above, plus the psyker can sense the thoughts uppermost in the target's mind such as immediate fears/concerns, conscious lies, etc. The psyker also learns the target's Corruption Level.
6–7	As all the above, plus the psyker can sort through the target's memories over the last 12 hours. The psyker can also glean less casual information that the subject hides, such as simple passwords or recent secret experiences.
8–9	As all the above, plus the psyker gains detailed information about people, places or objects that the target considers important, as well as how these all relate to each other. The psyker learns about the target's beliefs, motivations, and personal goals, as well as any contacts or complicated hidden ciphers the target might know about. The psyker also becomes aware of the pivotal moments in the target's life.
10+	As all the above, plus the psyker may plunder the target's mind at will. Any information contained in the target's psyche is an open book for the psyker. The psyker can also use this technique to break down implanted memories or personalities within the target.

Mind Scan

Action: Half
Opposed: No
Range: 200 metres x PR
Sustained: No
Description: The psyker extends his mind to contact and identify other sentient minds within range, even if they are out of sight, enabling him to garner impressions and information about the consciousnesses. The level of information gathered depends on PR as detailed on **Table 6–5: Mind Scan**.

Untouchables and other psychically inert creatures are invisible to Mind Scan. Individuals with psychic resistance or similar protections may also be hidden (the GM may make secret Opposed Willpower tests against the psyker to see if they remain hidden from him).

Table 6-5: Mind Scan

PR	Results
1–2	The psyker gains a crude impression of the number of conscious minds within range of the power, and their general position in relation to him.
3–4	As above, plus the psyker knows the number, general location, and relative 'strength' of conscious minds within range of the power, and can determine if these minds have any psychic ability.
5–7	As all the above, plus the psyker may attempt to initiate telepathic communication with any of the minds he has discerned.
8+	As all the above, plus the psyker may attempt to carry out a Mind Probe on one of the minds he has contacted.

Short-range Telepathy

Action: Free
Opposed: No
Range: 50 metres x PR
Sustained: Yes
Description: The psyker can send his thoughts into the minds of those around him, touching a number of targets equal to his PR. The targets can be a select group, either individuals the psyker can see or minds he is familiar with within the power's range. Alternatively, the psyker can choose to make a generalised broadcast to every mind within range indiscriminately. An affected mind's processes are still affected by the structure of language, and if telepathy is attempted without a shared language, the power suffers a –20 penalty. Targets who do not wish to be open to such a communication can resist with an Opposed Willpower test. Sustaining this power is a Free Action.

Divination Powers

Divination powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 6–6: Divination Powers**.

Table 6-6: Divination Powers

Power	XP Cost	Prerequisites
Augury	500	—
Divination	750	WP 40+
Lifting the Veil	1000	Psychometry, WP 40+
Possibility Shield	1000	WP 40+
Psychometry	500	Augury
Reading	500	—

Augury

Action: Extended (10)
Opposed: No
Range: Special
Sustained: No
Description: By reading the Emperor's Tarot for a specific individual, the psyker can grant insight into what troubles lay ahead. During the reading both the psyker and the subject must remain in contact and no other actions may be taken by either of them. The psyker must then ask a specific question. It can be as detailed as "What must my Battle-Brothers overcome if they are to enter the Patriarch's lair?" or as broad as "What dangers face the Chapter?" After that, the psyker reads the Emperor's Tarot for the subject as they both concentrate on the question asked. At the end of this time the psyker interprets the Tarot and garners the results depending on his PR as detailed on **Table 6–7: Augury**.

Table 6-7: Augury

PR	Results
1–3	The psyker determines the most dangerous opposition that the subject will face.
4–6	As above, plus the psyker also determines other negative forces that may be present. The psyker can determine as many forces as his PR.
7–8	As all the above, plus the psyker determines the best advantage or tool that the subject can use for the situation.
9+	As all the above, plus the psyker may offer a single sentence of advice to the subject concerning the clearest path to their answer.

As with all forms of divination, the GM may decide how much or how little information the psyker can garner. The Warp is a capricious thing and seldom gives straight answers, often wrapping truths in riddles and lies.

Divination

Action: Extended (3)
Opposed: No
Range: Special
Sustained: No
Description: The psyker can use this power to locate and track down a single object or person in his immediate vicinity. The psyker can find anything, but there must be some degree of familiarity. Touching a lock and trying to find the key to that lock is fine, but just thinking "I want a key" without a corresponding lock won't work. In the same vein, the psyker must have seen the person he wants to find, or the subject's true name. The psyker's Focus Power Test is modified as follows:

- The psyker is intimately familiar with target (e.g., he knows the subject well, or has an item that has been with the subject for a long time): +10
- The psyker possesses a portion of the subject (e.g., a fragment from the item, a lock of hair from a person, etc.): +5
- The subject is surrounded by others of its kind (e.g., a coin in a purse of coins, a person in a crowd, etc.): –10
- The subject is within 50 metres x PR of the psyker: +5
- The subject is over 2 km away from the psyker: –10

If the psyker successfully manifests the power, and the subject is within a number of kilometres equal or less than the psyker's PR rating, he will get a rough idea of where the subject is located, based on his PR as detailed on **Table 6–8 Divination**.

Table 6-8: Divination

PR	Results
1–3	The psyker knows the rough direction of the subject.
4–6	The psyker knows the specific direction of the subject, and roughly how far away it is.
7+	The psyker knows the specific direction of the subject, and exactly how far away it is.

NPC and Enemy Psykers

The majority of the powers presented in this chapter are intended for use only by Space Marine Librarians, most notably those of the Chapter and Codex Disciplines. However, during their adventures the Battle-Brothers are almost certain to come into contact with enemy psykers such as foul Chaos Sorcerers or Xenos witches, and may even make use of psychic allies such as Imperial Primaris Psykers or Astropaths. In both cases the Telepathy and Divination Disciplines (powers that most psykers have access to) can be used as a basis for the powers of these characters. Particularly powerful or notable enemies may then have their own unique powers as part of their statistics (see **Chapter XIV: Enemies and Adversaries** for more details) or the GM may adapt Space Marine Psychic Powers for enemy use.

Lifting the Veil

Action: Extended (5)
Opposed: No
Range: 10 metres radius x PR
Sustained: No
Description: Lifting the Veil is an extension of the art of Psychometry and allows the psyker to look beyond individual psychic traces and relive the past of a place or item. As with Psychometry, the psyker can gain rough impressions from an object or a general area as long as it falls within the power's radius. The level of information gained is dependent on the level of power used, as detailed on **Table 6–9: Lifting the Veil**.

Table 6-9: Lifting the Veil

PR	Results
1–3	The psyker detects the strongest emotion associated ith the area or object.
4–5	As above, plus the psyker sees the general features of the people who experienced the emotion, and a rough impression of the events that transpired.
6–7	As all of the above, plus the psyker gets a clear image of the events from the area that left the strongest psychic impressions.
8–9	As all of the above, plus the psyker can identify all participants from that strongest event, including their careers, ranks, and names.
10+	As all of the above, plus the psyker determines other events that may have occurred in the area, in order of the relative strength of their psychic impressions, and gets a clear image of each event.

Possibility Shield

Action: Half
Opposed: No
Range: 5 metre radius x PR
Sustained: Yes
Description: Using his understanding of future events and his perception of the flow of time, the psyker surrounds himself and nearby allies in a possibility shield. While this power is active, the psyker and a number of allies equal to his PR within range of the psyker gain a +10 bonus to one roll each Round. In addition, due to his ability to see attacks before they are coming the psyker himself adds +5 x PR to all Dodge and Parry Tests.

Psychometry

Action: Extended (10)
Opposed: No
Range: Touch
Sustained: No
Description: Learning to read the Emperor's Tarot is in part the act of learning to divine the Emperor's word from psychic impressions. Refining this skill allows the psyker to learn more about others from the crude psychic traces they leave behind on objects in the world around them. In this form, the psyker can gain rough impressions from a personal object such as an article of clothing or weapon. The level of information he gains depends on his PR as detailed on **Table 6–10: Psychometry**.

Table 6-10: Psychometry

PR	Results
1–3	The psyker detects the strongest emotion associated ith the area or object.
4–5	As above, plus the psyker can discern the general features of the person who experienced the emotion.
6–7	As all of the above, plus the psyker gets a clear image of the person who experienced the emotion.
8–9	As all of the above, plus the psyker can identify the person's occupation (e.g. Career and Rank).
10+	As all of the above, plus the psyker can determine the person's name.

Reading

Action: Full
Opposed: No
Range: 5 metres x PR
Sustained: Yes
Description: Diviners can read a person's aura, the unconscious projection of his being in to the Warp. This is a very pale shadow, unnoticed by most beings, but a diviner can study this aura to learn about the person. When the psyker activates divination, he can attempt to read the aura of any person he can see. The level of information he gains depends on the PR at which he manifests the power as detailed on **Table 6–11: Reading**.

A psyker can only maintain this power on one target. If he wishes to divine the well-being of a different person, he must activate the power again.

Table 6-11: Reading

PR	Results
1–3	The psyker gains superficial impressions about the target person. This includes the three strongest emotions that the subject is currently experiencing, his race, whether or not he has any psychic powers, and a rough idea of his state of mental and physical well-being. Lastly, the psyker determines whether the target is an Untouchable.
4–5	As above, plus the psyker gets a deeper insight into all of the target's feelings, and gains +10 to all Fellowship Tests he makes against the target while Reading is active. The psyker also gets a better idea about the target's physical state, including his current Wounds and Fatigue levels. Finally, if the target has psychic abilities, the psyker can sense his power and find out his Psy Rating.
6–7	As all of the above, plus the psyker determines how many Insanity points the target has, as well as which addictions or madness he might be suffering from. If the target has psychic abilities, the psyker determines which discipline(s) he possesses.
8+	As all of the above, plus the psyker determines how many Corruption points the target has. Also, the psyker can determine if the aura is genuine, or has been produced by some other means.

Codex Powers

Codex powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 6–12: Codex Powers**.

Table 6-12: Codex Powers

Power	XP Cost	Prerequisites
Avenger	500	—
Force Dome	1500	WP 40+
The Gate of Infinity	2000	Rank 5, WP 50+
Iron Arm	500	—
Machine Curse	1000	WP 45+
Might of the Ancients	1000	—
Smite	500	—
Veil of Time	1500	Rank 3, WP 40+
Vortex of Doom	2000	Rank 5, WP 50+

Avenger

Action: Full
Opposed: No
Range: 30m
Sustained: No



Description: The Librarian summons up the ancestors of his Chapter and shapes them into a flaming vengeful avatar of death. The construct then billows forward to incinerate those in its path. The Avenger power works exactly like a shot from an Adeptus Astartes heavy flamer (see page 145), with all the usual chance to hit and set targets on fire. However, due to the horrific nature of the psychic flames, the Penetration of the attack is equal to 2 x PR.

Force Dome

Action: Full
Opposed: No
Range: 5m x PR radius
Sustained: Yes
Description: Summoning up a shimmering field of force, the Librarian fashions a shell around himself and nearby allies. The shell is a sphere extending up to the radius around, above, and below the Librarian and protecting him and any within it. The shell provides 2 AP x PR against all kinds of ranged attacks or hazardous environmental effects (this additional protection stacks with any worn Armour), even trapping air and water within it. However, it does not stop melee attacks or creatures (friend or foe) that may pass through it without restriction.

The Gate of Infinity

Action: Extended (3)
Opposed: No
Range: Self
Sustained: No
Description: Rending the veil between worlds, the Librarian creates a rift through which he and his allies might pass. The Librarian chooses an exit point for the rift at any point within 10 kilometres x PR. The size of the rift depends on the power used to create it, and it will have a width and height of 2 metres x PR. The rift will remain open for 1 Round x PR or until the Librarian himself passes through it, at which time it will instantly close. While it remains open, creatures may pass through the gate freely provided they can fit.

This power is incredibly taxing and requires at least 12 hours recovery before it may be used again.

Iron Arm

Action: Half or Reaction
Opposed: No
Range: Self
Sustained: Yes
Description: The Librarian sheathes his arm in an impenetrable field of energy with the power to ward off powerful melee attacks. While this power is in effect, the Librarian gains one additional Reaction each round that may only be used to parry, with a bonus on the Weapon Skill Test to parry equal to 3 x PR. Note that this power prevents the Librarian from using his arm for any other purpose, such as wielding a weapon, climbing, and so on.

Machine Curse

Action: Full
Opposed: No
Range: 20m x PR
Sustained: No
Description: The Librarian calls down a terrible curse on nearby machines and vehicles. The Librarian can either target a single vehicle (such as a battle tank or landspeeder) or a number of mechanical devices (such as guns or servitors) equal to his PR. If a single vehicle is targeted then it may not move or fire any of its weapons for a number of Rounds equal to the Librarian's PR as it shorts and sparks alarmingly. If a number of mechanical devices are chosen then they will be rendered useless for the following Round. Guns will jam (see page 249) and must be unjammed before they can be used. Warded vehicles and devices may be resistant or even immune to this power at the GM's discretion.

Might of the Ancients

Action: Half
Opposed: No
Range: Self
Sustained: Yes
Description: Tapping into the deadly powers of the Immaterium, the Librarian infuses himself with psychic energy increasing his psychical prowess and strength of arms to exceptional levels. While this power is in effect, the Librarian's melee attacks all have their Damage and Penetration increased by a number equal to his PR.

Smite

Action: Half
Opposed: No
Range: 10m x PR
Sustained: No
Description: The Librarian conjurers up lethal bolts of lightning that leap from his hands to burn and blast his enemies into ash. Smite must be targeted at a single creature. However, it may effect others nearby depending on its power. The Librarian does not need to make a BS test to hit the target. However, his Focus Power Test is modified as if he was making a ranged attack (using bonuses and penalties for range, lighting, enemy talents, etc.). Smite deals 1d10 Energy Damage x PR with a Penetration equal to his PR. Any creatures within 1 metre x PR of the target will also be affected by Smite.

Veil of Time

Action: Half
Opposed: No
Range: 5 metre radius x PR
Sustained: Yes
Description: The Librarian attempts to predict the near future, seeing the flow of events and the actions of others. While this power is in effect, the Librarian benefits from this foreknowledge. . Each Round, the Librarian has a pool of re-rolls, equal 1/2 to the PR used for this power (rounding up), which he may only use for himself. Any re-rolls not used by the beginning of the Librarian's next turn are lost. Remember that a re-roll may never itself be re-rolled.

Vortex of Doom

Action: Full
Opposed: No
Range: 10m x PR
Sustained: No
Description: With an utter disregard for reality, the Librarian opens up a flickering vortex in the fabric of space and time. The vortex is 2 metres in diameter and may be placed anywhere within range of the psyker. Once created, however, the Librarian has no more control over it. Each Round after its creation the GM should roll a dice for the vortex. On a 1–4 its diameter shrinks by 1 metre, on a 5–8 its diameter grows by 1 metre, and on a 9-0 its diameter grows by 2 metres. If the vortex is ever reduced to 0 diameter then it vanishes. The GM then rolls a random direction for the vortex to travel 2d10 metres (use the Scatter diagram from page 248). Anything that touches the vortex, either when created or as it moves, must make a **Challenging (+0) Agility Test** or suffer 1d10 Energy damage x PR. Those killed by the vortex are sucked away into the Warp and lost forever.

Having an open rift to Warp is dangerous to the souls of anyone present. The first time any creature (including the Librarian) comes within 10 metres of the vortex, it must make a **Hard (–20) Willpower Test** or gain 1d5 Corruption Points.



Blood Angels Powers

Only Blood Angels Librarians have access to Blood Angels Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 6–13: Blood Angels Powers**.

Blood Boil

Action: Half
Opposed: Yes
Range: 10 metre x PR
Sustained: No
Description: With a blast of psychic power, the Librarian superheats the target's blood, flash-boiling it and causing it to burst from their eyes, mouth, and ears. This power can only be used against a single target. The target of a Blood Boil will suffer 1d10 Energy damage plus 2 extra points of damage x PR (to a maximum of 1d10+20) which is not reduced by armour or Toughness. If the target is killed by this attack then he explodes in a crimson shower, spattering those nearby with scalding blood. All creatures within 5 metres of an exploding target take 2d10 Energy damage to their least armoured location.

Manifesting Blood Boil is taxing for a Librarian, and inflicts 1 level of fatigue upon him, whether or not the target resists.

Blood Lance

Action: Half
Opposed: No
Range: 10 metres x PR
Sustained: No
Description: The Librarian throws out his arm and hurls a blazing crimson lance that impales anything in its path. The Blood Lances traces a straight line from the Librarian out to the extent of the power's range. Any creature (friend or foe) that the lance passes through suffers 1d10 x PR Rending damage that is not reduced by Toughness Bonus. Armour and cover protect as normal.

Table 6-13: Blood Angels Powers

Power	XP Cost	Prerequisites
Blood Boil	1500	Rank 3, WP 40+
Blood Lance	1000	—
Fear the Darkness	1000	WP 40+
Might of Heroes	500	—
Shackle Soul	1000	WP 50+
Wings of Sanguinius	2000	Rank 5, WP 50+

Fear the Darkness

Action: Half
Opposed: Yes
Range: 25 metres x PR
Sustained: Yes
Description: Casting a psychic shadow across the battlefield, the Librarian fills his foes with intense dread and terror. This power affects a number of foes equal to the Librarian's PR. Those affected by this power count all enemies as having the Fear 1 (Frightening) Trait. Enemies that already cause Fear have their Fear level increased by 1 (to a maximum of Fear 4) against those affected by this power. If this power is sustained, targets may make a Willpower Test with a penalty of –5 x PR at the start of each of their turns to shake off the effects.

Might of Heroes

Action: Half
Opposed: No
Range: Self
Sustained: Yes
Description: Focusing his will, the Blood Angels Librarian enhances his strength and summons up a deep well of rage. While this power is in effect, the Blood Angels Librarian adds +5 x PR to his Strength (to a maximum of 95), with any corresponding increase to his Strength Bonus.

Shackle Soul

Action: Full
Opposed: Yes
Range: 10 metres x PR
Sustained: Yes
Description: Reaching into the soul of his foe, the Librarian binds it in powerful bands of psychic energy. This power affects a single creature chosen by the Librarian. The Blood Angel may choose to prevent those affected by the power from doing one of the following things on its next turn: moving, making a range attack, making a melee attack or using a Psychic Power. If this power is sustained then the Librarian must win an Opposed Willpower Test each turn to affect the target, though he may choose a different action to prohibit from Round to Round. If the target ever wins the Opposed Test then the power immediately ends.

Wings of Sanguinius

Action: Full
Opposed: No
Range: Self
Sustained: Yes
Description: The Librarian sprouts a pair of blood red wings of psychic energy from his back that can bear him aloft. While this power is in effect, the Librarian gains the Flyer Trait (see page 132) with a Movement equal to his PR.

Dark Angels Powers

Only Dark Angels Librarians have access to Dark Angels Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 6–14: Dark Angels Powers**.

Force Barrier

Action: Full
Opposed: No
Range: Self
Sustained: Yes
Description: Wrapping himself in a blanket of power, the Librarian creates a potent but static psychic shell over himself. While this power is in effect, and as long as the Librarian does not move, he gains 3 AP x PR to all locations. In addition, if this power is manifested with a PR of 5 or more, all ranged attacks count as having a Penetration of 0.

Hellfire

Action: Half
Opposed: No
Range: 50 metres x PR
Sustained: No
Description: The Librarian summons a torrent of psychic fire to burn and char his foes. He may pick a point within range and engulf it in a cloud of flame with a radius of 2 metres x PR. All those within the area will suffer 1d10 Energy damage x PR. In addition, all those within the area of effect must make **Challenging (+0) Agility Tests** or be set on fire (see page 260).

Mask of Shadows

Action: Half or Reaction
Opposed: No
Range: Self
Sustained: Yes
Description: Covering his thoughts in darkness, the Librarian hides his mind from sight, confounding the efforts of enemy psykers or fearsome foes to psychically engage him. While this power is in effect, the Librarian is immune to the effects of all Telepathy powers unless created by a psyker with a Willpower greater than his own. In addition, the psyker suffers no ill effects to Cohesion or Willpower as a result of Fear.

Mind Worm

Action: Full
Opposed: Yes
Range: 10 metres x PR
Sustained: Yes
Description: Driving deep into the target's mind, the Librarian implants the seed of doubt and remorse, crippling the creature with indecision and guilt. This powers works against a single target. Those affected by the power suffer a –5 x PR to WS, BS, S, Ag, Int, and Fel (all to a minimum of 05). If this power is sustained then the target may make a new Opposed Willpower Test at the start of each of its turns to end the effects.

This power also confers a +30 bonus to the psyker's Interrogation skill.

True Strike

Action: Half
Opposed: No
Range: Self
Sustained: No
Description: Deadly against those with the psychic gift, the effects of a True Strike can smash an enemy psyker's mind to pieces. If the Librarian performs a melee attack against a psyker (an individual Psy Rating of at least 1) within 1 Round x PR of activating the power, a successful attack will inflict an additional 2 points of damage x PR which cannot be reduced by armour or Toughness. In addition, an individual suffering damage from this power must make a **Hard (–20) Willpower Test** or lose access to his Psychic Powers for 1 Round.

This power has no additional effects on individuals without a Psy Rating of at least 1.

Weaken Resolve

Action: Half
Opposed: Yes
Range: 5 metres x PR
Sustained: Yes
Description: The Dark Angels Librarian forces his way into the minds of his foes, robbing them of their will to fight and eroding whatever resistance they possess. This power can affect a number of foes equal to the Librarian's PR. Those affected have their Willpower characteristic temporarily reduced by –5 x PR (to a minimum of 1). This has corresponding effects on their Willpower Bonus. If this power is sustained, targets are allowed a new Opposed Willpower Test (using their reduced Willpower) to end its effects on them at the start of each of their turns.

Table 6-14: Dark Angels Powers

Power	XP Cost	Prerequisites
Force Barrier	1500	WP 40+
Hellfire	1000	Rank 3, WP 40+
Mask of Shadows	1000	WP 50+
Mind Worm	1500	Rank 5, WP 50+
True Strike	500	—
Weaken Resolve	500	—

Space Wolves Powers

Only Rune Priests have access to Space Wolves Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 6–15: Space Wolves Powers.**

Fury of the Wolf Spirits

Action: Full
Opposed: No
Range: 5 metre radius x PR
Sustained: Yes
Description: The Rune Priest summons up the spirits of the Thunderwolves, Freki the Fierce and Geri the Cunning, unleashing them upon his foes. As long as this power is sustained, the Rune Priest is flanked by two spectral wolves that he may direct against his foes with a verbal command. The wolves cannot be damaged by attacks nor can they be grappled (though effects that end or disrupt the power will affect them as normal). They also cannot stray outside the range of the power. Each Round on the Librarian's Initiative, each wolf may make a single melee attack against any target within range (they move automatically into contact with their foe and are not impeded by any kind of terrain). Each attack will automatically hit unless Dodged or Parried. Freki's bite inflicts 1d10 x PR Rending damage, while Geri's Bite inflicts 1d5 x PR Rending damage with a Penetration of 3 x PR. Any target that takes damage from either Freki or Geri must make a roll on the Shock Table (unless the target is immune to Fear) adding the damage taken to the result.

Living Lightning

Action: Full
Opposed: No
Range: 30 metre radius x PR
Sustained: Yes
Description: The Rune Priest cries out to the sky and calls forth a dancing bolt of sentient electricity arcing down from the heavens. While this power is in effect, the Rune Priest can direct the bolt of lightning against any target within range, changing targets between turns regardless of how far apart they are. Those struck by the lightning will suffer 1d10 x PR Energy damage with the Shocking quality. If the target passes a **Challenging (+0) Agility Test**, he reduces this damage by half (round up). This power can only be used outside under an open sky.

Table 6-15: Space Wolves Powers

Power	XP Cost	Prerequisites
Fury of the Wolf Spirits	2000	Rank 5, WP 40+
Living Lightning	1000	WP 40+
Storm Caller	500	—
Tempest's Wrath	1000	WP 50+
Thunderclap	500	—

Storm Caller

Action: Full
Opposed: No
Range: 5 metre radius x PR
Sustained: Yes
Description: The Rune Priest invokes the ancient rites of ice and snow, calling up a blizzard of psychic energy around himself and his allies. While this power is in effect, the Rune Priest and all allies within the power's radius become shrouded in ethereal mist. All ranged attacks they make, or that are made against them, suffer a penalty of –5 x PR. Any ally who moves outside the range of the power immediately loses its effects.

Tempest's Wrath

Action: Full
Opposed: No
Range: 150 metre radius x PR
Sustained: Yes
Description: In a fearsome display of power, the Rune Priest calls upon the spirits of wind, storm, and snow, tearing the air with gales and tempests. While this power is in effect, any creature with the Hoverer or Flyer trait must pass a Strength Test at a penalty of –5 x PR to move through the air. Even those that pass the test have their Movement reduced by half. Flying vehicles are also affected, and their pilots suffer a penalty of –5 x PR on all Skill tests they must make to operate their craft. Flying vehicles also have their speed reduced by half. Finally, ranged attacks inside, into or out of the radius of effect have their shots fouled by the winds. Thrown and Primitive ranged weapons suffer a penalty of –5 x PR to hit, while all other ranged weapons suffer a penalty of –2 x PR to hit. This power may only be used on the surface of a planet with atmosphere, and even then, the power only functions when outside of a building or other confined space.

Thunderclap

Action: Full
Opposed: No
Range: 10 metre radius x PR
Sustained: No
Description: With a word of power and a clap of his mighty hands, the Rune Priest creates a deafening crack of thunder that rolls across the battlefield. All those within range of this power (friends or foes, though not including the Rune Priest) suffer 1d5 x PR Impact damage. This damage is reduced by Toughness as normal. However, only armour worn on the head protects against it. In addition, anyone suffering damage from this attack must make a Toughness Test with a penalty of –5 x PR or be deafened for 1d10 rounds (see page 260 for the effects of being deafened). Finally, fragile objects such as mundane glass, crystal or fine ceramics within the power's range are shattered (though the GM has the final say on whether an object is affected).

Storm Wardens Powers

Only Storm Wardens have access to Storm Wardens Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 6–16: Storm Wardens Powers**.

Ancestors' Rage

Action: Full
Opposed: No
Range: 1 metre x PR
Sustained: Yes
Description: Calling upon the talents of dead heroes, the Librarian instils within himself or another exceptional skill at arms. While this power is in effect, the Librarian or a target of his choosing gains a number of Exotic Melee Weapons Talents of his choice equal to his PR, and increases his WS by +5 x PR (to a maximum of 95).

Call to Arms

Action: Extended (2)
Opposed: No
Range: 10 metre radius x PR
Sustained: Yes
Description: Plunging his will into the Immaterium, the Librarian calls forth ancestral spirits to fight on his side, and summons up a number of ancestral warriors equal to his PR to fight for him. These warriors use the Imperial Guardsman profile on page 376 and are armed and armoured as detailed there. They will not stray beyond the range of the power nor can they be used for anything but combat. When they are killed, both they and their gear will vanish into smoke.

Crown of Lightning

Action: Half
Opposed: Yes
Range: 5 metres x PR
Sustained: Yes
Description: The Librarian encases one of his foes in a crackling cage of lightning, searing his flesh and contorting his muscles. This power may only be used against a single target. The target suffers 1d10 Energy damage x PR counting as having the Shock Quality (see page 144). If this power is sustained, the target suffers 2d10 Energy damage in each of the Librarian's turns.

Table 6-16: Storm Warden Powers

Power	XP Cost	Prerequisites
Ancestors' Rage	500	—
Call to Arms	1500	WP 50+
Crown of Lightning	1000	—
Hammer of the Emperor	2000	Rank 5, WP 60+
Mark of Scorn	500	—
Thunders Shell	1500	Rank 3, WP 40+

Hammer of the Emperor

Action: Extended (5)
Opposed: No
Range: 1 kilometre x PR
Sustained: No
Description: With the power of an orbital barrage, the Librarian calls down a mighty hammer of psychic energy with the power to lay waste to entire towns. The Librarian chooses a point within range and calls down the Hammer. The Hammer has a radius of 100 metres x PR. Anything within the area of effect is subjected to a moderate earthquake, inflicting 3d10 x PR damage on all structures, possibly causing them to collapse. Creatures within the area must make a **Hard (–20) Agility Test** to remain standing. This power cannot be used Fettered, and does not work indoors. This power is extraordinary taxing and inflicts 1d5 levels of Fatigue on the Librarian. In addition, the Librarian may not attempt to use the power again for at least 24 hours.

At the GM's discretion, falling buildings and raining debris may inflict 3d10 I damage on those in the area of effect who fail a **Challenging (+0) Agility Test**.

Mark of Scorn

Action: Half
Opposed: Yes
Range: 5 metres x PR
Sustained: Yes
Description: The Librarian casts a curse upon one of his foes, marking him for death at the hands of the righteous. This power only works on a single target. The target becomes Marked, and all successful melee attacks against him will gain a bonus to damage equal to the Librarian's PR. In addition, any instances of Righteous Fury (see page 245) from melee attacks against him automatically occur without the need to pass a WS test.

Thunder's Shell

Action: Half or Reaction
Opposed: No
Range: Self
Sustained: Yes
Description: The Librarian covers himself in a fine reactive psychic shield that gets stronger the more force brought against it. While this power is in effect, all attacks against the Librarian have their Penetration reduced by an amount equal to his PR (to a minimum of 0). In addition, attacks that ignore armour completely have this special ability negated by this power, instead inflicting normal damage against whatever armour the Librarian is wearing.

Ultramarines Powers

Only Ultramarines Librarians have access to Ultramarines Psychic Powers. These powers may be purchased with Experience Points, provided the Librarian meets the power's Prerequisites and XP Cost as detailed on **Table 6–17: Ultramarines Powers**.

Table 6-17: Ultramarines Powers

Power	XP Cost	Prerequisites
Fury of the Ancients	1000	WP 40+
Glory of the Emperor	2000	Rank 5, WP 50+
Inspiring Word	1000	—
Paragon	500	—
War Cry	750	WP 40+
Word of the Emperor	1500	Rank 3, WP 50+

Fury of the Ancients

Action: Full
Opposed: No
Range: 10 metres x PR
Sustained: No
Description: Calling upon the legends of his Chapter, the Librarian summons forth a ravening beast of ghostly flame and psychic energy. The flaming apparition then charges forward from the Librarian in a straight line, moving up to the extent of the power's range before vanishing in a burst of energy. Those touched by the beast will suffer 1d5 x PR points of Energy damage and must make a Pinning Test (see page 248) with a penalty of –5 x PR.

Glory of the Emperor

Action: Half
Opposed: No
Range: 10 metre radius x PR
Sustained: No
Description: For the briefest of instants the Librarian channels the light of the Emperor, bathing all those nearby in His glory. The Librarian may affect a number of allies equal to his PR within line of sight and range of this power. Those affected are healed by the divine light and will recover Wounds equal to the Librarian's PR. This healing cannot restore Critical Damage, nor will it take a creature above its starting Wound total.

Channelling this power is difficult and draining, and a Librarian may only use it a number of times each day (within a 24 hour period) equal to his Willpower Bonus.

Inspiring Word

Action: Half
Opposed: No
Range: 10 metre radius x PR
Sustained: Yes
Description: The Librarian calms the minds of nearby allies and completely dispels their fear and doubt. While this power is active, a number of allies equal to PR, and within range, are immune to the effects of Fear.

Paragon

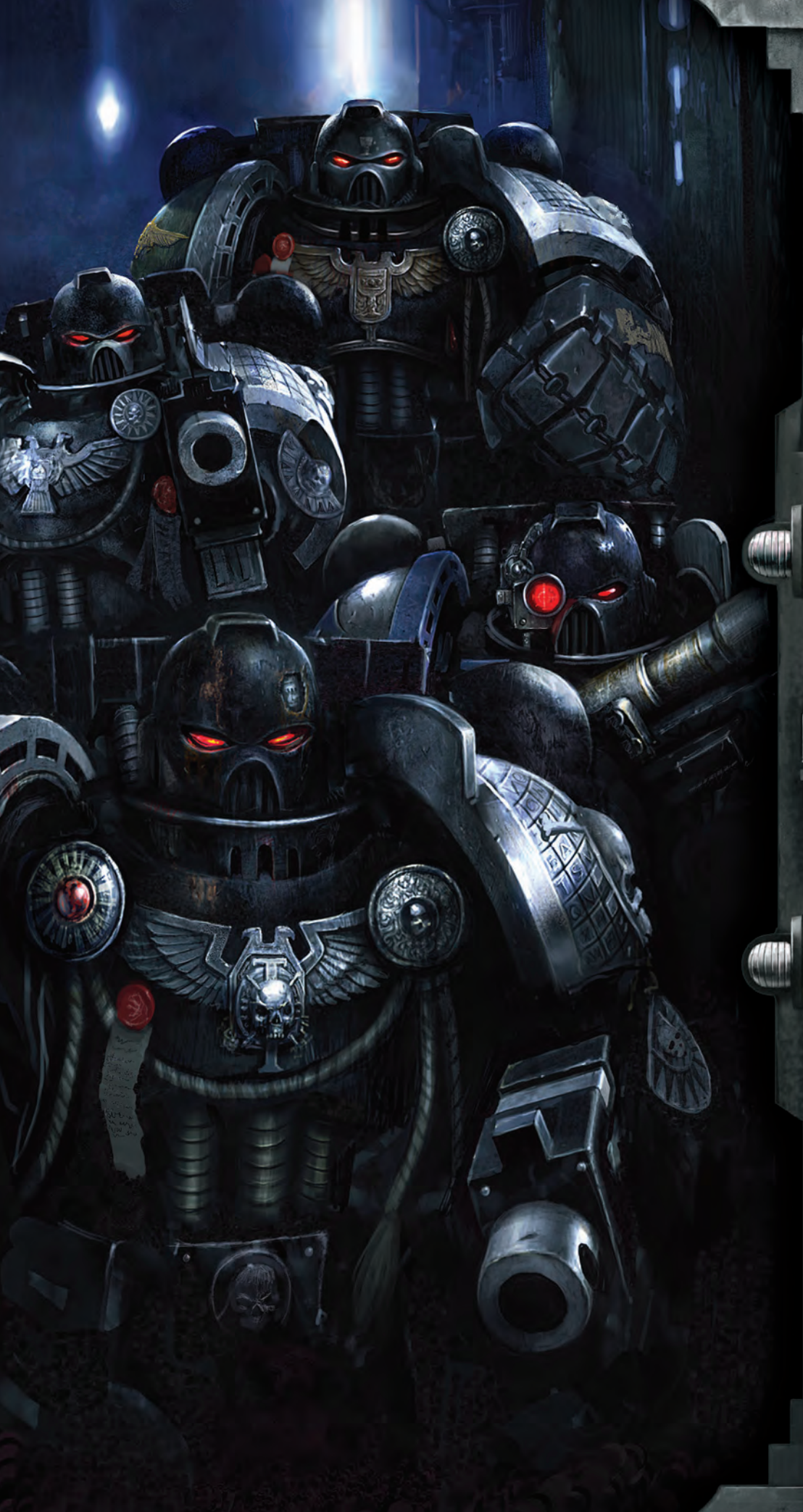
Action: Full
Opposed: No
Range: 5 metre radius x PR
Sustained: Yes
Description: The Librarian lets his authority shine forth in a blaze of psychic energy, filling nearby allies with strength and resolve to emulate his glory. While this power is in effect, the Librarian can allow a number of allies equal to his PR within range of the power to use one of his characteristics. In effect, those benefiting from this power count as having a characteristic score equal to that of the Librarian, though if their own characteristic is higher they may choose to use that instead.

War Cry

Action: Half
Opposed: Yes
Range: 5 metres x PR
Sustained: No
Description: With a terrifying cry, the Librarian demoralises and stuns nearby foes, forcing them to cower before his might. This power can affect a number of foes equal to the Librarian's PR. Those affected cannot use Reactions from the end of the Librarian's turn to the start of his next turn.

Word of the Emperor

Action: Full
Opposed: Yes
Range: 10 metres x PR
Sustained: No
Description: The Librarian recites a sanctified prayer to the Emperor, speaking holy words that burn the minds of the unfaithful and cast out the spirits of the Warp. This power can affect a number of targets equal to the Librarian's PR. Those affected will become Stunned (see page 261) for one Round. Targets with the Daemonic Trait are affected much more seriously by this power and will suffer 1d10 Explosive damage x PR and must make a Warp Instability Test. Finally, creatures targeted by this power suffering from Possession (see page 134) may immediately make a **Challenging (+0) Willpower Test** to break free.



VII

Playing the Game

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Chapter VII: Playing the Game

"A Space Marine is not born, but made by the good grace of the Emperor from flesh, blood, and a will to do the Master of Mankind's bidding."

–Gyvan Hul, Seneschal of the Rogue Trader vessel *Frozen Talon*

This chapter covers the game's core rules systems and how to use them to play games of **Deathwatch**. It introduces the main game mechanics and how to make tests and set test difficulties. This chapter also covers such things as lighting and movement and the effect of both on the player characters. As well as these mechanics, this chapter also covers the special rules relating to the characters' Kill-team, such as Cohesion, Support, and Squad Mode actions and abilities. Finally the chapter ends with information on Missions and how they can be used to structure adventures for the Kill-team.

Tests

Tests are the basic way of determining success or failure in **Deathwatch**. When a Battle-Brother performs any task that could have dramatic consequences—affecting the story, a character's health, the Chapter's honour, the safety of the Kill-team, and so on—a test must be performed.

The Core Mechanic

- Determine the Skill or Characteristic to test.
- Add or subtract any relevant modifiers to the Skill or Characteristic.
- Make a percentile roll (1d100).
- If the percentile roll is less than or equal to the Skill or Characteristic being tested, the test succeeds.
- If the percentile roll is greater than the Skill or Characteristic being tested, the test fails.

SKILL TESTS

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

Success is more likely to occur in a Skill Test where the character has Training in the Skill. A Battle-Brother can still attempt a Skill Test with an Untrained Basic Skill, but in such cases, the governing Characteristic is halved (round down). A character cannot attempt a Skill Test with an Untrained Advanced Skill.

Many Talents can improve a Battle-Brother's chances of success at a Skill Test, as can Skill Mastery.

It is important to note that, despite their names, both Weapons Skill and Ballistics Skill are Characteristics. See Characteristic Tests on page 203.

Example

Brother Ulfric is chasing down an Eldar guardian before he can alert his nearby patrol. The slippery alien scrambles down an incline to escape the charging Space Marine. To climb down the cliff, the GM decides that Brother Ulfric must make a Climb test, which is a skill governed by Strength. Ulfric' Strength is 41, but he doesn't have training in Climb. Since Climb is a Basic Skill, Ulfric can still make the attempt at half his normal Strength, which is 20. Ulfric's player makes a percentile roll and gets a 29, which is higher than 20, so the test fails and Ulfric falls instead.

Undaunted by his fall and still in pursuit of the Eldar, Ulfric plunges after the xenos into a fast-flowing stream. This calls for Ulfric to make a Swim Test. Swim is a Basic Skill governed by Strength, and Ulfric has Training in Swim, so he gets to use his full Strength score for the test, which is 41. Ulfric's player makes a percentile roll and gets a 33—a success! Ulfric manages to catch the alien and drown him quietly in the river, maintaining his team's secrecy.



Table 7-1: Skill Tests

Type of Skill	Effect on Skill Test
Untrained Basic Skill	Test at half Characteristic (round down)
Untrained Advanced	Cannot perform a test with this Skill
Trained Basic or Advanced	Skill Test at full Characteristic
Mastered Basic or Advanced	Skill Test at full Characteristic +10 or +20

CHARACTERISTIC TESTS

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

Table 7-2: Characteristics Tests

Characteristic	Example Tests
Weapon Skill	Make an attack with a melee weapon.
Ballistic Skill	Make an attack with a ranged weapon.
Strength	Break down a door, restrain a captive, push over a grox.
Toughness	Resist poison or disease, tolerate temperature extremes, stave off hunger, resist mutation.
Agility	Determine Initiative, maintain balance on a narrow surface, navigate treacherous terrain.
Intelligence	Recall an important detail, identify a familiar face, solve a puzzle.
Perception	Notice a hidden enemy, locate a secret door, gauge another person's attitude.
Willpower	Resist a Psychic Power, torture, or Fear.
Fellowship	Make a good impression or inspire confidence.

Degrees of Success and Failure

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

Measuring Degrees of Success and Failure in a Skill or Characteristic Test is straightforward. After the percentage roll is made, compare the roll with the modified Characteristic score. For each full 10 points by which the Characteristic was exceeded, one Degree of Success is achieved. Conversely, for each 10 full points by which the test failed, one Degree of Failure is gained.

Example

Brother Ulfric is clearing a corridor in a space hulk with his Kill-team. Seeing shapes moving in the shadowy distance, he opens fire with his storm bolter, spraying the dark with incandescing bolt rounds. Ulfric's player makes a roll against his character's WS of 45, scoring a 23. This beats his Characteristic by 22 indicating 2 Degrees of Success. Ulfric's accurate fire means the bulk of his rounds smash home into his foes.

Extended Tests

Some tasks are quite complicated and may take extra time to finish. In these cases, the GM may decide that it takes more than one successful Skill Test to complete the task. This is known as an Extended Test. Generally, the Skill in question describes whether it requires an Extended Test, though the GM may adjust the time represented by each test depending on what is in fact being attempted.

Opposed Tests

Sometimes a Battle-Brother needs to test himself against an opponent. This is known as an Opposed Test. For example, if a character needed to hide from an enemy scout, he could test his Concealment Skill against the scout's Awareness Skill.

In an Opposed Skill Test, both participants make tests normally. Whoever succeeds at his test wins. If both participants succeed, the one with the most Degrees of Success wins. If both Degrees of Success are the same, the highest Characteristic Bonus wins. If the result is still a tie, the lowest dice roll wins.

Should both parties fail, one of two things occurs. Either there is a stalemate and nothing happens or both parties should re-roll until there is a clear winner.

Example

Ulfric is trying to force open a bunker door while a group of terrified traitor guardsmen try to hold it closed. The GM decides this is an opposed Strength, and so Ulfric's player rolls against his character's Strength of 41, while the GM roll against the collective guardsmen Strength of 35. Ulfric' player rolls a 31, passing his test, while the GM rolls a 30 for the guardsmen. As they both passed, the winner is determined by who passed by the most. This is Ulfric, passing by 10 compared to the guardsmen's 5. Flinging the door open, Ulfric storms into the bunker to deliver the Emperor's justice to the traitors.

Test Difficulty

Not all tests are equal. Setting a melta bomb on a stationary bunker and placing the same bomb on a moving battle tank while under fire may both require Demolition Tests, but the latter is clearly harder than the former. But how much harder is one from the other? This is where test difficulty and the roll of the GM both come into play.

In some cases, the difficulty of a test is pre-determined by the rules; in other cases, the GM should decide the difficulty and consult **Table 7–3: Test Difficulty,** below, to determine the appropriate modifier. The difficulty modifier is applied to the governing Characteristic associated with the test.

Table 7-3: Test Difficulty

Difficulty	Test Modifier
Trivial	+60
Elementary	+50
Simple	+40
Easy	+30
Routine	+20
Ordinary	+10
Challenging	+0
Difficult	–10
Hard	–20
Very Hard	–30
Arduous	–40
Punishing	–50
Hellish	–60

Example

Codicier Raeigus is trying to decipher some ancient alien wards on a tomb wall. Because of the nature of the wards and the age of the writing, the GM decides that this is a **Hard (–20) Lore: Forbidden (Xenos) Test**. *Normally Raeigus would make this test against his Intelligence of 47, however as this is a Hard test he suffers a –20 penalty to his Characteristic for this test. Therefore to pass the test he must roll 27 or less.*

Assistance

In some situations, multiple characters working together have a better chance of completing the task than if a character attempts it alone. With the GM's permission, a character can assist another character who is performing a test. Only the character who is actually performing the test rolls dice. Each character assisting reduces the difficulty by one step (see Table 7–3). If the test succeeds, the character performing the test gains an extra Degree of Success.

Limits on Assistance

Characters can assist each other in most tasks, but there are limits:

- To give assistance on a Skill Test, a character must have training in the skill.
- The assisting character must be adjacent to the character performing the test.
- Assistance cannot be given for Reactions or Free Actions.
- Assistance cannot be given on tests made to resist disease, poison, Fear, or anything else the GM deems inappropriate.
- No more than two characters may attempt to assist another on a single test.

Example

Ulfric is trying to get an ancient transponder to work so that his Kill-team can call in support. This requires the Tech-use Skill, which Ulfric has trained in but is not well versed. Brother Tuteros, a member of the Kill-team, is also on hand, however, and also has some training in Tech-use, enabling him to help Ulfric and improve their chances of success. The GM declares the normal difficulty for this test is Challenging (+0), but with Tuteros' Assistance, the test becomes Ordinary (+10). Furthermore, if Ulfric succeeds at the test, he automatically gains an extra Degree of Success.

The Role of Fate

Space Marines are unusual people, individuals with abilities, backgrounds, and experiences well beyond those of ordinary citizens of the Imperium. More than anything, the role of Fate in a Battle-Brother's life is what separates him from the masses. All characters begin play with a number of Fate Points, which are determined at character creation. For some, these Fate Points represent destiny, a sign that the Emperor has marked them for greatness. For others, Fate represents simple luck.

USING FATE POINTS

Fate Points allow a Battle-Brother to manipulate situations by mitigating bad results or turning a mishap into fortune. Among other things, this allows players to take more risks, which makes the game faster and far more exciting. A Battle-Brother has a limited pool of Fate Points, and when a Fate Point is spent, that pool is reduced by one. Spent Fate Points are restored at the beginning of the next gaming session, or possibly under special circumstances in the middle of a game session that the GM deems appropriate. A Fate Point can be used at any time, either on the character's own Turn or in reaction to the action of another character. Spending a Fate Point is a Free Action.

Spending one Fate Point allows a Space Marine to do one of the following:

- Re-roll a failed test once. The results of the re-roll are final.
- Gain a +10 bonus to a test. This must be chosen before dice are rolled.
- Add an extra Degree of Success to a test. This may be chosen after dice are rolled.
- Count as having rolled a 10 for Initiative.
- Instantly remove 1d10 Damage (this cannot affect Critical Damage).
- Instantly recover from being Stunned.
- Enter Squad Mode without a Cohesion Test.
- Gain a +1 bonus to your Rank for the benefits of a Solo Mode ability.
- Remove one level of Fatigue.

Burning Fate

Sometimes a re-roll or an extra Degree of Success is not going to be enough to save a Battle-Brother's life. In these instances, the character may choose to burn a Fate Point and permanently reduce his Fate Points by one. The result is that the character survives whatever it was that would have killed him, but only just. For example, if the character was shot with a lascannon and suffered a Critical Hit that would have killed him, instead he is only hideously burnt and rendered unconscious with zero Wounds. In more extreme circumstances, such as being trapped on a spaceship during a warp drive implosion, it is up to the player and the GM to work out just how the Battle-Brother makes his escape. A Fate Point may be burnt even if it has already been used for that gaming session.

Gaining Additional Fate Points

Battle-Brothers are awarded additional Fate Points (or allowed to replenish those that have been burnt) at the GM's discretion. Such rewards can be given out as the main adventure reaches certain milestones, or for particular acts of heroism, cunning, or good roleplaying.

Movement

In many game situations, it is unnecessary to worry about how fast a character can run or how long it takes him to walk from the Emperor's chapel to the proving ground. On the other hand, there are also many situations that come up during a game, such as a combat, where knowing how far a character can move over a given period of time becomes very important. During a combat Round, a character may take a specific Action to move at one of four speeds: Half Move, Full Move, Charge, or Run. The number of metres a character travels per Round at these various speeds determined by his Agility Bonus, see **Table 7–4: Structured Time Movement** below for details. Traits can modify some or all movement speeds.

Table 7-4: Structured Time Movement (Metres/Round)

AB	Half Move	Full Move	Charge	Run
0	1/2	1	2	3
1	1	2	3	6
2	2	4	6	12
3	3	6	9	18
4	4	8	12	24
5	5	10	15	30
6	6	12	18	36
7	7	14	21	42
8	8	16	24	48
9	9	18	27	54
10	10	20	30	60

In some situations, it may be important to note how fast a character can travel in Narrative Time.

Table 7–5: Narrative Time Movement describes the standard speeds a character can move at a leisurely pace under ideal circumstances. Environment (see following) can affect these speeds, hindering the characters as they travel.

Table 7-5: Narrative Time Movement

AB	Per Minute	Per Hour	Per Day†
0	12m	0.75km	7km
1	24m	1.5km	15km
2	48m	3km	30km
3	72m	4km	40km
4	96m	6km	60km
5	120m	7km	70km
6	144m	9km	90km
7	168m	10km	100km
8	192m	12km	120km
9	216m	13km	130km
10	240m	14km	140km

†Assumes 10 hours of walking.

Narrative Movement and Terrain

Terrain conditions affect how fast a character can cover ground during Narrative Time. Obviously, slogging through a waist-deep death world swamp is far more laborious than strolling through the steel corridors of an orbital space station. Halve distances when moving through tightly packed foliage, dense urban areas, or similarly difficult terrain. The Game Master determines what, if any, modifiers apply to Narrative Time caused by the environment.

Hurrying

A character can pick up the pace, moving up to double his movement in Narrative Time for a number of hours equal to his Toughness Bonus. At the end of this time, he must make a **Challenging (+0) Toughness Test** or take 1 level of Fatigue. In addition, a hurrying character is less likely to pay attention to his surroundings and thus suffers a –10 penalty to all Perception-based Tests.

A character may push on, even with these penalties, but he must continue to make progressively more difficult Toughness Tests to avoid accumulating additional levels of Fatigue. He suffers a –10 penalty to his Toughness Test after the second time period, a –20 penalty after the third period, and so forth.

Running and Narrative Time

Characters can run during Narrative Time, but doing so is tiring. When running, a character triples his rate of movement, but each hour of sustained running requires the character to make a Toughness Test, with a cumulative –10 penalty per hour after the first, to sustain the pace. On a failed test, the character takes 1 level of Fatigue. Characters moving at this brisk pace are focused on running and watching their steps, so they take a –20 penalty to all Perception-based Tests. As with hurrying, characters can continue running after a failed test, but penalties gained from multiple failed tests are cumulative.

Forced Marching

There's nothing stopping characters from pushing themselves beyond the standard 10 hours of marching. Characters may safely push themselves for a number of extra hours equal to their Toughness Bonus. Beyond this, a character must make a Toughness Test, with a cumulative –10 penalty per hour, for each hour he travels beyond his Toughness Bonus. A failed test indicates that the character takes a level of Fatigue. It is possible to march oneself into unconsciousness. Fatigue taken from forced marching is removed after the character has rested for two hours for each hour he marched beyond their Toughness Bonus.

Movement and Environment

The movement rates for characters described on Table 7–4 assume a relatively clear battlefield. There may be a few minor obstacles, but characters can still move at their standard rates. There are, however, some circumstances that reduce a character's speed. These can include rubble-strewn hallways, deep snow, dense fog, thick underbrush, and a variety of other conditions that make it tough to navigate. In such environments, a character's movement is halved. If a character charges or runs, he must succeed at **Challenging (+0) Agility Test** or fall prone. The difficulty of this test can be modified based on the terrain. See **Table 7–6: Treacherous Environment Agility Modifiers** (below) for suggestions.

Table 7-6: Treacherous Environment Agility Modifiers

Condition	Difficulty
Fog or Smoke	Ordinary (+10)
Mud	Challenging (+0)
Shallow Water	Challenging (+0)
Darkness	Difficult (–10)
Snow	Difficult (–10)
Underbrush	Difficult (–10)
Dense Crowds	Hard (–20)
Zero Gravity	Hard (–20)
Rubble	Hard (–20)
Tremors	Hard (–20)

CLIMBING

There may be times during a character's explorations when he wants to scramble over a low wall, descend into a crevasse, climb to an ideal rooftop sniper position, or shinny up a tree to escape the claws of vicious xenos. Climbing is divided into two general categories: simple climbs and sheer surfaces.

Simple Climbs

Simple climbs can include fences, steep hills, boulders, trees, or anything else that requires effort and concentration, but no real skill to accomplish. Any character with both hands free can automatically accomplish a simple climb, provided he takes his time and is not being distracted (such as being shot at).

If a character is trying to climb quickly, is being attacked, or is otherwise distracted, he needs to make a Strength Test or Climb Test to perform a simple climb. On a success, the character ascends or descends at a rate of one-half his Half Move speed (round up). For each Degree of Success, the character climbs an extra metre. On a failed test, the character falls from his starting climbing position. The GM can adjust the difficulty of the test based on the nature of the climb and other conditions, but the default difficulty is Challenging (+0). Note that some acts of climbing, such as ascending a sturdy ladder, are so basic that no test should be necessary.

Sheer Surfaces

Many surfaces are beyond the means of ordinary characters to climb. A sheer cliff with overhangs and no visible hand-holds, an icy crevasse, and the exterior walls of most buildings all require skill to climb successfully. Such efforts always require a test. A character may attempt to climb a sheer surface by making a Climb Test. On a success, the character ascends or descends at a rate of one-half his Half Move speed (round up). For each Degree of Success, the character climbs an extra metre. On a failed test, the character falls from his starting climbing position. Climbing difficulty varies with the nature of the climbing surface, though most tests should be Challenging (+0).

Abseiling

A character can descend a sheer surface more quickly by abseiling. This requires some kind of climbing gear, such a drop harness, or at the very least some long rope. An abseiling character makes a **Challenging (+0) Agility Test**. On a success, he descends at a rate of 10 metres per Round. On a failure, he descent rate is only five metres per Round. Failure by two or more degrees requires to the character to make a **Challenging (+0) Strength Test** or lose his grip—if he is not wearing a drop harness, he falls.

JUMPING AND LEAPING

A jump is a controlled vertical ascent or descent where a character attempts to either jump as high as he can, or jump down safely without suffering damage. If a character is pushed over an edge, or is otherwise not in control of a descent, he is not jumping, but falling (see page 261). A leap is a horizontal jump where a character attempts to cover as much distance as possible. Both jumping and leaping can benefit from a running start. Performing any kind of jump or leap is treated as a Full Action.

Standing Vertical Jumps

From a standing position, an average character can jump about half a metre straight up (measured from the ground to the bottom of his feet). Jumping distance depends as much on a character's body mass as it does his Strength and Agility, so this distance tends to vary only slightly between characters. A character can jump up to reach an overhead ledge, or similar object, that is as high as his own height, plus about one metre for average arm length, plus another half a metre for an average standing jump. Usually, no test is required to make such a jump, though pulling oneself up onto a grabbed ledge requires a **Challenging (+0) Strength Test**. A character can attempt to safely jump down a number of metres equal to his Agility Bonus by making a **Challenging (+0) Agility Test**. If he succeeds, he lands on his feet and takes no damage. If he succeeds, but the jump is a greater distance than his Agility Bonus, he must take Falling Damage (see page 261) equal to the distance jumped in metres beyond his Agility Bonus and ends his Turn prone. If he fails the Agility Test, he suffers Falling Damage for the entire distance of the jump and ends his Turn prone.

Running Vertical Jumps

If a character gets a running start by moving at least four metres in a straight line, he can jump higher. At the end of his movement, he must make a **Challenging (+0) Agility Test**. If he succeeds, he can add half his Strength Bonus (rounded up) in metres to his normal vertical jump distance (see above), plus an additional half metre for each Degree of Success. If he fails the test, he stumbles, which ends his Turn. For every four additional metres beyond the first four that a character runs before making a Jump, he receives a +10 bonus to his Agility Test (maximum +30).

Standing Horizontal Leaps

To make a Standing Horizontal Leap, a character must make a **Difficult (–10) Agility Test**. On a success, he Leaps number of metres equal to his Strength Bonus, plus another half metre for each Degree of Success. On a failure, he only Leaps a number of metres equal to half his Strength Bonus (round up), and each Degree of Failure further reduces this distance by another half metre (to a minimum of one-half metre). Should it be important, the height attained while leaping is equal to one quarter the distance in metres travelled (round up).

Running Horizontal Leaps

When performing a Running Horizontal Leap, a character must move at least four metres in a straight line before making the Leap. At the end of his movement, he makes a **Challenging (+0) Agility Test**. On a success, he Leaps a number of metres equal to his Strength Bonus, plus another half metre for each Degree of Success. On a failure, he only Leaps a number of metres equal to half his Strength Bonus (round up), and each Degree of Failure further reduces this distance by another half metre (to a minimum of one-half metre). For every four additional metres beyond the first four that a character runs before making a Leap, he receives a +10 bonus to his Agility Test (maximum +30). Should it be important, the height attained while leaping is equal to one quarter the distance in metres travelled (round up).



SWIMMING

A character doesn't need to make a Swim Test under ideal circumstances, but hazardous conditions such as rough waters, hands being tied, or swimming whilst fighting all require Swim Tests to move. To swim under hazardous conditions, a character must make a **Challenging (+0) Swim Test** as a Full Action. A success indicates that the character moves in any direction up to a number of metres equal to one-half his Strength Bonus, or simply treads water at his option. A failed Test means that he makes no progress and cannot move. A character can choose to swim underwater, but he must hold his breath to do so. A character who is unable to swim for some

reason (unconsciousness, paralysis, etc.) automatically goes underwater. While underwater, a character risks Suffocation due to drowning (see page 261).

Heavy equipment, especially armour, makes swimming extremely difficult. If a character is wearing armour or is otherwise weighted down, all Swim Tests are Very Hard (–30) and a failed Swim Test automatically imposes one level of Fatigue.

Swimming and Narrative Time

Prolonged swimming can be exhausting. A character may swim for a number of hours equal to his Toughness Bonus. After that point, he must make a Toughness Test each hour with a cumulative –10 penalty per hour. On a failed test, he takes one level of Fatigue. If a swimming character falls unconscious due to Fatigue, he goes underwater and begins to Suffocate (see page 261). To determine the distance covered for each hour of Swimming, use Table **7–5: Narrative Time Movement** and swap the character's Strength Bonus for his Agility Bonus.

CARRYING, LIFTING, AND PUSHING OBJECTS

Under normal circumstances, characters in **Deathwatch** do not need to precisely calculate how much they can carry. Common sense can serve as a guide for most purposes. In general, most characters can reasonably carry one main weapon (such as a boltgun, lasgun, or flamer), plus one or two secondary weapons (such as pistols or melee weapons), plus a few clips of extra ammo and several pieces of miscellaneous equipment in a backpack, satchel, or similar container. On the other hand, it would not be at all reasonable for a character (even a very strong one) to be walking around with three different heavy weapons and several thousand rounds of ammo for each, or for a character to have a backpack with one of everything from the equipment section in **Chapter V: Armoury**. However, there are likely to be instances when it is useful to know how much a character can lift or carry. The amount of weight a character can move depends on the sum of his Strength Bonus and Toughness Bonus. Compare the total to **Table 7–7: Carrying, Lifting, and Pushing Weights** to find out the limits of a character's might. Note that certain Traits may increase these values.

Carrying Weight

A character's Carrying Weight is how much he can comfortably carry without suffering and penalties to his movement. If a character carries more that this weight, he is Encumbered (see Table 7–7).

Table 7-7: Carrying, Lifting & Pushing Weights

Sum of SB and TB	Max Carrying Weight	Max Lifting Weight	Max Pushing Weight
0	0.9kg	2.25kg	4.5kg
1	2.25kg	4.5kg	9kg
2	4.5kg	9kg	18kg
3	9kg	18kg	36kg
4	18kg	36kg	72kg
5	27kg	54kg	108kg
6	36kg	72kg	144kg
7	45kg	90kg	180kg
8	56kg	112kg	224kg
9	67kg	134kg	268kg
10	78kg	156kg	312kg
11	90kg	180kg	360kg
12	112kg	224kg	448kg
13	225kg	450kg	900kg
14	337kg	674kg	1,348kg
15	450kg	900kg	1,800kg
16	675kg	1,350kg	2,700kg
17	900kg	1,800kg	3,600kg
18	1,350kg	2,700kg	5,400kg
19	1,800kg	3,600kg	7,200kg
20	2,250kg	4,500kg	9,000kg

Lifting Weight

A character's Lifting Weight represents the maximum amount of weight he can pick up off the ground. A character can attempt to move whilst holding a heavy load, but if the load exceeds his Carrying Weight, he is Encumbered (see below). Lifting a heavy load is treated as a Full Round Action. A character can attempt to lift more than his usual limit by making a **Challenging (+0) Strength Test**. Each Degree of Success adds a +1 bonus to the sum of the character's Strength Bonus and Toughness Bonus for the purpose of determining limits. If the test is failed by two degrees or more, the character suffers one level of Fatigue.

Pushing Weight

A character's Pushing Weight represents the maximum amount of weight he can shove across a smooth surface, such as a metal floor. Difficult Terrain can make pushing objects much more difficult. Pushing a heavy object is treated as a Full Round Action. A character can attempt to push more than his usual limit by making a **Challenging (+0) Strength Test**. Each Degree of Success adds a +1 bonus to the sum of the character's Strength Bonus and Toughness Bonus for the purpose of determining limits. If the test is failed by two degrees or more, the character suffers one level of Fatigue.

Encumbered Characters

If a character attempts to carry more than his normal carrying limits (but less than his lifting limit), he is Encumbered. An Encumbered character takes a –10 penalty to all movement-related tests and reduces his Agility Bonus by one for the purposes of determining movement rates and Initiative. In addition, after a number of hours equal to his Toughness Bonus have passed while carrying this weight, he must make a **Challenging (+0) Toughness Test** or take one level of Fatigue.

Throwing Objects

Chapter V: Armoury describes several weapons designed to be thrown at targets, but a character can attempt to throw just about any object that weighs up to half the character's normal Lifting Weight (as indicated by **Table 7–7: Carrying, Lifting, and Pushing Weights**). To throw an object, a character makes a **Challenging (+0) Strength Test**. A successful test means that the object flies a number of metres equal to his Strength Bonus. For each Degree of Success, this distance increases by a factor of one, so one degree means that the character throws the object a number of metres equal to twice his Strength Bonus, two degrees means that the object is thrown a number of metres equal to three times his Strength Bonus, and so forth. On a failed test, the object flies a number of metres equal to half his Strength Bonus (round down; a result of 0 means it fell at his feet). If the object hits a hard surface such as a wall, it takes 1d10+SB Damage plus one for every Degree of Success on the test. These rules do not apply to aerodynamic throwing weapons and grenades. Such weapons have a range given on the weapons tables and have range brackets like other weapons. If the object is being thrown at a specific target, it is treated as an improvised weapon and the throwing character makes a Ballistic Skill Test instead of a Strength Test. A character can attempt to throw an object that weighs more than half his Lifting Weight, but such tests are Hard (–20).

LIGHTING

Many adventures in **Deathwatch** take place under the cover of night, in the shadowy depths of a space hulk, or in the dank and fetid underhive. As a result, the oppressive darkness becomes a constant enemy, concealing countless terrors and monstrous threats in its depths. For these reasons, light sources are of paramount importance when exploring the dark places of the Imperium. For simplicity, **Deathwatch** uses three levels of light: Bright, Shadow and Darkness. Bright light is any light that allows normal vision, such as sunlight or being within the radius of a torch, glo-lantern, and so on. Shadow conditions occurs during pre-dawn and twilight hours on Earth-like planets, whenever a character or object is just beyond the range of a normal light source, or when that source is obscured by an effect such as fog. Darkness, naturally enough, is the absence of light. Aside from the obvious effects of Darkness and Shadow, areas of Shadow and Darkness can interfere with a character's movement and combat capabilities. Characters may move through areas of Shadow at no penalty, but may move at only half speed or less through Darkness. Exceeding



this speed means that the character may drift in a random direction unless the character succeeds on a **Hard (–20) Perception Test**. For the effects of lighting on combat, see page 247.

FLYING

This section describes rules for flying creatures, or characters with specific technology that grants flight capability.

Altitude

On a typical Earth-like planet, there are three broad altitude levels: Hovering, Low Altitude, and High Altitude. A flying creature can change altitude by one level (up or down) during each Move Action taken. If a creature is using a Charge or Run Action, it can change altitudes by two levels.

Hovering Altitude

Hovering means that a creature is skimming just above the ground, no higher than two metres. It can move over low obstacles with ease. A hovering creature can both attack and be attacked by other creatures and characters on the ground. Some creatures are capable of hovering, but incapable of flying at other altitudes. Such creatures have the Hoverer Trait (see page 132). A creature with the Hoverer Trait always stays at the same height above ground (usually within two metres) even if it descends into low terrain, such as a pit. Such creatures will not willingly descend into an area they cannot get out of, no more so than any normal creature would willingly jump into a hole in which it could not escape.

Low Altitude

This altitude indicates that a creature is flying at a height that is beyond the melee attack range of other creatures or characters on the ground, but is still within the range of most ranged attacks from such creatures or characters. A Low Altitude flier takes no penalties for shooting downwards, but those firing up at it suffer a –10 penalty to their Ballistic Skill Tests in addition to any normal penalties for range.

High Altitude

When a creature is flying at High Altitude, it is far above the ground beyond the range of all attacks, even those coming from Low Altitude. A High Altitude flier can only attack or be attacked by other creatures flying at High Altitude.

Flying Movement

Flying creatures and characters are broken up into two categories, each of which is a Trait (see **Chapter IV: Talents & Traits**). They are Hoverers and Flyers. Hoverers can move through the air, but are incapable of gaining more than two metres of altitude. A Flyer can ascend or descend to any altitude. Each Trait has an associated number in the creature's description. This number describes the character or creature's Flying Movement. This works just like regular movement, but applies only when the creature is flying. While flying or hovering, a creature must devote a Movement Action to maintaining its flight each Turn, or it falls. Half Move, Full Move, Charge, and Run are all valid Actions for maintaining flight. If the creature at Hovering Altitude suddenly stops flying (by not devoting a Move Action or being Stunned, for example), it simply lands on the ground unharmed. If it is instead at Low Altitude, it suffers Falling Damage (see page 261) as if it fell 15 metres. If it is instead at High Altitude, it suffers Falling Damage as if it fell 25 metres, or more at the GM's discretion.

THE EFFECTS OF GRAVITY

Although the inhabited worlds of the Imperium may vary slightly in terms of gravity, the effects on game play are minimal. Only when characters explore High Gravity or Low Gravity worlds are movement, lifting and other factors affected.

Low Gravity Worlds

On worlds of low gravity, all characters increase their Agility Bonus by two for the purposes of movement and determining Initiative. In addition, characters add four to the total of their Strength Bonus and Toughness Bonuses for the purpose of determining carrying, lifting, and pushing limits. Characters also add two to their Strength Bonus for determining how far they can throw objects. Low gravity doubles all jumping and Leaping distances.

High Gravity Worlds

On worlds of high gravity, all characters decrease their Agility Bonus by two (to a minimum of one) for the purposes of movement and determining Initiative. In addition, characters subtract four (to a minimum zero) from the total of their Strength Bonus and Toughness Bonuses for the purpose of determining carrying, lifting, and pushing limits. Characters also subtract two from their Strength Bonus (to a minimum of 0) for determining how far they can throw objects. Finally, halve all Jumping and Leaping distances.

Zero Gravity

Battle-Brothers are most likely to encounter zero gravity conditions in outer space when there has been a serious technological failure. Zero gravity is considered Difficult Terrain, meaning that a character's movement is halved while in it, and if he attempts a Charge or Run Action, he must succeed at a **Hard (–20) Agility Test** or drift out of control (treat as falling prone). Additionally, a character beginning a movement action in zero gravity must be adjacent to a floor, wall, ceiling, or other secure object, so he has something to push off from.

Cohesion

"Shoulder-plate to shoulder-plate the Adeptus Astartes stand as mankind's wall against the dark."

–Arch-Scribe Urtos, Memorite of the Book of Days and Leagues

Battle-Brothers live in a world of martial prowess where loyalty to the Chapter and bravery in battle are revered above all things. They are trained from their initiation that their faith in their fellow Space Marines should be no less than their faith in the Emperor. Over years of service and the gruelling forge of battle, they form bonds with their brothers stronger than ceramite and more lasting than the stars themselves. When a Battle-Brother is given the honour of joining the Deathwatch, he must re-forge these bonds with a new group of brothers if he is to excel as a warrior and do his duty to the Emperor. A Kill-team, however, is a mix of combat styles, differing ideologies and ancient Chapter rivalries that can be hard to overcome. To be effective in battle and bring down the foes of the Imperium, its members must try and recapture the camaraderie and cohesion of their own Chapter. In this way a Kill-team can act as a single flawless unit in battle, anticipating each other's actions and laying waste to all who oppose them.

What is Cohesion?

All Space Marines are trained to work as part of a combat unit, be it a fire-team, squad, or company, and it is in these settings in which they excel and demonstrate their clear superiority over their foes. Cohesion represents a Battle-Brother's faith in his comrades and his connection to the rest of the Kill-team. Generated at the start of a Mission, Cohesion is a pool of points that may be spent by the Battle-Brothers during play to allow them to act more closely with their Kill-team and perform special battlefield manoeuvres known as Squad Mode abilities (see page 215).

Cohesion and the Squad Leader

Cohesion is generated at the start of each Mission depending on which player-character has taken on the role of the squad leader (see page 228 for details on Missions and selection of the squad leader). This reflects the leader's command abilities and natural charisma, as well as his Battle-Brothers' faith in him. To work out the size of the Kill-team's pool of Cohesion points use the squad leader's Fellowship Bonus as a base modified using **Table 7–8: Cohesion Modifiers**.

his score can then be recorded by the squad leader on his Status Mode sheet (see page 399).



Table 7-8: Cohesion Modifiers

Modifier	Cohesion Bonus
Rank 4+	+1†
Rank 6+	+2†
Command Skill	+1‡
Command Skill +10	+2‡
Command Skill +20	+3‡
†Only the highest applies	
‡Only the highest applies	

Example

Andrew's character is currently in the role of squad leader. He is Rank 1 with a Fellowship Bonus of 3, and he has the Command Skill. This gives his squad a Cohesion of 4 (3+1), which he records on his Status Mode sheet.

Cohesion Damage

In the same way that a Battle-Brother may suffer Damage to his physical capacities, he may also suffer Damage to his ability to connect to his squad and combat morale. This often comes in the form of some kind of weapon attack, though it can come from other sources such as Psychic Powers or unusual environments. This Damage temporarily reduces the Kill-team's Cohesion in the same way that weapon Damage reduces Wounds. This reflects the fact that weight of enemy fire, the chaos of combat, and particularly devastating weapons can all place strain on the Kill-team and its ability to function as an organised battlefield unit.

When a Battle-Brother is in Squad Mode (see page 213), every time his character suffers 10 or more Damage from one of the following sources (before reduction from armour of Toughness) his Kill-team will lose a point of Cohesion:

- A basic ranged weapon with the Accurate quality (such as a sniper rifle)
- A weapon with the Blast quality
- Any weapon with the Devastating quality

This Cohesion damage can however be ignored if the squad leader can pass a **Challenging (+0) Command or Fellowship Test**, rallying his men under fire. This test is a Free Action and is taken as soon as the damage occurs.

Since damage to Cohesion relies on shock and confusion, there are limits to the amount that a Kill-team can suffer in a single combat Round—additional explosions, storms of shells, and artillery have little additional effect. For this reason, a Kill-team will only ever suffer 1 point of Cohesion damage each Turn, with any additional Cohesion damage being ignored.



Creatures with the Fear Trait (see page 131) can also cause Cohesion damage to the Kill-team, but this damage is negated if the Kill-team Leader succeeds at a Willpower Test (see page 277 in **Chapter IX: The Game Master** for full details on Fear and how it affects Cohesion).

Example

Battle-Brother Palarius and his Kill-team are in Squad Mode, fighting a vicious pitched battle with an ork warband. During a furious assault, an Ork lobs a stikk bomb into the midst of Palarius' squad, inflicting 13 points of Damage to Palarius. As Palarius is in Squad Mode and because a stikk bomb has the Blast quality, and inflicted more than 10 points of Damage, it may also inflict a point of Cohesion damage, unless Palarius' squad leader can pass a Command or Fellowship Test.

Recovering Lost Cohesion

Cohesion is a resource that must be used wisely by the Kill-team during the course of a Mission and typically they will only have a handful points at their disposal. There is however a few ways in which Cohesion can be recovered during play, restoring the Kill-team's pool, strengthening their bonds of brotherhood and allowing them further access to Squad Mode abilities.

One point of Cohesion will be recovered by the Kill-team if:

- The Kill-team completes one of their Mission Objectives (see page 230)
- Any member of the Kill-team spends a Fate Point
- The GM decides that the Battle-Brothers have completed a particularly monumental task or roleplayed well the bonds of brotherhood within their Kill-team.

Example

Palarius and his Kill-team push back an Ork assault, completing one of their Mission's Secondary Objectives. By completing the Objective Palarius' Kill-team recover a point of Cohesion.

Cohesion Challenges

Cohesion is not just used to activate Squad Mode abilities but can also be used to quickly enter Squad Mode or maintain it under certain stresses, or test the Kill-team's trust in each other and faith in their leader's abilities. In both cases this is know as a Cohesion Challenge. To pass this test, a character must roll equal or less to his Kill-team's current Cohesion on 1d10.

Example

A potent Psychic Power is assaulting Palarius and his brothers, filling them with doubt and distrust. The GM decides that each Battle-Brother must pass a Cohesion Challenge to maintain Squad Mode. The Kill-team's current Cohesion is 6, so Palarius and his brothers must roll 6 or less on 1d10 to pass the Cohesion Challenge.

Squad Mode and Solo Mode

"Stand fast brothers! We are the Emperor's Fist, closed and ready to strike!"

–Brother-Captain Heledorn of the Imperial Fists at the Battle of Broken Scythes

No Space Marine ever stands alone. Though likened to a one-man army, and with the might and strength to best scores of lesser foes in single combat, a Battle-Brother is trained to be part of a team, a combat unit that is greater than the sum of its parts and works flawlessly to smite its enemies. While other military organisations within the Imperium teach squad tactics and company cohesion, none are as united in battle as the Adeptus Astartes. Born from a common genetic heritage, a Space Marine squad is tied together by more than mere bonds of discipline and duty. They are truly brothers, sons of their Primarch and bound by blood. When a Space Marine joins the Deathwatch, however, he must often re-learn these bonds and re-forge his connection to warriors not of his Chapter, who might be descended from strange and unusual orders with diverse traditions and tactics. This is where a Battle-Brother's natural training is imperative, and he must reach deep within himself to find those distant genetic links that tie all Adeptus Astartes together as the grandsons of the Emperor himself.

his section details two very important aspects of being a Space Marine, known as Solo Mode and Squad Mode. These rules represent both a Space Marine's heritage (the gifts bestowed on him by his Chapter), as well as his exceptional degree of military training and ability to work with his Battle-Brothers in ways lesser soldiers can only aspire to. All characters begin play with access to both Solo Mode and Squad Mode abilities, as determined by their Chapter, Rank, and Speciality. As play progresses and they grow in power, their squad mates (the group of characters) form stronger bonds, allowing them to unlock new abilities and upgrade existing ones. Skillful use of both Solo Mode and Squad Mode can make a significant difference on the battlefield and may even mark the difference between victory or defeat.

What is Solo Mode?

Solo Mode is the default mode of play for all characters. Unless otherwise indicated by the rules, a Battle-Brother is in this mode. While in Solo Mode, a Space Marine is not linked to the rest of his squad in any special way and cannot benefit from Squad Mode actions or abilities used by his Battle-Brothers. He has access to all of his Solo Mode actions and abilities and may use these freely.

What is Squad Mode?

Squad Mode can only be entered deliberately by a character by using an action or passing a Cohesion Challenge (see page 212). While in Squad Mode, a Space Marine is linked to any other members of his team that are also in Squad Mode and may benefit fully from Squad Mode actions and abilities. A character in Squad Mode can also initiate Squad Mode actions and abilities for the benefit of other team members also in this mode.

The Status Mode Sheet

To help keep track of which mode a Battle-Brother is in, as well as which mode abilities he has access to, players should use the Status Mode Sheet. This sheet is divided into two halves (see page 399) with one half detailing Solo Mode abilities and the other half detailing Squad Mode abilities. To make things easier for both the GM and other players, the sheet can be placed on the table next to the owning player's character sheet, positioned so that his current mode is on top. Then when the player changes the mode of his character, the sheet can be flipped. In this way, everyone at the table can instantly see which mode each character is in and each of the players can at a glance see the effects of their current mode as well as the mode actions and abilities they have access to.

As an alternative, players can use other ways to denote the mode of their character (if for instance the game is not taking place around a table or table space is at a premium). These could include things such as placing a coin on their character sheets (each face denoting a different mode), putting scraps of coloured paper under their miniatures (if they are using gaming figures) or even rolling up their sleeves or putting their hats on backwards.

he Status Mode Sheet can be found on page 399.

Support Range

Squad Mode abilities can only be used when the character has his fellow Battle-Brothers nearby to aid him. The distance at which a Battle-Brother can affect other members of his Kill-team with a Squad Mode ability is known as Support Range and is determined by a Battle-Brother's Rank, as detailed on **Table 7–9: Support Range**, and should be recorded on his Status Mode sheet. Support Range is always measured from the Battle-Brother using the Squad Mode ability.

Visual distance means that the Battle-Brothers must be able to see each other in order to be in Support Range. This visual

Table 7-9: Support Range

Rank	Support Range
1–3 (Close)	Visual distance, no more than 30 metres away.
4–6 (Medium)	Vocal distance, no more than 60 metres away.
7–8 (Extended)	Vocal distance, no more than 120 metres away.

contact can, however, be very minimal, and should function in near-darkness, heavy rain, and the chaos of combat, where friends and foes can only be glimpsed through the swirl of smoke and the flash of bolter fire.

Vocal distance means that the Battle-Brothers no longer need to be able to see each other to work as a team but must be in close vox communication. If there is no means of communicating via vox or other remote means (perhaps because of enemy jamming signals), or normal vocal communication is impossible (due to excessive noise and the like), then the Battle-Brothers must be able to see each other as detailed above.

Example

Andrew wishes his character to use a Squad Mode ability. His character is Rank 3, so he can only affect other members of his Kill-team if they are within 30 metres and visible to him. Checking the position of his Kill-team, there are two Battle-Brothers within 30 metres, one Battle-Brother within 30 metres but out of sight and one Battle-Brother more than 30 metres away. This means that when Andrew uses his Squad Mode ability, only two members of his squad will be able to benefit from it.

Changing Modes

By default all characters start play in Solo Mode and need to actively enter Squad Mode by using an action or making a Cohesion Challenge. Entering Solo Mode is a Free Action that a Space Marine can take at any time during his turn. To enter Squad Mode, a Battle-Brother must adjust his tactics, note the positions of his Kill-team, and prepare for close unit actions—all of which requires an effort on the part of the Space Marine, one that comes easier with experience and the support of a loyal and trusted squad. Before a Battle-Brother can enter Squad Mode, however, he must meet the following requirements:

- He must be in Support Range of at least one other member of his Kill-team.
- His Kill-team must have at least 1 point of Cohesion.

He can then use a Full Action (effectively missing a Turn) and enter Squad Mode. No tests are required and the Battle-Brother is in Squad Mode effectively from the start of his next Turn.

Alternatively a Battle-Brother can try to enter Squad Mode as a Free Action or Reaction by passing a Cohesion Challenge (see page 212). If the Cohesion Challenge is failed, then the Battle-Brother loses his current Turn or his next Turn (if he tried to enter Squad Mode as a Reaction) and enters Squad Mode from the start of his following Turn.



Example

One of Palarius' squad members has activated a Squad Mode ability and he wishes to enter Squad Mode so as to benefit from it. As it is not his Turn, he must spend his Reaction and pass a Cohesion Challenge. Unfortunately for Palarius he fails the test. This means he does not benefit from the Squad Mode ability of his Battle-Brother and he loses his next Turn as he enters Squad Mode anyway. From the start of his following Turn, however, he is in Squad Mode and is able to make and benefit from Squad Mode actions as normal.

Maintaining Squad Mode

Squad Mode can be maintained as long as the Battle-Brother's Kill-team has at least 1 point of Cohesion. Activating abilities reduces Cohesion, as do some kinds of damage (see Cohesion Damage on page 212). A Battle-Brother drops out of Squad Mode—and returns to Solo Mode—at the start of his Turn if:

- He falls unconscious or dies.
- His Kill-team's Cohesion is reduced to 0.
- He is no longer in Support Range of at least one other member of his Kill-team.
- He chooses to return to Solo Mode.

In certain circumstances he may also lose Squad Mode if he fails a Cohesion Challenge (see page 212).

Example

While in Squad Mode, Palarius has advanced ahead of his Kill-team hunting for an Ork boss in the ruins of an old Imperial chapel. Unexpectedly, he falls through a weakened part of the floor and into a deep cellar out of sight of his Battle-Brothers. As he is Rank 3, he must be in visual contact with his Kill-team to count as being in Support Range, so at the start of his next turn he reverts to Solo Mode, losing any benefits from currently active Squad Mode abilities.

Solo Mode Abilities

"Brothers, there are moments where only the fury of a true Son of Sanguinius will serve. This is such a moment."

–Brother Nocturne of the Blood Angels

As a chosen warrior of the Emperor, a Space Marine brings many advantages with him to the battlefield. On the surface these include his suit of power armour and his boltgun, potent weapons against his foes and tools with which to smite the alien, daemon, or heretic. Added to these ancient implements of war, he also carries with him the benefits of a genetically enhanced physique built for war and designed to survive all but the most terrible of wounds. Like his weapons and armour, a Space Marine's body is a great artefact of a forgotten time, layered with redundant organs, enhanced senses, and hardened bones. His greatest asset however is his training, his lifelong quest for martial perfection that shames all others who aspire to the title of warrior. It is this exceptional skill at arms and in battle that marks him out as an elite warrior of the Imperium and part of the Emperor's finest.

Solo Mode abilities are special abilities that can be used by a Battle-Brother when in Solo Mode and represent part of the specialised training and benefits that come with being a member of the Adeptus Astartes. Solo Mode abilities are divided into two categories: Codex abilities and Chapter abilities. The first represent the Battle-Brother's own personal combat style-often honed over many years of bloody combat and born from both experience on the battlefield as well as the sacred teaching of the Codex Astartes. The second incorporates a Battle-Brother's heritage in the form of Chapter abilities, the result of both genetics and training passed down to him by the teaching of his Primarch. Chapter abilities are unique to each Chapter and can only be used by members of that Chapter who possess the special skills or genetic gifts to utilise them. Solo Mode abilities are always available to the Battle-Brother once he has met the requirements to attain them and can be used to enhance his other abilities such as those gained from Talents, Skills, or special equipment.

Solo Mode abilities are presented in the following way:

Title: The name of the ability.

Required Rank: The minimum Rank that must be attained before the ability can be accessed. In the case of Codex abilities, as long as a Battle-Brother has the required Rank, he can use the ability. In the case of the Chapter abilities, Battle-Brothers can use their own Chapter abilities but not those of other Chapters.

Effects: A detailed description of how the ability works in game, including how the Battle-Brother can activate and benefit from it.

Improvement: Most abilities improve as a Battle-Brother's Rank increases. This section describes how increases in Rank enhance the ability and boost its effects.

Gaining Solo Mode Abilities

A character begins play with access to his own Chapter's Solo Mode abilities as well as any Codex abilities for which he meets the requirements. The requirements for Solo Mode abilities are based on Rank; the level of experience attained by the Battle-Brother (see **Chapter II: Specialities** for details on Ranks). This required Rank represents the minimum Rank needed to gain and use the ability. However, unlike other abilities such as Talents and Skills, a character does not need to spend Experience Points to gain a Solo Mode ability, and once he meets the Rank requirements he can use the ability.

Using Solo Mode Abilities

Solo Mode abilities function much like other special abilities such as Talents and Skills in that they either influence the actions of the Battle-Brother or give him new options in combat. Provided that the Battle-Brother is in Solo Mode, he can use his Solo Mode abilities freely. The exact game effects, as well as the actions required to activate them, can be found in the individual descriptions of each of the Solo Mode abilities.



Codex Abilities

These abilities are the result of hard training and the Emperor-given gifts of being a Space Marine. All Battle-Brothers can learn them, but only the mightiest will ever master them. Codex abilities are also those most frequently used by the Adeptus Astartes, many reflecting their dire reputation in combat as well as their natural affinity for war. As with all other aspects of a Battle-Brother, these abilities are tied to his Rank and greatly increase in power as he gains experience.

Table 7-10: Codex Solo Mode Abilities

Name	Required Rank	Effects
Burst of Speed	1	Increases Movement
Emperor's Grace	7	Roll to recover spent Fate
Extreme Endurance	5	Re-roll Toughness Tests
Feat of Strength	1	Increase Strength Bonus
Mental Fortress	5	Re-roll failed Willpower Tests
Renewed Vigour	3	Ignore Critical Hit effects and restore Wounds

Burst of Speed

Required Rank: 1
Effects: A Battle-Brother can call on reserves of speed when needed, crossing great distances to close with the foe. Once per game session, a Battle-Brother can perform a Burst of Speed. This ability increases the character's Agility Bonus by 2 with all the usual associated benefits for a number of Rounds equal to his Rank.
Improvement: At Rank 3 and above Burst of Speed also adds a +10 to all Agility tests based on movement. At Rank 5 the bonus to Agility Bonus increases to +4. At Rank 7 this ability allows the Battle-Brother to ignore the need to make Agility Tests when running or charging in difficult terrain (see page 206).

Emperor's Grace

Required Rank: 7
Effects: A Battle-Brother is touched by the divine will of the Emperor, a piece of the Master of Mankind passed down to him through his Primarch and the teachings of his Chapter. Once per game session, a Battle-Brother can call on the Emperor's Grace to recover spent Fate Points. For a number of Rounds equal to his Rank, whenever the Battle-Brother spends a Fate Point, he should roll 1d10. If he scores equal or less than his Rank, the Fate Point is immediately recovered. This ability cannot restore Fate Points that have been burnt (see page 205).
Improvement: This ability does not improve with Rank.

Extreme Endurance

Required Rank: 5
Effects: Battle-Brothers are born tough. Even before being gifted with their Chapter's gene-seed, they are selected for their endurance and physical stamina, a trait that only strengthens over time. Once per game session, a Battle-Brother may use his Extreme Endurance to fortify his constitution, granting him a re-roll on all Toughness Tests for a number of hours equal to his Rank.
Improvement: At Rank 7 the Battle-Brother may add +20 to the result of the re-roll.

Feat of Strength

Required Rank: 1
Effects: Space Marines are genetically gifted with great strength far exceeding. that or normal men. In times of need, a Battle-Brother can push this great brawn to its limits to perform truly impressive feats. Once per day of game time, a Battle-Brother may perform a Feat of Strength. This ability effectively increases his Unnatural Strength Trait (see page 136) by one level, so for instance Unnatural Strength x2 becomes Unnatural Strength x3. This effect lasts for a number of Rounds equal to his Rank.
Improvement: At Rank 3 and above Feat of Strength also adds +10 to all Strength Tests and Strength-based Skill Tests for its duration. At Rank 5 and above Feat of Strength last for a number of Rounds equal to twice the character's Rank. At Rank 7 and above Feat of Strength increases the character's Unnatural Strength Trait by two levels.

Mental Fortress

Required Rank: 5
Effects: The Adeptus Astartes are as strong of mind as they are of body, their training and devotion to the Emperor hardening their wills against the perils of a deadly universe. Once per game session, a Battle-Brother may use the Mental Fortress ability to re-roll a failed Willpower Test to resist a Psychic Power or an attempt to subvert his will.
Improvement: At Rank 7 the Battle-Brother may add +20 to the result of the re-roll.

Renewed Vigour

Required Rank: 3
Effects: A Space Marine's physiology and his training give him an incredible tolerance to pain, injury, and wounds. Once per game session, a Battle-Brother may call upon his Renewed Vigour. This is a Free Action that can be done at the start of any of his Turns. For a number of Rounds equal to his Rank, he can ignore the effects of a single critical hit, such as Stunning, levels of Fatigue, or unconsciousness. Note, however, this does not allow the use of limbs that have been completely blown off or critical hits that result in death. Also, any new critical hit effects suffered during the Renewed Vigour affect the Battle-Brother as normal.
Improvement: At Rank 5 the Renewed Vigour also restores a number of Wounds to the Battle-Brother equal to his Rank. At Rank 7 the Battle-Brother can ignore all of the critical hit effects he is currently suffering from for the duration of the ability.

CHAPTER ABILITIES

Every Chapter is unique, with its own set of genetic gifts and subtle (or sometime not so subtle) variances to the Codex Astartes. These are the combat doctrines that often shape a Battle-Brother's fighting style, his weapons of choice, and his actions on the field of battle. When a Battle-Brother joins the Deathwatch, he also brings these favoured skills with him, influencing his way of waging war. Remember that only a Battle-Brother of the appropriate Chapter can gain access to—or benefit from—Chapter Solo Mode abilities.

Table 7-11: Chapter Solo Mode Abilities

Chapter	Name	Required Rank	Effects
Black Templars	Righteous Zeal	1	Bonuses to attack Daemons
Blood Angels	Blood Frenzy	1	Bonuses in Melee Combat
Dark Angels	Stoic Defence	1	Bonus Wounds if you don't move
Space Wolves	Wolf Senses	1	Re-roll failed Perception-based Tests
Storm Wardens	Thunder's Call	1	One enemy gains penalties to attack others
Ultramarines	Favoured Son	1	Bonuses to Cohesion

Righteous Zeal (Black Templars)

Required Rank: 1
Effects: The Black Templars are well known for their fanatical devotion to the Emperor and their burning hatred for psykers, witches, and warp spawn. Once per combat, a Battle-Brother of the Black Templars Chapter may call upon Righteous Zeal as a Free Action at the start of his Turn. While under the effects of the Righteous Zeal, Damage inflicted by the Battle-Brother's melee attacks against creatures with the Daemonic Trait is not reduced by Toughness Bonus. In addition, the Battle Brother's own Toughness Bonus is increased by +4 when reducing Damage from attacks by creatures with the Daemonic Trait or Damage from Psychic Powers and weapons. Righteous Zeal lasts for a number of Rounds equal to the Battle-Brother's Rank.
Improvement: At Rank 3 and above the Battle-Brother gains an additional +10 to hit and +2 to Damage rolls when making melee attacks against any creature with psychic abilities. At Rank 5 and above, the increase to Toughness Bonus rises to +8. At Rank 7 and above the Warp Weapons Trait no longer has any effect on the Battle-Brother. All of these improvements only apply during Righteous Zeal.

Blood Frenzy (Blood Angels)

Required Rank: 1
Effects: Blood Angels possess a savagery in combat that has its roots deep in the history of their Chapter. It is, however, a trait that can serve them well in close quarters combat where strength and speed are vital. Once per combat, a Battle-Brother of the Blood Angels Chapter may summon up a Blood Frenzy. While under the effects of this ability, the Battle-Brother may re-roll Damage dice with melee weapons. In the case of melee weapons that inflict multiple dice of Damage, all dice or none must be re-rolled. In addition, such is the brutality of his attacks that he scores Righteous Fury (see page 245) on a dice result of 9 or 10 rather than just 10. This ability lasts a number of rounds equal to the Battle-Brother's Rank, divided by 2 (rounding up).
Improvement: At Rank 3 and above the Penetration of any melee weapon attacks by the Battle-Brother are increased by +2. At Rank 5 and above this additional melee weapon Penetration rises to +4. At Rank 7 and above the chance of scoring Righteous Fury increases to a dice result of 8, 9, or 10.

Stoic Defence (Dark Angels)

Required Rank: 1
Effects: Dark Angels are stubborn in attack and intractable in defence, holding their ground against even the most furious of assaults. Once per combat a Battle-Brother of the Dark Angels Chapter may enact a Stoic Defence. The Space Marine gains 6 Temporary Wounds and his maximum Movement Rate is reduced to 1/2 his Agility Bonus, rounding up (most Space Marines with this ability hold their chosen position and do not advance or retreat!). Unlike normal Wounds, these bonus Wounds are removed when affected by the Damage of any successful attack, and are always removed first before applying Damage to the Battle-Brother's normal Wounds. These bonus Wounds will also be lost if the Battle-Brother leaves his chosen location either by his own choice or involuntarily.
Improvement: At Rank 3 and above the temporary Wounds increase to 12. At Rank 5 and above the Battle-Brother may move a number of metres equal to his Agility Bonus each round without losing the effects of the ability. At Rank 7 and above the temporary Wounds increase to 18.

Wolf Senses (Space Wolves)

Required Rank: 1
Effects: As part of the genetic gifts of their Primarch Leman Russ, the Space Wolves have almost preternatural senses that exceed even those of other Space Marines. Whenever a Battle-Brother of the Space Wolves Chapter is in Solo Mode he may re-roll any failed Perception-based Tests and counts as possessing the Dark Sight Trait. However, it is important to note that none of these bonuses apply if the Space Wolf is wearing a helmet for a sealed set of armour (e.g., Power Armour, Artificer Armour, or Terminator Armour).

Improvement: At Rank 3 and above the Battle-Brother adds +10 to all Perception-based Tests. At Rank 5 and above, he gains the Unnatural Perception (x2) Trait while using this ability. At Rank 7 and above the Battle-Brother's senses are such that once per game session he can automatically pass any test based on Perception (for purposes of Opposed Tests the Battle-Brother is considered to have rolled a 01).

Thunder's Call (Storm Wardens)

Required Rank: 1
Effects: Storm Wardens often choose to prove their honour and bravery by facing foes in single combat and duelling to the death. Once per combat as a Free Action, a Battle-Brother of the Storm Wardens Chapter may issue a Thunder's Call against any single enemy which can both see and hear him (though it need not be able to understand his language). As long as the Battle-Brother takes no Actions other than melee attacks against the target or moving him into melee with the target, and none of his allies attack the target, he gains +10 to Weapon Skill Tests against it. In addition, as long as the Battle-Brother is engaged in melee combat with the target, it suffers –10 to make attacks against anyone but the Storm Warden and must pass a **Challenging (+0) Agility Test** to move away.

his ability lasts until either the target is dead or withdraws from combat (i.e. it retreats and combat ends) or the Battle-Brother withdraws from combat.
Improvement: At Rank 3 and above the Battle-Brother's duelling skills mean that he may re-roll both Parry and Dodge Tests against attacks from the target of his Thunder's Call. At Rank 5 and above the target's penalties to attack anyone other than the Storm Warden increase to –20 and the Agility Test to move away becomes Hard (–20). At Rank 7 and above he may issue the Thunder's Call to a group of foes up to his Rank in number.

Favoured Son (Ultramarines)

Required Rank: 1
Effects: The Ultramarines consider themselves a pure expression of the Codex Astartes and among the truest of the Emperors sons. This pride and unshakable personal belief often manifests itself in their leadership abilities and the example they set to other members of the Adeptus Astartes. While in Solo Mode, a Battle-Brother of the Ultramarines Chapter may re-roll any Fellowship Tests when dealing with either Space Marines or members of the Imperial armed forces (i.e. Imperial Guard, Imperial Navy, etc.).
In addition, their strength of leadership means that the Battle-Brother adds +1 to the Kill-team's Cohesion if he is the squad leader. This bonus to Cohesion remains active even when the Battle-Brother is not in Solo Mode.
Improvement: At Rank 3 and above once per combat the Battle-Brother may automatically pass one Command Skill Test. At Rank 5 and above the Dispositions (see page 276) of all Imperial forces and agents are improved favourably by one step when dealing with the Battle-Brother. At Rank 7 and above the Battle-Brother adds +2 to his Kill-team's Cohesion rather than +1.



Squad Mode Abilities

"With me, Brothers! Let us show them the wrath of the Angels of Death!"

–Captain Aphael of the Blood Angels

While a lone Space Marine is a force to be reckoned with, a squad of Space Marines is an almost peerless military force and a true horror on the battlefield for the foes of the Emperor. By any measure, the Adeptus Astartes rank as the Imperium's finest fighting arm and easily the equal of any xenos, Chaos, or heretic foe. While this superiority is in part the result of their genetic heritage, potent arms and armour, and indomitable will, it is also due largely to their training and combat tactics. The bond between Battle-Brothers, combined with a constant training regime, hones a Kill-team's skills to a razor's edge and makes them capable of preternatural combat feats. A Space Marine lives and dies by the strength of his Battle-Brothers.

Squad Mode abilities represent specialised Kill-team training and the superior skill at arms that all Space Marines possess. These are the abilities and special actions that truly allow the player's Kill-team to shine on the field of battle and enjoy a significant superiority over their foes. More than their thick power armour or the devastating effectiveness of their weapons, Squad Mode abilities allow a Kill-team to perform specialised combat actions, coordinated attacks, and cooperative defences in ways unavailable to lesser warriors. Most typically Squad Mode abilities grant access to free actions for the Kill-team, so that when one of the members of squad triggers a Squad Mode ability, other members of the squad may benefit from it, be it either with free movement, additional attacks, or combinations of the two.

Squad Mode abilities are divided into two categories: Attack Patterns and Defensive Stances. These are also further divided into Codex abilities and Chapter abilities. As with Solo Mode abilities, some abilities are available to all Battle-Brothers, while other are Chapter-specific and may only be used by members of that Chapter.

Squad Mode abilities are presented in the following way:

Title: The name of the ability.

Action: The Action required to use the ability; either a Free Action, Half Action, Full Action, or Reaction.

Cost: The ability's cost in Cohesion. The Battle-Brother must pay this cost from his Kill-team's pool of Cohesion points to activate the ability during the course of the a Mission. However this cost need only be paid once per Mission.

Sustained: This indicates whether or not the ability can be sustained (seepage 220)

Effects: A detailed description of how the ability works in game, including how the Battle-Brother and his Kill-team can activate and benefit from it.

Improvement: Most abilities improve as the Battle-Brother's Rank increases. This section describes how increases in Rank enhance the ability and boost its effects. Rank is based on the Battle-Brother which uses the Squad Mode action.

Gaining Squad Mode Abilities

Squad Mode abilities are gained as a result of the Kill-team's choice of squad leader (see page 228). Depending on the squad leader's Speciality and Chapter, he will have access to a different selection of abilities which his Kill-team may then use during the course of the Mission. Part of preparing for a Mission is choosing a leader that will provide the most useful set of abilities for the Kill-team and their current objectives.

Using Squad Mode Abilities

Squad Mode abilities function just like other Actions and can be activated by a Battle-Brother in his Turn. There is no test to active these abilities; however the Battle-Brother must spend the required amount of Cohesion (as indicated by the ability) and he must be in Squad Mode. He only needs spend this cost once, however, and once an ability has been activated, it remains so for the remainder of the Mission (if the ability is Sustained) or for the duration of a single combat (if the ability is not Sustained) and may be used by either him or any other members of his Kill-team in Squad Mode.

Both the Battle-Brother using the action and any other members of his Kill-team within his Support Range may then benefit from the effects of the Squad Mode ability. Full details on the effects of each Squad Mode ability can be found in the individual ability descriptions below.

Example

In his Turn, Andrew's character Palarius uses the Squad Advance Squad Mode Action. Squad Advance costs 1 point of Cohesion to activate, which Palarius spends from his Kill-team's Cohesion pool. Both Jim and Damien's characters are also in Squad Mode and in his Support Range. Jim decides that he wants his character to join the Squad Advance and so is affected by the ability. Damien however is happy where his character is and decides not to use its effects.

Using Chapter Specific Abilities

Some Squad Mode abilities are Chapter specific, available only to Battle-Brothers of the indicated Chapter and only useable by them. In addition, such is the nature of these abilities that when they are used only Battle-Brothers of the same Chapter as the Chapter ability may benefit from their effects, while all other members of the Kill-team will be unaffected regardless of their Mode or if they are in Support Range.

Squad Actions

Many Squad Mode abilities allow Battle-Brothers to take Actions outside of their normal Turn, such as moving, shooting, or making close combat attacks. In all these cases, if a Battle-Brother takes a Squad Mode Action or benefits from one taken by another member of his Kill-team, he cannot benefit or take another Squad Mode Action until at least the start of his next Turn. Unless otherwise stated, all benefits of Squad Mode Abilities are Squad Actions.

Example

Andrew's character Palarius uses the Bolter Assault Squad Mode ability to rush the enemy. Palarius and two of his Kill-team members break cover and charge at the enemy. Later in the Round, the other member of the Kill-team, still in cover, uses the Fire Support Squad Mode ability to give Palarius and his Battle-Brothers cover. Even though they are still in Support Range, neither Palarius nor the Battle-Brothers who joined him in his Bolter Assault can benefit from this ability.

Sustaining Squad Mode Abilities

Many Squad Mode abilities can be maintained indefinably provided that the Battle-Brother remains in Squad Mode. This is indicated in each ability's description under the Sustained heading. To sustain an ability the Battle-Brother simply declares he is sustaining the ability and then may keep it active from Round to Round provided he is in Squad Mode and does not active any new Squad Mode abilities. The Battle-Brother may choose to stop sustaining an ability (possibly to active a new Squad Mode ability) as a Free Action at the start of any of his Turns.

A Battle-Brother benefiting from an ability sustained by another Battle-Brother loses its effects should he move out of Support Range or leave Squad Mode.

Example

Andrew, Jim, and Damien's characters are all benefiting from the Squad Advance Squad Mode ability which is being sustained by Andrew's character. At the start of his character's Turn, Damien decides to have his character return to Solo Mode, losing the benefits of the Squad Advance for himself. Both Andrew and Jim, however, continue to benefit from the Squad Advance, as Andrew is sustaining it and they are still within Support Range. In Andrew's turn however he chooses to end the ability. This means that both his character and Jim's character both immediately lose its benefits.

Joining Sustained Squad Mode Abilities

It is also possible for a Battle-Brother to join in on a Squad Mode ability that is already being sustained. As long as he is in Squad Mode, not using or benefiting from another Squad Mode ability, and within Support Range of the Battle-Brother sustaining the ability, he can join as a Free Action at the start of any of his Turns, immediately gaining the ability's benefits.

Example

Jim is sustaining the Fire for Effect ability with Andrew's character also gaining the benefit. Having switched back into Squad Mode, Damien's character wishes to join in the effects. Since he is neither benefiting from another Squad Mode ability nor outside of Support Range, he simply uses a Free Action at the start of his Turn and gains its effects.

Keeping Track of Squad Mode Abilities

As may be apparent, it is possible for a Battle-Brother to use numerous Squad Mode abilities during a single combat. Within a single Kill-team there might also be several Squad Mode abilities being sustained at any one time, and players may wish to jump from one to the next as the tactical situation dictates. This is where the Status Mode sheet can be used to keep track of a Battle-Brother's current Squad Mode ability and its effects. Players should either make a mark, or place a marker (such as a dice or coin) on their Status Mode sheet next to the Squad Mode ability they are using or benefiting from. This mark can then be moved as their ability changes or removed completely if the sheet is 'flipped' and they return to Solo Mode.



Attack Patterns

All squads train in ways of working together to bring down their targets, be it cracking an enemy strongpoint, crossing open ground under fire, or bringing down enemy armour. Attack Patterns are Squad Mode abilities that cover these methods of attack and are most suited to aggressive tactics and assaults.

Codex Attack Patterns

The following attack patterns are suitable for Space Marines from any Chapter:

Bolter Assault

Action: Free Action
Cost: 3
Sustained: No
Effects: Space Marines are shock troops and excel at closing rapidly with the enemy, annihilating them in a storm of bolter fire. When the Battle-Brother calls a Bolter Assault, both he and those in Support Range may make an immediate Charge Move and a Standard Attack with a bolter, bolt pistol, or storm bolter (including variants of these weapons). Alternatively, they may use their Standard Attack to throw a grenade.
Improvement: If the Battle-Brother is Rank 4 or more, both he and the Kill-team can make Semi Auto Bursts and Full Auto Bursts instead of a Standard Attack with their bolt weapons.

Fire for Effect

Action: Half Action
Cost: 2
Sustained: Yes
Effects: Working as a single well-oiled machine, the Kill-team can snap off shots at targets as they appear. While this power is in effect, the Kill-team may use their Reactions to make a Standard Attack with a ranged weapon.
Improvement: If the Battle-Brother is Rank 4 or more, both he and the Kill-team can make Semi Auto Bursts and Full Auto Bursts instead of a Standard Attack with their ranged weapons.

Fire Support

Action: Half Action
Cost: 1
Sustained: Yes
Effects: All combat squads train in concentrating their fire and working as a team to achieve fire superiority over their foes. While this ability is in effect, the Kill-team does not suffer the normal –20 to hit when using the Suppressing Fire and Overwatch actions (see page 241).
Improvement: If the Battle-Brother is Rank 3 or more, calling for Fire Support becomes a Free Action.

Table 7-12: Codex Attack Patterns

Name	Action	Cost	Sustained
Bolter Assault	Free	3	No
Fire for Effect	Half	2	Yes
Fire Support	Half	1	Yes
Furious Charge	Free	3	No
Squad Advance	Half	1	Yes
Tank Buster	Free	1	No

Furious Charge

Action: Free Action
Cost: 3
Sustained: No
Effects: Often the only way to break a foe is to charge into their midst and hack them down. Using this ability, the Battle-Brother and those in Support Range of him may make an immediate Charge Move and a Standard Attack with a melee weapon. In addition, such is the fury of such an attack that all Battle-Brothers involved may re-roll Damage for their attacks.
Improvement: If the Battle-Brother is Rank 5 or more then both he and the Kill-team can make Multiple Attacks instead of a Standard Attack with their melee weapons.

Squad Advance

Action: Half Action
Cost: 1
Sustained: Yes
Effects: Kill-teams move with a deadly precision across the battlefield, covering each other as they advance and crossing ground swiftly from cover to cover. While this ability is in effect, the Kill-team may use their Reactions to make a Tactical Advance (see page 243).
Improvement: If the Battle-Brother is Rank 3 or more, calling for a Squad Advance becomes a Free Action.

Tank Buster

Action: Free Action
Cost: 1
Sustained: No
Effects: As small elite infantry squads, Kill-teams are well versed in the methods of dealing with large, hardened threats like armour and bunkers. When attacking such enemies, the squad will typically use some members to draw fire while the others dispatch it with heavy weapons or demo-packs. The Battle-Brother may nominate a member of the Kill-team armed with either a heavy weapon or an explosive (this could be himself) to initiate a Tank Buster manoeuvre as part of an Attack Action against an armoured vehicle or fortification. For every member of the Kill-team in Support Range, the nominated Battle-Brother may add either +5 to his Ballistic Skill to attack or move 2 metres closer to his target (if he is trying to plant a charge or grenade).
Improvement: If the Battle-Brother is Rank 4 or more, the nominated Battle-Brother may add +10 to his Ballistic Skill or move 5 metres closer to his target for every member of the Kill-team in Support Range.

Chapter Attack Patterns

The following attack patterns are limited to Space Marines of a particular Chapter.

Holy Vengeance

Chapter: Black Templars
Action: Half Action
Cost: 2
Sustained: No
Effects: The holy fury of the Emperor lives in the hearts of all Black Templars, awaiting the time when it will be unleashed upon his foes. Until the start of his next Turn, whenever the Battle-Brother and those in Support Range of him make a successful Standard Attack with a melee weapon (whether or not Damage is inflicted) they may immediately make an additional Standard Attack with that same weapon, against the same foe, as a Free Action. If this blow also hits, then they may make an additional Standard Attack and so on, up to a total number of extra attacks equal to their Agility Bonus.
Improvement: If the Battle-Brother is Rank 4 or more, summoning the Holy Vengeance is a Free Action.

Fury of Sanguinius

Chapter: Blood Angels
Action: Free Action
Cost: 3
Sustained: No
Effects: The Blood Angels possess a fury on the battlefield that can turn them into wild beasts intent only on rending their foes limb from limb. A Battle-Brother of the Blood Angels Chapter may call out to his Primarch Sanguinius to strengthen his arm and fill him with rage against his foes. Until the start of his next Turn, the Battle-Brother and those in Support Range of him add +10 to their Weapon Skill, Strength, and Toughness, including any corresponding increases in Strength Bonus and Toughness Bonus.
Improvement: If the Battle-Brother is Rank 4 or more the bonuses to Weapon Skill, Strength, and Toughness are increased to +20.

Sustained Suppression

Chapter: Dark Angels
Action: Free Action
Cost: 2
Sustained: Yes
Effects: Dark Angels are masters of holding their ground and have a keen understanding of the tactics of overlapping fields of fire and kill zones. While this ability is in effect, the Battle-Brother and those in Support Range of him may take actions normally while maintaining Overwatch (see page 241), such as moving and making attacks.
Improvement: If the Battle-Brother is Rank 4 or more, the test to avoid Pinning when caught in a kill zone created by him or those supporting him increases from Hard (–20) to Very Hard (–30).

Table 7-13: Chapter Attack Patterns

Chapter	Name	Action	Cost	Sustained
Black Templars	Holy Vengeance	Half	2	No
Blood Angels	Fury of Sanguinius	Free	3	No
Dark Angels	Sustained Suppression	Free	2	Yes
Space Wolves	Tooth and Nail	Free	2	Yes
Storm Wardens	Lightning Strike	Reaction	2	No
Ultramarines	Lead by Example	Free	2	Yes

Tooth and Nail

Chapter: Space Wolves
Action: Free Action
Cost: 2
Sustained: Yes
Effects: The animalistic nature and fighting style of the Space Wolves often gives them an edge in close combat where they may unleash their inner beast against their enemies. While this ability is in effect, the Battle-Brother and those in Support Range of him may re-roll all Opposed Tests in grapples, add an additional +10 to any bonuses for outnumbering foes in hand-to-hand, and add +10 to Dodge and Parry rolls against melee attacks.
Improvement: If the Battle-Brother is Rank 4 or more, the bonus to outnumbering and to Dodge rolls increases to +20.

Lighting Strike

Chapter: Storm Wardens
Action: Reaction
Cost: 2
Sustained: No
Effects: The Storm Wardens know well the doctrine of strike first, strike fast and practise this both in personal duels and their squad tactics. A Battle-Brother of the Storm Wardens Chapter may order a Lightning Strike at the start of any combat where neither side is Surprised (see page 235). The Battle-Brother and those in Support Range of him immediately gain a Surprise Round just as if they had Surprised their foes.
Improvement: If the Battle-Brother is Rank 3 or more, in addition to gaining a Surprise Round, both he and those supporting him may roll two dice and choose the highest when determining their Initiative for the following combat.

Lead by Example

Chapter: Ultramarines
Action: Free Action
Cost: 2
Sustained: Yes
Effects: Of all the Chapters, the Ultramarines pride themselves as among the most loyal and bravest of all the Emperor's chosen, a fact that they like to impress upon their fellow Battle-Brothers. While this power is in effect, all Battle-Brothers

within Support Range of the Battle-Brother (including the Battle-Brother himself) gain a bonus on all tests equal to the Battle-Brother's Fellowship Bonus. In addition, each Round the Battle-Brother may single out one member of his Kill-team and grant that character a re-roll on any one test (this re-roll includes the bonus provided by his Fellowship).
Improvement: If the Battle-Brother is Rank 4 or more, the bonus to tests increases to twice his Fellowship Bonus.

DEFENSIVE STANCES

Just as important as aggressive tactics are defensive unit actions to limit exposure to enemy fire, lay down withering suppressing fire, and fall back in an orderly fashion to regroup and counter-attack. Defensive Stances are Squad Mode abilities which cover these methods of defence and can be used to safeguard the well-being and integrity of the player's Kill-team.

CODEX DEFENSIVE STANCES

The following defensive stances are suitable for Space Marines from any Chapter.

Table 7-14: Codex Defensive Stances

Name	Action	Cost	Sustained
Dig In	Full	3	Yes
Go to Ground	Reaction	1	No
Regroup	Full	2	No
Soak Fire	Reaction	2	No
Strongpoint	Full	3	Yes
Tactical Spacing	Full	1	Yes

Dig In

Action: Full Action
Cost: 3
Sustained: Yes
Effects: Against fearsome weapons like plasma cannons and meltaguns, even Space Marines will use cover to their advantage. A Battle-Brother may order his squad to Dig In, seeking out the most defensible firing positions. While this ability is in effect, the Battle-Brother and those in Support Range of him can double the Armour Points provided by any cover (see page 246) they are currently using. This bonus to cover only applies to each individual Battle-Brother so long as they remain stationary.
Improvement: If the Battle-Brother is Rank 5 or more, both he and those supporting him may move freely. The benefits of doubled Armour Points applying to all cover they use for the duration of the ability.

Go to Ground

Action: Reaction
Cost: 1
Sustained: No
Effects: When subjected to heavy, accurate, and effective fire, a well-trained squad knows to take cover. As a Reaction, the Battle-Brother may issue a Go to Ground order when he or another member of his Kill-team within his Support Range has been hit by a ranged attack. Both the Battle-Brother and those in Support Range of him may immediately make a free move up to their Agility Bonus in metres to find cover. Note that the effects of the hit are worked out before any Battle-Brothers may move. In the case of hits from semi or full auto weapons, only the first hit is worked out before the Battle-Brothers move and the remaining hits after they have gone to ground.
Improvement: If the Battle-Brother is Rank 4 or more, the free move to cover may be up to twice the Battle-Brother's Ability Bonus.

Regroup

Action: Full Action
Cost: 2
Sustained: No
Effects: A Kill-team stands united and is always stronger supporting each other against their foes. As a Full Action, the Battle-Brother may order a Regroup to allow himself and those in Support Range of him to move up to twice their Agility Bonus in any direction, just as if they had made a Full Move Action. In addition, Regroup move does not trigger enemy Overwatch or Suppression Fire.
Improvement: If the Battle-Brother is Rank 4 or more, in addition to this free movement, Battle-Brothers may reload any weapons they are currently carrying, provided doing so would only be a Half Action or a Free Action.

Soak Fire

Action: Reaction
Cost: 2
Sustained: No
Effects: While a good formation covers all angles of attack, it also shields the squad from directed fire. This is especially true of Space Marines, who use their bulk and armour to shrug off hails of bullets, bolts, and beams. A Battle-Brother may use the Soak Fire ability whenever another member of his squad currently within his Support Range is hit by a Semi or Full Auto fire attack and would be eligible to make a Dodge Test to avoid the attack. These hits are then divided evenly between the original target, the Battle-Brother, and those supporting him, provided they would normally be eligible targets for the attack. Regardless of the number of Battle-Brothers soaking fire, the original target always takes at least one hit. Note that Battle-Brothers soaking fire cannot Dodge attacks allocated to them.
Improvement: If the Battle-Brother is Rank 4 or more, both he and those supporting him may soak single-attack ranged weapons, such as a blast from a lascannon or a sniper's bullet, dividing the Damage evenly between those involved.

Strongpoint

Action: Full Action
Cost: 3
Sustained: Yes
Effects: Sometimes a Space Marine squad needs to hold a position at all costs, setting up fields of overlapping fire and holding the enemy back with a hail of bolt shells. A Battle-Brother can establish a Strongpoint, nominating either himself or a member of his Kill-team within Support Range as the Centre of the Strongpoint. The Centre must remain stationary for the ability to remain in effect. The Centre may then Call Targets either as a Free Action in his turn or as a Reaction. Battle-Brothers in Support Range of the Centre (including the Centre himself) then gain a +20 to Ballistic Skill and Weapon Skill Tests against a Called Target, may re-roll Damage against it, and may use their Reactions to make Standard Attacks against it. A target remains marked in this way until either the Centre moves (ending the Strongpoint) or the Centre marks a new target.
Improvement: This ability cannot be improved.

Tactical Spacing

Action: Full Action
Cost: 1
Sustained: Yes
Effects: Formation and spacing are an important part of a squad's function on the battlefield and influence their ability to warn each other of danger and defend themselves against attack. While this ability is in effect, the Battle-Brother and those in Support Range of him can share their Reactions. For example, one member of the Kill-team could give his Reaction (losing it for himself for the turn) to another member of the Kill-team to use. If the Space Marine has extra reactions (such as the bonus reactions granted from the Step Aside Talent), these may also be shared.
Improvement: If the Battle-Brother is Rank 5 or more, in addition to being able to share Reactions within the group, all members gain an additional Reaction while this ability is in effect.



Chapter Defensive Stances

The following defensive stances are limited to Space Marines of a particular Chapter.

Table 7-15: Chapter Defensive Stances

Chapter	Name	Action	Cost	Sustained
Black Templars	Armour of Faith	Free	2	Yes
Blood Angels	Feel No Pain	Free	3	No
Dark Angels	Immovable Defence	Full	2	Yes
Space Wolves	Pack Tactics	Free	2	No
Storm Wardens	Shield and Sword	Free	2	Yes
Ultramarines	Rally Cry	Free	0	No

Armour of Faith

Chapter: Black Templars
Action: Free Action
Cost: 2
Sustained: Yes
Effects: Black Templars are among the most zealous and devoted of the Emperor's chosen, turning aside even the powers of the warp with their faith. A Battle-Brother of the Black Templars Chapter may cloak himself and those around him in an Armour of Faith, usually by chanting prayers to the Emperor or singing battle hymns. While this power is in effect, the Battle-Brother and those in Support Range of him add +10 to all tests made to resist Psychic Powers and add +4 to their Toughness Bonus when reducing Damage from physical attacks from creatures with the Daemonic Trait and from Psychic Powers.
Improvement: If the Battle-Brother is Rank 5 or more, the bonus to resistance tests increases to +20 and the bonus to Toughness Bonus increases to +8.

Feel No Pain

Chapter: Blood Angels
Action: Free Action
Cost: 3
Sustained: No
Effects: Blood Angels often fight on regardless of the damage dealt to them. Until the start of his next Turn, the Battle-Brother and those in Support Range of him use their training and the fiery will of the Blood Angel to ignore their wounds and focus on the attack, halving all Damage (round up) after reduction for Armour Points and Toughness Bonus. While using this ability, however, such is the Battle-Brothers' rage that they may not use their Reactions to Parry or Dodge and must use an Action with the Attack subtype (see page 236).
Improvement: If the Battle-Brother is Rank 5 or more, the restrictions on using Reactions to Parry or Dodge can be ignored.

Immovable Defence

Chapter: Dark Angels
Action: Full Action
Cost: 2
Sustained: Yes
Effects: Stubbornness is a valued trait among the Dark Angels, especially in battle where they seldom give ground to their foes even in the face of overwhelming odds. While this ability is in effect, the Battle-Brother and those in Support Range of him gain a +10 to all Ballistic Skill Tests, a +10 to all Dodge Tests, and an additional +4 Armour Points to all locations as long as they remain stationary.
Improvement: If the Battle-Brother is Rank 4 or more, the bonus to Ballistic Skill Tests and Dodge Tests is increased to +20.

Pack Tactics

Chapter: Space Wolves
Action: Free Action
Cost: 2
Sustained: No
Effects: Space Wolves are skilled at baiting an opponent or distracting an enemy at a critical time so that another Space Wolf can attack unhindered. When a Space Marine attacks a single target, another Space Marine within support range may voluntarily give up an unused reaction to distract the target. If he does so, the first Space Marine's melee or ranged attacks against that target may not be parried or dodged this turn.
Improvement: If the Battle-Brother is Rank 3 or more, Melee attack rolls against the target affected by this ability gain a +10 bonus.

Shield and Sword

Chapter: Storm Wardens
Action: Free Action
Cost: 2
Sustained: Yes
Effects: Many Battle-Brothers of the Storm Wardens Chapter favour storm shields and power swords and train to fight side by side with these heavy weapons. The Storm Wardens have adapted this tactic to other forms of melee combat. While this ability is in effect, the Battle-Brother and those in Support Range of him can Parry attacks directed against those by their side (allies within 2 metres). In addition, any time a Battle-Brother benefiting from this ability is struck in melee, he may use his Reaction to make a Standard Attack with a melee weapon back at the creature that attacked him.
Improvement: If the Battle-Brother is Rank 5 or more, all those affected by this ability gain a +20 bonus to Parry Tests.

Rally Cry

Chapter: Ultramarines
Action: Free Action
Cost: 0
Sustained: No
Effects: Ultramarines are natural leaders and the embodiment of the Codex Astartes. In battle their purity and natural authority is a power force, able to rally their fellow Battle-Brothers and reinforce their will to fight. When a Battle-Brother uses this ability, it instantly restores a number of Cohesion equal to his Fellowship Bonus. The reverence the Ultramarines hold for their Primarch and the strength of will required to make a Rally Cry is such that a Battle-Brother may only use this ability once per game session.
Improvement: This ability cannot be improved.



Missions

"The forward Tau command centre is too heavily shielded for an orbital strike, and too far behind the front lines for a push by the Stygian 5th Armoured Division. However, intelligence suggests that there is at least one of these so-called Ethereals coordinating operations from the base, making it a vital target. It is my recommendation that we deploy the Deathwatch Kill-team available to us and consider the matter closed..."

–High Tactician Favius at the Battle of Blood Moon

The Adeptus Astartes are the surgical strike force of the Imperium's military might, and their use on the field of battle reflects this status. No commander would consider using the much-feared Space Marines for simple battlefield tasks such as frontline cannon fodder or garrison duties. Such menial tasks fall to the far more numerous Imperial Guard, while the Adeptus Astartes focus solely on specialised missions of critical importance to the Imperium's success or failure in its local theatre of operations. Typically, when a Space Marine force is called in to assist in some aspect of an Imperial campaign, it is to achieve high profile, high risk missions, such as the elimination of powerful enemy commanders, destruction of vital enemy weapons, or to lead the vanguard in brutal and bloody assaults.

he Deathwatch operates in much the same fashion and exists to perform the most difficult of combat missions, those missions that could not be entrusted to lesser forces with any Degree of Success. Unlike the bulk of Space Marine Chapters, however, the Deathwatch is an even smaller and more specialised force, and their deployment reflects their specialised nature. For the Deathwatch, a mission often only involves committing a single Kill-team (usually enough to get the job done) to complete a vital battlefield objective in the midst of a much larger engagement. While the bulk of the Imperial armies struggle over worlds and sectors, these autonomous Kill-teams move through the fog of war unseen by their foes, striking fast and hard against key targets and paving the way for the lumbering Imperial war machine to continue its advance.

Missions provide a framework for the GM to create adventures for his players and capture the military nature at the heart of being a member of the Deathwatch. In essence, a Mission represents the kinds of operations and adventures that a Kill-team, and by extension the players, typically undertake. Because Space Marines are not simple adventuring vagabonds or roving brigands, the kinds of adventures they have will usually be of a military nature, defeating foes on the battlefield and completing vital combat objectives for their commanders. A Mission is a template for these kinds of adventures and provides the GM with a collection of obstacles for his players to overcome and rewards for successfully completing their objectives.

Overview

Missions are broken down into the following three broad steps:

Preparation

This initial step occurs often in downtime before actual play begins and represents the players preparing their characters for the trials ahead. It covers the actions undertaken by the Kill-team and Battle-Brothers which include such things as taking oaths, selecting their weapons and armour, and choosing a mission leader from among their Kill-team.

Briefing: The first part of a Mission is the briefing in which the GM gives the players an overview of their Mission, its objectives, and any other information they are likely to have access to. The briefing allows the players to get an idea of the kind of things they will be facing and the kind of tasks they will be required to complete. With this information, they can prepare themselves accordingly by choosing appropriate weaponry and armour or undertaking additional training.

Selecting a Leader: At the start of every Mission, the players must select a Battle-Brother to lead their squad and act as its commander for the duration of their combat assignment. There are a number of ways this leader can be chosen, but ultimately the choice rests with the players. It is the leader's job to make command decisions during the Mission and break the deadlock should the Kill-team become divided in its choice of how best to proceed. The choice of leader will also determine which oaths the Kill-team may take.

Oath-taking: Before every battle Space Marines take oaths to their Chapter, their Primarch, the Deathwatch, and the Emperor. This part of preparation covers the specific oath the Kill-team takes before their Mission, and can include such things as reaffirming their bonds of loyalty to their Battle-Brothers, praying at the shrine of the Emperor or studying the Codex Astartes. Oaths grant both a bonus for the coming Mission as well as access to Squad Mode abilities.

Arming: Once the players have been briefed, have chosen a squad leader, and have taken their oaths, the final step is to select their weapons. Because a Space Marine's equipment is provided by his Chapter, he has access to a great range of some of the most destructive and potent weaponry known to the Imperium. Choosing the right weapons for a given task, however, is a vital part of the Mission and can make the difference between success and failure.

Execution

This section covers the Mission proper and the bulk of actual play. Once all the preparation has been completed, the Battle-Brothers are thrown into the cauldron of battle and must complete their objectives to successfully execute their Mission orders. In addition to objectives, Missions also often include complications which can change the field of battle in unexpected ways.

Primary Objectives: These are the key tasks that must be performed by the Kill-team to complete its Mission. Only when all Primary Objectives have been fulfilled can their Mission be considered a success. As a result, Primary Objectives are

often significant undertakings such as the destruction of vital enemy hardware, the assassination of enemy commanders, or the clearing of landing zones for successive waves of troops.

Secondary Objectives: Not as vital to the success of the Mission as Primary Objectives, Secondary Objectives are still important to the Imperium's war effort. By completing Secondary Objectives, a Kill-team typically reinforces the success of their Primary Objectives, such as not only destroying a powerful enemy orbital cannon but also the munitions dump supplying it. Completing both Primary and Secondary Objectives increases the overall success of the Mission and increases rewards.

Tertiary Objectives (Targets of Opportunity): As well as both Primary and Secondary Objectives, many Missions also include Tertiary Objectives, commonly known as Targets of Opportunity. These are objectives not vital to the success or failure of the Mission but which are still considered important to the Imperium. These can include such things as killing officers, destroying communications equipment, or capturing enemy intelligence.

Complications: No Mission ever turns out exactly as the players expect. Complications are present in all Missions, and the GM can use them to alter the field of battle and force the players to think on their feet. Typical Complications can be things such as bad intelligence, misdrops, or equipment malfunctions. Complications add an element of the unknown to a Mission and help to create the fog of war into which the players are being dropped.

Rewards

Finally, when a Mission has been completed, the Kill-team garners rewards for its efforts, usually in the form of Experience and Renown. Rewards are almost always directly tied to the Kill-team's performance on the battlefield, the number of objectives they managed to complete, and any other outstanding efforts made by either the squad as a whole or individual Battle-Brothers.

Open Adventures

While Missions provide solid guidelines for creating adventures based on military actions and Deathwatch assignments, some GMs may find them too restrictive for the kind of campaign he wishes to run. For this reason, the Mission framework has been left purposefully flexible and open so that it can be altered to suit the needs of the GM's group. While being a member of the Deathwatch does mean a life dedicated to service of the Emperor and glory on the field of battle, there is also great scope within this for different kinds of adventures and freedom for the players from the rigid military structure of the Deathwatch. For more information on alternate Deathwatch adventures and even alternate kinds of campaigns see **Chapter X: The Game Master**.

Preparation

He who does not plan, plans to fail.

–Ancient Proverb

The first part of any Mission is known as the preparation stage, and it allows the GM to lay down the foundations of the Mission to his players and the players to have their characters undertaking certain pre-mission activities to help bolster their resolve and improve their chances of success. All of these actions are considered to take place in downtime and don't need to be roleplayed out. If the players or GM so choose, they can expand on any aspect of Mission preparation and work through the interactions between the Kill-team or with the Deathwatch Chapter. However it plays out, the GM should make sure that each part of the preparation stage has been touched on before the Battle-Brothers begin their Mission in earnest.

Briefing

The first step before embarking on a Mission is the Mission Briefing. This is an overview of the Mission, outlining its objectives and any other relevant data that would be available to the Battle-Brothers. This is important as it signals to the players that they are about to embark on a new Mission and just what is expected of them. When formulating a Mission Briefing, the GM should be careful only to give the players information that they would be likely to have, which could be complete and comprehensive or vague and sketchy depending on the kind of Mission they are undertaking. In either case, a Mission Briefing does not need to be exhaustive and can be as simple as "go here, kill this." The important part of this step is that it lets the players know that orders have come down directing them to do the work of the Emperor and the Chapter.

Alternatively if the players are working on their own recognisance and setting their own mission objectives (as can happen in the field), the briefing might be a request for intelligence on their targets. The GM can then proceed much in the same way as if these were direct orders from the Kill-team's commander—be it the Chapter Master, an Ordo Inquisitor, or other ranking member of the Imperium—and lay out an overview of the Mission and define any or all current objectives. Players should remember that their commander's knowledge may be limited or he may simply not pass on certain information depending on his own motive or style of command. However a briefing occurs, the GM should make sure it includes the two key elements mentioned here:

- What is the nature/foe/location of the Mission?
- What are its known primary/secondary/tertiary objectives?

SELECT A LEADER

Once the nature of the Mission has been established, the next step is for the players to choose a squad leader for their Kill-team. Having a leader is an essential part of operating as a Deathwatch squad and vital to functioning as an effective combat unit. A leader is also important for making group decisions when the squad is divided on which course of action to take, and in this way provides a way of moving things forward or breaking deadlocks between members of the Kill-team.

Choosing a leader should be up to the players, and typically each player should take turns to play the role of the leader at the start of each new Mission. In this way, each of the players can experience the benefits and duties of being the leader as well as the responsibility that it brings. If the players cannot, or do not want, to choose a Battle-Brother then each player should roll 1d10 (rerolling ties) with the highest scoring player taking on the role for the duration of the Mission.

Alternately the GM may nominate the leader (but only if the players cannot choose their own). This may be especially appropriate if the nature of Mission is connected to one of the player-character's specialities (see **Chapter II: Specialities** for details on these roles); it makes sense for a Mission involving a piece of ancient technology to be led by a Techmarine. The important thing to remember—and a point that the GM should clearly spell out to the players—is that the leader does not tell the other players what to do or order them around, but rather helps to move the game forward when the squad needs to make a unanimous decision.

Duties of the Leader

The mantle of squad leader is one that the players should not take lightly. In the eyes of the Deathwatch, it is the squad leader who is responsible for the success or failure of the Kill-team and the completion of their Mission. In this capacity, the player chosen to be the leader for a particular Mission has two key responsibilities for that Mission:

- If at any point the Kill-team needs to make a decision on how to proceed with their Mission and they cannot reach an accord, then it falls to the squad leader to make the choice. He should listen to the other players and make a decision based on the majority. It is important to remember that making these calls does not mean that the leader is allowed to boss the other players around. Rather, he is there to guide the actions of the group.
- The responsibility for the Mission and contact with the Deathwatch or the Kill-team's commanders falls to the leader. He becomes the link in the chain of command that ties the squad into the greater Imperial efforts in their theatre of operations, receiving orders and sending vox messages to appraise the higher-ups as to the squad's progress.

Benefits of Being the Leader

In addition to the responsibilities of command, the squad leader is also useful in that he can use his position to improve the Kill-team's Cohesion through his natural charisma and leadership. This has the following game effects:

- The leader can use his Fellowship or the Command skill to rally his squad and repair Cohesion Damage (see page 96 for details on the Command skill and its uses).
- Once during the Mission, the leader and any Battle-Brothers within his Support Range (see page 213) can automatically enter Squad Mode without the need to make a test. This can be either at the start of the leader's turn as a Free Action, or at any point by the leader as a Reaction.

In addition to these advantages the GM can also designate the leader to carry any special mission-specific equipment or intelligence. So for instance, if the Mission required special pass codes, or an experimental auspex scanner, the leader is typically entrusted with such items.

OATH-TAKING

The Adeptus Astartes hold their oaths to their Primarch, the Emperor, and their brothers above all other things in the galaxy. Such pledges of valour given to their Primarch, Battle-Brothers, and the Emperor are a common part of a Battle-Brother's existence and often take place before embarking on a Mission. Oaths can come in many forms, and different Battle-Brothers may make different oaths before a battle depending on their focus for that Mission.

Before embarking on a Mission, the players may choose one oath for their Kill-team which will last for the duration of the Mission. All oaths have a prerequisite Career Path and may only be chosen by the Kill-team if their current leader meets this requirement. An oath will then provide the Kill-team with a group benefit as well as a selection of Squad Mode abilities, any or all of which may be activated during the course of the mission. In addition to the listed Codex Squad Mode abilities the Kill-team will also have access to their leader's Chapter Squad Mode abilities.

Oath of the Astartes

A Battle-Brother's loyalty to his Chapter and Primarch is second only to his loyalty to the Emperor. Those who serve in the Deathwatch are no different. These Space Marines learn to share this loyalty with their newfound brothers in arms. Taking the Oath of the Astartes means studying the Codex Astartes and drilling with squad tactics until the Battle-Brother's skills are honed to a fine edge.

Prerequisite: Tactical Marine, Assault Marine or Devastator Marine

Effect: Those who take this oath have added faith in their Battle-Brothers and a keener understanding of the strength of their squad. A Kill-team which takes this oath before a Mission may add +2 to their Cohesion for the duration of that Mission.

Squad Mode Abilities: Squad Advance, Bolter Assault and Tactical Spacing.

Oath to the Emperor

A Battle-Brother's loyalty to the Emperor is a vital part of his existence, a value instilled in him since his induction and a shield he carries with him wherever he goes. Often before battle, Space Marines gather in the Watch Fortress' grand shrine to the Emperor and reaffirm these oaths of loyalty, giving themselves a greater sense of purpose and renewing their fervour for defending the Imperium.

Prerequisite: Tactical Marine, Librarian or Apothecary

Effect: Those who take the Oath to the Emperor before battle have spent long hours praying to the Emperor and are filled with his righteous zeal. All members of the Kill-team may add +10 to Willpower Tests for the duration of the Mission.

Squad Mode Abilities: Fire for Effect, Regroup and Strongpoint.

Oath of Glory

The Adeptus Astartes relentlessly seek glory in the Emperor's name, often pushing themselves to feats of greatness (even by the high standards of the superhuman Space Marines) against the Imperium's foes. Such feats become the tales of glory told within a Chapter and can earn those responsible great respect and standing amongst their peers.

Prerequisite: Tactical Marine or Assault Marine

Effect: Those that take the Oath of Glory pledge to the Emperor, their Chapter, their Primarch, and their Battle-Brothers to prove themselves in battle above and beyond their duty. All members of a Kill-team which take this oath will gain an additional point of Renown for each Primary and Secondary Objective that the Kill-team completes, as long as they are personally involved.

Squad Mode Abilities: Squad Advance, Bolter Assault and Furious Charge.

Oath of Knowledge

Knowledge is power, and on the battlefield it can mean the difference between anticipating a foe's attacks and being caught off guard. Many Battle-Brothers study the Imperium's foes to learn their strengths and weaknesses so they may better kill them in combat. However, the Imperium's foes are near infinite and a Battle-Brother's time is not.

Prerequisite: Librarian or Apothecary

Effect: Those who take the Oath of Knowledge endeavour to learn all they can of their foes. A Kill-team which takes this oath may choose a single kind of foe (i.e. Ork, Tau, Tyranid), and for the duration of the Mission all members of the team will gain a +10 to Weapon Skill and Ballistic Skill Tests against this chosen enemy with ranged or melee weapons.

Alternatively a Librarian who takes the Oath of Knowledge (or is part of a Kill-team which selects it) may instead choose to study their powers more exhaustively and steel himself against the perils of the warp. This grants the Librarian the ability to re-roll the results of any rolls on **Table 6–1: Psychic Phenomena** (see page 187) for the duration of the Mission.

Squad Mode Abilities: Go to Ground, Dig In and Strongpoint.

Oath of Loyalty

As important as loyalty to the Chapter is loyalty to one's comrades. Knowing they can be relied upon in combat to watch a Battle-Brother's back and support his attacks is key to the squad's strength and effectiveness. An Oath of Loyalty is a way of strengthening that faith within the squad and boosting a Battle-Brother's own connection with his Kill-team.

Prerequisite: Tactical Marine or Apothecary

Effect: Those who take the Oath of Loyalty spend time with their Battle-Brothers to strengthen their camaraderie. A Kill-team which takes this oath gains a +1 bonus on Cohesion Challenge rolls and their leader may add +10 to all tests to resist Cohesion damage.

Squad Mode Abilities: Tactical Spacing, Regroup and Soak Fire.

Table 7-16: Oaths

Oath	Prerequisite	Benefit	Squad Mode Abilities
Oath of the Astartes	Tactical Marine, Assault Marine, or Devastator Marine	+2 Cohesion	Tactical Advance, Bolter Assault, Tactical Spacing
Oath to the Emperor	Tactical Marine, Librarian, or Apothecary	+10 to Willpower Tests	Fire for Effect, Regroup, Strongpoint
Oath of Glory	Tactical Marine or Assault Marine	+1 Renown per objective	Tactical Advance, Bolter Assault, Furious Charge
Oath of Knowledge	Librarian or Apothecary	+10 to WS and BS vs. a chosen enemy or re-roll Psychic Phenomena	Go to Ground, Dig In, Strongpoint
Oath of Loyalty	Tactical Marine or Apothecary	+10 to all Tests to resist Cohesion Damage, +1 to Cohesion Challenges	Tactical Spacing, Regoup, Soak Fire
Oath of the Weapon	Devastator Marine or Techmarine	Ignore jams, re-roll tests to confirm Righteous Fury	Fire Support, Fire for Effect, Tank Buster



Oath of the Weapon

Space Marines drill constantly, and when they are not fighting. they are training for combat. Some Battle-Brothers take this a step further and take oaths to ensure their weapons do not fail them in combat, blessing bolters and chainswords so that the Emperor might ensure their effectiveness against His enemies.

Prerequisite: Techmarine or Devastator Marine

Effect: Those taking the Oath of the Weapon pray over their weapons before battle and strive to extinguish even the smallest element of chance in their function. A Kill-team which takes this oath may ignore the effects of Jams (see page 249) with their personal weaponry and re-roll Weapon Skill Tests to confirm Righteous Fury (see page 245) with melee weapons for the duration of the Mission.

Squad Mode Abilities: Fire Support, Fire for Effect and Tank Buster.

ARMING

This is the final stage of preparation before the Mission begins and involves each Battle-Brother choosing his weapons for battle from the Deathwatch armoury. Which weapons and armour are available to a Battle-Brother depends on his Renown and standing within the Deathwatch, while the amount of weapons and armour that can be chosen for the whole Kill-team is based on its set Requisition. Full details on setting Requisition can be found in **Chapter IX: The Game Master**, while for more information on Renown and its effects on a Battle-Brother's access to weapons and armour see **Chapter V: Armoury**.

Execution

"They dropped from the sky like angels of death destroying all in their path and bringing the Emperor's justice to that wicked world."

–From the Remembrances of the Grand Crusade

MISSION OBJECTIVES

All missions have one or more objectives that the players must achieve in order for the Mission to be completed. An objective is a way of quantifying the success of a Mission and giving the players a set of clear goals for their characters to achieve. In keeping with the military nature of **Deathwatch**, objectives are typically set by the GM when the Mission is created and passed on to the characters during the Mission briefing. However, such is the fickle nature of war that objectives can often change during the course of a Mission, and the players can even come up with their own objectives. There are three kinds of objectives, some or all of which may be present in a Mission.

Primary

These are the key objectives to the Mission that are vital for its completion. If the players do not complete their primary objectives, then the Mission is considered a failure. For this reason, when the GM sets the Mission's primary objectives, he should keep them as simple and as broad as possible. For instance, a primary objective could be to destroy an enemy base, leaving the method of its destruction up to the players. The players should be aware, however, that to complete their Mission, and reap any rewards as a result, they must complete their primary objectives.

Secondary

Most Missions have additional objectives attached to the primary objective that reinforce the Mission's success. For instance, if the primary objective is to destroy an enemy base, it might also come with a secondary objective to destroy the nearby enemy landing platform. Typically, secondary objectives are smaller and easier to complete than primary objectives, though they nonetheless require a degree of daring and effort on the part of the Kill-team. While completing secondary objectives does not govern the success or failure of the Mission in the same way as primary objectives do, their completion reinforces the Mission's success and increases the players' rewards.

Tertiary—Targets of Opportunity

After primary and secondary objectives come tertiary objectives, also known as targets of opportunity. These are not objectives in the strictest sense and do not directly influence the completion of the core Mission. They do, however, present the Kill-team with a chance to earn more glory for

themselves and further enhance their standing within the Chapter by proving their skill on the battlefield. A typical target of opportunity could be an enemy commander, a munitions supply dump, or Imperial captives. The GM should only give limited information about the Mission's targets of opportunity during the mission briefing, leaving it up to the players to identify them during the game.

Player Created Objectives

Neither the GM nor the players should feel that Mission objectives are set in stone and prohibit the characters from the freedom to change or alter the Mission in some way. To this end, the GM can allow the players to come up with their own primary, secondary, or tertiary objectives during play if their planning and reasoning is good. For instance, if when sent to destroy an enemy spaceport the players decide that it would be viable to plant an explosive on a cargo lighter, thus delivering the bomb up into orbit, the GM can then create a new objective to accommodate it. The GM should be careful to make sure that all player created objectives remain within the general nature of their mission (such as attacking the enemy, securing a beachhead, or relieving a friendly force).

MISSION COMPLICATIONS

No Mission goes according to plan, even for the elite warriors of a Deathwatch Kill-team. Drop zones can be missed, intelligence can prove false, and support troops can fail to arrive. These Mission complications are ways in which the GM can keep the players off balance and make the mission more interesting by adding the fog of war. In addition to forcing the players to adapt to difficult situations and think on their feet, complications also increase the difficulty of a mission and as a result the rewards the players gain from it. Here are 10 typical complications that the GM can use to alter the nature of his missions, though he should feel free to come up with more of his own. If a degree of randomness is required, the GM can roll a die on **Table 7–17: Mission Complications** to see what has gone wrong for the players.

Insertion and Extraction

How the Kill-team reach the battlefield and how they leave it depends on the nature of the Mission. This could include such things as deployment by drop pod from low orbit, direct assault via Thunderhawk gunships, or even land-based assaults in Rhinos or Land Raiders from a forward base. Ultimately it falls to the GM, in the role of the characters' commanders, to decide how they should be deployed. In certain circumstances, the players may be able to choose for themselves depending on the level of freedom their Mission allows. In either case, the strengths and weaknesses of each method can have a big effect on the Mission. For instance, arrival by drop pod can place a Kill-team deep behind enemy lines with limited chance of extraction, while arriving as part of a massive assault (possibly involving other arms of the Imperial war machine) means negotiating the chaos and havoc of battle to complete their objectives.

Table 7-17: Mission Complications

Dice Roll	Complication
1	A Bad Beginning
2	Bad Intelligence
3	Cut Off
4	Friendly Fire
5	Logistical Failure
6	Misdrop
7	Race Against Time
8	Rivalry
9	They Knew We Were Coming...
10	Unexpected Enemies

A Bad Beginning

Some missions almost end before they begin, with misfortune striking right from the start. This complication indicates that one of the Kill-team has been wounded during deployment, either as a result of a bad drop pod landing or perhaps hitting a mine when leaving their Rhino. The GM should have all the players roll a dice. The player (or players in the case of ties) with the lowest roll suffers 1d5 points of Critical Damage (not reduced for armour or Toughness Bonus) to a random body location.

Bad Intelligence

Frequently the Imperium's intelligence about its foes is just plain wrong. Commanders base decisions on unfounded information and send soldiers to pay for their ignorance. While the Deathwatch is more careful than most of the Emperor's forces, they too can suffer from this fate. The GM should change one of the Mission's primary or secondary objectives without the knowledge of the players. This change should, however, become quickly apparent, such as arriving to destroy a bridge to discover it does not exist. It is then up to the players to discover the new objective and try to complete it.

Cut Off

As can often happen in the chaos of war, a forward unit can discover its supply lines cut off as the frontlines shift suddenly. With this complication, any reserves or outside support for the Kill-team is unavailable. This could mean vox channels have been jammed or a supporting orbital defence platform has come under attack and cannot assist.

Friendly Fire

During the Mission, the Kill-team is either mistaken for an enemy unit or finds itself in an area coming under Imperial saturation bombing. This attack can occur at any time during the Mission, usually from an unseen Imperial artillery unit in

Lost Leadership

If a Kill-team's Leader is slain or otherwise removed from the game (such as being taken prisoner or knocked unconscious), the group must then choose a new Leader. However, in this circumstance, no new Oath is taken, and the group is still bound by the initial Oath. At the GM's discretion, circumstances may allow for the group to select a new Oath during the mission.

orbit or behind the lines. The GM should have each player roll a dice. Those who get an odd number are hit by friendly fire and must make a **Challenging (+0) Toughness Test** or suffer 2d10 points of Energy Damage, ignoring armour.

Logistical Failure

A Space Marine can usually rely on his weapons and armour in battle, but sometimes the demands of battlefield logistics mean that supplies can be scarce. For this Mission, the Kill-team has limited ammo—two clips per ranged weapon. They will just have to make every shot count and complete their objectives regardless.

Misdrop

The Kill-team is delivered to the wrong coordinates either as a result of heavy near-orbit ground fire or a tactical error. Possibly kilometres from their intended drop zone, the Kill-team must find a way of crossing the distance quickly or alternatively try to hit a closer target. The GM should roll 2d10 (or 5d10 if the players arrived by drop pod) to determine how many kilometres the Kill-team is from its primary objective.

Race Against Time

All Missions typically have some kind of timeframe in which they must be completed. For a few, this can be very tight indeed. For some reason, this Mission must be completed in a very tight timeframe. Perhaps a vessel is moving into orbital strike distance, ready to wipe out the forward Imperial base, or perhaps the enemy is retreating, taking vital supplies with them. The GM should roll 2d10 and multiply it by 10. This is the number of minutes the Kill-team has to complete the Mission. As this is game time, the GM should be a bit flexible by allowing the players time to plan and prepare during play.

Rivalry

Even within the ranks of the Deathwatch, the old rivalries of Chapter and Primarch sometimes arise. This can lead to competition between Kill-teams and even between Battle-Brothers. For this Mission, such a rivalry has flared up, either within the players' Kill-team or with another. The characters are encouraged to roleplay such rivalries. For its duration, the Kill-team has their Cohesion reduced by 2.

They Knew We Were Coming...

Sometimes the enemy's intelligence is better than the Kill-team's, and they may find themselves walking into a trap. This complication means that any chance of complete surprise (if it exists) is lost and attempts at stealth (using the Concealment or Silent Move Skills) suffer an addition –20 penalty due to the vigilance of the enemy. Finally, the added readiness of the enemy means they can add +2 to all their initiative rolls for this Mission.

Unexpected Enemies

Powerful foes can often lurk unseen and undetected within the ranks of their lesser brethren and escape the notice of Imperium intelligence. The GM should add an additional powerful foe to the enemies' ranks for this Mission, hidden somewhere close to the Mission's primary objective. Adversaries who are naturally hard to detect, such as Daemonhosts or Tyranid Lictors are good choices for this foe.

Rewards

"To die in battle and be remembered in glory is the greatest gift the Emperor ever gave."

–Inscription on the Tomb of Thorns

A Battle-Brother's reward is measured in glory, not gelt, and it is his sole purpose to serve the Emperor with honour and loyalty. For a Space Marine, success in battle and the mastery of the skill of war is all he asks.

Experience

The primary reward for completing a Mission is Experience. Experience allows a Battle-Brother to advance in Rank and become more powerful, learning new Skills and Talents and unlocking new abilities. The amount of Experience that a Kill-team gains for a Mission depends on how many objectives they were able to complete, as well as any outstanding feats of arms or bravery.

Details on awarding Experience, and how it relates to objectives, can be found on page 269.

Renown

In addition to Experience, Battle-Brothers can also earn Renown when undertaking Missions. Renown is a measure of the Space Marine's standing within the Deathwatch and his regard by his peers. It is important for the gaining of certain honours and **Deathwatch**-specific abilities, as well as being used to determine what kinds of weapons and armour are available to them from the **Deathwatch** armoury.

Details on awarding Renown can be found on page 270.



VIII

Combat

Initiative

•

Actions

•

The Attack

•

Injury

•

Critical Damage

Chapter VIII: Combat

"There is nothing in the galaxy like the sound of a boltgun."

–Vex Hargoth, Master of Arms

The Imperium is beset on all sides from the enemies of mankind: ravenous aliens, bloodthirsty daemons, and fanatical traitors, all intent on the destruction of the Emperor and those sworn to him. As members of the Deathwatch, the players stand on the frontlines against such foes, struggling to survive and bring glory and honour to their Chapter. This means combat... lots of combat.

This section covers Actions, combat, and Damage in the game of Deathwatch. As combat is a significant part of any Kill-team's endeavours, the rules in this chapter form a core part of any Deathwatch game.

NARRATIVE TIME VS. STRUCTURED TIME

The passage of time is flexible in a game of Deathwatch and subject to the GM's discretion based on the needs of the story and the choices the players make. Sometimes the GM only needs to convey a very loose sense of time, which is known as narrative time. In other situations, especially combats, more precise time keeping is necessary, and the GM should adopt what is known as structured time.

Narrative Time

Many situations in a game of Deathwatch do not require precise time keeping. It is usually enough to know if a certain action takes a few minutes, or about an hour, or several weeks, or anything in between. Narrative time is most often used outside of combat and other situations where the precise order of actions is unimportant.

Structured Time

In contrast to the abstract approach of narrative time, structured time is important for resolving complex encounters, such as combats, when every second counts and the order in which things happen is crucial. Structured time is divided into Rounds, Turns, and Actions.

Rounds

A Round consists of every character participating in the encounter taking one Turn each. It assumed that characters act more or less simultaneously in an encounter, so a Round is approximately five seconds long, regardless of how many characters are involved.

Turns

Each character in an encounter gets one Turn each Round. During a character's Turn, he can perform one or more Actions. While characters' Turns overlap each other slightly, Turns are resolved in a specific order known as Initiative Order, page 235.

Actions

A character can perform one or more Actions on his Turn. If a character is performing multiple Actions during his Turn, the order in which they are resolved may or may not matter. For example, a character could draw his pistol and then move a few metres, or he could move first and then draw his pistol, and either way the end result is the same. But, if the same character wants to shoot his pistol, he obviously needs to draw it first. Actions are described in detail on page 236.

COMBAT OVERVIEW

Combat is usually resolved using structured time divided into Rounds, Turns, and Actions. Each character, including NPCs, takes one Turn each Round. The order in which Turns are resolved depends on Initiative Order. When a new combat begins, follow these steps to determine what happens.

Step One: Surprise

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

Step Two: Roll Initiative

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

Step Three: Determine Initiative Order

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

Step Four: Combatants Take Turns

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



Step Five: Round Ends

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

Step Six: Repeat Steps Four and Five as Needed

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

SURPRISE

Surprise only affects the beginning of a new combat. It is up to the GM to decide if any of the combatants are Surprised. Ultimately, this comes down to a judgement call on the GM's part, based on the circumstances and the Actions of the various combatants leading up to the encounter. The GM should take the following into account when determining Surprise:

- Is anyone hiding? Successful use of the Concealment Skill before the combat may mean that some combatants are hidden. Extremely wary characters may oppose this with an Awareness Test.
- Is anyone sneaky? Successful use of the Silent Move Skill may have positioned some characters for an ambush. Again, wary opponents may oppose this with an Awareness Test.
- Are there any unusual circumstances that would mask the approach of attackers? This can cover nearly anything, from pouring rain to whining engines to nearby explosions.
- Are there any distractions? It's possible that something quite distracting is going on. A cultist's attention may be so fixated on the sermon of his confessor that he doesn't notice his attackers approaching.

Bearing all of this in mind, the GM must decide which combatants are Surprised. Whilst it's often the case that one entire side or the other is Surprised, there can be individual exceptions. For example, mutants may easily Surprise a unit of green Guardsmen, but not their keen-eyed commissar. If no one is Surprised, proceed with the combat as normal.

A Surprised character loses his Turn in the first Round. He can do nothing except stand dumbfounded. Furthermore, a non-Surprised attacker receives a +30 bonus to Weapon Skill and Ballistic Skill Tests made to attack a Surprised target. After the Surprise Round completely resolves, all Surprised characters recover their wits and can act normally. All combatants then roll for Initiative and the combat proceeds normally.

Example

While returning to his Kill-team, Helgath spots a sizable group of termagants scouring the area for biomatter. Rather than waiting for the creatures to spot him, he decides to quickly plan an ambush. Finding a low rise in the termagants' path, Helgath hides using his Concealment Skill. The GM then makes an Awareness Test for the termagants, which is opposed by Helgath's Concealment Test, which Helgath wins. The GM rules that the termagants are all Surprised, allowing Helgath to take any Combat Actions he wishes for one Round. Additionally, any Weapon Skill and Ballistic Skill Tests he makes to attack the termagants receive a +30 bonus. After the Surprise Round is resolved, everyone involved in the combat, including Helgath, rolls for Initiative.

INITIATIVE

Initiative determines the order in which participants act during each Round. To determine Initiative, roll 1d10 and add the result to the character or NPC's Agility Bonus. The GM rolls the Initiative for any NPCs and creatures present. To keep things simpler, it is recommended that the GM make one Initiative roll for an entire group of similar enemies.

Example

Helgath, Myrdor, and Kalad are part of a Deathwatch Kill-team which has just been attacked by a group of four Tyranid warriors. The three players controlling the Battle-Brothers each determine their own Initiatives by rolling 1d10 and adding their Space Marine's Agility Bonus. Helgath ends up with an Initiative of 8, Myrdor also gets 8, and Kalad gets 11. Since the four Tyranid warriors all have similar Characteristics, the GM makes one Initiative roll for all of them and gets 9. After each combatant (or group of combatants) has determined his Initiative, the GM makes a list and places them in order, from highest to lowest. This is known as the Initiative Order, which is the order the combatants act in each Round, until the combat is over.

If more than one character has the same Initiative, they act in order from the highest Agility to the lowest. If they also have the same Agility, then each should roll a die, with the highest going first.

Example

Using the Initiative rolls in the above example, the GM ranks them in order from highest to lowest. Kalad acts first with his Initiative of 11, followed by all of the Tyranid warriors with their Initiative of 9. Helgath and Myrdor both ended up with 8 for Initiative, but Helgath's Agility is higher, so he acts third, followed by Myrdor who acts last.

Most combats last for multiple Rounds, but each combatant's Initiative is only determined once at the start of the combat. Once the Initiative Order has been established, it usually remains the same from Round to Round. If new combatants join in the middle of the fight, simply determine their Initiatives normally and insert them into the Initiative Order.

ACTIONS

During each normal Round, every character gets a Turn to act. On his Turn, a character can take one or more Actions. There are five types of Actions in Deathwatch, and every Action also has one or more subtypes.

Types of Actions

Every Action is categorised into one of the following types.

Full Actions

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

Half Actions

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

Reactions

A Reaction is a special Action made in response to some event, such as an attack. A character receives one Reaction each Round, which may only be used when it is not his Turn. Examples include making a Dodge Test or Parrying an attack.

Free Actions

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

Extended Actions

Some Actions take more time than a single Round to complete. Once a character commits to an Extended Action, he is considered to be working towards completing it for as long as necessary. If the character abandons the Extended Action, or is interrupted, all progress towards completing the Extended Action is lost.

Example

Athas, a Devastator, needs to reload his meltagun in the middle of a combat. A meltagun's reload time is two Full Actions. On his Turn, Athas shouts for his companions to cover him (a Free Action) and then declares Reload as his Full Action. On his following Turn, he finishes the reloading by spending another Full Action. If he had chosen to abandon his reloading efforts after the first Round, the Extended Action would have been aborted and he would need to start the whole process over again, if he still wanted to reload.

Action Subtypes

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

USING ACTIONS

During his Turn, a character may perform one Full Action or two different Half Actions. A character could, for example, make a charge attack (Full Action) or aim and shoot (two Half Actions). It's important to remember that a Round is only a few seconds long, so the character's Turn within that Round is but a few moments. Any Action can be combined with talking, banter, battle cries, and other short verbal expressions—these are considered Free Actions. It is left to the GM to decide what a player might be able to say in that amount of time. A wry aside to a companion or a terse insult to an enemy are always reasonable, but recounting the intimate details of one's seven duels-to-the-death between swings of a power sword should probably count as something more than just a Free Action.

Most Actions are started and completed within the active character's same Turn. For example, a character does not begin a Charge on one Turn and finish it on a later Turn or a later Round; he performs the entire Charge (which is a Full Action) at once on his Turn. But, there are two broad exceptions. Reactions are always performed when it is not the reacting character's Turn, and Extended Actions always take more than one Round to complete.

Table 8-1: Combat Actions

Action	Type	Subtype(s)	Description
Aim	Half/Full	Concentration	+10 bonus to hit as a Half Action or +20 to hit as a Full Action on the character's next attack, or target a specific body location.
All Out Attack	Full	Attack, Melee	+20 to WS, cannot Dodge or Parry.
Brace Heavy Weapon	Half	Miscellaneous	Prepare to fire a heavy weapon.
Called Shot	Full	Attack, Concentration, Melee or Ranged	Attack a specific location on the target with a –20 to WS or BS.
Charge	Full	Attack, Melee, Movement	Must move 4 metres, +10 to WS.
Defensive Stance	Full	Concentration, Melee	Gain an additional Reaction, opponents suffer –20 to WS.
Delay	Half	Miscellaneous	Before character's next Turn, he may take any Half Action.
Disengage	Full	Movement	Break off from melee and move.
Dodge	Reaction	Miscellaneous	Test Dodge to negate a hit.
Feint	Half	Attack, Melee	Opposed WS Test, if character wins, his next attack cannot be Dodged or Parried.
Focus Power	Varies	Concentration	Use a psychic power.
Full Auto Burst	Full	Attack, Ranged	+20 to BS, additional hit for every Degree of Success.
Grapple	Half/Full	Attack, Melee	Affect a Grappled opponent or escape from a Grapple.
Guarded Attack	Full	Attack, Concentration, Melee	–10 WS, +10 to Parry and Dodge.
Jump or Leap	Full	Movement	Jump vertically or leap horizontally.
Knock-Down	Half	Attack, Melee	Try to knock an opponent to the ground.
Manoeuvre	Half	Attack, Melee, Movement	Opposed WS Test, if character wins, move enemy 1 meter.
Move	Half/Full	Movement	Move up to movement as a Half Action or twice movement as a Full Action.
Multiple Attacks	Full	Attack, Melee or Ranged	Use Swift Attack or Lightning Attack Talents to make multiple attacks.
Overwatch	Full	Attack, Concentration, Ranged	Shoot targets coming into a set kill zone, –20 to BS.
Parry	Reaction	Melee	Test Weapon Skill to negate a hit.
Ready	Half	Miscellaneous	Ready a weapon or item.
Reload	Varies	Miscellaneous	Reload a ranged weapon.
Run	Full	Movement	Move triple, enemies get –20 BS and +20 WS.
Semi-Auto Burst	Full	Attack, Ranged	+10 to BS, additional hit for every two Degrees of Success.
Stand/Mount	Half	Movement	Stand up or mount a riding beast or vehicle.
Standard Attack	Half	Attack, Melee or Ranged	Make one melee or ranged attack.
Stun	Full	Attack, Melee	Try to Stun an opponent.
Suppressing Fire	Full	Attack, Ranged	Force opponents to take cover, –20 to BS.
Tactical Advance	Full	Concentration, Movement	Move from cover to cover.
Use A Skill	Varies	Miscellaneous	Character may use a Skill.

ACTION DESCRIPTIONS

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

Aim

Type: Half Action or Full Action
Subtype: Concentration
The active character patiently takes extra time to make a more precise attack. Aiming as a Half Action grants a +10 bonus to the character's next attack, while aiming as a Full Action grants a +20 bonus to the character's next attack. The next Action the Aiming character performs must be an attack or the benefits of Aiming are lost. Aiming benefits are also lost if the character performs a Reaction before making his attack. Aiming can be used with both melee and ranged attacks.

All Out Attack

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

Brace Heavy Weapon

Type: Half Action
Subtype: Miscellaneous
Heavy weapons must be braced before they can be fired accurately. Bracing a Heavy weapon can involve using a bipod or tripod, propping the weapon up on a windowsill or sandbags, or simply assuming a wide stance or kneeling. When a Heavy weapon is fired without being braced, the attacker suffers a –30 to his Ballistic Skill Test. Once a Heavy weapon has been braced, the firer cannot move without losing the benefits of bracing. However, the firer can still traverse his weapon 45 degrees or more depending on the type of bracing. Melee, Thrown, Pistol, and Basic weapons gain no special benefit from bracing.

Called Shot

Type: Full Action
Subtypes: Attack, Concentration, Melee or Ranged
The active character attempts to attack a specific or vulnerable area on his target. The attacker declares a location on his target (Head, Body, Left Arm, Right Arm, Left Leg, or Right Leg) and makes a **Hard (–20) Weapon Skill Test** or a **Hard (–20) Ballistic Skill Test**. If he succeeds, he skips the Determine Hit Location step of the attack and instead hits the declared location.

Charge

Type: Full Action
Subtypes: Attack, Melee, Movement
The character rushes at his target and delivers a single melee attack. The target must be at least four metres away, but still within the attacker's Charge Move. See **Table 7–4: Movement (Meters/Round)** on page 205. The last four metres of the Charge must be in a straight line so the attacker can build speed and line up with his target. The attacker gains a +10 bonus to his Weapon Skill Test made at the end of the Charge. If the Charging character is unarmed, he can attempt to Grapple his opponent instead of inflicting damage. See Grappling, page 240.

Combat Abstractions

Combat in Deathwatch is fast and furious, designed so games don't become bogged down with minutia. As such, the rules take certain licenses with reality and assumptions must be made about what is really going on during a fight. One such assumption is that nearly all combatants are at least somewhat concerned for their own safety and are constantly side-stepping, twisting, and ducking to avoid attacks or assume more favourable combat positions. With this in mind, the default difficulty for all combat tests is Challenging (+0), unless a specific rule states otherwise.

Defensive Stance

Type: Full Action
Subtype: Concentration, Melee
The character makes no attacks and instead concentrates entirely on self-defence. Until the start of his next Turn, the character can make one additional Reaction, and all opponents suffer a –20 penalty to Weapon Skill Tests made to attack him.

Delay

Type: Half Action
Subtype: Miscellaneous
nstead of acting immediately, the character waits for an opportunity. When a character chooses Delay, his Turn ends, but he reserves a delayed Half Action for later use. Any time before the start of his next Turn, the character can perform a delayed Half Action of his choice. If the delayed Half Action is not used before the start of the character's next turn, it is lost. If two or more characters both attempt to perform delayed Half Actions at the same time, they must make an Opposed Agility Test to see who acts first.

Example

It is Helgath's Turn in the Initiative Order, and he wants to shoot the lictor that is currently Grappling his Battle-Brother Myrdor. If Helgath shoots now, he suffers a –20 penalty to his Ballistic Skill Test for shooting into melee combat. But, he thinks Myrdor has a good chance of breaking free of the alien's Grapple on his Turn, so he chooses to Delay, which takes a Half Action and ends his Turn. Later in the same Round, it is Myrdor's Turn. He breaks free of the Grapple and moves away from the lictor, which is exactly the opportunity Helgath was hoping for. Helgath now performs his Delayed Action, which must be a Half Action since that is all he has remaining, so he chooses Standard Attack and shoots the foul xenos.

Dodge

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

Dodging Auto-Fire and Area Effect Attacks

Some attacks, such as those made with grenades, flamers, or guns firing semi-automatic or fully-automatic bursts, are especially difficult to avoid. When Dodging an area effect weapon (such as a flamer), a successful Dodge Test moves the character to the edge of the area of effect, as long as

it is no further away than the character's Agility Bonus in metres. If the character would need to move further than this to avoid the attack, then the Dodge Test automatically fails. When Dodging Full Auto or Semi-Auto Bursts, each Degree of Success on the Dodge Test negates one additional hit.

Example

Brother Tehoc has just finished hacking apart a squad of Chaos cultists in the name of the Emperor when he is shot at by a mutant with a heavy stubber. The mutant fires a Full Auto Burst and gets two Degrees of Success on his Ballistic Skill Test for a total of three hits on Tehoc. A veteran of countless battles, Brother Tehoc's reflexes kick in and he uses his Reaction to attempt to Dodge the attack. His Agility is 38 and he has Dodge trained, so he needs to roll 38 or less on his Dodge Test. He rolls a 15 and gets two Degrees of Success. He has avoided all hits from the Full Auto Burst and escaped all Damage—now the mutant will pay for his impudence...

Disengage

Type: Full Action
Subtype: Movement
The character breaks off from melee combat and may take a Half Move. Opponents that were engaged with the character do not gain any free attacks. See the Fleeing sidebar for more details.

Feint

Type: Half Action
Subtype: Attack, Melee
The character attempts to use guile and combat training to trick his opponent into a mistake. The character and his target make an Opposed Weapon Skill Test. If the active character wins, his next melee attack against that same target cannot be Dodged or Parried. If the active character's next Action is anything other than a Standard Attack, the advantage of Feinting is lost.

Focus Power

Type: Half, Full, Free, or Extended Action (Varies by Power)
Subtype: Varies by Power
This Action is used to manifest Psychic Powers in combat. Every Psychic Power specifies an Action type and one or more subtypes. For more information, see **Chapter VI: Psychic Powers**.

Full Auto Burst

Type: Full Action
Subtype: Attack, Ranged
The character hurls a roaring burst of fully automatic gunfire at his enemies. The attacker must be wielding a ranged weapon capable of fully automatic fire to take this Action. If the character has a pistol in each hand, both capable of fully automatic fire, he may fire both with this Action (see Two-Weapon Fighting, page 246). The attacker makes a Ballistic Skill Test with a +20 bonus. A dice result of 94 to 00 indicates the weapon has Jammed. If successful, the attack scores a hit normally. Furthermore, each Degree of Success scores an extra hit. The number of extra hits scored in this manner cannot exceed the weapon's fully automatic Rate of Fire. Extra hits can either be allocated to the original target or any other targets within two metres, provided none of the new targets would have been harder to hit than the original target. If extra hits are allocated to the same target, use **Table 8–2: Multiple Hits** to determine the extra Hit Locations. Remember, the first hit is always determined by reversing the numbers of the dice result made to perform the test (see The Attack, page 244). A character using this Action with a Pistol- or Basic-class weapon may also move up to his Agility Bonus in metres. However, if he does so, he gains no bonus to his Ballistic Skill Test and instead suffers a –10% penalty.

Example

Brother Tehoc fires a Full-Auto Burst with his storm bolter at a charging Chaos Space Marine. The storm bolter has a full-auto Rate of Fire of 4, so regardless of what else happens, Tehoc expends 4 rounds of ammo. Tehoc's Ballistic Skill is 45, +20 for firing a Full-Auto Burst, for a modified total of 65. He rolls a 32 on his Ballistic Skill Test and succeeds with three Degrees of Success (65, 55, 45, 35). Tehoc scores one hit because he succeeded and three extra hits because of his three Degrees of Success. The first hit strikes the Chaos Space Marine's left arm, which is determined by reversing his Ballistic Skill Test roll (32 becomes 23). ***Table 8–2: Multiple Hits*** *is then consulted which indicates that the second hit also strikes the Traitor Marine's arm, the third hit strikes his body, and the fourth strikes his head. Tehoc would then make four Damage rolls, one for each hit.*

If the weapon has the Scatter special quality and is fired with a Full-Auto Burst at Point Blank Range, any extra hits from Scatter and Full-Auto Burst are calculated separately and both applied.

Table 8-2: Multiple Hits

First Hit	Second Hit	Third Hit	Fourth Hit	Fifth Hit	Each Additional Hit
Head	Head	Arm	Body	Arm	Body
Arm	Arm	Body	Head	Body	Arm
Body	Body	Arm	Head	Arm	Body
Leg	Leg	Body	Arm	Head	Body

Example

Helgath fires a Full-Auto Burst with a modified Astartes combat shotgun at a genestealer who is at Point Blank Range. The combat shotgun has a full-auto Rate of Fire of 4. Helgath's Ballistic Skill is 38, +20 for firing a Full-Auto Burst, +30 for being at Point Blank Range, and –20 because he does not have training with the weapon, for a modified total of 68. Helgath rolls a 37 on his Ballistic Skill Test and succeeds with three Degrees of Success (68, 58, 48, 38). He scores one hit on the genestealer because he succeeded, and three extra hits thanks to his three Degrees of Success. Furthermore, the Scatter special quality grants an extra hit for every two Degrees of Success when the weapon is fired at Point Blank Range, which means Helgath scores another extra hit for a grand total of five hits. If Helgath is lucky, it will be enough to put the beast down...

Grapple

Type: Half or Full Action
Subtype: Attack, Melee
This action is only used when a character is already engaged in a Grapple. See Grappling, page 246, for rules on starting a Grapple. If the active character is controlling the Grapple, the first thing he must do on his Turn is declare Grapple as a Full Action in order to maintain the Grapple; if he does not declare Grapple as a Full Action, the Grapple immediately ends. After that, he can choose one of the following Controller Grapple Options:

Controller Grapple Options

- Damage Opponent: The controller of the Grapple can attempt to damage his opponent with brute force by making an Opposed Strength Test with the Grappled opponent. If the active character wins, he inflicts unarmed Damage (1d5–3+SB with Armour Points counting double) to his opponent's body location and one level of Fatigue. If the Grappled opponent wins the Opposed Strength Test, no Damage is dealt, but he is still Grappled. This action can benefit from Assistance.
- Throw Down Opponent: The controller of the Grapple can attempt to wrestle his Grappled opponent to the ground by making an Opposed Strength Test. This test can benefit from Assistance. If the active character wins, the Grappled opponent becomes prone.
- Push Opponent: The controller of the Grapple can attempt to force his Grappled opponent to move. This is resolved with an Opposed Strength Test, which can benefit from Assistance. If the active character succeeds, he pushes his opponent one meter in a direction of his choice, plus one additional metre for each Degree of Success. This pushed distance cannot exceed the active character's Half Move distance. The active character must move with his Grappled opponent in order to maintain the Grapple, or he can choose to let go of his opponent, which ends the Grapple, but allows the active character to keep his ground.
- Ready: The controller of the Grapple can ready one of his own items. Or if the GM allows, he can use the Ready Action to grab an item belonging to his Grappled opponent.
- Stand: If both Grappling participants are on the ground, the controller of the Grapple can regain his feet with this action. He can also attempt to drag his Grappled opponent up with him by making an Opposed Strength Test. This test can benefit from Assistance. If the controller of the Grapple wins, both participants stand.
- Use Item: The controller of the Grapple can use a readied item.

If the active character is the target of the Grapple, the first thing he must do on his Turn is declare Grapple as a Half Action—this is part of the penalty for being Grappled. After that, he can choose one of the following Grappled Target Options:

Grappled Target Options

- Break Free: The Grappled target can attempt to break free of the Grapple by making an Opposed Strength Test with the controller of the Grapple. This test can benefit from Assistance. If the active character wins, he breaks free and may perform any Half Action.
- Slip Free: The Grappled target can attempt to wriggle out of the Grapple by making a Challenging (+0) Contortionist Skill Test. If he succeeds, he slips free and may perform any Half Action.
- Take Control: The Grappled target can attempt to take control of the Grapple by making an Opposed Strength Test with his Grappling opponent. This test can benefit from Assistance. If the active character wins, he becomes the controller of the Grapple and his opponent becomes the Grappled target. The active character may then immediately perform one of the Controller Grapple Options, but he cannot take any other Half Actions.

Example

Brother Tehoc is Grappling an ork atop an elevated platform. It is Tehoc's Turn in the Initiative Order, and since he is in control of the Grapple, he decides to attempt to push the ork toward the edge of the platform. The GM calls for an Opposed Strength Test. Tehoc has a Strength of 45 and rolls a 44—a success. The Ork has a Strength of 41 and rolls a 68—a failure. Tehoc wins the Opposed Test and pushes the Ork one meter toward the edge of the platform. Tehoc also moves with the Ork because he wants to maintain control of the Grapple. On the Ork's Turn, it decides to attempt to take control of the Grapple by making an Opposed Strength Test with Tehoc. The Ork rolls a 29 and gets one Degree of Success, and Tehoc rolls a 39 and gets a success. The Ork wins the Opposed Test because he counted more Degrees of Success than Tehoc. The Ork is now in control of the Grapple and will have more options available to it on his next Turn.

Size Differences

If one participating Grappler is larger than the other (see page 249), the larger Grappler counts an extra Degree of Success per size category difference on all successful Opposed Tests performed within the Grapple.

Example

Tehoc is being Grappled in the jaws of a Tau Krootox. Both combatants have Strengths of 45, but the Krootox's size is Enormous, which is one size category larger than Tehoc's Hulking size in his armour. On his Turn, Tehoc attempts to break free of the Grapple by making an Opposed Strength Test. Tehoc rolls a 26 and gets one Degree of Success. The Krootox rolls a 29 and also gets one Degree of Success, plus another for his size difference, for a total of two Degrees of Success, which is enough to win the Opposed Test. Tehoc remains held fast by the Krootox.

Guarded Attack

Type: Full Action
Subtype: Attack, Concentration, Melee
The character performs a careful attack, making sure he remains well poised to defend himself. The character suffers a –10 penalty to his Weapon Skill Test, but he gains a +10 bonus to all Dodge and Parry Tests until the start of his next Turn.

Jump or Leap

Type: Full Action
Subtype: Movement
The character can Jump vertically or Leap horizontally. If the character is engaged in melee, each opponent he is engaged with can make a free Standard Attack against the character. See Movement, page 205, for details on Jumping and Leaping.

Knock-Down

Type: Half Action
Subtype: Attack
The attacker smashes his opponent in the hopes of knocking him off his feet. Make an Opposed Strength Test. If the attacker wins, the target is knocked prone and must use a Stand Action on his Turn to regain his feet. If the attacker succeeds by two or more Degrees of Success, the target also suffers 1d5–3+SB damage, with Armour Points counting as double, and one level of Fatigue. If the target wins the Opposed Strength Test, he keeps his footing. If the target wins by two or more Degrees of Success, the attacker is knocked prone instead. If the attacker spent a Half Action to move before performing the Knock-Down attack, he gains a +10 bonus to the test.

Manoeuvre

Type: Half Action
Subtype: Attack, Melee, Movement
By using superior footwork and aggression, the attacker can force his opponent to move one meter in any direction by succeeding at an Opposed Weapon Skill Test. If desired, the attacker can advance one meter as well. The opponent cannot be forced into another character or some other obstacle (such as wall).

Fleeing

Sometimes the best course of action in combat is to get away from danger by any means necessary. A character can voluntarily flee from an opponent or be forced to flee because of Fear, a Psychic Power, or some other effect. When a character flees under his own control, he may take any of the following Actions: Disengage, Move, or Run. When a character flees against his will, he must perform the Run Action. If a character is engaged in melee with one or more opponents and he flees without using the Disengage Action, each of his opponents gets a free Standard Attack against the fleeing character. Such a free attack is made in addition to any other attacks the combatant receives during his Turn.

Move

Type: Half or Full Action
Subtype: Movement
The active character can spend a Half Action to move a number of metres equal to his Agility Bonus. As a Full Action, he may move twice that distance. If the Active character ends his movement adjacent to an opponent, he may engage that opponent in melee. If the active character moves away from an opponent with whom he is engaged, that opponent may make a free Standard Attack against the active character.

Multiple Attacks

Type: Full Action
Subtype: Attack, Melee or Ranged
This action allows the active character to make more than one attack on his Turn, provided he has the Swift Attack or Lightning Attack talent, or is wielding a weapon in his secondary hand. See Two-Weapon Fighting, page 246.

Overwatch

Type: Full Action
Subtype: Attack, Concentration, Ranged
The active character guards a specific area or target, poised to shoot at an opportune moment. When Overwatch is declared, the active character establishes a kill zone, which is any general area, such as a corridor or treeline, that encompasses a 45 degree arc in the direction that active character is facing.

The active character then specifies either Full Auto Burst, Semi-Auto Burst, or Suppressing Fire, along with the conditions under which he will perform the chosen attack. At any time the specified conditions are met before the start of the character's next Turn, he can perform that attack. If this attack occurs at the same time as another character's Action, the character with the higher Agility Bonus acts first. If both characters have the same Agility Bonus, they make an Opposed Agility Test to see who acts first.

Additionally, targets caught in the kill zone must make a **Hard (–20) Pinning Test** or become Pinned (see Pinning on page 248). If a character on Overwatch performs any Actions or Reaction, such as Dodge, his Overwatch immediately ends. Note this does not include Free Actions, such as speech.

Parry

Type: Reaction
Subtype: Defence, Melee
f the active character is wielding a melee weapon capable of Parrying, he can attempt to thwart an incoming melee attack by making a **Challenging (+0) Weapon Skill Test**. If the test succeeds, the incoming attack is considered to have missed. If the test fails, the attack connects and Damage is rolled normally. Parrying requires no special Skill or Talent, but Parry can only be used to negate a melee attack.

Ready

Type: Half Action
Subtype: Miscellaneous
The active character draws a weapon or retrieves an object stowed in a pouch or pocket. A weapon or item can also be properly stowed away with this action (but note that simply dropping an item is considered a Free Action). This Action can also be used to do things such as apply a medi-patch, inject stimm or some other kind of drug, coat a blade with poison, and so forth. Ready can be declared twice in the same Turn if it is used on two different weapons or items.

Reload

Type: Half, Full, or Extended Action (Varies by Weapon)
Subtype: Miscellaneous
The active character can reload a ranged weapon. The amount of time the Reload Action takes depends on the weapon. See **Chapter V: Armoury** for details. Note that any Reload Action that is spread across more than one Round is an Extended Action.

Semi-Auto Burst

Type: Full Action
Subtype: Attack, Ranged
With cold precision, the active character shoots a burst of semi-automatic gunfire at his enemies. The attacker must be wielding a ranged weapon capable of semi-automatic fire to take this action. If the character has a pistol in each hand, both capable of semi-automatic fire, he may fire both with this action (see Two-Weapon Fighting, page 246). The attacker makes a Ballistic Skill Test with a +10 bonus. A dice result of 94 to 00 indicates the weapon has Jammed (see Weapon Jams, page 249). If he succeeds, the attack scores a hit normally. Furthermore, every two Degrees of Success score an extra hit. The number of extra hits scored in this manner cannot exceed the weapon's semi-automatic Rate of Fire. Extra hits can either be allocated to the original target or any other targets within two metres, provided none of the new targets would have been harder to hit than the original target. If extra hits are allocated to the same target, use **Table 8–2: Multiple Hits** on page 239 to determine the extra Hit Locations. Remember, the first hit is always determined by reversing the numbers of the dice result made to perform the test (see The Attack, page 244). A character using this Action with a Pistol- or Basic-class weapon may also move up to his Agility Bonus in metres. However, if he does so, he gains no bonus to his Ballistic Skill Test.

Example

Helgath fires a Semi-Auto Burst with his boltgun at a mutant. The boltgun has a semi-auto Rate of Fire of 2, so regardless of what else happens, Helgath expends two bolt rounds from his magazine. Helgath's Ballistic Skill is 42 +10 for firing a Semi-Auto Burst for a modified total of 52. He rolls a 23 on his Ballistic Skill Test and succeeds with two Degrees of Success (52, 42, 32). Helgath scores one hit because he succeeded and one extra hit because of his two Degrees of Success. The first hit strikes the mutant's left arm, which is determined by reversing his Ballistic Skill Test roll (52 becomes 25). ***Table 8–2: Multiple Hits*** *is then consulted which indicates that the second hit also strikes the mutant's arm. Helgath would then make two Damage rolls, one for each hit.*

If the weapon has the Scatter special quality and is fired with a Semi-Auto Bust at Point Blank Range, any extra hits from Scatter and Semi-Auto Burst are calculated separately and both are applied.

Example

Scout Freyan fires a Semi-Auto Burst with his Astartes shotgun at an Eldar Guardian who is at Point Blank Range. Freyan's Ballistic Skill 46 +10 for firing a Semi-Auto Burst, and +30 for being at Point Blank Range, result in a modified total of 86. Freyan rolls a 22 on his Ballistic Skill Test and succeeds with an amazing six Degrees of Success (86, 76, 66, 56, 46, 36, 26). He scores one hit because he succeeded and two additional hits thanks to four of his extra Degrees of Success. Even though he rolled enough extra Degrees of Success for another hit, Freyan's combat shotgun has a semi-automatic Rate of Fire of two, so he cannot score more than two hits with a Semi-Auto Burst no matter how well he shoots. However, the combat shotgun also has the Scatter special quality, which grants an extra hit for every two Degrees of Success when fired at Point Blank Range. Freyan therefore scores three more extra hits for a total of five hits on the Eldar, reducing it to a bloody mist.

Standard Attack

Type: Half Action
Subtype: Attack, Melee or Ranged
The active character makes either one melee attack by testing Weapon Skill, or one ranged attack by testing Ballistic Skill. If the attacking character is unarmed, he can attempt to Grapple his opponent instead of inflicting damage. See Grappling, page 246.

Stun

Type: Full Action
Subtype: Attack, Melee
If the active character is unarmed or armed with a melee weapon, he can strike to Stun instead of attempting to land a killing blow. The attacker makes a **Hard (–20) Weapon Skill Test**. If the attack succeeds, roll 1d10 and add the attacker's Strength Bonus. The target then rolls 1d10 and adds his Toughness Bonus +1 per Armour Point protecting his head (if the attack is unarmed, or if the attacking weapon is Primitive, the Armour Points are doubled). If the attacker's roll is equal or higher, the target is Stunned for a number of Rounds equal to the difference between the rolls, and he gains one level of Fatigue.

Suppressing Fire

Type: Full Action
Subtype: Attack, Ranged
The active character unleashes a devastating hail of firepower to force his opponents to take cover. This action requires a weapon capable of fully automatic fire (see Rate of Fire, page 141). When Suppressing Fire is declared, the active character establishes a kill zone (or uses one previously established, see Overwatch, page 241), which is any general area, such as a corridor or treeline, that encompasses a 45 degree arc in the direction the active character is facing. Then, the active character fires a fully automatic burst and expends the appropriate ammo. All targets within the kill zone must take a **Hard (–20) Pinning Test** or become Pinned (see page 248). Additionally, the active character must make a **Hard (–20) Ballistic Skill Test** to determine if his wild spray of gunfire hits anyone, friend or foe, within the kill zone. A roll of 94–100 on the test indicates the weapon has Jammed (see Weapon Jams, page 249). If the Ballistic Skill Test succeeds, the GM assigns the hit to a random target within the kill zone. Furthermore, every two Degrees of Success score an extra hit against another random victim. Use of the Suppressive Fire action does not affect the defensive benefits of armour or cover. The number of hits scored may not exceed the weapon's fully automatic Rate of Fire. Use **Table 8–2: Multiple Hits** to determine Hit Locations for multiple hits against the same target. The active character cannot choose to fail this Ballistic Skill Test. Note that Suppressing Fire is a separate Full Action from Full Auto Burst and therefore does not benefit from the+20 attack bonus Full Auto Burst provides.

Stand/Mount

Type: Half Action
Subtype: Movement
If the active character is on the ground, he can stand. If he is already standing, he can mount a riding beast or a vehicle.

Run

Type: Full Action
Subtype: Movement
The active character runs, covering a distance equal to his Run Movement (see **Table 7–4: Movement in Metres/Round** on page 205). This makes the character harder to hit with ranged weapons, but easier prey for melee attacks. Until the beginning of the character's next turn, ranged attacks made against him suffer a –20 penalty to Ballistic Skill Tests, but melee attacks gain a +20 bonus to Weapon Skill Tests.

Tactical Advance

Type: Full Action
Subtype: Concentration, Movement
The active character moves from one position of cover to another position of cover. In so doing, he may cover a distance up to his Full Move. For the duration of the move, he is considered to benefit from the cover he left, even though he is moving in the open for a brief time.

Use a Skill

Type: Half, Full, or Extended Action (Varies by circumstance)
Subtype: Concentration, Miscellaneous
The active character may use a Skill. This usually involves making a Skill Test. This can be an Extended Action, depending on the Skill and the circumstances.

Other Actions

If a player wants to do something not covered by the Actions described here, the GM should make a judgement about how long something might take and what type of Action it would be. Generally, most Actions should be resolved with some sort of test: Characteristic Test, Skill Test, or Opposed Test. Keep in mind that a Round is only a few seconds long, which is a very limited amount of time to accomplish a task.

Status Conditions

During combat, a character in Deathwatch can often end up in various states, usually not to his benefit! A brief overview of some common conditions includes:

Helpless (See page 248): Helpless characters can take no Actions. A Helpless character is no longer Helpless at the GM's discretion (when a sleeping character wakes up, when a trapped character breaks free, etc.).

Stunned (See page 249): Stunned characters can take no Actions. A Stunned Character is no longer Stunned after a set duration (usually one or two Rounds). Also, a Stunned Character can spend a Fate Point to no longer be Stunned.

Unaware (See page 249): Unaware characters can take no Actions. An Unaware Character is no longer Unaware after he has been attacked (successfully or otherwise!).

The Attack

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

- Step One: Apply Modifiers to Attacker's Characteristic
- Step Two: Attacker Makes a test
- Step Three: Attacker Determine Hit Location
- Step Four: Attacker Determines Damage
- Step Five: Target Applies Damage

Step One: Apply Modifiers to Attacker's Characteristic

A melee attack requires the attacker to make a Weapon Skill Test. A ranged attack requires the attacker to make a Ballistic Skill Test. There are many instances where one or more factors make performing an attack easier or more difficult than normal. For example, using the Full Auto Burst attack action grants a +20 bonus to the attacker's Ballistic Skill Test. If a situation calls for two or more bonuses or penalties, simply combine all modifiers together and apply the total to the appropriate Characteristic.

The maximum total bonus that can be applied to a test is +60. Conversely, the maximum total penalty that can be applied to a test is –60. When adjudicating difficulty, common sense should prevail. Regardless of the usual limits on test penalties, some Actions are simply impossible.

Example

Helgath wants to use a Standard Attack action to shoot his bolt pistol at a giant squig that is trying to eat his friend Myrdor. Helgath's Ballistic Skill is 45 and he is at Short Range, which grants him a +10 bonus. Helgath spends a Half Action to Aim, granting him another +10 bonus. However, there is a lot of heavy mist in the area so Helgath will suffer a –20 penalty for that, and his target, the squig, is engaged in melee with Myrdor, so Helgath will also suffer –20 penalty for shooting into melee combat. After all bonuses and penalties have been combined, Helgath will need to roll 25 or less on his Ballistic Skill Test to hit the squig (45 + 10 + 10 - 20 - 20 = 25).

Step Two: Attacker Makes a Test

After the modified Characteristic has been determined, the attacker makes a Weapon Skill Test if he is performing a melee attack or a Ballistic Skill Test if performing a ranged attack. Both of these are resolved like any other test. If the roll is equal or less than the modified Characteristic, the attack hits (but see Dodge and Parry Reactions, below).

Example

Helgath makes a Ballistic Skill Test by rolling percentile dice and gets 14, which is less than his modified Ballistic Skill of 25. His attack hits the giant squig.

Dodge and Parry Reactions

When a target is hit by an attack, it may have a chance to negate the hit with a Dodge or Parry Reaction. See Combat Actions, page 236 for details on resolving each of these Reactions. If the Dodge or Parry attempt is successful, the attack is negated and no Damage is dealt.

Example

After Helgath's bolt pistol shot hits the giant squig, the GM rules that the creature will attempt to Dodge the attack. The creature's Agility is 30, but it does not have the Dodge Skill trained, so it can only use half its Agility score of 15 for the Dodge Test. The GM rolls for the creature and gets a 56. The squig fails to dodge the attack.

Step Three: Attacker Determines Hit Location

On a successful hit, the attacker needs to determine where the hit landed. Using the percentile dice result from the attacker's Weapon Skill or Ballistic Skill Test, reverse the order of the digits (e.g. a roll of 32 becomes 23, a roll of 20 becomes 02, and so on) and compare this number to **Table 8–2: Hit Locations**.

Example

*Helgath's Ballistic Skill Test to hit the giant squig resulted in a percentile dice roll of 14. He reverses these digits and gets 41. Consulting **Table 8–2: Hit Locations**, he sees he has hit the giant squig's body.*

Step Four: Attacker Determines Damage

After the hit location has been determined, the attacker determines the Damage dealt by his attack. Each weapon has a Damage listing, which is usually a die roll, plus or minus

Table 8-3: Hit Locations

Roll	Location
01–10	Head
11–20	Right Arm
21–30	Left Arm
31–70	Body
71–85	Right Leg
86-00	Left Leg

a number. Roll the appropriate die and apply any indicated modifiers. Finally, if the attack involved a melee weapon, add the attacker's Strength Bonus. The result is the Damage total. For all attack rolls, count the Degrees of Success. The number of Degrees of Success is the minimum amount of Damage that attack will inflict on a single dice. If the attack inflicts more than one dice of Damage, the player may apply the Degrees of Success from the attack roll as the minimum result to one dice of his choice.

If a natural 10 is rolled on any Damage die, there is a chance of Righteous Fury.

Righteous Fury

When rolling Damage after a successful attack, if any die rolled results in a natural 10, there is a chance the Emperor's favour is with the attacker (This also includes a result of 10 when rolling 1d5 for Damage.) This calls for a second attack roll that is identical, all modifiers included, to the original attack. If that second attack hits, the attacker may make an additional Damage roll and add it to the Damage total. If the additional Damage roll also results in a natural 10, the Emperor has indeed smiled upon the attacker and he may make yet another Damage roll and add it to the Damage total. This process continues as long at least one Damage die results in a natural 10.

Example

Helgath has hit the giant squig with his bolt pistol and proceeds to make his Damage roll. A bolt pistol deals 2d10+5 points of Damage. Helgath rolls 2d10 and gets a 7 and a 10 and then adds 5 for a total of 23. In addition, as one of the dice results was a 10, his attack is also a possible Righteous Fury! Helgath then makes a second attack roll identical to his first, which is a Ballistic Skill Test using his modified Ballistic Skill of 25. Helgath makes a percentile roll and gets 22, which is a hit! He now makes a second Damage roll of 2d10+5 and gets 6 and a 4 and adds 5 for a total of 15. Helgath's Damage total for this attack is 38 (23+15=38). The Emperor has truly smiled upon Helgath this day.

Spray and Pray

One of the basic requirements for making an attack is that the attacker needs to be aware of his target. But why can't someone just blast away into the darkness in the hopes of hitting something that might be hiding there? This is possible of course, but it shouldn't be treated as a normal attack. Instead, the GM should simply decide the likely outcome of such an action, taking all appropriate factors into consideration. For example, if the GM knows there is a hulking xenos monstrosity lurking in the darkness, it makes sense that it would be hit by a random volley of gunfire shot in its general direction.

Tactical Combat Maps (Optional)

During large combats, some players may want visual references to help keep track of enemy positions, as well as their own. The GM can accomplish this by sketching out simple overhead maps on paper. Many game stores also sell large game mats that you can draw on with wet-erase markers. These mats are usually pre-printed with squares grids or hex patterns to make measuring distances quick and easy. Tactical combat maps can be drawn to any scale, and some roleplayers like to combine large-scale maps with miniatures where a one inch square represents one square meter. While tactical combat maps can be very useful, they are not necessary to play Deathwatch. Many roleplayers prefer to use rich narrative descriptions to allow fellow players to simply imagine all the action. This requires players to keep a snapshot of the relative positions of all combatants in their heads, but it also allows for greater freedom in detailing the events of a combat.

Step Five: Target Applies Damage

From the Damage total, the target subtracts his Toughness Bonus and any Armour Points that protect the location hit by the attack. If this reduces the Damage to zero or less, the target shrugs off the attack. Any remaining Damage is recorded by the target as Damage. If the target's Damage equals or exceeds his Wounds, he notes any excess Damage as Critical Damage, and the GM consults the appropriate table based on the type of Damage, the location hit, and the amount of Critical Damage accumulated. See Critical Damage on page 250 for more information.

Example

Helgath's bolt pistol shot has struck the giant squig's body for 38 total Damage. The GM notes the creature's Toughness Bonus is 8 and it does not have any Armour Points protecting its body. He subtracts eight points from the total Damage, leaving 30. The creature has only 25 Wounds, so it thuds to the ground dead.

Unarmed Combat

Not every fight in Deathwatch requires bolters and power swords. Some conflicts can be settled the old-fashioned way with fists (not to mention feet and, if the character is a dirty scummer, teeth). To make an unarmed attack, the attacker must be engaged in melee with his opponent. The attacker then makes a **Challenging (+0) Weapon Skill Test**, or if his opponent is armed with a weapon, a Hard (–20) Weapon Skill Test. If the unarmed attack hits, it deals 1d5–3 Impact Damage, plus the character's Strength Bonus. Normal unarmed attacks are Primitive (see page 143). In addition, a successful hit that inflicts Damage equal to or greater than the target's Toughness Bonus also inflicts one level of Fatigue. During unarmed combat, if a 10 is rolled on a die for Damage, the rules for Righteous Fury apply with 10s counting as 5s in terms of damage caused. As with most melee attacks, an Unarmed attack can be Parried.

Grappling

Instead of inflicting Damage with an unarmed attack, a character can attempt to Grapple his opponent. Attempting a Grapple is a melee attack that uses either a Charge Action or a Standard Attack Action. The attacker makes a Weapon Skill Test as normal. The target of the Grapple may use a Reaction, if able, to avoid the attack. If the attack is successful, the attacker and the target are Grappling, with the attacker controlling the Grapple. The controller of the Grapple can end it any time as a Free Action.

In a Grapple, all of the following apply:

- Participants in a Grapple cannot use Reactions.
- Participants in a Grapple are considered to be engaged in melee combat.
- Participants in a Grapple can only use the Grapple Action (see page 240).
- As a Free Action, the controller of the Grapple can voluntarily end the Grapple on his Turn.
- Other attackers gain a +20 bonus to Weapon Skill Tests to hit any target engaged in a Grapple.

Only two characters can be engaged in the same Grapple, but up to two other characters can lend Assistance to each Grappler in certain situations. See the Grapple Action on page 240 for details.

Two-Weapon Fighting

Many warriors fight with a weapon in either hand. There are advantages and disadvantages to this style of fighting. While it offers some improved opportunities to make attacks, it reduces the chances of successfully striking a target. Unless a two-weapon fighter has the Ambidextrous Talent, it is important to consider which hand is his primary hand and which is his secondary hand; players should have these details noted on their Battle-Brothers' character sheets. The following apply when a character is fighting with two weapons:

- The character may use any melee weapons or ranged weapons that can be reasonably used in one hand.
- The character may use either hand to make an attack. Attacks made using the character's secondary hand suffer a –20 penalty to Weapon Skill or Ballistic Skill Tests.
- If the character has the Two-Weapon Wielder talent, he may use the Multiple Attacks combat Action to attack with both weapons, but each suffers a –20 penalty to the Weapon Skill or Ballistic Skill Test. If the character has the Ambidextrous Talent, these penalties drop to –10.
- If the character is wielding at least one melee weapon, he may perform a Parry Reaction once each Round as normal with this weapon, though he still may not Parry more than once in a Round. This Weapon Skill Test is not an attack, and therefore it does suffer the standard penalty for attacks made using a secondary hand.
- If a character with the Two-Weapon Wielder Talent is armed with a melee weapon in one hand and a pistol in the other, he may attack with both whilst engaged in melee combat using the Multiple Attacks combat action. Resolve each attack separately by testing Weapon Skill for the melee weapon and Ballistic Skill for the pistol.
- When firing a ranged weapon with each hand, the character may fire each weapon on a different mode, for example, one on full automatic and one on semi-automatic. When firing a full automatic weapon in each hand, the character may only lay down one area of Suppressive Fire.
- The character may fire two weapons at different targets, though the targets must be within 10 metres of each other.

Combat Circumstances

Deathwatch offers endless potential for gripping, dramatic, white-knuckle action. Combat is an essential element for such action, and each combat, from simple corridor shoot-outs to titanic civilisation-crushing battles, should offer unique experiences. The combat circumstances described in this section offer many ways to help make every combat exciting, varied, and dangerous. Combat circumstances can be used to reflect the effects of terrain, the weather, tactical situations, and a variety of other factors. Many circumstances alter the difficulty of tasks by providing bonuses or penalties to tests, while others provide opportunities for characters to leverage good fortune, or exploit misfortunes that befall their enemies.

Battle-Brothers should make as much use of beneficial circumstances as possible. A good plan, suitable equipment, or skillful use of tactics can often make the difference between life and death for a character. The following circumstances are some of the most common ones encountered in combat. For situations not covered here, use these as a guide. Remember, the GM has the final say about the difficulty of any particular test or the outcome of any unusual situation.

Cover

Cover is a vital part of surviving a firefight, and a good soldier knows that you go for your cover first and then draw your gun. There are no penalties to Ballistic Skill Tests made to attack targets standing partly behind cover. However, there is a chance that the shot may hit the cover rather than the target. It is up to the character to decide which parts of his body he is exposing when behind cover, but as a general rule, a character firing around or over cover will have his body and legs concealed. If the shot would hit a body location that is concealed behind cover, work out the Damage against the Armour Points of the cover instead, with any excess being applied to the target as normal (see **Table 8–5: Cover Examples** for a guide to the Armour Points of different kinds of cover).

Damaging Cover

Cover is not invulnerable. Attacks can damage or destroy the protection afforded by cover. Each successful hit against cover that deals any amount of Damage in excess of the Armour Points it provides reduces the cover's Armour Points by 1.

Table 8-4: Combat Difficulty Summary

Difficulty Skill Modifier	Example
Easy +30	Attacking a Surprised or Unaware target.
	Shooting a Massive target.
	Shooting a target at Point Blank Range.
Routine +20	Melee attacks against a foe who is outnumbered three to one or more.
	Attacking a Stunned opponent.
	Shooting an Enormous target.
Ordinary +10	Melee attacks against a foe who is outnumbered two to one.
	Attacking a Prone opponent with a melee weapon.
	Attacking from higher ground.
	Shooting a Hulking target.
	Shooting a target at Short Range.
Challenging +0	A Standard Attack.
Difficult –10	Any test whilst Fatigued.
	Attacking or Dodging whilst in the mud or heavy rain.
	Shooting a target at Long Range.
	Shooting a Prone target.
	Shooting a Scrawny target.
Hard –20	Shooting into melee combat.
	Dodging whilst Prone.
	Making an unarmed attack against an armed opponent.
	Melee attacks in darkness.
	Shooting at a target in fog, mist or shadow.
	Shooting a Puny target.
	Using a weapon without the correct Talent.
Very Hard –30	Attacking or Dodging in deep snow.
	Firing a heavy weapon that has not been Braced.
	Shooting a Minuscule target.
	Shooting a target at Extreme range.
	Shooting at a completely concealed target.
	Shooting at a target in darkness.



Example

Myrdor has taken cover behind a small pile of sandbags while a gun servitor blasts at him with its twin autoguns. The gun servitor fires a Full Auto Burst and hits Myrdor three times for 8, 11, and 8 points of Damage. Fortunately for Myrdor, all of the hits would have struck either his legs or body, so they are absorbed by the sandbags instead. The first hit is fully absorbed by the sandbags to no effect because they provide 8 Armour Points of protection. The second hit's Damage is reduced by 8, leaving 3 points of excess Damage, which reduces the sandbags Armour Points to 7. The third hit's Damage is reduced by 7, leaving 1 point of excess Damage, which further reduces the sandbags Armour Points to 6.

Darkness

Weapon Skill Tests made in darkness are regarded as Hard (–20), while Ballistic Skill Tests are regarded as Very Hard (–30). While a Character is concealed by darkness, Concealment Skill Tests are Routine (+20).

Difficult Terrain

Weapon Skill and Dodge Tests made whilst standing in difficult terrain, such as mud, are Difficult (–10). Tests made whilst standing in arduous terrain, such as deep snow or slick ice, are Very Hard (–30).

Engaged in Melee

If an attacking character is adjacent to his target, both the character and his target are considered to be engaged in melee. Characters that are engaged in melee can only make attack actions with the melee subtype.

Shooting into Melee Combat

Ballistic Skill Tests made to hit a target engaged in melee combat are Hard (–20). If one or more characters engaged in the melee are Stunned, Helpless, or Unaware, this penalty is ignored.

Extreme Range

Targets that are at a distance of more than three times the range of a character's weapon are at Extreme Range. Ballistic Skill Tests made to hit targets at Extreme Range are Very Hard (–30).

Table 8-5: Cover Examples

Cover Type	Armour Points
Armour-glas, Generatoria Pipes, thin metal	4
Flakboard, storage crate, sandbags, ice	8
Cogitator Bank, Stasis Pod	12
Rockcrete, hatchway, thick iron, stone	16
Armaplas, bulkhead, Plasteel	32

Fatigued

When a character is Fatigued, all his tests, including any Weapon Skill and Ballistic Skill Tests, suffer a –10 penalty.

Fog, Mist or Shadow

Ballistic Skill Tests made to attack targets concealed by fog, mist, or shadow are Hard (–20). While a character is concealed by fog, mist, or shadow, Concealment Skill Tests are Ordinary (+10).

Ganging Up

A character has an advantage when he and his allies engage the same foe in melee combat. If a group of characters outnumber their opponent two to one, their Weapon Skill Tests are Ordinary (+10). If a group of characters outnumber their opponent by three to one or more, their Weapon Skill Tests are Routine (+20).

Helpless Targets

Weapon Skill Tests made to hit a sleeping, unconscious, or otherwise helpless target automatically succeed. When rolling Damage against such a target, roll twice and add the results. If one die rolled results in 10, there is a chance of Righteous Fury as normal, but if two dice come up as 10, a Righteous Fury is automatic (no second attack roll necessary).

Higher Ground

Characters standing on higher ground, such as standing on a table, hill, or atop of a mound of dead comrades, have an advantage. Weapon Skill Tests made by these characters are Ordinary (+10).

Long Range

Targets that are at a distance of more than double the range of a character's weapon are at Long Range. Ballistic Skill Tests made to hit targets at Long Range are Difficult (–10).

Stray Shots (Optional Rule)

GMs keen on reinforcing the merciless nature of the 41st millennium may rule that if a character shooting into a melee combat misses his target by a small margin (one Degree of Failure or less), the attack instead hits another target engaged in the same melee. The GM might also rule that anyone shooting into a melee combat with a Semi-Auto Burst or Full Auto Burst must allocate multiple hits to different targets engaged in the melee.

Missing

Sometimes, when flinging a thrown weapon, it's important to know where the weapon lands should the attacker fail his Ballistic Skill Test. On a failed roll, the GM rolls 1d10 and consults the following scatter diagram. Roll 1d5 to determine the number of metres the weapon travels in the indicated direction.



Scattering in Zero Gravity

The consequences of throwing dangerous objects in a zero gravity environment can be both amusing and deadly. One way of determining exactly where that errant krak grenade floats after it bounces off the bulkhead is to roll twice on the scatter diagram, once for the X axis and once for the Y axis.

Pinning

Being shot at is a terrifying experience at the best of times, and even the most inexperienced soldiers know to keep their heads down when the bullets and bolt shells start flying. Pinning represents a character's survival instincts telling him to stay in cover. While he may want to charge headlong into a storm of bullets, he first needs to steel his nerves. When a character is on the receiving end of Suppressive Fire, even if the shot struck a Hit Location that is behind cover or the character suffers no Damage, he must make a **Hard (–20) Pinning Test**. This is a Willpower Test. On a success, the character may act normally. On a failure, the character becomes Pinned.

Being Pinned

A Pinned character may only take Half Actions. Additionally, he suffers a –20 penalty to all Ballistic Skill Tests. If a Pinned character is in cover relative to the attacker that Pinned him, he may not leave it except to retreat (provided he can remain in cover while doing so). If he is not in cover when Pinned, he must use his next Turn to reach cover. If there is no cover nearby, he must move away from the attacker that Pinned him. A character can test Willpower at the end of his Turn to escape Pinning, in which case he may act as normal in his next Turn. This test is Easy (+30) if the character is no longer under fire (i.e., no one tried to shoot

him since his last Turn). A character engaged in melee combat automatically escapes Pinning. There are some special Talents, Skills, and Psychic Powers that can also free a character from the effects of Pinning—as well as such things as combat drugs and terrifying commissars.

Point Blank Range

When a character makes a ranged attack against a target that is two metres away or closer, that target is at Point Blank Range. Ballistic Skill Tests made to attack a target at Point Blank Range are Easy (+30). This bonus does not apply when the attacker and the target are engaged in melee combat with each other. For weapons with a short range of less than 3 metres, point blank range is 1 meter less than the weapon's short range.

Prone

A character is considered Prone any time he is lying on the ground. Weapon Skill Tests made to attack Prone targets are Ordinary (+10), but Ballistic Skill Tests made to hit Prone targets are Difficult (–10) unless the attacker is at Point Blank Range. A character who is Prone suffers a –10 penalty to Weapon Skill Tests and a –20 penalty to Dodge Tests. Unless a character is engaged in a Grapple, he can drop Prone as a Free Action.

Short Range

Targets that are at a distance of less than half the Range of a character's weapon are at Short Range. Ballistic Skill Tests made to attack targets at Short Range are Ordinary (+10).

Size

Size is an important factor when shooting ranged weapons because it is usually easier to hit a larger target. All characters and creatures in Deathwatch have a defined size category, and it should be relatively easy for the GM to assign appropriate size categories to objects as needed. Use **Table 8–6: Target Size Modifiers** for working out bonuses and penalties based on a target's size.

Table 8-6: Target Size Modifiers

Size	Modifier
Minuscule (autoquill, knife)	–30
Puny (bolt pistol, servo-skull)	–20
Scrawny (Gretchin, Human child)	–10
Average (Human, Eldar)	0
Hulking (Ork Nob, Armoured Space Marine)	+10
Enormous (Sentinel Walker, Krootox)	+20
Massive (Battle Tank, Greater Daemon)	+30
Immense (Land Raider, Great Knarloc)	+40
Monumental (Squiggoth, Baneblade)	+50
Titanic (Reaver Battle Titan, Ordinatus War Machine)	+60

Stunned Targets

Weapon Skill and Ballistic Skill Tests made to attack Stunned targets are Routine (+20).

Unaware Targets

When a character has no idea that he is about to be attacked, he is considered an Unaware target. Usually, this happens at the beginning of a combat when one or more characters are Surprised (see page 235). Weapon Skill or Ballistic Skill Tests made to attack Unaware targets are Easy (+30).

Weapon Jams

Such is the capricious whim of the 41st Millennium that many of the ranged weapons characters use will have an unfortunate tendency to malfunction, either through extreme age, maltreatment of their machine spirit, or just plain poor design. To represent these unfortunate occurrences, an unmodified result of 96 to 00, in addition to being an automatic miss, also indicates the weapon has Jammed. A Jammed weapon cannot be fired until it is cleared. Clearing a Jam is a Full Action which requires a Ballistic Skill Test. If the test is successful then the Jam has been cleared, though the weapon needs to be reloaded and any ammo in it is lost. If the test is failed, the weapon is still Jammed, though the character can attempt to clear it again next Round.

Note: Some weapons, such as plasma guns, grenades, and missiles, are particularly dangerous to use. For these weapons, refer to their descriptions and Weapon Special Qualities (see Armoury). Semi-automatic and fully automatic fire also increases the likelihood of Jamming. This is described within the Semi-Auto Burst, Full Auto Burst, and Suppressing Fire Actions.

Weather, Smoke, and Unnatural Conditions

Weapon Skill and Ballistic Skill Tests made to attack whilst enduring harsh weather or unnatural conditions, such as heavy rain, an ash storm, or knee-deep in waves of fungus are considered Hard (–20).



INJURY

A natural consequence of pushing one's luck in the far reaches of the galaxy is getting hurt. Battle-Brothers can get into fights with an endless array of enemies, machinery can malfunction, pilots can fail to perform manoeuvres, and careless psykers can invite all manner of warp horrors to show up and ruin everyone's day. Common physical injuries to Deathwatch characters are represented by Damage and Fatigue. Additionally, characters can also experience several types of Conditions and Special Damage such as fire, suffocation, being Stunned, and the amputation of limbs. With all these different types of punishment waiting to befall characters, it is important to know how much physical abuse a character can take, and a key measurement of this is how many Wounds he possesses.

Wounds

Wounds are a measurement of how much punishment a character can take before suffering debilitating effects and ultimately, death. Every character in Deathwatch has a specified number of Wounds. A character can often increase his Wounds by spending Experience Points (see **Chapter II: Specialities**). Wounds do not normally deplete. Even when a character is injured, that injury does not decrease his Wounds. Instead, a character's Wounds simply serve as a threshold, and the injury is recorded on his character sheet as Damage. When a character's Damage exceeds his Wounds, he is in real trouble.

Damage

Damage is physical trauma dealt to a character. Characters can suffer Damage a number ways including being shot by a boltgun, lacerated by daemon claws, falling into a lava-filled crevasse, exposure to the hard vacuum of space, and so forth. When a character suffers Damage, record the amount on his character sheet. That Damage remains with the character until it is removed over time by natural healing, or the character receives medical attention (see page 262). Damage is cumulative; each time a character suffers Damage, the amount is added to any previous Damage he had. Each time a character is dealt Damage, there may be an opportunity for him to reduce it before it is applied to his total. By default, a character reduces incoming Damage by an amount equal to his Toughness Bonus. Armour can also help further reduce Damage. If the source of the Damage struck a body location protected by armour, the incoming Damage is reduced by an amount equal to the Armour Points provided by the armour. It is important to note that some sources of Damage ignore armour and/or Toughness; such cases are always detailed in the description of the Damage source. As long a character's total Damage is equal to or less than his Wounds, his body still functions normally. If a character's Damage ever exceeds his Wounds, he begins to take Critical Damage.

Sudden Death Critical Damage (Optional Rule)

To speed up combat involving a large number of enemies, the GM can adopt Sudden Death Critical Damage instead of detailing every Critical Effect. With this method, all minor foes, minions, nameless goons, and so forth simply die as soon as they take any amount of Critical Damage. Sudden Death Critical Damage should not be used for PCs or important villains—they deserve to savour every gory detail offered by the full array of Critical Effects.

Example

Myrdor has 15 Wounds and a Toughness Bonus of 8 (due to his Unnatural Toughness trait). He is also wearing Adeptus Astartes power armour that provides 10 Armour Points of protection to his arms, body, and legs. He is shot by a lascannon that deals 21 points of Damage to his body. His armour reduces the Damage by 10, and his Toughness Bonus reduces it by another 8, leaving 3 points of Damage. Myrdor's player records 3 Damage on his character sheet. Later, Myrdor is struck in the head by a genestealer for 19 points of Damage. Myrdor reduces the incoming Damage by 8, thanks to his Toughness Bonus, but since he wasn't wearing a helmet, that's as much reduction as he's going to get. Myrdor therefore suffers 11 Damage, which is recorded on his character sheet by adding it to his previous Damage. Myrdor has now suffered a total of 14 Damage, which is one less than his 15 Wounds. Another hit would likely inflict Critical Damage!

Damage Types

All Damage is divided up into four types: Energy (lasers, fire, plasma), Explosive (grenades, bolt rounds, missiles), Impact (clubs, bullets, falling) and Rending (swords, chain weapons, claws). If a source of Damage does not specify a type, treat it as Impact. Damage Type is usually only important for determining Critical Effects resulting from Critical Damage.

CRITICAL DAMAGE

Whenever a character's total Damage exceeds his Wounds, be begins to take Critical Damage. Each time a character suffers Critical Damage, he also suffers one or more Critical Effects. These are determined by consulting the appropriate Critical Effect Table based on the affected body location (Arm, Body, Head, or Leg) and the type of Damage (Energy, Explosive, Impact, or Rending). As with normal Damage, Critical Damage is cumulative and remains with the character until he either heals naturally over time or receives medical attention (see page 262). Each Critical Effect also has its own duration (including permanent). If a Critically Damaged character suffers more Damage, the amount is added to his existing Critical Damage and a new set of Critical Effects are applied based on his total Critical Damage (assuming he is still alive).

Example

Myrdor is hit by a boltgun shell to his right arm. After accounting for his Toughness Bonus and armour, Myrdor suffers 10 points of Explosive Damage. Since he only currently has 8 Wounds, he suffers 2 points of Critical Damage to his right arm. The GM consults the Critical Damage 2 line of ***Table 8–12: Explosive Critical Effects—Arm*** *which says that Myrdor's arm has been fractured, forcing him to drop anything he was holding, and Myrdor suffers two levels of Fatigue. In a later combat round, Myrdor is hit by a lasgun blast to his left leg. After accounting for his Toughness Bonus and armour, he suffers 3 points of Energy Damage. Myrdor has now suffered 5 total points of Critical Damage. The GM consults the Critical Damage 5 line of* ***Table 8–11: Energy Critical Effects—Leg*** *and determines that Myrdor has suffered a horrific burn that imposes one level of Fatigue (for three levels of Fatigue total) and reduces Myrdor to half speed for 2d10 Rounds.*

Removing Damage

Characters automatically remove Damage (both ordinary and Critical Damage) over time through natural healing. Medical attention and some Psychic Powers can also remove Damage. Regardless of the method however, the rate of Damage removal depends on several factors and is fully explained in Healing, page 261.

FATIGUE

Not all injuries in Deathwatch are lethal. Exhaustion, combat trauma, or swapping licks with bare fists can all leave a character battered, but more or less intact. Fatigue measures the amount of non-lethal injury a character can take over the course of game play. Characters gain Fatigue from certain types of attacks, Grappling, some Critical Effects, and other Actions that push them beyond safe limits.

Fatigue is measured in levels. A character can take a number of levels of Fatigue equal to his Toughness Bonus and still function, albeit with some side-effects. Should a character take a number of levels of Fatigue in excess of his Toughness Bonus, he collapses unconscious for 10-TB minutes (minimum of 1); after the character awakens he automatically regains one level of Fatigue. Characters suffering from any level of Fatigue take –10 penalty to all tests.

Example

Myrdor has a Toughness Bonus of 8. He suffers one level of Fatigue that imposes a –10 penalty to all of his tests. Myrdor can continue to take additional levels of Fatigue until he has 8 total levels of Fatigue. These additional levels of Fatigue do not impose any further penalties beyond the –10 to all tests. But, when Myrdor suffers a 9th level of Fatigue, he collapses unconscious for two minutes (10 - 8 [Myrdor's Toughness Bonus] = 2). After two minutes of unconsciousness, he'll awake and have a single level of Fatigue.

Table 8–7: Effects of Zero Characteristic Score

Characteristic	Effect
Zero Weapon Skill	The character may not make tests based on this Characteristic.
Zero Ballistic Skill	The character may not make tests based on this Characteristic.
Zero Strength	The character collapses into unconsciousness.
Zero Toughness	The character dies.
Zero Agility	The character is paralysed, helpless, and can take no Actions.
Zero Intelligence	The character slips into a dreamless coma and is treated as helpless.
Zero Perception	The character is bereft of his senses and suffers a –30 penalty to all Tests (except Toughness) until he recovers.
Zero Willpower	The character collapses into a nightmare-filled sleep. When he awakens, he gains 1 Insanity Point.
Zero Fellowship	The character withdraws into a catatonic state. He may not speak or take Tests based on this Characteristic.

Removing Fatigue

Fatigue goes away with time. Each 10 minutes of normal rest (not counting states of unconsciousness) that includes no combat, no Psychic Powers, and no other strenuous activity, removes one level of Fatigue. A full hour of rest will remove all levels of Fatigue.

Characteristic Damage

Some Psychic Powers, poisons, diseases, and other hazards circumvent a character's Wounds and deal Damage directly to a Characteristic. Characteristic Damage cannot reduce a Characteristic below zero. Characteristic Damage may also affect the corresponding Characteristic Bonus. **Table 8–7: Effects of Zero Characteristic Score** summarises what happens when a particular Characteristic is reduced to zero. It should be noted that damage to a Characteristic affects everything associated with that Characteristic (i.e., reduced Strength means the character does less damage in melee, reduced Agility Bonus lowers the character's Movement and Initiative rolls, etc.).

Removing Characteristic Damage

Unless otherwise specified, Characteristic Damage is never permanent. A character automatically recovers one point of Characteristic Damage each hour, regardless of his activity level. The GM may allow certain types of medical attention to remove Characteristic Damage at a faster rate.

Table 8-8: Energy Critical Effects - Arm

Critical Damage	Critical Effect
1	A blast to the arm leaves it all numb and tingly. Tests made involving the arm are at –30 for 1 Round.
2	The attack smashes the arm, sending currents of energy crackling down to the fingers and up to the shoulder. The arm is useless for 1d5 Rounds and the character takes 1 level of Fatigue.
3	The attack burns the target's arm leaving him Stunned for 1 Round and inflicts 2 levels of Fatigue. The arm is useless for 1d5 Rounds.
4	The shock of the attack makes the target vomit. He is Stunned for 1 Round and takes 3 levels of Fatigue. The arm is useless for 1d10 Rounds.
5	The arm suffers superficial burns inflicting no small amount of pain on the target. The target's WS and BS are halved (round down) for 1 Round and the target takes 1d5 levels of Fatigue.
6	The attack wreathes the arm in flame, scorching clothing and armour, and temporarily fusing together the target's fingers. The target halves WS and BS for 1d10 Rounds, takes 1d5 levels of Fatigue, and must successfully Test Toughness or lose the use of the hand permanently.
7	With a terrible snapping sound, the heat of the attack boils the marrow in the target's arm, causing it to shatter. The target's arm is broken and until it is repaired the target counts as only having one arm. The target is Stunned for 1 Round and also takes 1d5 levels of Fatigue.
8	Energy sears through the arm at the shoulder, causing the limb to be severed from the body. The target must take a Toughness Test or become Stunned for 1 Round. In addition the target takes 1d10 levels of Fatigue and is suffering from Blood Loss. The target now only has one arm.
9	Fire consumes the target's arm, burning the flesh to a crisp right down to the bone. The target must make an immediate Toughness Test or die from shock. If he survives, however, the target takes 1d10 levels of Fatigue and is Stunned for 1 Round. The target now only has one arm.
10+	The attack reduces the arm to a cloud of ash and sends the target crumbling to the ground where he immediately dies from shock, clutching his smoking stump.

Table 8-9: Energy Critical Effects - Body

Critical Damage	Critical Effect
1	A blow to the target's body steals a breath from his lungs. The target can take only a Half Action on his next Turn.
2	The blast punches the air from the target's body, inflicting 1 level of Fatigue upon him.
3	The attack cooks the flesh on the chest and abdomen, inflicting 2 levels of Fatigue and leaving the target Stunned for 1 Round.
4	The energy ripples all over the character, scorching his body and inflicting 1d10 levels of Fatigue.
5	The fury of the attack forces the target to the ground, helplessly covering his face and keening in agony. The target is knocked to the ground and must make an Agility Test or catch fire (see Special Damage). The target takes 1d5 levels of Fatigue and must take the Stand Action to regain his feet.
6	Struck by the full force of the attack, the target is sent reeling to the ground, smoke spiralling out of the wound. The target is knocked to the ground, Stunned for 1d10 Rounds, and takes 1d5 levels of Fatigue. In addition, he must make an Agility Test or catch fire (see Special Damage on page 210).
7	The intense power of the energy attack cooks the target's organs, burning his lungs and heart with intense heat. The target is Stunned for 2d10 Rounds and reduces his Toughness by half (round down).
8	As the attack washes over the target, his skin turns black and peels off while body fat seeps out of his clothing and armour. The target is Stunned for 2d10 Rounds and the attack halves his Strength, Toughness and Agility. The extensive scarring permanently halves the target's Fellowship characteristic.
9	The target is completely encased in fire, melting his skin and popping his eyes like superheated eggs. He falls to the ground a blackened corpse.
10+	As above, except in addition, if the target is carrying any ammunition, there is a 50% chance it explodes. Unless they can make a successful Dodge Test, all creatures within 1d5 metres take 1d10+5 Explosive Damage. If the target carried any grenades or missiles, one round after the Damage was dealt they detonate where the target's body lies with the normal effects.

Table 8-10: Energy Critical Effects - Head

Critical Damage	Critical Effect
1	A grazing blow to the head frazzles the target's senses, imposing a –10 penalty to all Tests (except Toughness) for 1 Round.
2	The blast of energy dazzles the target, leaving him blinded for 1 Round.
3	The attack cooks off the target's ear, leaving him Stunned for 1 Round and inflicting 1 level of Fatigue.
4	The energy attack burns away all of the hairs on the target's head as well as leaving him reeling from the injury. The attack deals 2 levels of Fatigue and the target is blinded for 1d5 Rounds.
5	A blast of energy envelopes the target's head, burning his face and hair, and causing him to scream like a stuck Grox. In addition to losing his hair, he is blinded for 1d10 Rounds and takes 3 levels of Fatigue.
6	The attack cooks the target's face, melting his features and damaging his eyes. The target is blinded for the next 1d10 hours and permanently reduces his Fellowship characteristic by 1d10 points. The target also takes 1d5 levels of Fatigue.
7	In a gruesome display, the flesh is burned from the target's head, exposing charred bone and muscle underneath. The target is blinded permanently and takes 1d10 levels of Fatigue. Also, roll 1d10. This is the target's new Fellowship, unless their Fellowship is already 10 or less, in which case nobody really notices the difference.
8	The target's head is destroyed in a convocation of fiery death. He does not survive.
9	Superheated by the attack, the target's brain explodes, tearing apart his skull and sending flaming chunks of meat flying at those nearby. The target is no more.
10+	As above, except the target's entire body catches fire and runs off headless 2d10 metres in a random direction (use the scatter diagram on page 248). Anything flammable it passes, including characters, must make an Agility Test or catch fire (see Special Damage, page 260).

Table 8-11: Energy Critical Effects - Leg

Critical Damage	Critical Effect
1	A blow to the leg leaves the target gasping for air. The target gains 1 level of Fatigue.
2	A grazing strike against the leg slows the target for a bit. The target halves all movement for 1 Round.
3	The blast breaks the target's leg leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds.
4	A solid blow to the leg sends electric currents of agony coursing through the target. The target takes 1d5 levels of Fatigue and halves all movement for 1d5 Rounds.
5	The target's leg endures horrific burn Damage, fusing clothing and armour with flesh and bone. The target takes 1 level of Fatigue and moves at half speed for 2d10 Rounds.
6	The attack burns the target's foot, charring the flesh and emitting a foul aroma. The target must successfully Test Toughness or lose the foot. On a success, the target's movement rates are halved until he receives medical attention. In addition, the target takes 2 levels of Fatigue.
7	The energy attack fries the leg, leaving it a mess of blackened flesh. The leg is broken and until repaired, the target counts as having lost the leg. The target must take a Toughness Test or become Stunned for 1 Round. In addition the target gains 1d5 levels of Fatigue. The target now only has one leg.
8	Energy sears through the bone, causing the leg to be severed. The target must take a Toughness Test or become Stunned for 1 Round. In addition the target gains 1d10 levels of Fatigue and is suffering from Blood Loss. The target now only has one leg.
9	The force of the attack reduces the leg to little more than a chunk of sizzling gristle. The target make a **Challenging (+0) Toughness Test** or die from shock. The leg is utterly lost.
10+	In a terrifying display of power, the leg immolates and fire consumes the target completely. The target dies in a matter of agonising seconds

Table 8-12: Explosive Critical Effects - Arm

Critical Damage	Critical Effect
1	The attack throws the limb backwards, painfully jerking it away from the body, inflicting 1 level of Fatigue.
2	The attack sends a fracture through the limb. The target drops anything held in the hand and takes 2 levels of Fatigue.
3	The explosion takes 1d5 fingers from the target's hand. The target takes 3 levels of Fatigue and anything carried in the hand is destroyed. If this is an explosive, it goes off. Messy.
4	The blast causes the target to howl in agony. He takes 1d5 levels of Fatigue, is Stunned for 1 Round, and the limb is useless until medical attention is received.
5	Fragments from the explosion tear into the target's hand, ripping away flesh and muscle alike. He must immediately Test Toughness or lose the hand. Even on a success, the hand is useless until medical attention is received. The target takes 1d5 levels of Fatigue.
6	The explosive attack shatters the bone and mangles the flesh turning the target's arm into a red ruin, inflicting 1d5 levels of Fatigue. The target's arm is broken and, until repaired, the target counts as having only one arm. In addition, the horrendous nature of the wound means that he now suffers from Blood Loss.
7	In a violent hail of flesh, the arm is blown apart. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. On a success, the target is Stunned for 1d10 rounds, takes 1d10 levels of Fatigue, and suffers Blood Loss. He now only has one arm.
8	The arm disintegrates under the force of the explosion taking a good portion of the shoulder and chest with it. The target is sent screaming to the ground, where he dies in a pool of his own blood and organs.
9	With a mighty bang the arm is blasted from the target's body, killing the target instantly in a rain of blood droplets. In addition, if the target was carrying a weapon with a power source in his hand (such as a power sword or chainsword) then it explodes, dealing 1d10+5 Impact Damage to anyone within two metres.
10+	As above, except if the target is carrying any ammunition it explodes dealing 1d10+5 Impact Damage to anyone within 1d10 metres (this is in addition to Damage caused by exploding power weapons noted above). If the target is carrying any grenades or missiles, these too detonate on his person.

Table 8-13: Explosive Critical Effects - Body

Critical Damage	Critical Effect
1	The target is blown backwards 1d5 metres and takes 1 level of Fatigue per metre travelled. He is Prone when he lands.
2	The target is blown backwards 1d10 metres, taking 1 level of Fatigue per metre travelled. If he strikes a solid object, he takes 1d5 additional levels of Fatigue.
3	The explosion destroys whatever armour protected the body. If the target wore none, the target is blown backwards 1d10 metres, as above but the target takes 2 levels of Fatigue for every metre travelled.
4	The explosion sends the target sprawling to the ground. He takes 1d5 levels of Fatigue, is Stunned for 1 Round, and must spend a Full Action to regain his feet.
5	Concussion from the explosion knocks the target to the ground and tenderises his innards. The target falls down Stunned for 1 Round and takes 1d10 levels of Fatigue.
6	Chunks of the target's flesh are ripped free by the force of the attack leaving large, weeping wounds. The target is Stunned for 1 Round, takes 1d10 levels of Fatigue and is now suffering Blood Loss.
7	The explosive force of the attack ruptures the target's flesh and scrambles his nervous system, knocking him to the ground. The target falls down, is Stunned for 1d10 Rounds and takes 1d10 levels of Fatigue. In addition, he now suffers Blood Loss and can only take Half Actions for the next 1d10 hours as he tries to regain control of his body.
8	The target's chest explodes outward, disgorging a river of partially cooked organs onto the ground, killing him instantly.
9	Pieces of the target's body fly in all directions as he is torn into bloody gobbets by the attack. In addition, if the target is carrying any ammunition, it explodes dealing 1d10+5 Impact Damage to anyone within 1d10 metres. If the target is carrying any grenades or missiles, these too detonate on the target's person.
10+	As above, except anyone within 1d10 metres of the target is drenched in gore and must make a **Challenging (+0) Agility Test** or suffer a –10 penalty to Weapon Skill and Ballistic Skill Tests for 1 Round as blood fouls their sight.

Table 8-14: Explosive Critical Effects - Head

Critical Damage	Critical Effect
1	The explosion leaves the target confused. He can take only a Half Action on his next Turn and takes 1 level of Fatigue.
2	The flash and noise leaves the target blind and deaf for 1 Round. The target takes 2 levels of Fatigue.
3	The detonation leaves the target's face a bloody ruin from scores of small cuts. The target takes 2 levels of Fatigue.
4	The force of the burst knocks the target to the ground and Stuns him for 1 Round. The target takes 2 levels of Fatigue.
5	The explosion flays the flesh from the target's face and bursts his eardrums with its force. The target is Stunned for 1d10 Rounds and is permanently deafened. The target takes 1d5 levels of Fatigue and can only take Half Actions for 1d5 hours. Finally, the target's Fellowship drops by 1d10 due to hideous scarring.
6	The target's head explodes under the force of the attack, leaving his headless corpse to spurt blood from the neck for the next few minutes. Needless to say this is instantly fatal.
7	Both head and body are blown into a mangled mess, instantly killing the target. In addition, if the target is carrying any ammunition it explodes dealing 1d10+5 Impact Damage to any creatures within 1d5 metres. If the target was carrying grenades or missiles, these too explode on the target's person.
8	In a series of unpleasant explosions the target's head and torso peel apart, leaving a gory mess on the ground. For the rest of the fight, anyone moving over this spot must make a **Challenging (+0) Agility Test** or fall prone.
9	The target ceases to exist in any tangible way, entirely turning into a kind of crimson mist. You don't get much deader than this, except…
10+	As above, except such is the unspeakably appalling manner in which the target was killed, that any of the target's allies who are within two metres of where the target stood, must make an immediate **Challenging (+0) Willpower Test** or spend their next Turn fleeing from the attacker.

Table 8-15: Explosive Critical Effects - Leg

Critical Damage	Critical Effect
1	A glancing blast sends the character backwards one metre.
2	The force of the explosion takes the target's feet out from under him. He lands Prone and takes 1 level of Fatigue.
3	The concussion cracks the target's leg, leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds. The target takes 1 level of Fatigue.
4	The explosion sends the target spinning through the air. The target travels 1d5 metres away from the explosion and takes 1 level of Fatigue per metre travelled. It takes the target a Full Action to regain his feet and he halves all movement for 1d10 Rounds.
5	Explosive force removes part of the target's foot and scatters it over a wide area. The target must make an immediate **Challenging (+0) Toughness Test** or permanently lose the use of his foot, inflicting 1d5 levels of Fatigue. On a success, the target takes 1d5 levels of Fatigue and halves his movement until he receives medical attention.
6	The concussive force of the blast shatters the target's leg bones and splits apart his flesh, inflicting 1d10 levels of Fatigue. The leg is broken and, until repaired, the target counts as having only one leg. In addition, the horrendous nature of the wound means that he now suffers from Blood Loss.
7	The explosion reduces the target's leg into a hunk of smoking meat. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. On a successful Test, the target is still Stunned for 1d10 Rounds, takes 1d10 levels of Fatigue and suffers Blood Loss. He now has only one leg.
8	The blast tears the leg from the body in a geyser of gore, sending him crashing to the ground, blood pumping from the ragged stump: instantly fatal.
9	The leg explodes in an eruption of blood, killing the target immediately and sending tiny fragments of bone, clothing, and armour hurtling off in all directions. Anyone within two metres of the target takes 1d10+2 Impact Damage.
10+	As above, except in addition, if the target is carrying any ammunition, it explodes dealing 1d10+5 Impact Damage to anyone within 1d10 metres. If the target is carrying any grenades or missiles, these too detonate on the target's person.

Table 8-16: Impact Critical Effects - Arm

Critical Damage	Critical Effect
1	The attack numbs the target's limb causing him to drop anything held in that hand.
2	The strike leaves a deep bruise. The target takes 1 level of Fatigue.
3	The impact inflicts crushing pain and the target takes 1 level of Fatigue and drops whatever was held in that hand.
4	The impact leaves the target reeling from pain. The target is Stunned for 1 Round. The limb is useless for 1d5 Rounds and the target takes 1 level of Fatigue.
5	Muscle and bone take a pounding as the attack rips into the arm. The target's Weapon Skill and Ballistic Skill are both halved (round down) for 1d10 Rounds. In addition, the target takes 1 level of Fatigue and must make an Agility Test or drop anything held in that hand.
6	The attack pulverises the target's hand, crushing and breaking 1d5 fingers (for the purposes of this Critical, a thumb counts a finger). The target takes 1 level of Fatigue and must immediately make a **Challenging (+0) Toughness Test** or lose the use of his hand.
7	With a loud snap, the arm bone is shattered and left hanging limply at the target's side, dribbling blood onto the ground. The arm is broken and, until repaired, the target counts as having only one arm and takes 2 levels of Fatigue.
8	The force of the attack takes the arm off just below the shoulder, showering blood and gore across the ground. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. If he passes the Test, he is still Stunned for 1d10 rounds, takes 1d5 levels of Fatigue and is suffers from Blood Loss. He now only has one arm.
9	In a rain of blood, gore and meat, the target's arm is removed from his body. Screaming incoherently, he twists about in agony for a few seconds before collapsing to the ground and dying.
10+	As above, except as the arm is removed it is smashed apart by the force of the attack, and bone, clothing and armour fragments fly about like shrapnel. Anyone within 2 metres of the target suffers 1d5–3 Impact Damage to a random location (see Table 9–8: Hit Locations).

Table 8-17: Impact Critical Effects - Body

Critical Damage	Critical Effect
1	A blow to the target's body steals the breath from his lungs. The target can take only a Half Action on his next Turn.
2	The impact punches the air from the target's body, inflicting 1 level of Fatigue.
3	The attack breaks a rib and inflicts 2 levels of Fatigue. The target is also Stunned for 1 Round.
4	The blow batters the target, shattering ribs. The target takes 1d5 levels of Fatigue and is Stunned for 1 Round.
5	A solid blow to the chest winds the target and he momentary doubles over in pain, clutching himself and crying in agony. The target takes 1d5 levels of Fatigue and is Stunned for 2 Rounds.
6	The attack knocks the target sprawling on the ground. The target flies 1d5 metres away from the attacker and falls prone (if the target strikes a wall or other solid object, he stops). The target takes 1d5 levels of Fatigue and is Stunned for 2 Rounds.
7	With an audible crack, 1d5 of the target's ribs break. The target can either lay down and stay still awaiting medical attention (a successful Medicae Test sets the ribs) or continue to take Actions, though each Round there is a 20% chance that a jagged rib pierces a vital organ and kills the character instantly. The target takes 1d5 levels of Fatigue.
8	The force of the attack ruptures several of the target's organs and knocks him down, gasping in wretched pain. The target suffers Blood Loss and takes 1d10 levels of Fatigue.
9	The target jerks back from the force of the attack, throwing back his head and spewing out a jet of blood before crumpling to the ground dead.
10+	As above, except the target is thrown 1d10 metres away from the attack. Anyone in the target's path must make a **Challenging (+0) Agility Test** or be Knocked Down.

Table 8-18: Impact Critical Effects - Head

Critical Damage	Critical Effect
1	The impact fills the target's head with a terrible ringing noise. The target must make a **Challenging (+0) Toughness Test** or suffer 1 level of Fatigue.
2	The attack causes the target to see stars. The target takes 1 level of Fatigue and suffers a –10 penalty to Weapon Skill and Ballistic Skill Tests for 1 Round.
3	The target's nose explodes in a torrent of blood, blinding him for 1 Round and dealing 2 levels of Fatigue.
4	The concussive strike staggers the target, dealing 1d5 levels of Fatigue.
5	The force of the blow sends the target reeling in pain. The target is Stunned for 1 Round.
6	The target's head is snapped back by the attack leaving him staggering around trying to control mind-numbing pain. The target is Stunned for 1d5 Rounds and takes 2 levels of Fatigue.
7	The attack slams into the target's head, fracturing his skull and opening a long tear in his scalp. The target is Stunned for 1d10 Rounds and halves all movement for 1d10 hours.
8	Blood pours from the target's noise, mouth, ears and eyes as the attack pulverises his brain. He does not survive the experience.
9	The target's head bursts like an overripe fruit and sprays blood, bone and brains in all directions. Anyone within 4 metres of the target must make an Agility Test or suffer a –10 penalty to their WS and BS on their next Turn as gore gets in their eyes or on their visors.
10+	As above, except that the attack was so powerful that it passes through the target and may hit another target nearby. If the hit was from a melee weapon, the attacker may immediately make another attack (with the same weapon) against any other target they can reach without moving. If the hit was from a ranged weapon they may immediately make another attack (with the same weapon) against any target standing directly behind the original target and still within range of their weapon.

Table 8-19: Impact Critical Effects - Leg

Critical Damage	Critical Effect
1	A light blow to the leg leaves the target gasping for air. The target takes 1 level of Fatigue.
2	A grazing strike against the leg slows the target. The target halves all movement for 1 Round and takes 1 level of Fatigue.
3	The blow breaks the target's leg leaving him Stunned for 1 Round and halving all movement for 1d5 Rounds. The target takes 1 level of Fatigue.
4	A solid blow to the leg sends lightning agony coursing through the target. The target takes 1d5 levels of Fatigue and halves all movement for 1d5 Rounds.
5	A powerful impact causes micro fractures in the target's bones, inflicting considerable agony. The target's Agility is reduced by –20 for 1d10 Rounds and he takes 1d5 levels of Fatigue.
6	Several of the tiny bones in the target's foot snap like twigs with cracking noises. The target must make an immediate Toughness Test or permanently lose the use of his foot. On a success, halve all movement until medical attention is received. The target takes 2 levels of Fatigue.
7	With a nasty crunch, the leg is broken and the target is knocked down mewling in pain. The target falls to the ground with a broken leg and, until it is repaired, he counts as only having one leg. The target takes 2 levels of Fatigue.
8	The force of the attack rips the lower half of the leg away in a stream of blood. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. On a success, the target is Stunned for 1d10 rounds, takes 1d5 levels of Fatigue and suffers Blood Loss. He now only has one leg.
9	The hit rips apart the flesh of the leg, causing blood to spray out in all directions. Even as the target tries futilely to stop the sudden flood of vital fluid, he falls to the ground and dies in a spreading pool of gore.
10+	As above, but such is the agony of the target's death that his piteous screams drowns out all conversation within 2d10 metres for the rest of the Round.

Table 8-20: Rending Critical Effects - Arm

Critical Damage	Critical Effect
1	The slashing attack tears anything free that was held in this arm.
2	Deep cuts cause the target to drop whatever was held and inflicts 1 level of Fatigue.
3	The shredding attack sends the target screaming in pain. He takes 2 levels of Fatigue and drops whatever was held in that hand.
4	The attack flays the skin from the limb, filling the air with blood and the sounds of his screaming. The target falls prone from the agony and takes 2 levels of Fatigue. The limb is useless for 1d10 Rounds.
5	A bloody and very painful looking furrow is opened up in the target's arm. The target takes 1d5 levels of Fatigue and vomits all over the place in agony. He drops whatever was held and the limb is useless until medical attention is received. The target also suffers Blood Loss.
6	The blow mangles flesh and muscle as it hacks into the target's hand, liberating 1d5 fingers in the process (a roll of a 5 means that the thumb has been sheared off). The target takes 3 levels of Fatigue and must immediately make a **Challenging (+0) Toughness Test** or lose the use of his hand.
7	The attack rips apart skin, muscle, bone and sinew with ease, turning the target's arm into a dangling ruin and inflicting 1d5 levels of Fatigue. The arm is broken and, until repaired, the target counts as having only one arm. In addition, numerous veins have been severed and the target is now suffering from Blood Loss.
8	With an assortment of unnatural, wet ripping sounds, the arm flies free of the body trailing blood behind it in a crimson arc. The target must immediately make a **Challenging (+0) Toughness Test** or die from shock. If he passes the Test, he is Stunned for 1d10 Turns and suffers Blood Loss. He also takes 1d10 levels of Fatigue and now has only one arm.
9	The attack slices clean through the arm and into the torso, drenching the ground in blood and gore and killing the target instantly.
10+	As above. However, as the arm falls to the ground its fingers spasm uncontrollably, pumping the trigger of any held weapon. If the target was carrying a ranged weapon there is a 5% chance that a single randomly determined target within 2d10 metres will be hit by these shots, in which case resolve a single hit from the target's weapon as normal.

Table 8-21: Rending Critical Effects - Body

Critical Damage	Critical Effect
1	If the target is not wearing armour on this location, he takes 1 level of Fatigue from a painful laceration. If he is wearing armour, there is no effect. Phew!
2	The attack damages the target's armour, reducing its Armour Points by 1. In addition, the target takes 1 level of Fatigue. If not armoured, the target is also Stunned for 1 Round.
3	The attack rips a large patch of skin from the target's torso, leaving him gasping in pain. The target is Stunned for 1 Round and takes 2 levels of Fatigue.
4	A torrent of blood spills from the deep cuts, making the ground slick with gore. All characters attempting to move through this pool of blood must succeed on an Agility Test or fall Prone. The target takes 1d5 levels of Fatigue.
5	The blow opens up a long wound in the target's torso, causing him to double over in terrible pain. The target takes 1d5 levels of Fatigue.
6	The mighty attack takes a sizeable chunk out of the target and knocks him to the ground as he clutches the oozing wound, shrieking in pain. The target is Prone and takes 1d10 levels of Fatigue.
7	The attack cuts open the target's abdomen. The target can either choose to use one arm to hold his guts in (until a medic can bind them in place with a successful Medicae Test), or fight on regardless and risk a 20% chance each turn that his middle splits open, spilling his intestines all over the ground, causing an additional 2d10 Damage. In either case, the target takes 1d5 levels of Fatigue and is now suffering Blood Loss.
8	With a vile tearing noise, the skin on the target's chest comes away revealing a red ruin of muscle. The target must make a **Challenging (+0) Toughness Test** or die. If he passes, he permanently loses 1d10 from his Toughness, takes 1d10 levels of Fatigue, and now suffers Blood Loss.
9	The powerful blow cleaves the target from gullet to groin, revealing his internal organs and spilling them on to the ground before him. The target is now quite dead.
10+	As above, except that the area and the target are awash with gore. For the rest of the fight, anyone moving within four metres of the target's corpse must make make a **Challenging (+0) Agility Test** or fall prone.

Table 8-22: Rending Critical Effects - Head

Critical Damage	Critical Effect
1	The attack tears skin from the target's face dealing 1 level of Fatigue. If the target is wearing a helmet, there is no effect.
2	The attack slices open the target's scalp which immediately begins to bleed profusely. Due to blood pouring into the target's eyes, he suffers a –10 penalty to both Weapon Skill and Ballistic Skill for the next 1d10 Turns. The target takes 1 level of Fatigue.
3	The attack tears the target's helmet from his head. If wearing no helmet, the target loses an ear instead and inflicts 2 levels of Fatigue.
4	The attack scoops out one of the target's eyes, inflicting 1d5 levels of Fatigue and leaving the target Stunned for 1 Round.
5	The attack opens up the target's face, leaving him Stunned for 1d5 Rounds and inflicting 1d5 levels of Fatigue. If the target is wearing a helmet, the helmet comes off.
6	As the blow rips violently across the target's face—it takes with it an important feature. Roll 1d10 to see what the target has lost. 1–3: Eye (see Permanent Effects on page 201), 4–7: Nose (permanently halve Fellowship), 8–10: Ear (permanently reduce Fellowship by 1d10; the wound can always be hidden with hair.) In addition, the target is now suffering Blood Loss and takes 1d5 levels of Fatigue.
7	In a splatter of skin and teeth, the attack removes most of the target's face. He is permanently blinded and has his Fellowship permanently reduced to 1d10, and also now has trouble speaking without slurring his words. In addition, the target is suffering from Blood Loss and takes 1d10 levels of Fatigue.
8	The blow slices into the side of the target's head causing his eyes to pop out and his brain to ooze down his cheek like spilled jelly. He's dead before he hits the ground.
9	With a sound not unlike a wet sponge being torn in half, the target's head flies free of its body and sails through the air, landing harmlessly 2d10 metres away with a soggy thud. The target is instantly slain.
10+	As above, except the target's neck spews blood in a torrent, drenching all those nearby and forcing them to make a **Challenging (+0) Agility Test**. Anyone who fails the Test, suffers a –10 penalty to his Weapon Skill and Ballistic Skill Tests for 1 Round as gore fills his eyes or fouls his visor.

Table 8-23: Rending Critical Effects - Leg

Critical Damage	Critical Effect
1	The attack knocks the limb backwards, painfully jerking it away from the body. The target takes 1 level of Fatigue.
2	The target's kneecap splits open. He must make a **Challenging (+0) Agility Test** or fall prone. Regardless, he takes 1 level of Fatigue.
3	The attack rips a length of flesh from the leg, causing blood to gush from the wound. The target takes 1 level of Fatigue and suffers Blood Loss.
4	The attack rips the kneecap free from the target's leg, causing it to collapse out from under him. The target moves at half speed until medical attention is received. In addition, he takes 2 levels of Fatigue.
5	In a spray of blood, the target's leg is opened up, exposing bone, sinew and muscle. The target takes 1d5 levels of Fatigue and halves his movement for 1d10 hours.
6	The blow slices a couple of centimetres off the end of the target's foot. The target must make an immediate **Challenging (+0) Toughness Test** or permanently lose the use of his foot. On a success, movement is halved until he receives medical attention. In either case, the target takes 1d5 levels of Fatigue.
7	The force of the blow cuts deep into the leg, grinding against bone and tearing ligaments apart. The leg is broken and, until repaired, the target counts as having only one leg. In addition, the level of maiming is such that the target is now suffering from Blood Loss. He also takes 1d10 levels of Fatigue.
8	In a single bloody hack the leg is lopped off the target, spurting its vital fluids across the ground. The target must immediately make a Toughness Test or die from shock. On a success, the target is Stunned for 1d10 Rounds, takes 1d10 Fatigue and suffers Blood Loss. He now has only one leg.
9	With a meaty chop, the leg comes away at the hip. The target pitches to the ground howling in agony, before dying moments later.
10+	As above, except that the tide of blood is so intense that, for the remainder of the battle, anyone making a Run or Charge Action within six metres of the target this Turn must make a **Challenging (+0) Agility Test** or fall over.

Conditions and Special Damage

Common injuries are far from the only forms of bodily harm facing those who dare to venture into the unknown. Space Marines may find themselves set on fire, suffering from massive loss of blood, broken bones, or facing a permanent amputation. All of these, and more, are collectively known as Conditions and Special Damage.

Amputated Limbs

A character who loses body parts (except for his head, which almost certainly means death) is also affected by Blood Loss and must be treated for it quickly. If the character lives, someone with the Medicae Skill must be found to adequately treat the stump to ensure that it heals well. If no medic is available, there is only a 20% chance that the stump will heal over. If it does not, the amputee dies a horrible death from infection after 1d10 days. Whether or not it heals naturally or a medic treats it, the character does not start removing Damage for 1d10+2 days. Assuming the character survives all of the above, he'll also have to cope with the disagreeable side-effects of the lost limb, which are explained below.

Lost Hand

The character suffers a –20 penalty on all Skill and Characteristic Tests that rely on the use of two hands and he cannot wield two-handed weapons. A shield can be strapped to the injured arm, however. Should this be the character's primary hand, he must cope with the customary –20 penalty to Weapon Skill Tests made to attack with weapons using his secondary hand. For every 100 xp he spends, he can reduce this penalty by 10. If a character loses both hands, he should either secure at least one replacement or get someone to sharpen his teeth.

Lost Arm

As for a lost hand, but a character cannot strap a shield to the arm since he no longer has it. Losing both arms is just as bad, plus it's a bit difficult to reach those hard-to-clean spots. Once again, either look into replacement limbs or consider rolling up a new character.

Lost Eye

Losing one eye permanently reduces a character's Ballistic Skill by –10. In addition, he suffers a –20 penalty to all Skill and Characteristics Tests that rely on sight. Should a character have the misfortune to lose both eyes, he becomes blinded (see below).

Lost Foot

The character permanently reduces all his movement by half (round up) and suffers a –20 penalty to all movement Actions as well as Skill and Characteristic Tests that rely on mobility, such as Shadowing. Losing both feet makes it hard to walk.

Lost Leg

Treat this as a lost foot, but the character cannot use the Dodge Skill. Losing both legs means the character is half the person he was, but the good news is he also becomes half the target for his enemies.

Blinded

A blind character automatically fails all tests based on vision and automatically fails all Ballistic Skill Tests. He also suffers a –30 penalty to Weapon Skill Tests and most other tests that ordinarily benefit from vision.

Blood Loss

Blood Loss is a Critical Effect that can result from Critical Damage. Characters suffering from Blood Loss have a 10% chance of dying each Round unless treated in some way. If the suffering character is conscious, he may attempt a **Difficult (–10) Medicae Test** each Round to staunch the bleeding. If the character is also trying simultaneously to engage in strenuous activity, such as running away from whatever caused the Blood Loss, attempts to staunch the bleeding instead requires a **Very Hard (–30) Medicae Test**. If the suffering character is not conscious, or doesn't fancy his chances, another character may attempt the test.

Deafened

The character cannot hear at all, or at least not well enough to communicate with others. Until the character recovers or has his disability repaired, he automatically fails any Skill or Characteristic Test that relies on hearing. Apart from having trouble communicating, the GM is free to decide what effects a deaf character will have on the game.

Fire

A character suffers Damage from fire each Round he is exposed to it. At the beginning of each Round after the first in which a character is exposed to the same source of flames (or if he is hit by a weapon with the Flame special quality), he must make a **Challenging (+0) Agility Test** or catch on fire. Once a character is on fire, he suffers 1d10 Damage (with no reduction from armour) and suffers 1 level of Fatigue each Round until the fire is extinguished. All Damage from fire is treated as Energy Damage for the purpose of determining Critical Effects—if the location is not otherwise specified, use the body location. If a character is on fire and is not wearing a fully enclosed suit of armour, the character must make a **Challenging (+0) Willpower Test** at the beginning of each of his Turns in order to be able to take Actions normally; otherwise, he may only run around and scream, which counts as a Full Action. A character that is on fire may try to extinguish the flames himself by dropping prone and making a **Hard (–20) Agility Test**, which counts as a Full Action. The GM can make this test easier or harder depending on environmental conditions and whether the blazing character is able to receive any help from nearby allies. If the character is wearing fully enclosed armour (including Power Armour), he automatically passes the Willpower Test.

Falling

Gravity is an ever-present danger to characters who have a nasty habit of falling off all manner of things during the course of their adventures. Regardless of the reason, however, the results are usually the same. To work out Damage from falling, simply roll 1d10+1 for every meter the character fell. Use **Table 8–3: Hit Location**, page 244 to determine which part of the body hits the ground first. Armour offers no protection against falls. Damage from falling is treated as Impact Damage for the purposes of determining Critical Effects. The GM may adjust the Damage depending on the type of surface impacted as well abnormal gravity conditions, and so forth.

Stunned

In addition to Damage and Fatigue, characters may also become Stunned. A character can become Stunned due to the effects of some Psychic Powers, Critical Damage, or the Takedown Talent. Weapon Skill and Ballistic Skill Tests to hit Stunned characters are considered Routine (+20). In addition, Stunned characters cannot take Actions or Reactions such as Dodge. A Stunned character is not helpless or unaware.

Suffocation

There are many ways to suffocate, including drowning, smoke inhalation, and exposure to certain toxins. The rate of suffocation depends on the character's activity level. If a character is actively trying to conserve oxygen, he can hold his breath for a number of minutes equal to his Toughness Bonus. If a character is instead engaged in strenuous activity (combat, swimming, and so forth) he may hold his breath for a number of Rounds equal to twice his Toughness Bonus. While holding his breath, a character must make a **Challenging (+0) Toughness Test** each minute (if conserving oxygen) or each Round (if engaged in strenuous activity). If he fails, he suffers one level of Fatigue. Remember, any amount of Fatigue imposes a –10 penalty to all tests, and if a character ever has a number of levels of Fatigue in excess of his Toughness Bonus, he immediately falls unconscious for 10-TB minutes. If the character has not gained a fresh source of oxygen by the end of the allotted time, he automatically falls unconscious regardless of his levels of Fatigue. If a character is both unconscious and deprived of a fresh source of oxygen, he suffers 1d10 Damage each Round until he dies. Armour and Toughness cannot reduce this Damage. It is important to note that Space Marines with a functioning Multi-lung implant may breathe water and thus do not drown.

Unconsciousness

Unconsciousness is usually a temporary state that typically results from excessive levels of Fatigue or Critical Damage. The duration of a state of unconsciousness is usually included in the description of the effect that caused it, but if no other duration is given, unconsciousness lasts for 10-TB minutes. An unconscious character is completely unaware of his surroundings and cannot take any actions. He is also treated as a helpless target (see Combat Circumstances, page 246). If a character fell into unconsciousness due to excessive levels of Fatigue, he recovers some of that Fatigue when he awakens. See Fatigue page 251.

Useless Limbs

Certain Critical Effects indicate a risk of permanently losing the use of a limb unless the affected character succeeds at a **Challenging (+0) Toughness Test.** If a character with the Medicae Skill is present to assist the injured character, the victim gains a +20 bonus to such a test. Even if the test is successful, the limb must be held in a sling for 1d5+1 weeks and is useless during this time. Should the Toughness Test fail, the limb must be removed, requiring a character with the Medicae Skill to succeed at a **Difficult (–10) Medicae Test**. Should this fail, the limb still comes off, but the surgery inflicts 1d10 Damage to the limb—almost always Critical Damage. Should the amputee live, the limb comes off, but he suffers Blood Loss and must be treated for it. Once this has been dealt with, the chirurgeon must treat the wound as if it were an amputated limb (see above).

Vacuum

There is nothing good about being exposed to vacuum. There are two main ways this unfortunate event could occur: A character can be suddenly thrust into an airless, pressureless environment (such as being expelled from an airlock), or he can be slowly affected (such as being trapped on a starship as its atmosphere is vented into space). If suddenly exposed to vacuum, a character may survive unharmed for a number of Rounds equal to his Toughness Bonus. Unless he has an oxygen source, he will also begin to suffer from the effects of suffocation. At the end of each Round after this, he suffers 1d10+3 Explosive Damage from depressurisation. If he is in the vacuum of space, at the end of each Round make a **Challenging (+0) Toughness Test**. A failure indicates he also suffers 1d10 Energy Damage from the extreme cold. In both cases, any armour worn does not reduce the Damage incurred. If a character dies in space, it takes five Rounds for his corpse to freeze. If a frozen corpse suffers any Damage, it shatters into thousands of blood-red ice shards. There is precious little, except perhaps a daemonic pact, which can bring a character back from such a fate. If a character is trapped in a gradually worsening atmosphere, he may survive unharmed for a number of Rounds equal to twice his Toughness Bonus. At the end of this time, he will begin to experience suffocation will also begin to feel the effects of depressurisation. From that point onwards, at the end of each Round he must make a Toughness Test with a cumulative –10 penalty. Success indicates that he only suffers 1d5 Explosive Damage. Failure means that he suffers 1d10 Explosive Damage. In both cases, armour cannot reduce the Damage incurred.

HEALING

A character inevitably suffers Damage during his explorations of the galaxy. As a character accumulates Damage, he progresses through three different states: Lightly Damaged, Heavily Damaged, and Critically Damaged. Characters naturally recover from Damage at a slow rate that varies depending on

the character's Damage state. Rest, medical attention, and a few Psychic Powers can speed up Damage recovery.

Lightly Damaged

A character is considered Lightly Damaged if he has taken Damage equal to or less than twice his Toughness Bonus. A Lightly Damaged character removes 1 Damage per day through natural healing. If Lightly Damaged the character devotes an entire day to bed rest, he removes an amount of Damage equal to his Toughness Bonus.

Example

Brother Myrdor has a Toughness Bonus of 8. After a bloody mission he has suffered 12 Damage. This amount of Damage is less than twice his Toughness Bonus (2 x 8 = 16), so he is only Lightly Damaged. He will naturally heal 1 Damage per day, but if he devotes an entire day to rest and recovery, he can remove 8 Damage.

Heavily Damaged

A character is Heavily Damaged whenever he has taken more Damage than twice his Toughness Bonus. A Heavily Damaged character removes 1 Damage per week through natural healing. If a Heavily Damaged character devotes an entire week to complete rest, he removes an amount of Damage equal to his Toughness Bonus. Once a Heavily Damaged character's Damage is equal to or less than his Toughness Bonus, he becomes Lightly Damaged.

Example

After a tough fight with a Bloodletter, Myrdor has suffered 18 Damage, which is more than twice his Toughness Bonus of 8. He is now Heavily Damaged and decides to spend an entire week in the care of an Apothecary. At the end of that week, he removes 8 Damage because his Toughness Bonus is 8. Because he now has 10 Damage (less than twice his Toughness Bonus) he is now only Lightly Damaged and will begin to heal more rapidly.

Critically Damaged

A character is Critically Damaged whenever he has taken Damage in excess of his Wounds. Critical Damage does not heal on its own—it requires medical attention. With rest and medical attention, a character removes 1 point of Critical Damage per week. After all Critical Damage has been removed, a character becomes Heavily Damaged instead.

Example

After a bitter battle against a Tyranid horde, Myrdor has suffered 3 points of Critical Damage. Fortunately, his comrades managed to drag him out of the combat zone and he can spend three weeks resting under the constant supervision of one of the Chapter's apothecaries. At the end of these weeks, Myrdor has removed all 3 points of Critical Damage and is now only Heavily Damaged.

Death

Death for a character is always the result of a Critical Damage effect. Usually this is when the character has accrued 8 or more points of Critical Damage depending on the type of Damage suffered and the body location struck. If a critical result indicates that the character is killed, then he is dead, and only burning a Fate Point (seepage 205) will save his life.

Heroic Sacrifice (Optional)

No Battle-Brother ever dies in vain as long as he dies in the Emperor's service. At the GM's discretion, he may allow players to choose the option of Heroic Sacrifice if they know that their characters have no other options to continue serving the Emperor or wish to sell their lives for the greater good. When a player's character is in a position to burn his final Fate Point to save his character's life (Space Marines would only make this choice if there is no other way to survive!), he may instead choose to burn the point anyway and make a Heroic Sacrifice instead. A character declares at the start of his Turn that he is performing a Heroic Sacrifice as a Free Action. Then, for a number of Turns equal to his Toughness Bonus (including the turn in which the Sacrifice was declared), the character can ignore all further critical effects with the exception of those which render limbs or senses useless (such as blown-off limbs and blindness). The character also receives one 'free' Fate Point each turn, which may be used in the normal fashion (seepage 204) though it is lost if not spent. At the end of this period, the character will die regardless of any other factors. Fate Points gained as part of the Heroic Sacrifice cannot be burnt to save the character's life. It is important to note that a Space Marine would never willingly put himself in the position of heroic sacrifice where doing so would make his gene-seed impossible to retrieve.

If the character's sacrifice was particularly meaningful and made a difference to the outcome of the Kill-team's mission, the GM may award the player a bonus for his next character. For more details on this seepage 271 in **Chapter IX: The Game Master**.

Medical Attention

Medical attention is any Action taken to treat injuries. Such efforts can range from the application of healing drugs, a successful Medicae Test, or even using Psychic Powers. Medical attention can provide immediate recovery or can speed the process of natural healing. For additional information, see the Medicae skill on page 102.

Cybernetic and Bionic Replacements

It is possible to restore lost limbs with bionic replacements; in fact, sometimes a character may prefer to lop off a perfectly good arm or leg to gain the benefits of having a cybernetic replacement. The rules for both removing and attaching cybernetic, bionic, and bio-enhanced limbs, implants, and weapons are detailed fully in **Chapter V: Armoury**.



IX

The Game Master

DEATHWATCH

Evoking the Setting

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Fear and Damnation

Chapter IX: The Game Master

"For the Emperor!"

–Favoured battle cry of the Adeptus Astartes

In **Deathwatch**, the players assume the role of elite warriors of the Imperium and must face the multitude of humanity's foes across countless battlefields and war-scarred worlds. They are the chosen few amongst the uncounted billions of humanity standing between the boiling dark and the flickering light of civilisation and order. Bringing this bloody reality to life is the role of the Game Master who guides the players in their endeavours and adventures against the enemies of the Imperium, formulating their missions, spawning horrors for them to face, and igniting the flames of war that will consume their world.

THE ROLE OF THE GAME MASTER

In **Deathwatch**, as in many roleplaying games, one of the players takes on the role of Game Master (GM). The GM's role is a vital one, as he is charged with creating, maintaining, and describing the world in which the player characters (PCs) live. It is the role of the GM to set the scene, guide the plot, and decide the outcome of the player's actions. In many ways, the GM is like the director of a film, setting the scene and telling the players (who are like the lead actors) where they are and what they are doing. Unlike a film, however, a roleplaying game is a collaborative effort between players and Game Master, and while the GM may set the scene, it then falls to the players to decide the actions of their characters.

This is where the other key role of the GM comes into play. In addition to being the director and storyteller of the game, he is also its referee. As a game, **Deathwatch** uses rules to adjudicate the actions of the characters and determine their success in many of their endeavours. The GM helps to decide when and where these rules are used and also how they are interpreted, making sure that the game runs as smoothly as possible. It is the Game Master's job to be fair and impartial, like any referee, and ensure that everyone is having a good time.

Because the GM sets the scene and describes the action, he also creates the story or plot that the players follow. In roleplaying games these plots are commonly known as adventures or scenarios. Everything the players know or want to know about their world is described by the GM, and he also takes the part of the other inhabitants of the universe, from the lowliest Imperial Guardsman to the most powerful Sector Lord, deciding how they react to the characters and the actions they take within the adventure.

While at first glance the GM has a lot more work than the players, his job can also be one of the most rewarding, as he gets the satisfaction of bringing enjoyment to the players and seeing his stories come to life.

Choosing the GM

When organising a game of Deathwatch, one player needs to be nominated as the GM. It is always a good idea if the GM volunteers for the job, as the game will be better if the person running it is enthusiastic about what he is doing. Usually, however, the Game Master is decided before the players get together for their first session, as the role of the GM taken up by the person that has organised the game in the first place—probably also the person that bought this book. It is also common that over time several of the group's players may take on the role of the GM, sharing the work and creating their own adventures. This allows players a chance to make their own stories and can be very rewarding as GMs tag-team adventures leading to plots and campaigns with more depth and detail.

Delegating to Players

There is little doubt that the Game Master has the lion's share of the work when it comes to running aroleplaying game. He does not need to do all the work, however, when it comes to organising the adventure and getting together all of the ingredients for a successful game. This is where some of the players can also help out, doing such things as bringing miniatures, dice, pencils and paper, or snacks.

The most important contribution players can make to a game is in helping the GM to add detail and depth to his setting. For example, rather than the GM creating the details of the Battle of the Grey March, an important part of a PC's background, he could ask the player to write up a little about it. This means that the player is adding to the world and the GM also has some extra detail that he can add into one of his plots later. These are also the kinds of tasks that players really enjoy. By allowing them to create these kinds of background details, the GM's task is made easier and the group's adventures made richer.

THE BASICS

Since it is the role of the GM to shape and lead the story, he needs to be more prepared than the other players. Before the GM accepts the mantle of running the game, there are three key things he should consider.

Know the Rules: It is important that the GM know the rules better than, or at least as well as, the other players. This means that the GM should read as much of this book as possible before he runs his first game. **Chapter VII: Playing the Game** is particularly relevant as these are the core mechanics of the game and are fundamental to its workings. Knowing the rules is also important for the GM as he is required to make judgments and adjudications on the actions of the characters. Helping the Game Master in this area is what the rules are designed to do.

Know the Plot: In a roleplaying game, the players and their characters are the heroes confronting the dark and forbidding universe of the 41st millennium. However, it is the Game Master who creates the plot that they follow and

controls the enemies and villains that they face. Roleplaying is a collaborative process, and the GM need not tell the players everything that happens. Rather, he sets the scene and reacts to their actions. This means that the GM doesn't need to know every detail of the scenario, but he should know at least where it will begin and where it is heading. A plot can be as simple as defend Ice-Station Alpha against the Tyranid assault, or as complex as hunt down the Slaugth interloper on an Imperial agri-world while trying to rally the citizens into an effective fighting force against the impending xenos invasion. A more detailed plot typically makes the GM's life easier during the game, as he is required to make up less on the spot and can keep the game running at a good pace. Complex or basic, however, any work the GM puts in before the game is seldom wasted. Game Masters can also make use of pre-designed and published adventures, such as the one detailed in **Chapter XIV: Extraction**. The advantage of these kinds of adventures is that much of the Game Master's work has already been done, and they are ready to run right away.

Be Prepared: It often falls to the GM to make sure that the group has access to anything extra (in addition to this book) that they might need to play. This usually means a supply of dice, some paper and pencils, and perhaps figures for helping to work out combats. Some GMs also like to keep the players' character record sheets between game sessions lest they go astray. A list of basic roleplaying supplies can be found on page 10.



Evoking the Setting

Only in death is duty's price repaid.

–Inscription on the Tomb of Heroes

Deathwatch takes place in the Warhammer 40,000 universe: a dark and deadly place where mankind endlessly struggles against the encroaching dark and enemies uncounted. Only the light of the Emperor and the might of the Imperial armies stand between what little order endures and the chaos, ruin, and madness that waits should the Imperium fall. Every day across the length and breadth of the galaxy, on countless worlds and in dozens of sectors and systems, war rages unabated. For most who serve the Emperor in his endless conflicts, their deeds and names are quickly forgotten, their contribution to the continuance of the Imperium little more than blood and ash, their efforts but a brief spark of light in the vastness of the void.

The Deathwatch, however, is different. Products of a superior genetic heritage and equipped with ancient and powerful technology, they are the greatest of the servants of the Emperor and the finest of his warriors. Unlike the teeming hordes of human soldiers who toil in the Master of Mankind's name, a Deathwatch Kill-team is a cadre of prized shock troops whose presence can decisively turn the tide of battle and mark the difference between crippling defeat and glorious victory. Theirs is a different kind of war with a different set of rules.

It is one of the tasks of the Game Master to bring this universe to life for his players and offer them the chance to make a name for themselves in battle and win glory for the Emperor. Part of achieving this, and adding the spark of life to a game of **Deathwatch**, is in understanding the themes of this unique setting.

THEMES IN DEATHWATCH

The Warhammer 40,000 universe and the **Deathwatch** game which resides within it are different from any other science fiction setting. To better evoke this universe and weave its flavour and colour into his games, the Game Master should become familiar with its key themes. Being able to add these themes to a game help to make it undeniably set within the realms of the 41st millennium and by extension help the Game Master's players to better sink into the roles of their characters.

There is Only War

The Warhammer 40,000 universe is a place of constant conflict, where humanity's armies fight endless bloody wars to preserve the Emperor's dominance over the galaxy. Entire worlds and regions of space have known nothing but war and strife for decades or even centuries; generations of soldiers are shipped to ancient frontlines to die in the Emperor's service as countless others have done before them. This is the backdrop for a game of **Deathwatch**, where scores of ongoing campaigns, battles, and crusades exist within range of the players' home world, and the great cogs of the Imperial war machine are visible wherever they travel as endless streams of men and munitions flood across the void to the front. This is the world into which the Battle-Brothers were born: a place of blood, ash, and death, where they well know that the Emperor's foes will be baying for humanity's blood long after they have been forgotten.

Battle-Brothers in Arms

The Adeptus Astartes is a powerful fraternal organisation, a true family of kinsmen warriors where each and everyone shares a genetic heritage with their primarch. When a Battle-Brother joins the ranks of the Deathwatch, this bond must be re-forged, and even a freshly formed Kill-team is linked in a way unlike any normal Imperial soldier. It is a link that goes beyond primarch and Chapter, back to the Emperor himself, grandfather of the Space Marines and Master of all Mankind. Unlike in other games or settings, where the player characters often form a ragtag band of vagabonds or mercenaries thrown together by fate or a common lust for adventure, a Deathwatch Kill-team represents a rare cadre of warriors each with a common link and sharing a common genetic ancestry. To be a Space Marine is to be acutely aware of this ancestry and its implications, as well as the fact that all Battle-Brothers are kinsmen, united in the service of the Emperor against the dark.

Heroes of Legend

In such a war-torn place as the 41st millennium, warriors hold a valued and respected place in Imperial society, be they powerful Imperial Guard colonels, mighty Imperial Navy admirals or skilled Inquisitorial assassins. None, however, can even hope to approach the Space Marines' prowess in battle. Such warriors exhibit incredible heroics in the face of uncounted odds and an enduring duty to their brothers, Chapter, and Emperor. Unlike many other settings and games, **Deathwatch** players are powerful heroes and favoured sons from the moment they are created to the moment they sell their life in the service of the Emperor. This is an important distinction to make, as the life of a Space Marine is not to be squandered or expended in a pointless battle like that of a Guardsman or naval rating, but should be used to turn the tide at a critical time. Both the GM and the players should be aware of the Adeptus Astartes' potent and sacred role in the defence of the Imperium and that to be a Battle-Brother is to be the greatest of humanity's champions and face its greatest foes.

Duty is Our Reward

Space Marines are not like ordinary men, obsessed with gold, wealth, or petty power. Theirs is an ancient warrior culture that exists for the purity of combat and the execution of their duty to the Emperor. A Battle-Brother seeks only glory in battle and the chance to fulfil his service to the Emperor by vanquishing the enemies of man. While all Battle-Brothers were once human, years of conditioning, training, and the altering effects of their gene-seed have for the most part extinguished such petty lusts for wealth and power. In their place, however, is a burning thirst for glory and the right to bring honour to the Emperor in the cauldron of battle. In **Deathwatch**, many of the normal factors motivating players, such as the acquisition of wealth, are supplanted by their duty to the Emperor and their chance to prove their bravery in combat. As a Battle-Brother, a player's rewards come in the form of honours earned on the battlefield, glory earned in the eyes of his Chapter, and the successful completion of his duty to the Emperor through the destruction of his enemies. Through these rewards, characters can grow in power and renown to make a name for themselves as great heroes of the



Imperium.

HOW TO RUN A DEATHWATCH ADVENTURE

In **Deathwatch**, the players take on the roles of elite warriors in the service of the Emperor, true gods among men with the strength, skill, and abilities to best hordes of lesser foes. This status means that they are entrusted with the most dangerous missions and foes faced by the Imperium and will be sent into situations and places where others could not hope to survive, let alone succeed. Ostensibly, this means that most adventures involving Deathwatch Kill-teams centre around combat (given their martial nature). This is only the tip of the iceberg, however, when it comes to the role of the Deathwatch and the possibilities open to characters as members of its sacred ranks.

On the surface, the options for games involving genetically enhanced super soldiers with a fanatical devotion to duty may seem limiting. However, as with all aspects of the Warhammer 40,000 universe, there are many different paths, themes, and settings that can be explored and enjoyed. These can range from anything from a simple search-and-destroy mission involving the extermination of a powerful foe, or a daring rescue in the midst of a full-scale planetary invasion, to a secret Inquisitorial assignment where both objectives and enemies are unclear, or a volatile diplomatic mission to an alien world where the Battle-Brothers must do everything they can to avoid bloodshed.

Being a Space Marine is more than simply being a potent and fearless warrior—it is also about protecting the Imperium and the rule of the Emperor wherever and however that may come about.

STYLES OF PLAY

There are a number of styles of play that lend themselves to **Deathwatch** and focus on the different kinds of adventures the Game Master might like to run. None of these styles is exclusive of course, and they can be mixed and matched as required by the GM's plot.

The Emperor's Finest

Space Marines are, by their nature and design, most commonly found where the fighting is the thickest. Bred for war and trained to excel in all aspects of battle, Battle-Brothers fit easily into adventures that focus on lots of combat. These often take the form of military missions where the characters find themselves sent in to destroy targets, complete objectives, and bring glory to the Emperor by vanquishing his foes. While there are many permutations and variations on the military theme and the idea of an elite group of warriors tasked with special orders, they all share the common goal of annihilating the enemy, usually in a hail of bolter shells and plasma bolts. Military-themed games also often focus on single actions and objectives in the greater scheme of Imperial strategy. While the Imperial battlefleet rains orbital barrages from above and the Imperial Guard swarm across the blasted landscape, the Deathwatch Kill-team moves between the flames and shadows to strike at critical times and places. Against a backdrop of ash, blood, and ruin, the Battle-Brothers wade through the carnage aloof and elite, aware of their unique role in the tide of battle. Such games can also see the characters swept up in ongoing Imperial campaigns and dispatched from world to world or warzone to warzone at the whim of unseen commanders and battle-hungry generals. This could see them storming a lunar defence platform, followed by a low-orbit insertion into a jungle warzone before being conveyed by Thunderhawk gunship to a beach landing on the other side of the planet.

The advantage of military-style games is that they are easy to start and finish, existing only within the parameters of the mission and with the benefit of the Imperial war machine to ferry, supply, and brief the characters without the need for them to find their own way around the galaxy or shop for replacement weapons or ammo.

Ideas and concepts for military-style missions and more detail on the Battle-Brothers' role within the Imperial War Machine can be found in Creating Missions on page 272.

Inquisitorial Involvement

While the Deathwatch are drawn from the Adeptus Astartes, they also form the chamber militant of the Ordo Xenos. They are an elite force within the Imperial war machine, but, they have a special place within the structure of the Inquisition (like the Grey Knights) dedicated to the eradication of a specific enemy of the Imperium. Games that feature the involvement of the Inquisition are likely to be more subtle and detailed than those in which the Kill-team is facing the foes of humanity in open battle. This can mean accompanying an Inquisitor and his servants into the depths of a hive world, some ancient and forgotten alien ruins, or the shadowy corridors of a space hulk, far from the support of the Imperial armies, where the Kill-team must rely upon their own skills to survive and protect their allies. Even the most arrogant Inquisitor knows, however, that petitioning a Watch Commander for the aid of a Kill-team is not to be done lightly. When the Battle-Brothers join such a mission, they can be sure it is because the Inquisitor and his followers are counting on their strength of arms. Another exciting and interesting aspect of working for the Inquisition is the moral ambiguity it can create, leading the Battle-Brothers to question their allegiances and even their own view of Emperor's will.

The advantage of games with Inquisitorial involvement is that it allows both the GM and players to explore some of the darker and more shrouded aspects of the Imperium as well as better understand their own role in such affairs and the sharpened blade of the Ordo Xenos.

For more on the Inquisition's role in the Deathwatch see **Chapter XII: The Deathwatch**.

The Role of the Kill-team

In a game of Deathwatch, the characters are formed into a small combat unit known as a Kill-team. A Kill-team represents an elite military formation that has a significant place in the ranks of the Deathwatch, Inquisition, and Imperial war machine. For the GM, the Kill-team also represents a tool with which he can guide the players through the rigid military structure of the Adeptus Astartes while allowing them a decent degree of autonomy and freedom. This special flexibility can allow them to choose their own path to completing their goals and even go off-mission without the inevitability of court-martial and summary execution.

The missions a Kill-team is assigned are special, and the team itself comprises members chosen for their independence and resourcefulness.

Envoys, Emissaries and Assassins

The size, skills, and flexibility of a Deathwatch Kill-team mean they often find themselves in situations unique to the Adeptus Astartes. Often at the behest of the Chapter Master or the Inquisition, a Kill-team may be dispatched as part of an envoy to a wayward Imperial world or even an alien empire, either alone or as part of an Imperial emissary's entourage. This can serve a number of purposes, such as making a show of force, keeping lesser Imperial servants in line, or even honouring an ally with the presence of Adeptus Astartes representatives. In this capacity, Battle-Brothers may have to use their tongues rather than their boltguns to influence proceedings.

Alternatively, a Kill-team may find itself operating on the fringes of Imperial space, particularly where it borders aggressive xenos races. Dropped onto fledgling worlds, the Kill-team's presence can rally the local human population against invaders and alien subversion. Where an army may fail, a small group of Space Marines can often turn the tide. Just as even a single Space Marine has the power to bolster the courage and faith of a world, so too can he be used to destroy it. Working without support for months or even years, Kill-teams deployed to alien worlds or Imperial worlds tainted by xenos dominance can wreak terrible havoc. Appearing as monsters from the dark, the black-armoured giants strike against leadership and military infrastructure, fighting tirelessly until the world's civilisation collapses under the weight of its own fear and confusion.

Games where the Battle-Brothers take up the mantle of envoys, emissaries, or assassins offer a different kind of experience to pure combat missions and a challenge for the Kill-team (a fearsome combat unit) to complete its goals and objectives without resorting to bolters and chainswords (at least not right away).

NPC Battle-Brothers

A unique kind of NPC the players often encounter are fellow Space Marines, either of the Deathwatch or one of the Adeptus Astartes Chapters. All Space Marines share a bond (even if they don't like each other) that separates them from the bulk of humanity. Where a Battle-Brother may tolerate a certain behaviour or action from a normal human (whatever his station) he would not accept it in a fellow Space Marine who he sees as an equal. Members of a PC's own Chapter are even more given to this kind of attitude, viewing the PC as family and reacting as such to his actions. The GM should consider this kind of reaction whenever the players encounter other Battle-Brothers and can play up the "meeting of equals", either in battle or across the briefing table.

NON-PLAYER CHARACTERS

As part of his role in bringing the setting to life and adjudicating the actions of the players, the GM is also charged with controlling the actions of anyone the PCs come into contact with. These non-player characters (NPCs) form a vital part of any game. NPCs can include close and trusted allies, such as fellow Battle-Brothers or members of the Deathwatch, as well as obvious and belligerent enemies such as bloodthirsty Orks or tainted Chaos worshippers. Enemies are fairly straight forward to run, as they are often encountered in combat situations where the rules for combat adequately cover their reactions. Details on common enemies, their tactics, and capabilities can be found in **Chapter XIII: Adversaries**.

A substantial number of NPCs in any game, however, fall into a grey area between friend and foe. This is where the GM needs to think more carefully about how they will react to the PCs and how the PCs actions can either shift the NPCs' reactions one way or the other. For more details on Dispositions and how the players can influence the reactions of NPCs see Interaction on page 275.

Guidelines for Running NPCs

While every NPC will be different and can be played with his own unique style and flavour, there are a few guidelines that the GM should bear in mind. These are intended to help the GM in situations where he is unsure what an NPC would do or how he would react to the actions or words of the player characters.

What are their motivations?: The most important aspect of running any NPC is knowing what motivates him. An Inquisitor working with the Kill-team will react very differently to the group's actions if he is in fact an agent of the Ruinous Powers plotting their destruction. An Imperial commander, driven by his own lust for glory (at the cost of his men), may issue orders or make reckless decisions that could place the Kill-team in peril. For most NPCs, motivations do not need to be too complex and usually centre around some selfish (or selfless) goal, such as personal wealth and glory or loyalty to allies or faith in the Emperor. The important thing is that it gives the GM a clear guide for how the NPC reacts when things get messy (as they always do).

Not everyone wants to die: Just as in the real world, the majority of people in the 41st millennia do not want to die. This means many foes will run away (especially those without a great deal of combat expertise). Others will not fight to the death, surrendering to the mercy of the Kill-team rather than face certain annihilation. Even foes who are committed to dying, such as fanatical followers of Chaos or alien thralls, may choose carefully when to sell their lives (only the most foolish of opponents overestimate their chances against a Deathwatch Kill-team). These foes will retreat, hide, or even pretend to surrender to prolong their usefulness to their masters.

Don't steal the limelight from the PCs: While it may be important at times for an NPC to step in and save or help the PCs, in general the players should be the ones who determine the success of failure of their own missions. Having a powerful NPC constantly bailing the PCs out usually leads to either resentment on the players' part, as they feel that their efforts are meaningless, or an over-reliance on such NPCs and a tendency to call in the cavalry every time the going gets tough. Players should feel that the achievements of their Battle-Brothers is a result of their own actions and choices and the glory they win for themselves is theirs alone.

What's in a name?: Finally having a list of generic names can be a great help. Any gaming world is populated with scores of lesser NPCs that the players may come into contact with, and having a name handy can make all the difference in bringing these supporting characters to life.

THE IMPERIAL WAR MACHINE

Perhaps the most significant group of NPCs the players regularly deal with are members of their Chapter, members of the Imperial Guard and Imperial Navy, and representatives of the Imperium in general. Collectively these NPCs are known as the Imperial war machine, the lumbering behemoth of the Emperor's war on the galaxy. The Imperial war machine is different from other kinds of NPCs the Battle-Brothers encounter, as typically they are constantly working with, above, or under its members and ostensibly their goals coincide. The Battle-Brothers will also doubtless come to loath and despise many arms of the Imperial armed forces as they confound, confuse, and complicate their own missions as often as they help complete them.

The Imperial war machine can be best brought to life by applying military thinking to its workings and members. Just as in the real world, the Imperial military is a labyrinth of policies, procedures, and protocol. Everything must be done in an exact order; the chain of command must be followed. Different commanders have different authorities depending on the theatre of operations, and the various arms of the war machine, such as the Navy, Guard, or Adeptus Astartes seldom work smoothly together.

Rewards: The Mark of Duty

"My life is the Emperor's and all my achievements are his."

–Part of the "Warriors Oath to the Emperor"

Battle-Brothers do not fight for the mere pleasure of combat—they fight for the Emperor and the chance to earn glory in his name. It is through their service to the Emperor that they are rewarded and they increase both in reputation and personal power. Rewards are a way for the GM to give the players something tangible for their achievements in the game and also something for the players to aspire to with their characters. There are a number of different kinds of rewards that a player can receive through game play, including such things as Experience Points, Fate, and Renown.

EXPERIENCE POINTS

The most common kind of reward is Experience Points (xp). More than anything else, XP measures a character's personal power. Players use Experience Points to buy new Skills and Talents as well as Advances. The more xp a character possesses, the better he is at dealing with challenges in play, such as overcoming foes in combat, solving problems, or dominating social encounters. Because xp relates directly to a character's power, how much and how often the GM awards Experience Points to his players determines how quickly their characters rise to power and how able they are at defeating any challenges he should throw at them.

There are two main ways for the GM to award experience to his players: the Abstract Method and the Detailed Method.

Abstract Method

This is the easiest and recommended (certainly for beginning GMs) way to award Experience Points. It relies simply on the amount of time spent gaming and ensures a steady and smooth rise in power for the characters. For each game session, each player should receive 500 xp. This method assumes a game session lasts about 4 hours; for longer or shorter sessions, the GM can adjust the xp rewards accordingly.

Detailed Method

A more detailed method of awarding Experience Points is also possible, in which each reward is broken down on a case-by-case basis, and players gain Experience Points for completing specific tasks. For this method to work however the GM must assign a value to each encounter. For example he might have a session that includes a dangerous drop-point insertion into hostile territory, a battle against a Tyranid lictor, and a tense negotiation with some paranoid Imperial settlers. In this case, each of the three encounters would be worth a set amount of xp that would be awarded to the players when the encounters were completed or overcome.

Table 9–1: Encounter Difficulty gives examples of encounters based on difficulty. To work out the difficulty of an encounter, consider how much it taxes the resources of the group and what it costs them in wounds, equipment, or time.

When using this method, it is important to remember to award Experience Points for only meaningful encounters and obstacles, lest the players embark on the wholesale slaughter of worlds simply for the "experience." Likewise, as the player characters gain in power, some challengers will become so easily overcome to be worth little or no Experience Points.

Missions and Detailed Experience

An alternative method of awarding detailed Experience Points is to tie it to Mission Objectives. If the GM is using Missions in his games, he can assign an xp reward to each Objective based on its importance and difficulty using **Table 9–2: Detailed Experience for Missions**. To work out how much xp an Objective is worth, simply add together its importance (primary, secondary, tertiary) with its difficulty (novice, skilled, veteran). For more details on Missions and Objectives see Creating Missions on page 272.

Example

Completing a Skilled Secondary Objective would be worth 200 XP (Skilled=50 + Secondary=150).

Roleplaying Awards

The GM may also offer Experience Points for good roleplaying. These awards can be as large or small as the GM feels is fair, typically anywhere between 100 xp and 500 xp, and are given to players that the GM felt did a good job in portraying their characters, such as playing up the rivalry between Chapters. The GM should be careful, however, only to give out these awards when he feels they are really deserving and usually only when the player does something beyond the norm, such as taking an action that he knows may place his character in danger because it is "what their character would do."

Renown Rewards

As well as Experience Points, characters can also be rewarded with Renown Points. This is a measure of a character's standing within the Deathwatch and his reputation among his peers, usually earned as a result of glory earned in battle. The greater a character's Renown, the more equipment, weapons, and favours he will be granted by the Chapter as detailed in **Chapter V: Armoury**. Renown is most commonly earned as a reward for completing missions.

For each mission a Battle-Brother undertakes, he should receive:

- 1 Renown Point if all of the Mission's Primary Objectives have been completed.
- 1 Renown Point if all the Mission's Secondary Objectives have been completed.
- 1 Renown Point if all the Mission's Tertiary Objectives have been completed.
- 1 Renown Point if he completed five or more Objectives of any kind.
- 1 Renown Point if he completed three or more Veteran Objectives.

The GM can, of course, award Renown at any time for acts of individual bravery or exceptional heroism, such as single-handedly defeating a powerful foe or saving the entire Kill-team from certain death. As a general rule, such rewards should be between 1 and 3 Renown Points depending on the degree of the deed, and should never be handed out more than once per game session.

Table 9-1: Encounter Difficulty

Difficulty	XP Award
Easy	50
Routine	70
Ordinary	100
Average	130
Challenging	170
Hard	200
Very Hard	250

Awarding Fate Points

It is also possible that the Game Master may reward players with a permanent Fate Point for truly remarkable deeds. The GM should use such rewards sparingly, however, and only award them for something incredible. Fate is a rare resource for players and one that should never be taken lightly.

When to Use Rewards

Most rewards are awarded at the end of a game session, when the GM can tally up the PCs' achievements for that session. If he likes, however, the GM may wish to wait until the start of the next game session to hand out rewards, using the time between games to work out what the PCs have accomplished. Some rewards might be handed out during play as they are earned, granting the players an immediate bonus.

Table 9-2: Detailed Experience for Missions

Objective/Difficulty	XP Award
Each Primary Objective	300
Each Secondary Objective	150
Each Tertiary Objective	50
Each Veteran Objective	100
Each Skilled Objective	50
Each Novice Objective	25

Heroic Sacrifice and Harvesting Gene-Seeds

Sometimes characters die, though it is in the nature of their passing that they are distinguished. This is especially true of Space Marines, whose lives are never expended lightly in the service of the Imperium.

When a player completes a Heroic Sacrifice (see page 262) and his character dies, the GM can reward him (if he distinguished himself well and died for a noble reason in the service of the Emperor) by granting him bonus xp for his next character equal to 200 xp per Rank of his deceased character, in addition to any other starting Experience Points, such as that required to be of equal Rank to the rest of the Kill-team.

When a character dies, his Battle-Brothers must harvest his gene-seed and return it to his Chapter (see the Medicae Skill in **Chapter III: Skills** for more details on harvesting gene-seeds). If they can successfully achieve this, then the dead character's player receives an additional Fate Point and +5 to any one Characteristic when generating a new Battle-Brother. In addition, his new character receives any xp or Renown earned by the group for the Mission he died on.

Note that it is possible for a character who dies in a Heroic Sacrifice and then has his gene-seed harvested to receive both bonuses. The GM may, of course, vary the amount of either reward or change their nature as appropriate, perhaps granting other bonuses such as Talents, Traits, or extra Renown.



Honours: ewards of Great Import

There are a number of special awards and honours that a Space Marine may earn through his service. A Space Marine is not simply given such an honour—he must earn it through mighty and significant deeds. Naturally, the Space Marine must first have acquired a high number of Renown. A rough guideline for what kinds of deeds and achievements merit such an honour are listed below:

- Destroyed a potent and powerful threat single-handedly (i.e., Daemon Prince, Hive Tyrant).
- Performed a deed that significantly altered the outcome of a battle (i.e., held the bridge alone against a horde, eliminated the enemy leader in single combat, etc.).
- Reached a high level of achievement with honour and courage (i.e., carried the Company Banner through twelve engagements, served with distinction for six decades, etc.).
- Completed an important objective critical to the mission single-handedly.
- Rescued or saved the entire Kill-team from a deadly threat.

The decision to award an honour is normally at the GM's discretion. One optional alternative to this method is to allow the other players to informally vote (the outcome requires a unanimous consensus!) on which one of them deserves the award the most.

Some of these honours include the Imperial Laurel, the Marksmanship Honour, and the Purity Seal. The benefits of these honours, and a more detailed system for awarding them, is beyond the scope of the core rulebook but will appear in a future supplement. An example of such an honour is included below.

The Crux Terminatus

A Space Marine who particularly distinguishes himself may earn one of the most significant honours of the Adeptus Astartes. This award is known as the Crux Terminatus, and it signifies not only that the Space Marine is a celebrated veteran with many heroic actions under his belt, it also represents the fact that the Space Marine has the training necessary to use the ancient suits of Terminator Armour reserved for such heroes. The Crux Terminatus is worn as a badge on the Space Marine's power armour, taking the shape of a skull within a cruciform shape, often adorned with bones or lightning bolts. This same symbol is incorporated into the shoulderplate of each Terminator Armour suit, said to contain a sliver of the incomparable armour worn by the Emperor himself. For more information about Terminator Armour, see page 164. The Space Marine must have 60 Renown to be considered for this honour.

Creating Missions

"Orders coming in, sir!"

–Vox officers across the Imperium

Missions are the staple of a Kill-team's existence and the basis for defining its adventures. The rules and guidelines for creating missions exist to aid the GM in fashioning scenarios and encounters for his players that capture the danger and excitement of being part of the Deathwatch. GMs are not required to use Missions to create their adventures, but Missions represent a way for the GM to clearly lay out the parameters of a Kill-team's game objectives, in keeping with the military nature of being an elite combat unit.

SETTING OBJECTIVES

All Missions revolve around Objectives (see page 230 in **Chapter VII: Playing the Game** for more details on Objectives) be they critical to its success or not. Setting these Objectives is the first task the GM must undertake when creating a Mission. Usually this is fairly straightforward, as an Objective relates directly to the nature of scenario. Each Mission should typically have at least one of each kind of Objective, though can include many more depending on its difficulty.

Primary Objectives: These are at the core of the Mission and vital to its success. A Mission that revolved around the recovery of a dangerous xenos artefact, for example, would have securing the artefact as its Primary Objective.

Secondary Objectives: These are supplemental to the success of Primary Objectives and enhance the success of the Mission. In the above example of recovering an artefact, a Secondary Objective could include also recovering any lesser artefacts found in the same locale.

Tertiary Objective (Targets of Opportunity): These are bonus objectives not directly tied to the success of the Mission but no less important. Continuing the example of recovering a xenos artefact, a target of opportunity might be the extermination or capture of those responsible for smuggling the artefact into the Imperium.

Setting a Mission's Difficulty

Once objectives have been set, the next step is to determine the difficulty of each Objective. All objectives are not created equal; exterminating a nest of genestealers does not compare to boarding and destroying a Tyranid hive ship. The difficulty of a mission directly determines its rewards (such as Experience and Renown) and the amount of resources available for its completion (Requisition).



Novice: These kinds of Objectives are relatively simple and should only require a small amount of effort from the Kill-team or a very limited expenditure of their resources. Securing a drop zone against a platoon of traitor Guardsmen, for example, would prove no great challenge for a Kill-team.

Skilled: These kinds of Objectives are the standard of most Objectives the Kill-team will face and represent a significant challenge. Using the above example, if the guardsmen were led by a cadre of Chaos Space Marines, the Kill-team would be in for a real fight.

Veteran: These kinds of Objectives are extremely difficult and will require a sustained and substantial effort on the part of the Kill-team. To continue the example above, if one of the Chaos Marines was in fact a Daemonhost possessed of a Greater Daemon of Khorne, the Kill-team will need to use all their luck and skill if they are to triumph.

If an Objective is very difficult or complex, the GM may consider breaking it down into a number of Objectives, possibly of reduced difficulty. For instance, if the Mission is to capture a Tau ethereal deep within the heart of a Tau orbital command post, the GM might break it up into a number of Primary Objectives: board the orbital, find and capture ethereal, and escape the orbital.

Table 9-3: Setting Kill Markers

Objective Difficulty	Kill Markers
Novice	25
Skilled	50
Veteran	100

KILL MARKERS

So when is an Objective complete? Usually this is self evident—the characters have completed their Objective of destroying a bridge when the bridge has been destroyed. Some Objectives are less clearly defined, and the GM may require a way of further breaking these down so he can keep track of the Kill-team's progress. This is where Kill Markers can be used. They are a system of points that measure the players' progress through the Objective, with elements of the Objective being worth differing amount. If the Objective was to successfully complete a hit and run attack against a Chaos cruiser and required 100 Kill Markers to complete, the GM might decide that every significant on-board ship system destroyed was worth 50 KM while every officer or commander killed was worth 25 KM. Thus as soon as the Kill-team has destroyed two systems or killed four commanders (or any combination of the two totalling 100 KM or more), then their Objective would be complete.

The amount of Kill Markers required to complete an Objective is based on its difficulty as detailed on **Table 9–3: Setting Kill Markers**.

Objective Themes

Objective themes give both the GM and players an idea of the nature of an Objective. They relate directly to the elements of the Objective, such as the foes or challenges the Kill-team must overcome to complete it, or how it might best be resolved by using a particular tactic such as stealth or frontal assault. The key role of Objective themes, however, is their relationship to some Skills, Talents, or pieces of equipment. Typically, if an ability or item is linked to a theme, it increases the amount of Kill Markers earned for that Objective (speeding its completion), reflecting the aid that such specialisation brings. Details on the exact effects of such abilities or items, as well as the amount they increase Kill Markers, can be found in their own relevant sections.

There are six main Objective themes listed below, but they are by no means exhaustive and the GM should feel free to create his own.

Stealth: Some Objectives require the Kill-team to avoid detection or pass unseen through the ranks of the enemy. Stealth objectives are usually tied to assassination and sabotage missions, and every Battle-Brother knows the value of a good surprise attack.

Assault: Battle-Brothers are no strangers to war, and many of the Missions they embark on are laden with combat. Assault Objectives are best resolved with extreme violence and the application of heavy firepower—fortunately, something most Kill-teams have in spades.

Defence: Battle-Brothers are not always on the attack and sometimes they must hold their ground, usually while heavily outnumbered and without support. Defence Objectives focus on protecting a place, person, or even an ideal, be it with blazing bolters or a resolute will.

Recon: Intelligence gathering is a vital part of any Mission and can mark the difference between success and failure. Recon Objectives revolve around procuring information, such as the location of an enemy stronghold or the code to opening an ancient xenos device.

Daemonic: Greatest of the enemies of mankind are those that exist beyond the veil of the immaterium, watching, waiting, and hungering for human souls. Daemonic Objectives involve a large degree of daemonic influence, either in the form of warp-spawned creatures or those deluded fools who follow them.

Xenos: It is the duty of the Deathwatch to deal with any alien that would soil the Emperor's domain with its presence. Xenos Objectives contain a significant alien element and often require the Kill-team to go toe-to-toe with such terrifying monsters as Tyranid hive tyrants or Ork warlords.

The GM can set Objective themes as he sees appropriate when establishing his Mission Objectives. Note, however, that not all Objectives require a theme, while some may have two or more depending on its major elements.

SETTING REQUISITION

The final part of creating a mission is to set its Requisition total. This is the amount of resources that each Battle-Brother has to draw weapons, armour, and equipment from the Chapter armouries for use in the field. Typically, the more difficult the Mission, the more Requisition is allocated to it. The GM can raise or lower this number to reflect other factors, such as weapon shortages or logistic problems, the nature of the Kill-team's commanders and their willingness to commit to the mission, or proximity to a forge world, which might cause an influx of arms and material. **Table 9–4: Setting Requisition** details the amount of Requisition a Mission should have based on its Objectives and their difficulties.

Pooling Requisition

Requisition is divided among each Battle-Brother equally, but it also reflects the Kill-team's total available resources and can be shared out among the group as they see fit. Should the players choose, they may pool their Requisition and purchase equipment collectively. This stock of gear may then be divided up using whatever method they choose.

Table 9-4: Setting Requisition

Objective/Difficulty	Requisition
Each Primary Objective	+20
Each Secondary Objective	+15
Each Tertiary Objective	+5
Each Veteran Objective	+10
Each Skilled Objective	+5
Each Novice Objective	+1

Example

A GM creates a mission with one Skilled Primary Objective, one Veteran Secondary Objective and two Novice Tertiary Objectives. Adding these together gives a total of 62 Requisition for each Battle-Brother.

MISSION ARCHETYPES

While Missions can take any form of the GM's choosing, Kill-teams often find themselves deployed for tasks based on their unique skills and abilities. These tasks often represent difficult and dangerous jobs unsuited to anyone but the best the Imperium has to offer.

Listed below are six typical Mission archetypes for a Deathwatch Kill-team that the GM can use as the basis for creating his own Missions.

Assassination

By its nature, a Deathwatch Kill-team excels at exterminating dangerous and powerful enemies of the Imperium. Where an army might fail, a small squad of elite highly trained warriors can succeed in infiltrating the ranks of the enemy and eliminating their leaders. Typically Assassination Missions involve being dropped behind enemy lines or deployed onto an enemy vessel (sometimes in the midst of a space battle) and seeking out a particular foe. They can sometimes be more subtle and take place in relatively safe surroundings, such as Imperial worlds or on diplomatic missions. In this latter case, the Kill-team must tread lightly and use their wits to uncover their foes before bringing down the righteous fury of the Emperor and sending them screaming into the dark.

An Assassin Mission always has at least one Primary Objective focused on killing the target, which is then graded in difficulty based on the strength and deadliness of the foes they need to exterminate. Secondary and Tertiary Objectives usually either cover the elimination of additional targets (such as bodyguards or lieutenants of the main target) or entering or exiting secure enemy territory or fortresses. Assassin Missions often involve themes such as Stealth and Recon as well as Xenos or Daemonic depending on the nature of the target.

Sabotage

Kill-teams are not always solely interested in eliminating enemy troops and commanders. Sometimes vital structures, equipment, and devices of the enemy need to be destroyed. This can range from something as simple as sabotaging a teleporter beacon or destroying a vital bridge to shutting down a city's power supply or even crippling an enemy battle cruiser. Sabotage Missions usually involve the Kill-team ranging far beyond the protection of the Imperial war machine and deep into the domain of the enemy. This could be part of a daring hit and run attack deep in space or a stealth drop into an enemy held world.

A Sabotage Mission always has at least one Primary Objective centred around the destruction of an enemy structure or device, which is then graded in difficulty based on its size or complexity. Secondary or Tertiary Objectives can cover the destruction of lesser targets or backup systems or the elimination of personnel vital to the operation of the structure or device. They may also include reconnaissance for objectives of special interest to the Deathwatch, Inquisition or Imperium. Sabotage Missions often involve themes such as Stealth and Recon as well as Xenos or Daemonic depending on the nature of the target.

Vanguard

Space Marines constantly find themselves in the thick of the fighting, deployed where their skill and strength is vital to the success of a battle or attack. A Kill-team will sometimes find itself pressed into this kind of service, clearing a landing zone, opening the gates of an enemy fortress or destroying an enemy's advance guard. These kinds of missions can also be the stepping off point for larger or more complex missions where the Deathwatch must first secure a toehold on a world or vessel before pushing further into enemy territory.

A Vanguard Mission's Primary Objective usually focuses on the taking of a particular area or fortification and then holding it until the bulk of Imperial forces arrive. The difficulty of this objective is then determined by the strength and nature of the foes, as well as the size of the area or the time it must be held. Secondary and Tertiary Objectives can involve such things as completely wiping out the foe, recovering important intelligence before the enemy retreats or securing a larger area. Vanguard Missions often involve themes such as Assault and Defence as well as Xenos or Daemonic depending on the nature of the foe they face.

Recovery

Kill-teams are not always used for the purposes of exterminating the enemy. Battle-Brothers sometimes find themselves dispatched to rescue an important Imperial agent, recover a vital artefact, or even capture an enemy commander for Imperial interrogation. Recovery Missions are almost always more difficulty than simple search-and-destroy Missions, as the Battle-Brothers must ensure the protection of their item, be a person or object. Conveying a captured enemy or rescued prisoner can also create its own special problems if they are injured, unwilling (almost always the case for enemy commanders) or extremely dangerous (such as recovering a live Ork warboss or Tyranid zoanthrope).

A Recovery Mission's Primary Objective is typically the successful capture or rescue of the person or item and its return to the Deathwatch. The difficulty of this objective can then be altered to reflect the nature of the person or object and its current location. Secondary and Tertiary Objectives can include the recovery of additional targets or objectives related to the primary target (such as advisors and family in the case of people, or ciphers and keys in the case of objects). They can also include intelligence gathering or the elimination of targets of opportunity while the Kill-team is behind enemy lines. Recovery Missions often involve themes such as Stealth and Recon as well as Xenos or Daemonic depending on the nature of the target.

Recon

Kill-teams excel at operating alone and independent of the greater Imperial war machine. Recon Missions are a catch-all type of Mission that covers these instances when the Kill-team is deployed to a world or enemy territory to wreak havoc without specific orders to guide them. The Deathwatch trusts its Space Marines to be able to adapt and react to any kind of combat situation and chooses them for their independence and initiative. For this reason, Kill-teams can be sent roaming into enemy territories (sometimes for months or even years) to operate alone and without support to exterminate vital enemies, disrupt their logistics, or simply sow terror in their hearts.

Primary Objectives for Recon Missions can be just about anything but are usually based on some kind of quota, such as dispatching a certain amount of the enemy or inciting a shift in the enemy's plans by inflicting massive damage on them. Difficulty for these kinds of Missions can be set based on the strength of the enemy and the duration of the Mission; the more there are to kill and the longer it takes, the harder the Mission will be. Secondary and Tertiary Objectives can be as equally broad as the Primary Objective, covering a Kill-team's usual battlefield tasks such as destroying enemy targets, recovering intelligence and artefacts, or securing areas for later Imperial occupation. Recon Missions unsurprisingly usually involve Recon themes, but can also include any of the others depending on the nature of their foes and the exact specifics of their objectives.

Bodyguard

In certain circumstances a Kill-team may be tasked with the protection of an important Imperial personage such as an Inquisitor or diplomatic envoy. This is not a request the Deathwatch concedes to lightly, however, and the Battle-Brothers can be sure that if they are charged with keeping a person alive, then it is for a reason vital to the Imperium. As part of their role as bodyguards, the Battle-Brothers will often find themselves caught up in the machinations of Imperial diplomacy (sometimes even to alien worlds) or the shadowy goals of the Inquisition, aiding Inquisitors, Agents, and Acolytes in their endeavours. For the most part, the intimidating black armour and towering stature of a Deathwatch Space Marine is enough to dissuade attackers, however they can be assured their presence would not be requested if trouble was not expected.

A Bodyguard Mission's Primary Objective is usually the successful protection of the Kill-team's charge. The difficulty of this and the Mission's other Objectives can be based on the strength of the foes they face and the importance of the person they must protect. Secondary and Tertiary Objectives can include such things as keeping persons important to their charge (such as family, lieutenants, or lovers) alive as well as recovering intelligence on the nature of the threat against the person they are protecting. Sometimes a Bodyguard Mission can be a means to an end and may be linked to other kinds of Missions, such as Assassination or Sabotage, in which the Kill-team uses its position as members of an Imperial envoy's entourage to get close to the true Objective. Bodyguard Missions often involve themes such as Defence and Recon, as well as Xenos or Daemonic depending on the nature of the target.

Interaction

Some battles cannot be won with a bolter.

–Volume XXV, Chapter LXVI Tactica Imperialis

Not all of the people the players meet in Deathwatch are going to be on the field of battle. In their role as servants of the Emperor, and as members of the chamber militant of the Inquisition, Battle-Brothers deal with a vast and varied range of Imperial inhabitants, from lowly Guard sergeants and simple lay priests to hardened throne agents and greedy planetary governors. Knowing how best to deal with these people can make all the difference between the success and failure of a Kill-team's mission, as such people can present both a source of allies and information vital to their efforts.

INTERACTION SKILLS

Chapter III: Skills presents a number of Interaction Skills such as Charm, Command, Deceive, and Intimidate. These are basic Fellowship Skills, meaning any characters can employ them, albeit at a reduced rate if he doesn't have the Skill. To befriend another, a player would use Charm; to issue an order, he would use Command; to fool or dupe, he would use Deceive; and to frighten, he would use Intimidate. Together, these Skills offer the discreet tools for interacting with the people of the Imperium.

Using Interaction Skills

Usually, a player doesn't need to test Skills to interact with other characters. He simply plays the role of his character. The interactions between the player, in the role of his character, and the GM, in the role of the NPC, determine the outcome of the conversation. As in any situation with dramatic consequences, though, a player should make an appropriate test if there are consequences for failure, or if success would advance the plot in a considerable way. Examples that would require a test include trying to convince an NPC to do something that he or she would ordinarily not do, such as spilling information about a secret, accepting a bribe and so on. Ultimately, when a player does or does not make a test is up to the GM. He has final say about the circumstances of the encounter.

Example

Brother Helgath is trying to get a PDF commander to commit his troops in the face of a Tyranid assault. Because the commander is confused, untested, and distressed, the GM decides that Helgath needs to make a Command Skill Test to get him to issue this order and send his reserves into battle.

Dispositions

When testing an Interaction Skill, circumstances can dictate the Difficulty of the test. Such situations include atmosphere, situation and an NPC's particular circumstances. However, the most important factor is the NPC's disposition toward the Player Character—how the character regards him and what feelings or lack of feelings the NPC displays. The NPC's disposition, which is always set by the GM, determines the base Difficulty. Other factors can adjust the Difficulty up or down as the situation demands. **Table 9–5: Dispositions** provides sample dispositions based on the test a player is attempting and the corresponding Difficulty.

On a successful test, the target's Disposition improves by one step, plus one step per Degree of Success. On a failed test, the target's Disposition remains unchanged and worsens by one step for each Degree of Failure. Generally, a target must at least be Indifferent to do as requested, and then the target will only do what the player wants 50% of the time if left to his own devices. Each step above Indifferent indicates that the target is 10% more likely to do as requested. Under supervision, the base chance increases by 20%.

Interaction and Groups

When a player uses an Interaction Skill against a group of individuals, he resolves the test in the way already described, but the GM sets the Disposition based on the overall attitudes of the group. The player makes the test as normal, but if he succeeds, his character can affect a number of individuals equal to his Fellowship Bonus. The total indicates the number of targets the player affects with his successful test. Note that certain Talents can increase the number of targets a player can affect.



Fear and Damnation

"The enemy shall know fear."

–Captain Davian Thule of the Blood Ravens

The 41st millennium is a dark and terrible place where mankind's billions inhabit a universe filled with unnumbered horrors and countless dangers. Murderous aliens stalk the cold stars, rebellion and treachery fester within the shadow of the Imperium's decaying might, and nightmarish forces eternally claw at the very fabric of reality from beyond, seeking both to feast and to corrupt. As a member of the Deathwatch, a Battle-Brother must face all these perils and more, peeling back the midnight veil to witness the terror beyond—and send it back to the hell from whence it came.

The rules presented here reflect these many threats to the mind and soul, and how the Player Characters interact with them. They are separated into three distinct, interlinking sections: Fear covers a character's immediate reaction to frightening events and creatures, Insanity deals with the long-term effects of mental trauma on a character, while Corruption deals with the insidious influence of the warp and forbidden knowledge. During combat encounters, the only rules that are used from this chapter are those for Fear. The effects of Insanity and Corruption are dealt with in the aftermath of a battle rather than during it.

Insanity and Corruption Points

Insanity Points (IP) and Corruption Points (CP) are Characteristics that characters gain during play. Both of these scores begin at 0 when a player starts and increase over time as damage is done to a character's state of mind (IP) and the purity of his soul (CP). The higher these scores, the more tainted, damaged and debilitated a character becomes, and should either of these scores ever reach 100, the character is either slain by his own Battle-Brothers for his own good or falls from grace and becomes an enemy of the Imperium. In either case, he can no longer serve the Deathwatch and is lost in the eyes of the Emperor and must be retired from play. For a Space Marine, this number is known as the Purity Threshold.

Table 9-5: Dispositions

—Dispositions by Skill—

Difficulty Modifier	Charm	Command	Deceive	Intimidate
Easy +30	Infatuated	Fanatical	Gullible	Terrified
Routine +20	Affectionate	Devoted	Trusting	Frightened
Ordinary +10	Favourable	Loyal	Accepting	Startled
Challenging +0	Indifferent	Indifferent	Indifferent	Indifferent
Difficult –10	Disdainful	Resentful	Suspicious	Brave
Hard –20	Contemptuous	Disloyal	Sceptical	Courageous
Very Hard –30	Disgusted	Mutinous	Disbelieving	Foolhardy

FEAR

Fear comes into effect when a person faces unnatural horrors and mind-bending foes, or when he is called on to battle against terrifying aliens, insane perversions of science, and nightmarish entities from the warp. When a PC is confronted by such a frightening event or adversary, he must take a Fear Test; this is a Willpower Test, modified by how frightening the thing is. If the PC passes this test, then he may continue to act as normal. If he fails, however, he succumbs to Fear.

And They Shall Know No Fear...

Space Marines do not deal with Fear as do other men. They are only marginally affected by fearsome foes and then only by those of truly mind-breaking terror. The Fear rules presented in this section are intended to be used either on the players' allies (such as Imperial agents or citizens) or on their foes (it is quite possible for the Battle-Brothers to cause Fear themselves). For a Battle-Brother, Fear has the following effects, and then only when in the presence of Fear-causing foes:

- When facing a Fear causing foe a Battle-Brother must fight both its physical form as well as the horrifying nature of its presence. This additional effort imposes a –10 penalty to Willpower Tests if he is in Solo Mode for each Degree of Fear the creature possesses (see below). If the Battle-Brother is in Squad Mode, the Kill-team suffers a point of Cohesion Damage for every Degree of Fear the creature possesses unless the Kill-team Leader passes a Willpower Test (with the appropriate modifiers, see below). When facing multiple Fear-causing foes, the Battle-Brother only counts the highest (or most fearsome) source each Round. Unless otherwise stated, Cohesion Damage from Fear only occurs once per encounter with the Fear-causing creature.
- When facing a Horde (see page 359) of Fear-causing creatures, count their Degree of Fear as one higher than it actually is. For example, a Horde of Fear (1) Disturbing creatures counts as Fear (2) Frightening creatures.

In all other respects, Fear does not apply to Battle-Brothers, and they may even find its effects hard to understand in their allies, as it is truly an alien emotion to them.

Table 9-6: Fear Test Difficulties

Degree of Fear	Test Modifier
Fear (1) Disturbing	0
Fear (2) Frightening	–10
Fear (3) Horrifying	–20
Fear (4) Terrifying	–30

Table 9-7: The Shock Table

Roll a d100 and add +10 for every Degree of Failure.

Roll	Result
01–20	The character is badly startled. He may only take a single Half Action during his next Turn, but afterward he may act normally.
21–40	Fear grips the character and he begins to shake and tremble. He is at a –10 penalty on all tests for the rest of the encounter unless he can recover his wits (see Shock and Snapping Out of it, page 278).
41–60	Reeling with shock, the character backs away from the thing that confronts him. The character cannot willingly approach the object of his Fear, but may otherwise act normally, with a –10 penalty on all tests until the end of the encounter.
61–80	The character is frozen by terror. He may take no Actions until he snaps out of it. After snapping out of it, the character makes all tests with a –10 penalty for the rest of the encounter.
81–100	Panic grips the character. He must flee the source of his fear, if able, as fast as he can, and if prevented from doing so may only take Half Actions and is at a –20 penalty to all tests. Once away from the danger, he must successfully Snap Out of It to regain control.
101–120	Fainting dead away, the character keels over and remains unconscious for 1d5 Rounds. Once he regains consciousness, he is still shaken and takes all tests with a –10 penalty until the end of the encounter.
121–130	Totally overcome, the character screams and vomits uncontrollably for 1d5 Rounds. During this time, he may do nothing and drops anything he is holding. Afterward, until the end of the encounter, the character may only take a single Half Action each Turn until he can rest.
131–140	The character laughs hysterically and randomly attacks anything near him in a manic frenzy, firing wildly or using whatever weapon he has in hand. This effect lasts until the character Snaps Out of It, or until he is knocked unconscious.
141–160	The creature crumples to the ground for 1d5+1 Rounds sobbing, babbling, and tearing at his own flesh, and may do nothing. Even after he returns to his senses, he is a complete mess and suffers a –20 penalty on all tests until the end of the encounter.
161–170	The character's mind snaps and he become catatonic for 1d5 hours and may not be roused.
171+	The character is so over come with fear that his heart stops. He must make a Challenging (+0) Toughness or die. If successful, he falls catatonic for 1d5 hours as above.

Very Bad Things

Fear Tests in non-combat situations are very much the GM's call as to when and where they occur and should not be considered to be automatic. They can be best used to bring home the horrific nature of a location or artefact and even at important junctures to weaken the players' allies—such as having Inquisitorial agents refuse to accompany the Battle-Brothers into a building or chamber out of terror. The following are some guidelines for setting Degrees of Fear outside of combat:

Fear 1-Disturbing (0): Viewing the scene of a gruesome murder, minor unknown supernatural or psychic phenomena—strange lights, spectral voices, weeping statues, etc.

Fear 2-Frightening (–10): Meeting someone you know to be dead, being buried alive, major supernatural or psychic phenomena—the skies raining blood, a painting forming shrieking mouths, etc.

Fear 3-Horrifying (–20): Sudden, shocking, and inexplicable death (the man next to you on the shuttle suddenly dies, vomiting maggots), hideous moments of revelation (finding yourself covered in blood, surrounded by bodies with a meat cleaver in your hand and no memory of how you got there), the dead rising across a whole planet, etc.

Fear 4-Terrifying (–30): Experiencing a full-scale daemonic incursion, discovering your failure is responsible for the deaths of millions, staring unprotected into the warp.

Degrees of Fear

Unlike a Battle-Brother, Fear has a very real effect on almost everyone else in a game of Deathwatch. For these poor souls, Fear can come in many forms, but some things are clearly more frightening than others. A single genestealer may well break the morale of an Imperial Guardsman, while a hive tyrant will break his mind. The **Table 9–6: Fear Test Difficulties** shows the penalties to Fear Tests based on the level over the source of Fear.

Failing the Fear Test

If in a combat situation a character fails a Fear Test, he must immediately roll on **Table 9–7: The Shock Table**, adding +10 to the result for each Degree of Failure. The effects listed are applied immediately to the character. If in a non-combat situation the character fails a Fear Test, he becomes unnerved and suffers a –10 penalty to any Skill or test that requires concentration. This penalty lasts while the character remains in the vicinity of the object of its Fear (simply leaving and coming back again doesn't stop this). In addition, if a non-combat Fear Test is failed by 3 or more Degrees of Failure, the character also gains +1d5 Insanity Points.

Table 9-8: The Insanity Track

Insanity Points	Trauma Modifier	Effect
0–30	+0	—
31-60	–10	Primarch's Curse Level 1
61–90	–20	Primarch's Curse Level 2
91–99	–30	Primarch's Curse Level 3
100+	—	Character removed from play

Shock and Snapping Out of It

Characters may be able to shake off some of the effects of Fear after the initial shock has worn off. Where specified on **Table 9–7: The Shock Table** that a character may "snap out of it," he can make a Willpower Test in his next Turn. If successful, he regains his senses, shrugs off the effects, and may act normally. If he fails, the effect continues and the character may try again when it is his next Turn.

INSANITY

Even the hardened mind of a Space Marine is not immune to the worst horrors of the galaxy, though he is far more resistant. While lesser men turn into raving lunatics or murderous villains, a Battle-Brother's psycho-conditioned brain suppresses or discounts such delusions, instead becoming more attuned to war and conflict. As a result, insanity in Battle-Brothers is not in fact a loss of facilities or a belief in the unreal or intangible, but rather a heightening of their own personal flaws and the flaws inherited from their Chapter. This typically means the effects of Insanity Points manifest themselves in two distinct ways in a Battle-Brother: either in Battle Traumas or the Primarch's Curse. How severe they are and when, or if, a character is affected by either of these conditions depends on the number of Insanity Points he accrues and the strength of his will to resist the results.

Insanity Points

While Battle-Brothers are not at risk of gaining Insanity Points as a result of failed Fear Tests, many sources of Insanity still affect them. This could include encounters with warp spawn or places where reality is tainted by the touch of the warp (both of which usually also inflict Corruption Points). It could also include acts of betrayal by fellow Battle-Brothers or trusted allies, or exposure to dangerous alien devices or schools of thought. Certain Psychic Powers or unusual attacks may also deal Insanity Points to the characters. Ultimately, however, it falls to the GM to decide when an event or encounter is worthy of inflicting Insanity Points. As a rule, only the most terrible of sights or outcomes warrant more than a few points.

How many Insanity Points a character has determines when he is required to make tests to avoid or gain Battle Traumas and when he suffers from his Primarch's Curse.

Insanity Tests

For every 10 Insanity Points a character gains, he must test Willpower to see if his insanity has manifested as literal damage to his mind. This roll is modified depending on the number of Insanity Points the character already possesses as noted on **Table 9–8: The Insanity Track**. If the test is failed, the character's mental state is affected. These mental wounds are known as Battle Trauma, and are randomly rolled on **Table 9–9: Battle Trauma**. If a player rolls a result that he has previously suffered for failing a previous Insanity Test, he must roll again.

Battle Rage

The Battle-Brother singles out particular enemies for the Emperor's fury and becomes fixated on killing them. This most often occurs when facing powerful foes such as enemy commanders or war machines. The Battle-Brother is driven to destroy them without regard for lesser foes or anything less than vital Mission Objectives.

Whenever the Battle-Brother scores Righteous Fury (see page 245) on a foe, he becomes fixated on its destruction and must kill it. The Space Marine must then direct his attacks against this target to the exclusion of all else until it is slain. When Battle Rage is triggered, the Battle-Brother may make a **Challenging (+0) Willpower Test** to avoid its effects. The GM may also allow a similar Willpower Test if the Battle-Brother or his Kill-team are clearly in danger from a more powerful source.

Ear of the Emperor

All Battle-Brothers pray to the Emperor to guide their hand in battle and help them to do their righteous duty. Some, however, hear his voice and even converse with him through their dreams and mediations. For the most part this has no effect on the Battle-Brother's daily existence, and even his fellow brothers will see little unusual in his constant prayer and religious muttering. Sometimes the Emperor can demand unusual service from the Battle-Brother, which may be at odds with the goals of his Kill-team.

At the start of a Mission, the GM rolls a dice. If the result is odd, then the Emperor has chosen the PC for a special Objective which the GM tells him about in secret. This should be a Tertiary Objective (see page 230) and can be literally anything, even something that is completely at odds with the Mission's primary goal.

Ancestral Spirits

All Space Marine revere their ancestors, tracing the line of heroes and commanders back to their primarch and the founding of their Chapter. Some experience this connection far more vividly than others and can even find themselves having memories of things they didn't do or places they have not visited. This is known as ancestral spirits, the mind of a long-dead Battle-Brother passed down through the blood—a mind that in times of stress can even push its way to the surface.

Table 9-9: Battle Trauma

Roll	Battle Trauma
1–2	Battle Rage
3–4	Ear of the Emperor
5-6	Ancestral Spirits
7-8	Righteous Contempt
9-0	Endless Redemption

The GM secretly chooses a trigger for the Battle-Brother based on an event or encounter related to his ancestral spirit. This could be meeting a member of a specific Chapter, facing a remembered foe in battle, or visiting a certain kind of world. When the trigger event occurs, the Battle-Brother makes a **Challenging (+0) Willpower Test** or his ancestor surfaces for 1d5 hours. During this time he still has control of himself (this is not, after all, possession) but his personality may change, he will choose actions that might be out of character, and he may muse wistfully about his role in battles centuries past.

The GM should have the player develop his ancestor's personality independently and encourage him to roleplay it when affected by this Trauma.

Righteous Contempt

While Space Marines begin their life as men, the implantation of their Chapter's gene-seed shapes their flesh and mind into something far greater and in the end no longer entirely human. All Battle-Brothers accept this superiority as part of reaching their pinnacle as a warrior and serving the Emperor, but for some it can make them scornful or dismissive of "lesser" beings.

The Battle-Brother has no time for those not of the Adeptus Astartes and has, to a degree, lost touch with his humanity. When dealing with humans (i.e. those not of the Adeptus Astartes) the character's Fellowship is lowered by –20. In addition, he never willingly seeks the help of humans, who he views as weak and untrustworthy.

Endless Redemption

Some Battle-Brothers feel the weight of the Imperium on their shoulders and consider themselves solely responsible for the preservation and protection of the Emperor's domain. This is where the lines of duty and fanaticism can become blurred, and the reality of battle becomes mired in the individual's personal zeal. This is known as the endless redemption, a sin of duty carried by the Battle-Brother that can never be repaid regardless of the amount of glory or blood laid at its feet.

The Battle-Brother is driven by duty and must not fail at all costs. When undertaking a Mission, he must attempt to complete (or push his Kill-team to complete) all Objectives regardless of cost and danger. In extreme circumstances the GM may allow the character a **Challenging (+0) Willpower Test** to resist this duty and retreat if attempting an Objective would mean almost certain death.

Primarch's Curse

All Battle-Brothers carry in their gene-seed both the strengths and weaknesses of their primarch. Whether it is a flaw of the body or the mind, these weaknesses carried so long ago by the father of their Chapter run deep in their blood and can manifest over time through the bloody carnage of constant war. Nearly all Space Marines who live long enough begin to show these hallmarks of their primarch. To many they are considered a badge of honour and mark of the greatness of their heritage. The true test of a Battle-Brother is not whether or not these traits emerge but how he handles them when they do.

As a Battle-Brother progresses along the Insanity Track, he picks up increasing levels of his Primarch's Curse, influencing his decisions and affecting his behaviour. No tests can be made to avoid the effects of the Primarch's Curse—as soon as the Battle-Brother reaches the Insanity Point threshold (as detailed on **Table 9–8: The Insanity Track**) apply the effects of the Curse. All levels of a Primarch's Curse are cumulative and stack as they are received.

Burn the Witch (Black Templars)

Black Templars are filled with a righteous power and hatred for the witch and heretic even beyond that of the other Chapters. It is a religious madness that is often expressed with valour and fearlessness on the battlefield, but it can also turn the Battle-Brother against all creatures touched with the psyker's gift, be they friend or foe.

Level 1 (Fear the Witch): The Battle-Brother is uncomfortable around psykers and feels their dark powers crawling on his flesh and burrowing into his brain. All Fellowship based tests used on characters with psychic abilities suffer a –20 penalty, as the Battle-Brother's disquiet shows through.

Level 2 (Hate the Witch): The Battle-Brother can scarcely stand the presence of psykers and abhors their sight. If there is a psyker in the Battle-Brother's Kill-team (such as a Librarian Player Character) or he must work with a psyker ally, his Kill-team's Cohesion is reduced by 1 (until such time as the psyker leaves or is killed).

Level 3 (Kill the Witch): The Battle-Brother cannot stand any psykers to live and flies into a rage when he sees them. When fighting enemy psykers, the Battle-Brother must seek them out (choosing the most obviously powerful first) and kill them to the exclusion of all other foes. This can be especially problematic for the Kill-team, should they need to take a psyker alive.

Black Rage (Blood Angels)

Deep in the minds of all Blood Angels lurks the memory of their primarch's demise at the hands of Horus and the rage and blood of that battle. Such is the imprint left by Sanguinius that it echoes down his lineage and into the minds of all Battle-Brothers of the Chapter. In battle this memory can, over time, manifest in Blood Angels, turning them savage and blinding them to everything but the brutality of battle and a thirst for killing.

Level 1 (Bloodlust): The Battle-Brother cannot stand to leave an enemy alive or end a fight without even a single kill. If an enemy surrenders or a fight looks like it will end without a foe's death, the Battle-Brother must make a **Challenging (+0) Willpower Test** to avoid finishing them off or hacking down at least one foe. The GM may increase or decrease the modifier for this test depending on the circumstance and the ramifications of the killing.

Level 2 (Close Quarters Killing): Those in the grip of the Black Rage favour close melee combat, where the blood of their foes stains their armour red. Unless there is no possible way to close with a foe, the Battle-Brother will always favour melee combat over ranged combat and will charge into the fray, discarding the bolter for the hungry teeth of a chainsword.

Level 3 (Uncontrollable Thirst): The Black Rage is also intertwined with another of the Blood Angels flaws: the Red Thirst. In extreme cases, the Red Thirst translates into a literal thirst for blood. Once a battle is over, a Battle-Brother with Uncontrollable Thirst must make a **Hard (–20) Willpower Test** or spend at least a few minutes drinking the blood of his foes (provided of course the blood is not deadly to drink).

The Secret (Dark Angels)

The Dark Angels have a shadowy past hidden by the weight of history and shrouded in the smoke and blood of the Horus Heresy itself. Few outside the Chapter can even guess at the exact facts surrounding the Chapter's beginning, and those within its ranks guard their secrets well. Such weighty secrets can come to press heavily on a Battle-Brother's soul.

Level 1 (Dark Dreams): The Battle-Brother is beset with memories of past times and deep, hidden secrets that cast a shadow over periods of rest and meditation. At the start of any mission, the Battle-Brother must pass a **Challenging (+0) Toughness Test** or begin play with a level of Fatigue.

Level 2 (Scorn of Outsiders): The Dark Angel has grown to view those outside the Chapter as misguided or ignorant of the truth and cannot bring himself to deal with them any more than necessary. The Battle-Brother cannot use the Command Skill on anyone who is not either a member of his Kill-team or a fellow Dark Angel.

Level 3 (Deep Suspicions): Trained in an atmosphere of silence and secrets, the Dark Angel has become very distrustful of anyone outside his Chapter and cannot take the words or promises of others at face value. Unless the Battle-Brother's Kill-team is solely comprised of Dark Angels, its Cohesion is reduced by 2.

Curse of the Wulfen (Space Wolves)

There is a savagery and animal fury that lurks in the hearts of all Space Wolves making them powerful warriors and deadly combatants. This bestial nature can lead them astray and overpower their natural reason and sense of order, as they are ruled by their animal instincts and react not as the man but as the warrior wolf.

Level 1 (Shadow of the Wolf): The wolf lurks close to the surface in the Battle-Brother and he feels its call in his blood. This can be unsettling for others, especially those not of the Adeptus Astartes. The Battle-Brother's Fellowship is reduced by –10 when dealing with Space Marines who are not part of his Kill-team, and –20 when dealing with everyone else.

Level 2 (Prey's Scent): The keen senses of a Space Wolf can be as much a curse as a boon. Sometimes they can overpower the Battle-Brother, temporarily robbing him of his senses. The first time a foe is bloodied by the Space Wolf in battle (i.e. as soon as he inflicts at least 1 Wound on an enemy) he must make an **Easy (+20) Perception Test**. If he passes the test, he may only take a Half Action on his next Turn as his nostrils are flooded with the spore of his prey.

Level 3 (Fight or Fight): The Battle-Brother finds it hard to back down from fights in the face of naked aggression. Whenever the Space Wolf would be required to give ground or make a tactical retreat from foe (i.e. disengaging from combat), he must make a **Hard (–20) Willpower Test** to do so.

Thirst for Glory (Storm Wardens)

The martial traditions of the Storm Warden have been passed down for centuries and form as much a part of their existence as their flesh, blood, or bone. These traditions come with a rigorous adherence to honour and burning hunger for glory that can lead a Storm Warden to make reckless decisions to uphold the name of his Chapter and earn himself renown among his peers.



Level 1 (No Challenge Unanswered): The Storm Wardens pride does not let him refuse a challenge or the chance for glory. Whenever an enemy challenges or taunts the Battle-Brother, he must make a **Challenging (+0) Willpower Test** or engage it in combat, favouring melee attacks unless this would clearly not be possible.

Level 2 (A Fair Fight): Overwhelmed with a need to act honourably and satisfy his peers within the Chapter, the Battle-Brother uses only weapons of equal measure when answering a challenge. This means that if the foe is armed with only a sword, he too will only use a sword or the next nearest equivalent. In extreme cases, if the foe is armed with weapons far inferior to that of the Storm Warden, he will cast aside bolter and chainsword and settle the matter with his fists.

Level 3 (Honour and Blood): Storm Wardens seldom back down once a challenge has been accepted, and once blood has been shed it can end only one way. If the Battle-Brother suffers a Wound after accepting a challenge, he must make a **Hard (–20) Willpower Test** to disengage or stop fighting his foe until it is dead (unless compelled by Psychic Powers of similar means).

Pride of Ultramar (Ultramarines)

Battle-Brothers of the Ultramarines Chapter know well their place among the Adeptus Astartes and the importance of their Chapter to both the Imperium and the Emperor. They have the pride in knowing that theirs is the pinnacle of the Codex Astartes and the legacy of the loyalist legions which served the Emperor in his darkest days. It is a pride, however, that can sometimes blind them to reality and make them arrogant and uncooperative when the battle would dictate they work with lesser warriors.

Level 1 (The Emperor's Finest): Ultramarines consider themselves the Emperor's favoured sons and the pride of the Imperium. This can lead members of the Chapter to consider others incapable or unable to complete missions that should by rights fall to the Ultramarines. The Battle-Brother always volunteers his Kill-team for the most dangerous or challenging Missions whenever possible and always ensures his team is where the fighting is the thickest.

Level 2 (Sons of the Codex): The Battle-Brother has been trained to follow the Codex Astartes to the letter and interpret its teachings flawlessly. Understandably, he is distrustful of those Chapters that do not adhere to the Codex. The Battle-Brother cannot benefit from Squad Mode Actions called by Space Marines of the Space Wolves or Black Templars Chapters, as he will simply not follow their orders.

Level 3 (Leaders not Followers): Ultramarines are natural leaders and make excellent battlefield commanders at all levels of command. This pride and training, however, can lead to them scorning or disregarding the leadership of those from other Chapter or Imperial forces. Unless the Battle-Brother is currently the Kill-team squad leader (seepage 228) or the leader is a fellow Ultramarine, his Kill-team's Cohesion is reduced by 2.

Removing Insanity Points from your Character

With the GM's permission, a character may use XP to remove Insanity Points. It costs 100 xp to remove a single Insanity Point. A character may never go down a degree of madness (as indicated by **Table 9–8: The Insanity Track**) and so will never lose his Primarch's Curse—though he may forestall it getting worse. All buying back of Insanity Points should be properly represented as time and effort spent by the character in game. For a Battle-Brother this means long hours of prayer and the attention from the Deathwatch Chaplains as he contemplates his duty and service to the Imperium.

CORRUPTION

The most insidious threat facing humanity, and indeed the very survival of the Imperium, is the corrupting taint of Chaos. Encounters with daemons, dark rituals, and even the knowledge that such things are possible are all paths to corruption. Quite aside from the malevolency and manipulation of daemons and their mortal followers, there is immense danger in exposure to the substance of the warp itself. The swirling tempest of psychoactive energies and pseudo-matter that makes up the fabric of warp space is more deadly than any radiation. It can instantly destroy, but it can also inflict hideous transformations on body and mind, far beyond anything found in a sane universe. To most, corruption is a doom to be avoided at all costs. Some, once they find themselves walking the path to damnation, seek to embrace the darkness.

Corruption and Space Marines

Space Marines are far more resistant to the effects of Corruption than ordinary men and retain their senses and personal will long after others would have become mindless monsters. Their bodies are also incredibly resistant to mutation, changing only after long exposure to the warp and often as a result of the Battle-Brother's failed will. For this reason, Corruption is a deep and insidious power that slowly bores into a Space Marine, taking years or even centuries to manifest fully.

In Deathwatch, the GM can use Corruption Points as a way of reminding the players that there is a price for their exposure to the powers of the warp and that they may only battle things for so long before their enemies infect them with their taint.

Space Marines have a mechanic that is known as the Purity Threshold. Unlike normal men, Space Marines have armoured their souls against the taint of corruption. There are no direct game effects of Corruption until the Battle-Brother's Purity Threshold of 100 is reached (i.e., he has acquired 100 or more Corruption Points), at which time he is removed from play as his taint is too great for him to continue to serve the Emperor. Before this point, however, the GM can have a character's level of Corruption influence those around him, such as fellow Space Marines who might be distrustful of one so soiled by the warp, or psykers who can sense corruption in others, or daemons who see a potent warrior of the Emperor ready to fall.

Corrupting NPCs

While Battle-Brothers are resistant to the worst effects of Corruption, many of their allies are not. Should the GM wish to keep track of Corruption Points in the character's human allies, he can use the following guidelines:

- For every 10 CP an ally gains, he suffers 1d10 Damage to a random Characteristic, reflecting the decay of his body and mind.
- For every 20 CP the ally gains, he mutates, randomly gaining one of the following Traits: Blind, Burrower, Dark-sight, Fear (1) Disturbing, Multiple Arms, Natural Armour (4), Natural Weapons, Quadruped, Regeneration, Size (either Hulking or Weedy), Sonar Sense, or Toxic.

Should a human ally ever reach 100 CP, he has become irrevocably touched by the dark powers and tainted beyond redemption. He gains the Daemonic Trait (see page 130) and either flees the characters' service or turns on them.

Sources of Corruption

In Deathwatch there are numerous sources of Corruption, most usually connected with the Ruinous Powers. The exact level of Corruption Points inflicted by a particular event, revelation, or encounter is determined by the GM. The following presents some guidelines:

Rending the Veil

Characters caught in a full-blown intrusion of the warp into corporeal reality gain Corruption Points from the experience. Just how many depends on what occurs and the severity of the breach. This might be anywhere from a single point to several d10s in value.

Sorcery

The practice of sorcery, witnessing dread rituals, and invoking daemons are all causes of Corruption, regardless of the reason. Normally minor rituals cause 1d10 Corruption Points and major ceremonies can cause many more.

Blasphemous Lore

Knowledge itself can corrupt, and the study of certain tomes, pict-logs, and even some debased artwork can cause Corruption in the viewer.

Vile Persuasion

Many daemons and cult leaders are masters of insidious temptation and are able to sow the seeds of doubt in a faithful heart. Their words and arguments can corrupt where force alone would fail.



THE DIVINE ORDER OF THE IMPERIUM

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DOMAINS OF THE EMPEROR

•

A GALAXY AT WAR

Chapter X: The Imperium of Man

"Look to the stars, and know that all you behold is but one small part of the Emperor's Realm. Know too that for every one of the million worlds in our domain, a million times a million lives have been sacrificed, that Mankind might stand but one day more."

–Lord Skalaras, High Tribune of the 3rd Censorial Mission

The 41st Millennium is the one hundredth century of the Age of the Imperium. It is an age of war already ten thousand years old. In this war, mere survival is justly hailed as victory. Defeat can lead only to the irrevocable end of Humanity and to the destruction of the very fabric of the universe. It is a war waged across the galaxy in the darkness of space, on a million worlds, and within the depths of every human soul. These can be no conceivable end. There can be no peace, except perhaps in oblivion.

Everywhere the enemies of Humanity gather their strength and prepare for the apocalypse. Warlike Orks descend upon world after world, plundering, destroying, and leaving death and devastation in their wake. The ravening Tyranids sweep through the galaxy like a plague of locusts, laying bare whole planets and moving ever onwards. Yet even these foes are as nothing beside the unknowable horrors that lie beyond the veil of the material universe. From the shifting seas of warp space come horrific creatures; entities whose bodies are fashioned not of flesh and blood but of unadulterated power, whose food and drink is the terror and ignorance of Man.

For 10,000 years, the Immortal Emperor has remained immobile on the Golden Throne. He is master of Mankind by the will of the gods and ruler of an Imperium of a million worlds by the might of his inexhaustible armies. He is worshipped by untold billions as a god, and the sorrow and sacrifices made to sustain his divine corpse ensure the continued existence of the Imperium. The Emperor's realm is the greatest stellar empire the galaxy has ever seen. It stretches from holy Terra to the furthest reaches of the Eastern Fringe and the distant Halo Stars. Entire armies of scribes attempt to collate how many humans inhabit the Imperium. Such a task is hopeless and without end, as the Emperor's realm encompasses every kind of world imaginable: sweltering jungle hells populated by club-wielding savages; ice-locked tundra with cities carved from glaciers; blistering desert worlds; polluted industrial forge worlds, teeming worlds of unknown billions living in gargantuan hive cities; and cardinal planets where every building is given over to the worship of the Emperor. Such diversity of worlds breeds vastly varied, distinct cultures, and humans from one world are likely to be completely different from those of another, with different languages, customs and appearances.

The Divine Order of the Imperium

"The loyal slave learns to love the lash."

–Common saying amongst menials and scriveners.

The Emperor has neither spoken nor moved since his ascension to the arcane mechanism of the Golden Throne. His material body is, to all intents, dead and his psychic mind is wholly preoccupied within warp space fighting the eternal battle for the preservation of Mankind. All that is left of the Emperor is a consciousness divorced from the material world, a mind incapable of ordinary communication with his trillions of devoted servants.

The Imperium is ruled in the Emperor's name by the incalculably vast Adeptus Terra, the ancient Priesthood of Earth, whose masters are the High Lords of Terra. The Adeptus Terra numbers billions upon billions of individuals on Terra alone. Its offices span the galaxy and its powers extend to every human world. No man is free from its influence or from the strictures of its rule. The Emperor has become a god in whose name the High Lords of Terra rule the Imperium. Superstition and dogma have become the rituals of worship.

The Adeptus Terra is a huge and multi-faceted organisation. It is divided and sub-divided into countless subordinate organisations; millions of offices each with awesome powers. Indeed, the Adeptus Terra is so vast that none can say with certainty how many divisions work under its banner, or what their purpose might be. Ten thousand years of endeavour has built an edifice that reaches into the heart of human society. Information is gathered, facts are accumulated, taxes are levied. The inexorable wheels of this galaxy-spanning bureaucracy grind ever onwards under their own momentum, with no thought or consideration of the lives affected by the slightest decree.

The Administratum

The Administratum is by far the largest of all of the branches of the Adeptus Terra, and is responsible for assessing and levying tithes, distributing resources and countless other administrative functions vital to the functioning of the Imperium. Its members are, for the most part, scribes and petty officials, the hereditary slaves of a galaxy-spanning bureaucracy. The heart of the organisation lies within the Emperor's Palace, a vast complex with soaring gothic towers that cover much of Terra's surface, and cavernous vaults that extend far below ground. The Administratum is probably the most powerful organisation in the entire Imperium, and its many departments, offices and subordinate organisations maintain a presence in every corner of the Emperor's Domains.



THE ADEPTUS ASTRA TELEPATHICA

The Adeptus Astra Telepathica is dedicated to the recruitment and training of psykers for service throughout the Imperium. The headquarters of the organisation are on Earth, but its spaceships travel the Imperium and its offices extend over most of human space. Its chief responsibility is to train psykers to serve as Astropaths through the Scholastica Psykana. It is the Adeptus Astra Telepathica that maintains the League of Black Ships. These ships travel around a huge circuit, visiting each world every hundred years or so. As the fleet approaches its destination, the ruling Imperial Commander is instructed to prepare the customary levy of psykers. Once the levy has been collected, the Black Ships' captains make an initial evaluation of their cargo before proceeding to the next world in their circuit. When the holds are full, the Black Ships turn towards Earth. There, the suitable are trained as psykers in the Scholastica Psykana. Some become sanctioned psykers, destined to serve the armies of the Imperial Guard and other organisations. Others undergo the Soul Binding and become Astropaths, The rest are judged too dangerous to live and are sacrificed to the psychic fire of the Astronomican.

The Astropaths of the Adeptus Astra Telepathica are vital to human society because they afford the only means of communicating over interstellar distances. Astropaths are capable of sending telepathic messages across space and they can receive messages sent by other Astropaths if their minds are correctly attuned. Telepathic messages travel through the warp faster than light, although not instantaneously and not without the risk of becoming garbled or unintelligible. The need for Astropaths is enormous. They are a common sight in the Imperium and are easily distinguished by their green robes. Astropaths serve in the Fleet as ship-board and shore-based communicators.

THE SOUL BINDING

No ordinary psyker could transmit a message through the warp, nor could he receive a telepathic message over such vast distances. Astropaths only gain this ability as a result of many years of training, culminating in a special ritual which combines some of the Emperor's power with their own. This ritual, known as the Soul Binding, brings the mind of the psyker close to the psychic greatness of the Emperor. In the process, some of the Emperor's vast power is transferred to the Astropath.

The transference of energy is traumatic for the psyker, and not all survive despite years of preparation, and not all of those that survive retain their sanity. Even the survivors suffer damage to the sensitive nerves of the eyes and other senses, so that almost all Astropaths are blind and others lack a sense of smell, hearing, taste or touch. In fact, their increased psychic skills tend to make up for this loss of sight, so that they would not appear blind were it not for their distorted, sunken and empty eye sockets.

They also serve in the Imperial Guard, the Inquisition, the Adeptus Ministorum, the Space Marines and throughout the Adeptus Terra.

THE ADEPTUS ARBITES

The 'Judges' of the Adeptus Arbites are empowered to enforce the Law of the Imperium. In the Imperium, law and government are indistinguishable. Rebellion and failure are crimes, and any transgression of the Imperial will meets with swift and uncompromising retribution. Of petty misdemeanours and transgressions the Judges care nothing; such matters are left to local Enforcers to deal with according to planetary codes. The judges are concerned with more weighty issues. It is their task to bring the rebellious to trial, to hunt down enemies of the Imperium, and to destroy those who threaten order from within. On many worlds, the Arbitrators' fortified Courthouse is the only point of contact between that planet and the Imperium. Often, it is the last redoubt in the event of rebellion and invasion, its warriors holding out as anarchy swamps the world, their mission to warn the Imperium and thus bring about retribution even should they fall.

THE ADEPTUS MINISTORUM

Also known as the Ecclesiarchy, the Adeptus Ministorum is not part of the Adeptus Terra. It is a wholly independent and self-appointed organisation whose power is derived from the common belief in the Emperor's divinity. The organisation maintains a presence on every world in the Imperium, from which it promulgates the Imperial Cult in any one of a million different forms.

While forbidden to keep 'men under arms' by ancient decree, the Ecclesiarchy instead maintains a fighting arm of female warriors, called the Adepta Sororitas, or the Sisterhood. The Battle Sisters of the Adepta Sororitas are driven by zeal and are fanatical in their commitment. They are equipped to the very highest standards, and rank alongside the Space Marines in their dedication to the defeat of the enemies of Mankind.

THE ADEPTUS CUSTODES

The Emperor's Guard, or Custodians are the palace guard of the Emperor, and their duty is to protect the Imperial Palace. Perhaps these stalwart guardians once ranged all over the galaxy at the side of their master, but now they never leave the Imperial Palace on Terra, their duty being to defend the Emperor of Mankind for all time.

THE HOLY ORDERS OF THE EMPEROR'S INQUISITION

The Inquisition is often described as the left hand of the Emperor. It is a secretive organisation whose members are bound by no law or authority except their own. The sole duty of the Inquisition is to investigate any possible or potential threat to the future of Humanity, and to take whatever measures it considers appropriate to expose and destroy that threat. Aggressive aliens, gross genetic deviancy, political corruption, the machinations of treacherous planetary governors, incompetence, treason and heresy are threats enough to keep the Inquisition permanently occupied.

THE ADEPTUS ASTARTES

The Space Marines of the Adeptus Astartes are the genetically-engineered superhuman elite of the Imperium's military. Each is equipped with the very finest weapons and armour, and are all but immune to pain and fear. They are organised into independent armies of around one thousand warriors, called Chapters, a thousand of which are spread out across the Imperium, ready to react to any threat no matter its nature. A million or so warriors may not seem a large number to defend an entire galactic empire, but such is the strength and devotion of the Adeptus Astartes that each is the equal of dozens of lesser warriors.

EXTERMINATUS

On occasion it may be that an Inquisitor uncovers a situation that is so prevalent and widespread that there is no possibility of solution or redemption. Such situations could include planet-wide collusion and support for a heretical movement or individual, where the removal of the movement or individual would only serve to strengthen the subversive cause they preach. Intervention by aliens may grow to such an extent that it brings a large segment of a population beyond salvation.

Worship of dark and proscribed powers can also spread in this alarming manner, either overtly or covertly, holding sway over the populace of a world or system. Also, it is a proven theory that an aggressive response to certain threats can serve as a powerful example to those in contact with a subversive world, discouraging others of a heretical leaning from contemplating their treacherous designs.

In these situations there can only be one recourse — Exterminatus — the eradication of all life on a planet. Although Exterminatus is only used in the most extreme of cases and is never undertaken lightly, Inquisitors are hardened to the possibility that the innocent may fall alongside the guilty. It is better that a thousand innocents suffer death than a single guilty man be free to spread his heresy. Although billions of lives may be lost during an Exterminatus, such is the threat posed that countless billions more are saved in the long term.

THE IMPERIAL NAVY

The Imperium is the largest stellar empire Humanity has ever known, and its worlds are spread impossibly thin across the trackless voids. The Imperial Navy patrols the warp routes that link the Imperium's scattered worlds, defends distant settlements against alien aggression, and prosecutes wars against alien empires that threaten the Imperium. Without the Imperial Navy, there simply would not be an Imperium.

THE IMPERIAL GUARD

The vast bulk of Humanity's armies come under the command of the Imperial Guard. Entire regiments are raised from the best of a planet's indigenous defence forces, and shipped to nearby warzones in response to alien invasions, mutant uprisings, Chaos incursions, rebellions and a hundred more of the dangers that threaten the Imperium constantly. While the Space Marines are few, but elite, the warriors of the Imperial Guard are almost literally numberless. Armed with little more than faith and duty, they stand before whatever horrors the galaxy has to throw at them.

THE NAVIGATOR HOUSES

The Navigators are an ancient strain of human. They have lived amongst Mankind since time immemorial and it is not known how they came into existence, though some say the Emperor himself had a hand in their creation. Navigators represent a singular form of human mutant and they must intermarry to breed true. As such, each is a member of a large interrelated family called a Navigator House. Navigators bear a special gene that allows them to see through the warp and guide a vessel as it crosses that otherworldly dimension. Using their third, or warp eye, the Navigator is able to see into the depths of the warp and detect the psychic beacon that is the Astronomican on Earth, and by its light navigate the length and breadth of the Imperium. Without a Navigator, a human vessel would become hopelessly lost upon the ever-shifting tides of the warp, never to return.

THE OFFICIO MUNITORUM

The Officio Munitorum provides strategic command and support for the Imperial Guard. It is responsible for raising and supplying regiments and armies in response to developing threats, and for coordinating their deployment across entire sectors of the Imperium. It is to the ranks of the Officio Munitorum's general staff that especially successful regimental commanders are promoted, and it is from amongst these glorious leaders that the lords militant who lead armies of millions are drawn.

THE ADEPTUS MECHANICUS

The Tech-Priests of the Adeptus Mechanicus are the guardians of Humanity's ancient knowledge. The Adeptus Mechanicus owns and administrates the factory planet of Mars, whose vast orbital workshops turn out the majority of the weapons, spacecraft and other technologically sophisticated machinery used in the Imperium. The Adeptus Mechanicus is as much an arcane cult as a scientific body, and its knowledge goes beyond mere technology and into the realms of techno-arcana.

OFFICIO ASSASSINORUM

The Office of Assassins is a vital tool of Imperial government. If planetary governors prove rebellious, assassination may be the most practical remedy. Even the ranks of the Adeptus Terra are not safe from the attentions of the dreaded assassins.

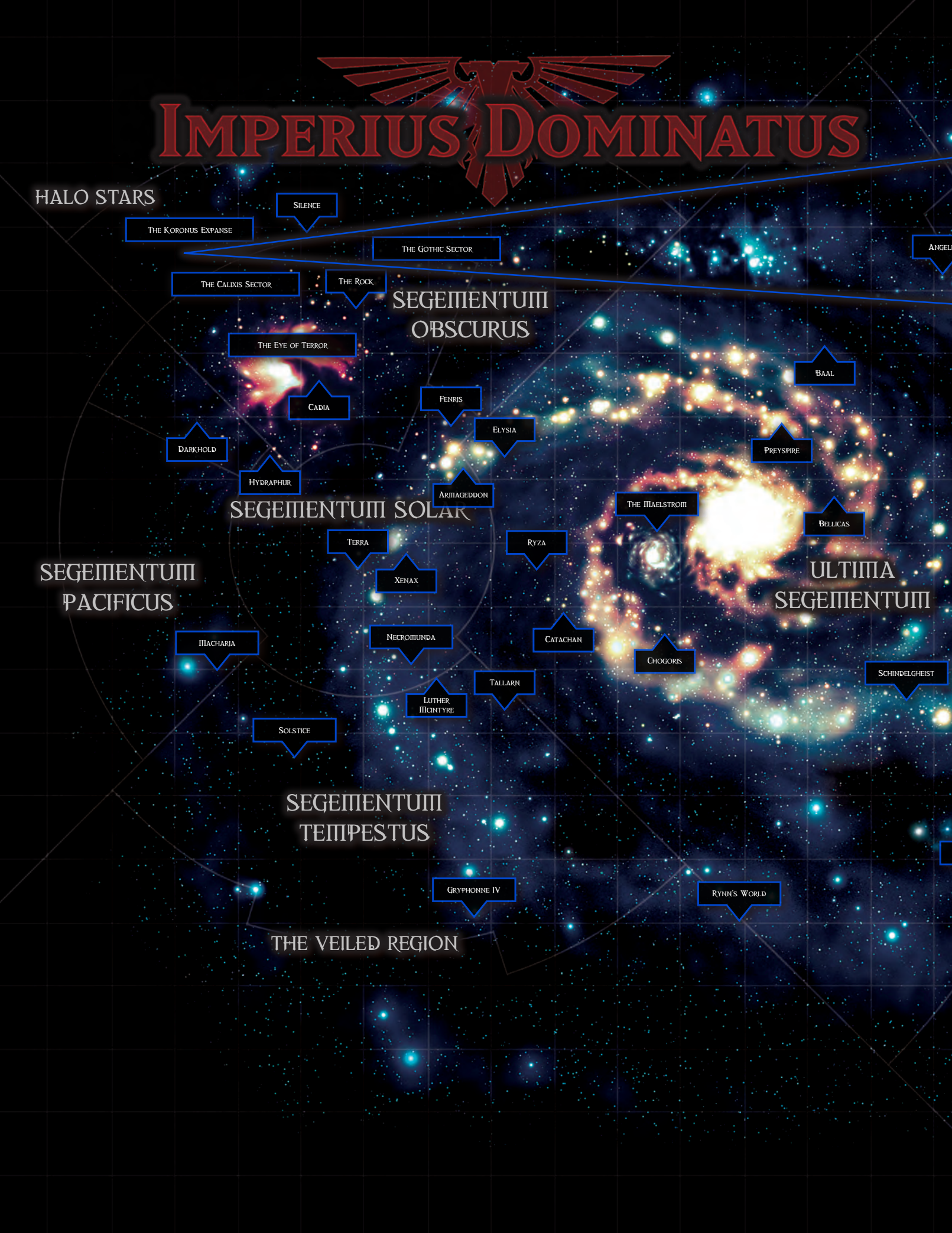
ROGUE TRADERS

Rogue Traders form a class of nobility that exists almost entirely outside of the convoluted strata of the Imperium's ruling structures. They wield a Warrant of Trade that empowers them to expand the Imperium's borders, going out into the forbidden depths and conquering all in the Emperor's name. Most wield personal fortunes far greater than the average planet's total wealth, and it is the desire to expand their dynasty that drives such men and women ever onwards.

LOST TECHNOLOGIES

Standard Template Constructs were created during the Dark Age of Technology to provide all the technical information needed to construct anything that settlers might need to survive upon a recently colonised world. Even the least technically-accomplished person could build a vehicle, aircraft or weapon given time. One result of the STC system and its pivotal place in human colonisation is that human material culture is very similar, even on worlds which are many thousands of light years apart.

Today, there are no known surviving STC systems, and only a very few examples of first-generation texts. For thousands of years the Adeptus Mechanicus has pursued all information about the STC. Any scrap of information is eagerly sought out and jealously hoarded. Any rumour of a functional system is followed up and investigated in force. There are thought to be many thousands of lost human colonies scattered across the galaxy. Any single one might own a functioning STC system, and the slightest suspicion is often enough for entire crusades to be fought for the possession of one.


Imperius Dominatus
Halo Stars
Silence
The Koronus Expanse
The Gothic Sector
Angel
The Calixis Sector
The Rock
Segementum Obscurus
The Eye of Terror
Baal
Fenris
Cadia
Elysia
Darkhold
Preyspire
Hydraphur
Armageddon
Segementum Solar
The Maelstrom
Bellicas
Terra
Ryza
Segementum Pacificus
Xenax
Ultima Segementum
Macharia
Necromunda
Catachan
Chogoris
Schindelgheist
Tallarn
Luther Mcintyre
Solstice
Segementum Tempestus
Gryphonne IV
Rynn's World
The Veiled Region



Jericho-Maw Warp Gate Terminus

Warp Gates are stable, two-way conduits between far-distant interstellar locations through the Empyrean. Many of these gates share similar physical structures; vast, irregular crescent shapes hanging silently in the void, immobile and implacably resistant to any force exerted against them. Any solid matter passing within the sweep of the crescent's great arms—a span of distance over 100 km—dissapears into darkness and is hurled irresistably to the other side of the gate. As far as can be discerned, the time taken by the transit is all but negligible; mere seconds of icy black dislocation spanning a distance that would take years to accomplish via a ship underway using normal Warp travel.

Hive Fleet Behemoth

A Hive Fleet consists of millions of Tyranid organisms, borne upon many-tendrilled spacecraft. The vast swarm of Hive Fleet Behemoth brought ruin and dismay to hundrerds of star systems, devouring all in its path.



By 745.M41, Hive Fleet Behemoth reached the world of Macragge, where it was finally defeated at great cost. It is theorised that Hive Fleet Dagon, currently threatening the Jericho Reach, is a splinter from Hive Fleet Behemoth.

The Jericho Reach

The Jericho Reach is a region of space long lost by Humanity. It has succumbed to darkness and barbarity, become infested by Xenos, and is tainted by the Ruinous Powers. Laying close to the Galactic Eastern Fringe, the area known as the Jericho Reach was part of the Imperium in ancient days, and remained so for many millennia until it fell into an age of isolation, disintegration, and evil. One particularly significant discovery changed the region's status: it contains a warp gate that connects two far-flung edges of the galaxy. Now, the Imperium once again dreams of making the Jericho Reach its own, but its attempted re-conquest has quickly become mired in blood and its hopes have turned into nightmares. The Achilus Crusade, launched to re-conquer the territory for the Emperor, teeters on the brink between victory and annhilation. The presence of the mysterious Deathwatch in the region may very well tip the balance...

The Hadex Anomaly

THE AGES OF HUMANITY

1st to 5th Millennia—The Age of Terra
Humanity dominates Earth. Civilisations rise and fall. The Solar System is colonised. Mankind lives on Mars and the moons of Jupiter, Saturn and Neptune.

15th to 18th Millennia—The Dark Age of Technology
Mankind begins to colonise the stars using sub-light spacecraft. At first only nearby systems can be reached and the colonies must survive as independent states since they are separated from Earth by up to ten generations of travel.

18th to 22nd Millennia—The Dark Age of Technology
The invention of the warp drive accelerates colonisation of the galaxy. Federations and empires are founded. The first aliens are encountered and the first Alien Wars are fought. The first human psykers are scientifically proven to exist and begin to appear throughout the human worlds.

22nd to 25th Millennia—The Dark Age of Technology
The first Navigators are born, allowing human spaceships to make even longer, quicker warp jumps. Mankind enters a golden age of enlightenment as scientific and technological progress accelerates. Human worlds unite and non-aggression pacts are secured with dozens of alien races.

25th to 26th Millennia—The Age of Strife
Terrible warp storms interrupt interstellar travel. Sporadic at first, the storms eventually prevent any warp jumps being made. The incidence of human mutation increases rapidly and Mankind enters a dark period of anarchy and despair.

26th to 30th Millennia—The Age of Strife
Human worlds are ripped apart by civil wars, revolts, alien predation and invasion. Human psykers and other mutants dominate some worlds and these rapidly fall prey to warp creatures, leaving Humanity on the brink of extinction.

30th Millennium—The Great Crusade
Earth is conquered by the Emperor and enters an alliance with the Mechanicum of Mars. The warp storms finally abate and interstellar travel is possible again. The Emperor builds the Astronomican and creates the Space Marine Legions. Human worlds are reunited by the Emperor in a Great Crusade that lasts for two hundred years.

31st Millennium—The Horus Heresy
Warmaster Horus, the Emperor's most beloved gene-son, turns upon those he was sworn to serve and leads one third of Humanity's hosts against Earth. The Emperor faces his erstwhile servant in single combat. The Master of Mankind is victorious, yet suffers such horrific wounds that only his ascension to the life-sustaining Golden Throne can save him. The Age of the Imperium begins.

31st to 41st Millennia—The Age of the Imperium
Humanity is bound within the organisations and societies of the Imperial administration. The Emperor's life is only maintained by the arcane workings of the Golden Throne and continuous human sacrifice. Imperial servants work for the furtherance of Humanity and its survival against the myriad perils that threaten to destroy it. Psykers and the horrors of warp space are controlled by the vigilance of the Inquisition, planetary commanders, and other Imperial servants. Psykers continue to emerge in ever greater numbers. Anarchic, anti-governmental and predatory groups associated with warp creatures and alien domination are steadily gaining power in spite of every effort to suppress them.

Domains of the Emperor

"None can truly say how many worlds Mankind rules. A million seems a sound estimate. But do we count only those with a duly appointed Imperial Commander, and overlook those without? Then shall we count those worlds with which there has been no contact in a generation, two generations, three? What of those worlds known to be populated, but that none have seen any point in visiting? How many lost worlds must exist beyond the light of the most blessed Astronomican? We say a million, for our puny human minds are satisfied with such a number, but only the Emperor, in his ultimate wisdom, knows the truth of it."

–Lord High Consul Grasticus Vak

The Imperium of Man is spread across roughly two thirds of the galaxy and consists of more than a million inhabited worlds. Although a huge number of planets, this is nothing when compared to the hundreds of billions of star systems in the galaxy. The Imperium is therefore spread extremely thin across a vast volume of space; its worlds are dotted through the void and divided by hundreds, even thousands of light years. The Imperium cannot therefore be thought of as a coherent territory which extends across the galaxy and has discrete borders. Mankind shares the galaxy with countless alien civilisations, many separate Ork empires and vast areas overwhelmed by the Tyranid Hive Fleets or corrupted by Chaos. None know what secrets lie between the stars. Undoubtedly there are other advanced civilisations, lost human colonies and the ruins of long dead races waiting to be discovered and explored.

The pattern of human settlement throughout the galaxy undoubtedly owes much to the nature of space travel. All interstellar travel is undertaken using powerful warp drives which launch a spacecraft into the alternative dimension known as 'warp space', 'the warp', 'the Empyrean' or 'the Sea of Souls'. Within warp space a vessel can cover the equivalent of many thousands of light years within a relatively short time, dropping back into real space many light years from the point it set out.

Because of the unpredictable and turbulent nature of warp space, some parts of the galaxy are harder to reach than others. Some zones are eternally isolated by violent currents of movement within warp space. Other areas are difficult to get to or can only be reached during periodic lulls in the warp. More bizarre still, some parts of warp space act like power vortices, pulling or sucking helpless spacecraft to their doom. Very few species are capable of warp space travel from one side of the galaxy to another. Other races, such as the Orks and the Tau, can only travel short distances through the warp and this limits the size of their individual empires and prevents them from becoming united. The Eldar use an entirely unique method to traverse the warp. It is only Mankind's ability to travel through the warp that enables the Imperium to function as a whole.

The Warp

"The warp is a strange and terrible place. You might as well throw a traveller into a sea of sharks and tell him to swim home as send him through the warp unprotected. Better it is not to let common man travel through the stars. Better still, let him not know such a thing is feasible."

–Fra Safrane, 5th aide to Navigator De'el.

The reason why the spacecraft of the Imperium can move quickly over the entire galaxy, while other races suffer more restricted and slower spaceflight, is a combination of three factors. The first is the maintenance of ancient technology by the Adeptus Mechanicus, the Tech-Priests of Mars who preserve the lore of ancient science on behalf of the Adeptus Terra. Without the technological advantage of efficient warp engines, it would be impossible for the Imperium to defend its scattered planets. The second factor is the existence of human mutants known as Navigators, a race apart which traces its origins to the uncertain times of the Dark Age of Technology. Only a Navigator can pilot a ship within warp space. His swollen cranium houses a mind which is sensitive to the tides and currents of the warp, enabling him to guide his ship through warp space to its eventual destination. Other races must rely upon guesswork and endless corrective manoeuvres to travel even short distances through the warp. The third factor which makes warp travel possible is the immeasurably powerful psychic beacon called the Astronomican. Broadcast by a choir of psykers from Terra, the Astronomican reaches out through warp space, guiding spacecraft to their destination. Only a Navigator can sense the guiding light of the Astronomican, and only he can follow its psychic signal. It is the Astronomican which allows a Navigator to use his powers to the fullest; without it, not even the most powerful Navigator could pilot his ship over the immense distances which separate the worlds of the Imperium.

Warp space is an alternate dimension composed of energy, as opposed to the physical space of the material universe. There are hazards within the warp which can wreck spacecraft and carry them off course: unexpected turbulence, warp storms, and loops that can trap a ship for eternity. These perils, though considerable, are nothing compared to the greater and unimaginable dangers that lurk in warp space.

Warp space is composed entirely of psychic energy. It is this psychic energy that a human psyker draws upon to use his powers: to send telepathic messages hurtling through the warp from world to world, or to propel a psychic bolt of energy against a foe. Warp space is not empty but inhabited by many strange and dangerous creatures, the most dangerous of which are the Great Gods of Chaos and their legions of daemons.

Daemons lust after the flesh and blood of living creatures. They want only to destroy Mankind, to drag the souls of men back to their shadowy realm, to obliterate the material universe and engulf it within the energy of warp space. Fortunately, daemons cannot exist for long in the material universe and they need to find psychic gateways in order to leave the warp. Such gateways exist, but they are rare. The most vulnerable gateways of all are the minds of psykers. A psyker's powers open up a path between reality and the warp, a path which a daemon may find and follow straight to the mind of the psyker himself.

Without the ability to travel through warp space, the Imperium would certainly collapse and Mankind would fall victim to the thousand perils that threaten to destroy it. Without psykers, the whole system of astro-telecommunication would be non-existent, and it would be impossible to guide the Imperium's armies and fleets against its many enemies. For these reasons warp space is essential to the Imperium's very existence. Yet at the same time, warp space harbours terrors so great, dangers so profound, that much of the Imperium's efforts are spent in combat against them.

PLANETS OF THE IMPERIUM

"On this world, my word shall be heeded as that of the Emperor. The souls of my subjects belong to Him, but their bodies belong to me."

–King Lamok, Imperial Commander and ruler of Woebetide

The vast majority of the Imperium's worlds are ruled by an individual called an Imperial Commander or Imperial Governor. Those that are not are most likely to fall under the direct control of one of the Imperium's organisations, such as the Space Marines or the Adeptus Mechanicus, and in such cases a senior member of that organisation holds the additional rank of Imperial Commander.

Each world in the Imperium is, to all intents and purposes, autonomous. Of course, this self-rule is subject to various conditions, the greatest of which is that its leader renders due tithes to the Imperium, in the form of resources and military units, and maintains a strict cull of its psyker population. Beyond these responsibilities, planets are largely free to administer themselves as they see fit.

Although every planet has an individual who holds the rank of Imperial Commander, the exact form of governance varies enormously. On most worlds, the Imperial Commander has inherited the title from a long line of predecessors, perhaps being able to trace the lineage back to the world's first colonists, liberators or conquerors. Other planets are ruled by a council, the chair of which holds the rank of Imperial Commander so long as he presides. On a small number of worlds the populace decides who will rule them, though such regimes rarely survive in the age of war that is the 41st Millennium.

Although each world is effectively independent, the Imperium is divided up into sectors and sub-sectors. The worlds of these regions are often interdependent to some degree. For example densely populated Hive worlds rely on nearby agricultural worlds to feed their populations. Even if not directly dependent, there exists some manner of federation, for the benefit of trade and mutual defence, which is normally presided over by a Sector Lord, a powerful individual appointed by the Adeptus Terra. Sector Lords do not have direct control over Imperial Commanders and their worlds, but they do have a lot of control over trade and other matters affecting how the world interacts with the Imperium at large, a fact that often gives them great influence and leverage over Imperial Commanders that rely on other planets to sustain themselves.

The Administratum has devised a characteristically complex system for cataloguing the functions of the Imperium's worlds. While some relate to the world's environment, most describe the function the planet serves within the Imperium itself. The more common types are described below.

Hive Worlds

By far the most densely populated of all of the Imperium's planets, Hive worlds are characterised by vast cities, usually separated by trackless, polluted wastes. Such worlds generally serve as centres for the manufacture of relatively low-tech products, goods that require little more than serf-labour as opposed to those that require the jealously guarded techniques of the Adeptus Mechanicus to produce. The age of the Imperium and the largely isolated nature of its planets means that Hive worlds are relatively common, with most sectors hosting at least a handful. They are entirely reliant on nearby Agri Worlds to feed their vast populations, and even a brief period of isolation, perhaps caused by warp storm activity cutting off trade routes, can result in entire populations rising up against their masters, and often reverting to barbaric cannibalism merely to survive. It is the brutal reality of life in the Hive worlds that anarchy is only one missed meal away, making the application of the very harshest methods of control necessary. Despite, or perhaps because of this brutal control, the lowest, most decrepit areas of the hives are often lawless wastes, the home of criminals, madmen, heretics, rebels and worse.



Civilised Worlds

The term 'civilised' is something of a misnomer, for most worlds of the Imperium are ruled over by the most brutal and oppressive regimes ever known to Mankind. Such worlds are generally self-sufficient and largely stable, which is not to say that they are untouched by rebellion, merely that insurgent elements are largely kept in check by the iron rule of the planet's Imperial Commander and his Enforcers. Civilised worlds tend to have an average technological base, although they still rely on more advanced worlds for the provision of more sophisticated technology, such as star ships. Failing any other classification or sub-type, most of the Imperium's worlds fall in to this broad category.

Agri Worlds

These worlds are given over almost exclusively to the production of foodstuffs or other vegetable or animal-based goods. They provide raw materials, and sometimes processing facilities, though this is just as often undertaken off-world. The populations of Agri worlds tend to be low, and are entirely devoted to the growing of crops or the husbanding of animals. On some worlds, a large degree of automation is utilised, with vast harvesting machines manned by only a handful of crew able to reap and process thousands of tons of crops in a single day. Agri worlds rarely house populations sufficient to defend themselves against invasion, but many are host to a garrison of off-world Imperial Guard, intended as little more than a deterrent to rebellion or pirate attack. Such detachments are in reality little more than tripwires, intended to get the word out should a large scale invasion occur, for the loss of an Agri world may have dire consequences on other nearby planets that rely on it to feed teeming populations.

Feral Worlds

The galaxy is strewn with worlds that play host to human populations that have long since reverted to barbaric savages. This may have happened long ago, in the distant Age of Strife before the Emperor reunited the lost worlds of Man, the populations never having regained the technological level of their colonist forefathers. Indeed, in most cases, it is in the Imperium's interests to keep such worlds in their barbaric state. Their populations make ideal recruits into the Imperial Guard and the Space Marines, possessing a fierce warrior spirit that can be harnessed if the subject can survive the inevitable shock of being shipped off-world and confronted with the galaxy beyond. A member of the privileged noble class may be the Imperial Commander of such a world. Alternately, the Adeptus Terra may appoint someone directly. In either case, the Imperial Commander may reside in an orbital facility, safe from the savages under his rule, rarely even setting foot upon the world below.

Feudal Worlds

Feudal worlds are a step above Feral worlds in terms of technological and societal development, yet not so advanced as the so-called Civilised worlds. They typically feature largely homogenous, planet-wide cultures, the ruling classes of which provide the individual who holds the rank of Imperial Commander. Feudal worlds often have highly formalised warrior classes, the members of which exhibit refined martial codes which make them ideal for service in the Imperial Guard, and occasionally in the Adeptus Astartes.

Dead Worlds

In a galaxy riven by war, it is inevitable that some worlds are lost to the terrible weapons unleashed upon the battlefields of the 41st Millennium. Such planets are classified as Dead worlds, and they are often so blighted by poison, radiation, biological contaminants or any of a thousand other curses that they are interdicted by the Imperial Navy against any setting foot there again. Other Dead worlds are host to the remains of long-since vanished alien civilisations, or have been reduced to such a state by no cause that the Adeptus Mechanicus can ascertain.

Death Worlds

A great many planets are desirable due to a concentration of rare natural resources, yet too dangerous to readily support a human population. Such worlds vary enormously in climate and environment; some are home to jungles teeming with predators and carnivorous plants, while others might be covered in oceans of lava. Some might be irradiated, poisoned, or wracked by plasma storms. Some Death worlds are so inimical to human life that they are said to be possessed of some malevolent intelligence that actively musters every possible defence against intrusion. Despite the dangers, some Death worlds have been settled, though life there is often short and brutal. Death worlders are amongst the best recruits for the Imperial Guard and the Space Marines. The mere fact they have survived to adulthood marks them as amongst the toughest and most resourceful individuals in the galaxy.

Research Stations

Research stations are found on a multitude of worlds, establishing a human presence on a planet not otherwise claimed by the Imperium or ruled by an Imperial Commander. They carry out a wide range of functions, such as weapons testing, the study of dangerous life forms and the development of recently rediscovered technology. Others are watch posts, ever alert for any sign of invasion from the dark voids of the galaxy.

Forge Worlds

These worlds are the exclusive domains of the Adeptus Mechanicus, and form planet-wide factories. On such worlds, the Tech-priests and their servitors construct the mightiest of war machines and create examples of technology that cannot be produced anywhere else. Forge worlds often serve as the base of operations for one of the Titan Legions, and are essential to the supply of arms and armour to the Imperium's military forces.

Shrine Worlds

Shrine worlds are the domain of the Adeptus Ministorum, and often mark a planet once trod by one of the many venerated saints of the Imperial Cult. They are populated by millions of priests and clerics, and the cities are often vast shrines, mausoleums or monasteries. They are often the subjects of vast pilgrimages, the faithful flocking from light years around to pay homage to the most celebrated of historical figures and Imperial heroes.

Pleasure Worlds

While the teeming masses of Humanity are fortunate to reside in anything more than a crowded hovel or a dormitory at their place of labour, the very rare, privileged few may own an estate upon a Pleasure world. Such planets are the exclusive reserve of the impossibly wealthy, and it is to such places that the very highest lords of the Adeptus Terra might wile away their last days. To most however, Pleasure worlds are no more than a legend, a utopian paradise populated by indolent pleasure seekers. It is hardly surprising that below the surface of such societies, heresy seethes as the bored scions of noble lines seek ever more extreme forms of distraction from the tediums of life.

Space Marine Home Worlds

While some Space Marine Chapters are fleet-bound, the majority lay claim to a single planet which is exclusively their own. Such planets are inevitably the best defended in the entire galaxy, for they are home to Humanity's most potent military forces. These worlds are generally chosen because they are home to the sorts of cultures that produce the best recruits for the Adeptus Astartes, and although the Space Marines rule over the populations, they rarely interfere with their daily lives, preferring instead to maintain whatever conditions have produced such warlike peoples. Many Chapter-Fortresses are therefore situated in regions of the planet inaccessible to the natives, such as atop the highest mountain ranges or even on a moon. In most cases, the Space Marines are all but unknown to the local population, perhaps visiting them once a generation to preside over the rigourous trials in which the young men strive to prove themselves worthy of selection by the legendary 'Sky Warriors'. On a few worlds, the Space Marines form a ruling class that administers the society directly, such as is the case with the Ultramarines Chapter, which maintains an entire region of space called Ultramar.

A GALAXY AT WAR

"The galaxy itself cries out for our extinction; it reaches forth to snuff out the light of our existence. In reply, we bellow our defiance, and strike the claw that seeks to engulf us."

–Lord Militant Hectus Gryff

Every human being loyal to the Imperium is but a statistic, a tiny spark lost against the backdrop of stars. The 41st Millennium is a dark age for Humanity, a bloody age, an age in which technology is but a half-remembered myth, in which the promise of progress, understanding and individuality have long since been cast aside in favour of war and bloodshed and the ceaseless struggle for survival.

Only by force of arms may the Imperium be held together, and only by the deaths of millions can it endure. Enemies attack from all sides. Every aspect of the Imperium is geared towards the struggle for survival. The galaxy resounds with the clash of weapons and the thunder of mighty guns. The armies of the Emperor can afford no mercy, no weakness and no respite from their unending wars. The Imperial Navy sends fleets from its many sector bases to do battle. Most Naval vessels — vast, city-sized constructions — are thousands of years old. They are ancient gothic leviathans with terrifyingly powerful weapons and whole squadrons of fighters and bombers within their hanger decks. Entire battlefleets cross the gulf of space to bring ruin upon the foes of the Emperor; to destroy their ships, and pound their worlds into dust. The ships of the Imperial Navy also provide a forcible reminder to planetary governors of the might of the Imperium, and the arrival of only a single ship is often enough to bring many defiant worlds to heel.

As well as fleets of warships, the Imperial Navy is also tasked with the sacred duty of transporting the Imperial Guard from warzone to warzone. Forbidden by ancient decree from maintaining their own fleets, the Imperial Guard is beholden to the Navy to ferry its regiments across the galaxy. Packed into colossal transports, tens of thousands of warriors and their wargear are shipped to distant star systems to fight and die on planets most have never heard of.

The vast armies of the Imperial Guard are the sledge hammer with which the enemies of Mankind can be smashed asunder. Covering the battlefields of the Imperium in their millions, the soldiers of the Emperor are as numerous as the stars themselves. When the Imperial Guard goes to war, the very earth shakes with the rumble of tanks, the thunder of artillery and the pounding of marching feet. Raised from every world in the Imperium, the Imperial Guard is a hugely diverse organisation, with each regiment having all manner of special skills that it can bring to bear. The Catachan regiments come from one of the most lethal Death worlds in the galaxy and are expert jungle fighters. The Tanith First and Only are stealth troopers without equal, and the Narmenian Armoured brigades specialise in lightning-fast attacks with heavy tanks.

The Imperial Guard fights vast crusades to liberate entire star systems or sectors from alien or rebel domination. Led by Warmasters, powerful men in whose hands the fate of billions rests, the Imperial Guard fights on countless worlds, with

crusades sometimes lasting generations and not stopping until victory is achieved, though the butcher's bill may include every man fighting. Further down the chain of command are the Lords General Militant and the Colonels of each regiment, where command decisions are based on more immediate tactical concerns rather than grand strategies employed by the higher echelons of command. To be a soldier of the Imperial Guard on the front line of battle is to be one amongst faceless billions facing the horrors of a deadly galaxy with nothing but a lasgun and courage to call his own. Led by courageous officers and the feared Commissars, the soldiers of the Imperial Guard are the Hammer of the Emperor's Wrath.

Space Marines

Sometimes, a sledgehammer approach to war is too slow to react to developing war zones. When a rapid strike is required, it is the Space Marines of the Adeptus Astartes who will fight. Genetically enhanced super-beings created by the Emperor at the very dawn of the Age of the Imperium, the Space Marines are the greatest warriors in the galaxy. They fight with a depth of faith and courage that no mortal man can match.

With the best weapons and armour in the Imperium, the Adeptus Astartes are the Angels of Death, striking as bolts of lightning from an empty sky and destroying key enemy personnel and installations before they can react.

Organised into Chapters of a thousand warriors, the Space Marines are the supreme fighting force in the galaxy.



Stronger, faster and tougher than almost any foe imaginable, their bioengineered bodies can fight in any environment and survive the most traumatic of wounds. This resilience enables a Space Marine to fight up to the point that his body is utterly destroyed. It is said that the enemies of the Imperium fear many things: discovery, defeat, despair and death. Yet there is one thing they fear above all: they fear the wrath of the Space Marines.

THE MANY FACES OF THE ENEMY

"Look first for the traitor, for he covets your rule. Look then for the xenos, for it hungers for your flesh. Look then for the fiend, for it seeks to consume your very soul."

–Arch Deacon Drass Corothis, Confessor to Lord Solar Fell.

While the Imperium may be heralded as the greatest empire Humanity has ever built, it is in fact a crumbling edifice, its foundations rotten and its future at best uncertain. Some maintain that the Imperium is so vast that no force in the galaxy can possibly topple it, for even were great swathes of its territory to fall, others would, in time, rise up to replace them. Each year, entire worlds are lost, yet others are conquered, regained, liberated or colonised. Whether or not the constant struggle balances out remains to be seen, though doubtless the Imperium could survive, barring some galaxy-wide calamity, for many millennia yet.

In a universe in which life itself appears to resent Humanity's dominion of the stars, the threats that face the Imperium can be broadly summarised as those from within, without and beyond.

Rebellion (The Enemy Within)

There are many that hold that the greatest threat to the Imperium is not the ravening hive fleets consuming the Eastern Fringe, or the barbarous anarchy of the Ork empires. They claim instead that the most dangerous foe of Mankind is Mankind itself.

On thousands of worlds, rebellion seethes just below the surface. Rebels and malcontents plot against Imperial Commanders, resentful of the brutal measures that must be taken to maintain order in the face of a hostile galaxy. The Enforcers of most worlds are engaged in ceaseless anti-insurgency campaigns against elements of their own population. Sometimes, these movements get lucky, and actually do manage to overturn their planet's government and install their own leaders. In most cases, these new leaders prove just as despotic as the regime they ousted, and the cycle of oppression and rebellion continues. As far as the Imperium at large is concerned, these changes in regime often go entirely unnoticed. So long as the tithes are rendered in a timely fashion and the psyker culls undertaken, the Adeptus Terra sees little point in interfering. When the High Lords do decide a response is needed however, woe betide the rebels, for that response may be some time coming, but it will be devastating in the extreme.

Another, even more horrifying source of peril from within the Imperium's population is the human genome itself. The human gene-pool is becoming increasingly corrupted and unstable, and a plague of mutation is sweeping the galaxy. Many of these mutations result in foul physical deformities and on some worlds are so prevalent that large portions of the populations exist as an oppressed underclass of slave labourers. Many planetary economies rely entirely on the labour of such wretches, while on other worlds they are remorselessly purged at the behest of bombastic preachers. Due to the oppression they inevitably experience, many mutant populations harbour rebellious elements which, if allowed to spread, are capable of instigating planet-wide rebellions that can only end in the bitter oppressed wreaking terrible revenge against their erstwhile masters.

Mutants do not just represent the corruption of the human form, but also the tainting of the soul. Wherever mutants are found, so too will psykers appear amongst the population. Constant purges must be undertaken, psykers rendered up to the Black Ships, lest their unbound powers attract the attention of things that lurk in the warp. Should a gateway open through an unbound psyker, an entire planet might be lost.

Another threat against which the Adeptus Terra must be ever-vigilant is that of secession. So isolated are some worlds that their rulers might come to dream that they can make their own way in the galaxy. In the main, it is only when tithes are withheld or Imperial Navy vessels denied anchorage that the Imperium takes note, and then vengeance is exacted and a new regime emplaced. Such wars of secession may last many decades, even centuries, especially if groups of worlds attempt to secede together. Nevertheless, when the Imperium musters the full forces to which it has access, the secessionists are ultimately doomed.

Alien Incursion (The Enemy Without)

The Imperium may be the largest empire in the galaxy, but it shares space with countless other civilisations, any of which could one day spell its doom. The entire galaxy is infested with Ork empires for example, and while they fight one another as much as other races, if they were to unite under a single leader, they might drown the entire Imperium under the much-feared 'green tide'. The Tyranid Hive Fleets have recently appeared in the extreme galactic east, and no one knows how many of the galaxy's worlds they have already stripped bare of resources, or how many more fleets are bearing down on other regions. The Tau are an example of a small, yet dynamic alien empire with designs on the larger galaxy. While no one empire such as the Tau represents a threat to the Imperium at large, their sheer number means that many will continue to exist, and be a threat to human worlds, for a long time to come.

The average human subject of the Imperium has precious little knowledge of the alien; what he does know is gleaned from the tirades of the Ecclesiarchy's fanatical preachers. Orks might be held up as the ultimate example of crude barbarism, while the Eldar are presented as a caution against hedonism and decadence. These races might be known across the galaxy, while on other worlds races only present in the local stellar area might be blamed for the ills that assail human worlds.

On outlying worlds, some contact with alien races does occur, generally taking the form of limited trading relations. Occasionally, local defence forces make common cause with alien warriors against a threat that endangers both. Although this runs counter to the doctrines of the Imperial Cult, reality on the frontiers often makes such arrangements a necessity. Even worlds well within the Imperium's borders might be isolated for decades, even centuries, by warp storms or simple neglect, and reach all manner of agreements with nearby races. Such a situation may be reversed should an Inquisitor arrive and denounce it as heretical, or a preacher declare a crusade against the 'unclean xenos'.

Daemonic Infestation (The Enemy Beyond)

The things that lurk in the warp, slavering for the soul of Mankind, might be the product of nightmare, but they are very real nonetheless. For the most part, Daemons are restricted to the Sea of Souls, unable to manifest in the material universe for more than a brief period of time. There exist several methods by which such horrors may incur upon the Domains of the Emperor.

The first method is by way of an unprotected psyker. Without the ritual of the Soul Binding, very few psykers are strong enough of spirit to resist the attentions of the things of the warp, to which their souls shine as bright beacons while a normal man's is no more than a guttering spark. As an 'unsanctioned' psyker grows in power, so are more and more daemonic predators drawn to him, as a shark is attracted to blood. As he unleashes his powers, the beasts seek a route through to the material universe, and inevitably possess the unfortunate psyker. So possessed, the psyker is likely to draw more daemons through the portal, until a full scale Daemonic Incursion is initiated, and entire worlds condemned.

Another method is by way of a warp/real space overlap. Such conditions come into being in regions of space that are afflicted by warp storms, within which the daemonic may find purchase. In regions such as the Eye of Terror, entire worlds may be swallowed by such storms, becoming the cursed domains of the infernal.

Perhaps most terrible of all are those instances when a mortal man has deliberately called forth the powers of the warp, creating, by way of proscribed ritual or technology, a gateway through which the things descend upon the material plane. While most such individuals imagine they can bind the Daemons to their will, more often than not they are the beast's first victim, but far from their last.



WARS OF THE IMPERIUM

"Not a single world in the Imperium is untouched by war. Truly, there can be no peace amongst the stars."

–Admiral Narusk, the Scourge of the Claw Nebula.

No corner of the Imperium is exempt from the touch of war. Whatever form it takes, from mutant uprising to alien invasion, conflict is the only constant most ever know. Some regions might experience what subsequent historians will label a halcyon age where order is maintained, at the price of constant oppression, only to be shattered as its worlds are consumed once more by war. Even those worlds which appear to the outsider to be well policed and stable are invariably riddled with the cancer of heresy and rebellion, ever teetering on the edge of outright insurgency. Some Imperial Commanders might imagine themselves powerful enough to start petty wars against their neighbours, perhaps seeking to annex disputed worlds or systems rich in natural resources.

Defence of the Realm

So vast is the Imperium, and so enormous its armed forces, that the majority of wars are fought in response to a specific threat, whether internal or external. With the scattered worlds of the Imperium being so isolated, it is often quite easy for an attacker to descend from an unanticipated quarter and launch a devastating invasion. In order to deal with this situation, the Imperium has developed a system that has served it well down the ages.

Every world of the Imperium must look first and foremost to its own defence. In addition to the forces each Imperial Commander is required to render to the Imperium, he must maintain his own armies. These go by many names, such as Royal Guard, Loyal Militia or Planetary Defence Force, and each is as distinctive and unique as the culture of world from which it is drawn. Many defence forces are as well appointed as the Imperial Guard, and some even more so, while others are equipped with little more than spears or black powder weapons. In the event of invasion or uprising, these forces are expected to defeat the enemy themselves or, if they cannot, to hold the line long enough for aid to be summoned.

When a distress signal is sent, nearby forces heed the call first. The Imperium may divert Imperial Navy or Imperial Guard units en route to other warzones, or a Space Marine force might pick up the signal and send aid. Otherwise, the Officio Munitorum requires the nearest worlds to muster its most experienced and well equipped defence units and render them to the command of the Imperial Guard. It is always from the nearest world to the warzone that the aid is first sent, though even then it may be long weeks before help arrives. Should the first wave of reinforcements prove unable to contain the threat, then more regiments are raised, with more and more planets, further and further out from the warzone, providing regiments until the threat is either defeated or contained.

Although strategically a reactive, defensive war, in reality the conflict is one of attack and counter-attack. While the vast regiments of the Imperial Guard are fed into an endless meat grinder to hold the line, elite forces such as Space Marines launch attacks directly against key enemy installations and individuals or act as a highly mobile reserve to counter enemy breakthroughs. Such wars can rage for months, years, or even centuries, the tides of battle flowing back and forth as millions sacrifice themselves in the defence of Mankind.

From time to time, the military might of the Imperium goes on the offensive. Such events generally occur when great leaders rise up, men and women able to command respect from across all of the many and varied arms of the Imperium's military machine. Given the ponderous rate at which the Imperium's forces must be raised and mustered, such events are rare, as they often require years of planning. When they do occur, it is normally as a result of a great undertaking, such as the resolve to retake a lost region of the galaxy or to avenge the fall of an especially beloved hero of the Imperium.

While large scale expeditionary warfare is relatively infrequent, more specialised, mobile and self-sufficient forces such as Space Marine Chapters engage in them all the time. Being independent of the Imperium's military chain of command, a Space Marine Chapter Master can prosecute wars as and when he sees fit. A Space Marine attack is therefore just as likely to occur as a result of a distress signal from a beleaguered world as it is from the Chapter independently deciding to eradicate a long standing threat to a region's security.

Strategic Command

The Imperium's military might is as varied as it is limitless, each body having its own doctrines, chains of command and even rivalries. It ranges from such disparate forces as the pious Battle Sisters of the Adepta Sororitas to the lumbering Ogryns of the Imperial Guard Abhuman Auxilias. Every one of the myriad forces is a potent military presence, but when combined they are unstoppable. The only problem is that forging a coherent military force from such varied units is a task that only the most dedicated, influential and charismatic of leaders can achieve.

Such men are sometimes called Warmasters, though many prefer the title Lord Solar, because of the deeds of the arch-traitor Warmaster Horus. These individuals are appointed by the command of the High Lords of Terra themselves, and given the very highest of tasks to perform. Such missions might demand the retaking of entire sectors lost to the enemies of Mankind, or the eradication of an entire alien empire. Many decades might be spent mustering the vast armies these leaders will command, and every one of the Imperium's fighting arms are represented, from the Titan Legions to the Inquisition.

Warmasters and Lords Solar are individuals whose names the entire Imperium will celebrate should they prove successful in whatever task they have been set. They are often the founding fathers of entire sectors, with cities, even planets named after them. If they are defeated, a million worlds will curse their names, holding them up as examples of failure to not repeat.

Space Marine Command Councils

When the forces of two or more Space Marine Chapters find themselves fighting alongside one another, the leaders of each often convene a council and elect a leader to act and speak for their interests. This individual is the warrior that commands the greatest respect and admiration amongst the assembled Space Marine leaders, and he is entrusted with the ultimate command of the Space Marines' combined forces. When serving in a larger army, Space Marine Command Councils normally ratify the orders of the Warmaster, and act on them as they see fit. It is not unheard of, however, for the Space Marines serving in a Warmaster's force to pursue their own objectives, which may or may not converge with his own. Very occasionally, a Command Council will decide not to ratify a Warmaster's commands and may openly disobey them. It takes a very special kind of leader to command the respect of such leaders as serve on the Space Marine Command Councils, and it is the ultimate testament to a Warmaster's skills and authority if he can do so.

WAR ON ALL FRONTS

"He who would stay his hand, he who would show mercy, he who would speak of peace; he is a traitor, and nothing in this universe is as low as a traitor."

–Pator Norak, prior to the Battle of Griffin's World.



Over ten thousand years of constant warfare throughout the entire galaxy, the Imperium has fought every variation of conflict imaginable. From gruelling sieges lasting decades to the bitter one-on-one fighting of a cityfight, there is no expression of the art of war that Mankind has not experienced, or mastered. Some of the more common types of warfare are described below.

Total War

When the Imperium goes to war, it does so with total conviction, for its leaders know that ultimately the very survival of Mankind is at stake. Every possible resource is mustered in the pursuit of victory, with entire planetary populations turned over to supporting the war effort, no matter the cost. Many of the Imperium's wars have escalated over the centuries, perhaps starting out as mere backwater rebellions before developing into full-scale wars engulfing entire sectors and involving every possible arm of the Imperium's military.

Such total war sees millions-strong armies grinding into one another across crater-strewn wastes littered with the blackened bones of previous waves of attackers. Entire cities are reduced to rubble, bitter enemies fight hand-to-hand in the ruins, refusing to surrender a single city block. Worlds afflicted by total war soon become a blackened wasteland bearing no resemblance to their former state. Planets once blessed by verdant forests are reduced to ashes, enemies clashing amidst the skeletal remains of the trees. Hive cities are transformed into towering mausoleums, their corridors and domes choked with the dead and riddled with disease.

After several years of total war, it is possible that the belligerents have forgotten the initial cause of hostilities. Of course, most wars fought by the Imperium are viewed as a matter of racial survival, so no justification is required. Equally, an army of rebels or secessionists may have seen its more fanatical members killed off or martyred in the initial battles, but continue to fight because to surrender would be to face the inevitable vengeance of the Imperium's justice. Most alien races require no reason to make war other than their essential nature; for such races as the Orks and the Tyranids, war is fundamental to existence, and requires no rationalisation whatsoever.

Planetary Assaults

Planetary assaults are a common type of warfare in the Imperium. Often a world will fall before aid can arrive, and the Imperium's armies must force a contested landing in order to reclaim it. Some planetary assaults are undertaken by small, elite formations such as Space Marines, striking at the very heart of the enemy. Command bunkers, defence installations, communications nodes and logistical centres are all targeted, with Space Marines deploying via drop pods into the midst of their foe. Very few defenders can withstand such an attack, and it is not uncommon for the entire chain of command to collapse when the upper echelons are attacked in this way.

The other type of planetary assault is the massed landing. Far from the surgical strike of Space Marine insertion, a massed drop involves thousands of troops deploying by drop ships large enough to carry entire regiments of infantry or hundreds of battle tanks. There is no subtlety to such landings. The Imperium

simply lands as much of its forces as possible in one concentrated mass, and moves immediately to enact a breakout so that enemy reserves cannot be brought to bear on the vulnerable landing point. Such sledgehammer tactics can overwhelm the most stubborn of defences, but often only at unimaginable cost in the lives of the attackers. Fortunately for the Imperium, manpower is one resource it can afford to squander; planets are not.

Cityfights

Cityfights develop when a city holds some value to both sides in a war, whether military, logistical or simply symbolic. If only one side places any value in the city, the other is likely to use whatever strategic means it has available to deny it to the other, ranging from long range bombardment to the unleashing of ordnance from battleships in orbit high above. When two armies decide to fight one another for possession of a city, the conflict is sure to become a bitter and bloody meat grinder, for in the crater-strewn ruins, death awaits at every corner. Mighty battle tanks can smash through the wreckage of once proud buildings, but they are vulnerable to lone enemies armed with tank-busting melta weapons. Snipers become the lords of the battlefield, able to strike down enemy leaders, heavy weapons crew and tank commanders foolish enough to expose themselves to their all-seeing scopes.

Armoured Warfare

The industrial might of the Imperium's Forge worlds and Hive worlds makes it possible for entire armies to be equipped with the mightiest of armoured war machines. These range from agile walkers such as the Sentinel to super-heavy tanks such as the gargantuan Baneblade. When the terrain and strategic conditions require it, the Imperium is able to field vast formations of armoured vehicles, forming a titanic mailed fist able to smash aside any opposition. Furthermore, there have been many instances when environmental conditions have made it impossible for Imperial Guard infantry to operate, and only the sealed tanks can be fielded. Races such as the Tyranids are capable of wreaking such havoc upon a planet's eco-system that this is the only way of fighting them face-to-face.

The mightiest of the Imperium's armoured war machines are not tanks at all, but the Titans of the Adeptus Titanicus. These so-called 'god machines' tower over the battlefield, their every stride capable of crushing to a pulp entire platoons of enemy infantry. Furthermore, a Titan is able to carry weapons normally only seen in planetary defence emplacements or in the turrets of the battleships of the Imperial Navy.

Trench Warfare

When war grinds to a stalemate and neither side has the ability to break the deadlock, the opposing armies will fortify what positions they have claimed and resolve to defend them no matter the cost. Entire continents become crossed with trench lines thousands of kilometres in length. Mighty bastions are constructed along the defence lines, each an impenetrable redoubt armed with fearsome arrays of anti-personnel weapons able to cut down entire waves of enemy attackers. Furthermore, each front features multiple defensive lines, so that should one fall, an in-depth defence can be enacted and counter-attacks launched from subsequent lines. A common feature of this style of warfare is the unimaginable cost in lives of taking any ground at all. Entire regiments attack over a front of a few hundred metres, thousand laying down their lives in exchange for taking a position that will almost certainly be retaken within hours. War in the 41st Millennium is not subject to moral laws or strategic logic; it is a matter of faith, and faith is the one thing for which men will willingly die.

Suppressions

A suppression is a punitive war, launched against a world for the security of the surrounding region. It may be fought against insurgent elements on an Imperial world, or against the Imperial Commander himself, who has perhaps withheld tithes, given succour to traitors or otherwise refused to adhere to the dictates of the Adeptus Terra. A suppression might be launched against an alien civilisation that has threaten the Imperium's worlds or in order to forestall an anticipated invasion.

Such punitive wars are normally intended to be sharp and short, and to bring about a specific set of strategic circumstances. Of course, suppressions may fail in their objectives, and escalate into full blown wars consuming millions of lives and lasting many years.

Purges

Although the Adeptus Terra prefer to leave the administration of the Imperium's worlds to the duly appointed Imperial Commanders, there are times when circumstances dictate that elements of that world's population be removed for the good of the entire region. It may be that insurgent or pirate activity has reached such a pitch that the local government cannot contain it any longer and the security of an entire sub-sector is threatened. It might be that mutant or psyker populations have been allowed to expand unchecked. It may even be the case that a local expression of the Imperial Cult has been declared heretical, and its adherents must be hunted down and punished. On some worlds, such cults prove to be a cover for the worship of the Ruinous Powers of the warp, or are dominated by alien overlords.

Purges are brutal affairs, and often trigger a full-scale uprising. They have a habit of escalating as that which the Imperium seeks to excise proves to be far more widespread than previously thought. Few planetary militias will stand idly by and watch as Imperial Guard units from off-world conduct pogroms against their kin and burn their homes to the ground. Unless conducted with swift, overwhelming efficiency, a purge may soon become a war of attrition.

Purges are often led by individuals such as Inquisitors, whose powers are not subject to Imperial law and who will not flinch at doing what is necessary to locate and punish his targets. The warriors conducting the purge are likely to be drawn from elite units such as the Space Marines, who are able to attack swiftly, with overwhelming force, before the enemy can react. In the aftermath of the purge, there is likely to be a period of severe oppression in which thousands are put on trial and executed. Although harsh, Humanity can afford no less in the battle for its very survival.

Civil War

In a galaxy in which Mankind is beset with foes on all quarters, it is a tragedy of epic proportions that worlds should go to war against one another. Yet such conflicts are common, as Imperial Commanders vie for territory and seek to settle old scores. Wars of secession, fought between rival factions each believing themselves the rightful heirs to the rulership of an Imperial world, reduce entire planets to wastelands even without the actions of hostile invaders or rebellious elements. Trade wars escalate to open conflicts and the planetary militias are used not to defend against attackers but to capture territory from bitter competitors. It is rare for such conflicts to involve the Imperial Guard or other military organisations, for the belligerents would not wish to draw the attentions of the Adeptus Terra, preferring instead to resolve the conflict with their own forces. As far as the Imperium at large is concerned, these 'bush wars' are insignificant to the larger strategic situation, unless of course they interfere with the rendering of tithes or the raising of new Imperial Guard regiments. Should either of these occur, then the Imperium is likely to launch an attack of its own, forcibly ousting the warring parties and installing a new Imperial Commander more likely to maintain the status quo.

THE MILITARY MACHINE

"Every one of us is a soldier in the Emperor's armies. From the inductee-cadet learning for the first time how to field-strip his lasgun, to the most accomplished Chapter Master of the Adeptus Astartes. All of us must fight, or all of us shall die."

–Fundaments of Service, Verse I.

Every world in the Imperium must look first to its own defence, for aid against external aggression or mass uprising can take months to arrive, by which time the Imperial Commander's head is likely to be mounted upon a spike over the burned out ruins of his former palace. In order to defend against pirate attack, rebellion, alien invasion or any other threat, each world maintains some form of planetary militia. The number and nature of such a force varies enormously, dependent upon the type of world. A densely packed Hive world, for example, is able to raise many millions of troops, and due to its huge industrial base is likely to be able to equip its forces well. A less populated world is able to raise far fewer troops, but may be able to make up for the lack of numbers in specialised skills. The Jungle Fighters of the Death world of Catachan are a case in point. Few warriors in the entire galaxy are able to match them in their native environment, and they are such tough and determined soldiers that their skills are ever in demand regardless of the nature of the warzone.

In addition to his duty of providing troops, the Imperial Commander must also render heavy equipment, in the form of tanks, troops transports, artillery, and the like. Due to the nature of the Standard Template Construct, these are likely to be of a standardised type common to most worlds in the Imperium. Sometimes a world may produce equipment of an unusual pattern, but these rarely join the ranks of the Imperial Guard due to the difficulties in maintaining them. The Imperial Commander is also obliged to provide massive reserves of arms and ammunition to the regiments raised from his world, and to maintain such stocks against future emergencies in nearby warzones.

Planetary defence forces go by any number of names and are organised and equipped according to the vagaries of local custom. Some appear more ceremonial than functional, wearing gaudy uniforms and ornate armour, yet are recruited from highly accomplished warrior classes. The warriors of other militias appear more like rag-tag bandits, but are nonetheless hard bitten veterans and the match for any Imperial Guard unit.

When required to provide troops for the Imperial Guard, the Officio Munitorum demands the very best of an Imperial Commander's defence forces. Withholding his elite units has proven the downfall of many an Imperial Commander, for often he is held accountable for the performance of those troops he has provided. If required by ongoing wars to provide more regiments, it is quite possible for a world's militia to be stripped of its manpower entirely, making mass conscription a necessity, regardless of the effects on the planet's economy.

Upon joining the ranks of the Imperial Guard, the troopers of the defence forces may come into contact for the very first time with a whole range of troops they have never seen before. They may fight beside lumbering Ogryns or stealthy Ratlings, and may even share a battlefield with the legendary Space Marines.

The Imperial Guard

The Imperial Guard represents the elite of the planetary militias, called upon to fight across the myriad warzones of the galaxy. The basic building block of the Imperial Guard is the regiment, a formation that varies enormously in size, character and method of making war. Most consist of redoubtable infantry, equipped with lasguns and a vast array of heavy weaponry. Others are armoured formations, their warriors going to war in the ubiquitous Leman Russ battle tank. Others still are more esoteric or specialised, such as the Elysian Drop Troops, who are unparalleled amongst the Imperial Guard in the use of airborne insertions and massed combat drops. Some regiments are drawn from the noble warrior elite of the civilised worlds, while others are little more than Feral world savages more used to wielding a spear than a lasgun. Regardless of their source, the Imperial Guard are the bastion of Humanity, its numbers are, to all intents, limitless, and they bear the brunt of every war the galaxy has thrown against the Imperium.

The number of Imperial Guard committed to a war can vary enormously. At the lowest end of the scale, an increase in pirate activity in a system might result in a regiment being despatched to bring it under control, and the companies and platoons of that unit being split up and deployed across entire worlds. An Agri world threatened by intermittent raids, for example, might have a single company assigned to its defence, intended more as a deterrent than a serious defence. At the opposite extreme, an Imperial Guard force sent to dislodge an alien presence from a strategically vital region might consist of many hundreds of regiments. Such was the case when the great hero of the Imperium, Lord Solar Macharius, launched his seven year campaign into the Halo Stars of Segmentum Pacificus, commanding seven entire army groups in the greatest conquest of recent times.

Having achieved the objective for which it was raised, an Imperial Guard regiment that survives its first battles is likely to be significantly under strength. As such, it is merged with other depleted units, creating a new composite regiment from the survivors of previous actions. Very occasionally, an Imperial Guard regiment is tasked with providing a permanent garrison to a world it has conquered, at which point its members will form the cadre of a new planetary militia, and their descendants may one day be drafted into the Imperial Guard, starting the cycle all over again.

The Storm Trooper Regiment

The Storm Troopers are a specialised formation that represents the most dedicated, well-trained and superbly equipped regiment in the entire Imperial Guard. Each Storm Trooper is (in most cases) the orphan of an Imperial servant, raised in a Schola Progenium and schooled in the doctrine of selfless service to the Imperium. Those who have shown a propensity for war from an early age undertake a punishing training regime, which turns them into the elite of the Imperial Guard and second in skill and dedication only to the Battle-Brothers of the Adeptus Astartes and the Battle-Sisters of the Adepta Sororitas. Storm Troopers are equipped with the very finest weapons and armour the Officio Munitorum can provide, and they often go to war in Valkyrie airborne carriers, leaping into battle as they descend upon grav-chutes.

The Storm Troopers are never fielded as a whole regiment, but are instead fielded as individual companies in warzones where they are most needed. Unlike the Space Marines, they are fully integrated into an army's chain of command, and can therefore be relied upon to spearhead Imperial Guard assaults, infiltrate enemy territory or provide a highly effective rapid reaction force to exploit breakthroughs or counter enemy attacks.

It is often said that members of the regular Imperial Guard regiments are resentful of the attentions afforded to the elite of the Storm Troopers. This is hardly surprising, for an Imperial Guardsmen might serve his entire career (which equates to the remainder of his entire lifetime) manning the same squalid dugout, while the Storm Troopers rarely stay in one theatre of war for long. It rarely pays to voice such bitterness openly however, for many of the Storm Troopers who survive their term of service go on to become Commissars, tasked with keeping discipline amongst the ranks of the Imperial Guard.



The Imperial Navy

The warships of the Imperial Navy bear the most devastating weapons in the Imperium's arsenal, and they can be brought to bear across the length and breadth of the Imperium and beyond. No other navy belonging to any other species or civilisation in the galaxy wields such brutal power.

The Imperial Navy is charged with many tasks. Its primary mission is to ensure that the scattered worlds of the Imperium remain part of the galaxy-spanning empire of Humanity; that the vital space lanes are kept open and free from attack from any quarter. Should pirates threaten a particular space lane, even the smallest of the Imperial Navy's squadrons are generally sufficient to deter further piracy, and if the problem persists, the Navy will hunt the pirates down, locating their hidden bases and destroying them utterly. Should a more concerted enemy threaten a region, the Imperial Navy are likely to be the first line of defence, and many an invasion has been halted in its tracks before even making planetfall by way of mighty battles fought in the outer regions of a threatened star system.

Another task performed by the Imperial Navy is that of transporting the land forces of the other military arms across space. By ancient decree, the Imperial Guard may not maintain or operate its own interstellar spacecraft, forcing it to rely upon the navy for transport from one planet to the next. Entire regiments can be transported in the cavernous holds of the Imperial Navy's troop transports, and deployed via drop ship to the surface of any planet.

A further role that the Imperial Navy performs is that of supporting wars prosecuted upon a world's surface. Many Imperial Guard regiments have gunnery officers and observers attached to them from the bridge crews of orbiting Imperial Navy warships, the smallest of which carries as much firepower as an entire Imperial Guard regiment. These officers call down heavy orbital barrages with unerring precision, supporting Imperial Guard advances and bringing the Emperor's wrath to the enemy, no matter where in the vast galaxy he seeks to hide.

The Sisters of Battle

The Battle-Sisters of the Adepta Sororitas are the militant arm of the Ecclesiarchy. Though relatively few in number compared to the infinite ranks of the Imperial Guard, this all-female warrior order is zealous in faith and equipped with the finest equipment the Adeptus Ministorum can obtain. The Sisters of Battle are tasked with carrying out Wars of Faith against those their masters declaim as heretics, and of guarding the many sacred sights and pilgrim routes against those who would attack the faithful. They often take part in the Imperium's crusades, for the Adeptus Ministorum desires its place in the glories of war, and ever seeks to ensure its position after the victories are won.

The Sisters of Battle are often called upon to serve alongside the Witch Hunters of the Inquisition's Ordo Hereticus. So fervent and unshakeable are the Battle-Sisters in their faith that they can endure heresies of the very worst order and, with bolter, flamer and melta, scour the worlds of the Imperium of the traitor, the mutant and the witch.

The Adeptus Mechanicus

The Tech-Priests of Mars maintain their own military forces, which are often called upon to fight alongside the other arms of the Imperium's war machine.

By far the greatest are the Titans of the Adeptus Titanicus. Titans are immense fighting machines, towering monstrosities several hundred feet tall. They instil terror by their mere presence and little can equal their bristling arsenals of weaponry. Few enemies, apart from other Titans, can stand against them. Created during the founding of the Imperium, the Titan Legions have crushed the Emperor's foes in countless battles and wars. Protected by banks of void shield generators, Titans can soak up damage that would smash apart tank companies and infantry regiments. They march into the thick of battle with their mighty guns blazing, gouging huge holes in the enemy's line with a fusillade of rockets, shells and plasma, paying little heed to the troops advancing in their wake. The Titan Legions are maintained by the might of the Adeptus Mechanicus and are sent into battle only with the blessing of Mars itself. Each Legion is based on a Forge world, and the Forge worlds are spread throughout the Imperium so that at any given time at least one Titan Legion can respond to a call to arms. The Legions are an immensely powerful force in their own right, and the presence of Titans has decided the outcome of many campaigns during the long history of the Imperium.

Alongside the Titan Legions, the Adeptus Mechanicus also commands the might of the Centurio Ordinatus. This organisation controls immense war engines, which are specialised to fulfil very particular roles. Some, like Ordinatus Armageddon, mount a single huge cannon capable of blasting apart enemy war engines and fortifications. Others carry rack upon rack of huge missiles designed to spread wholesale devastation. Some even mount experimental weapons such as the Sonic cannon put to use by Ordinatus Mars, which shatters enemy attacks and leaves the foe vulnerable to a counter-attack by the Imperium's forces. These Ordinatus are deployed sparingly, and many of them date back to the Great Crusade and have been meticulously maintained for millennia. They are seen as living icons of the Machine-God and the Cult Mechanicus reveres them as such.

The bulk of the Machine Cult's armed forces are forge guards known as Skitarii: human soldiers with bionic augmentations for communication, weapons links and sensory feeds. With the manufacturing power of the Adeptus Mechanicus behind them, the Skitarii are amongst the best equipped soldiers in the Imperium. Although most Forge worlds maintain whole regiments of Skitarii, their dominant role is to bolster the already considerable power of the gigantic war machines of the Titan Legions and crew the Centurio Ordinatus.



The Space Marines

The Space Marines are organised into Chapters, each of which is a completely autonomous organisation with its own chain of command, star ships, objectives and logistical support system. Space Marines are the very finest warriors the Imperium can field, and the presence of only a small number of Battle-Brothers can turn the tide in a war that may have raged for decades. The degree to which the Space Marines integrate into the armies of the Imperium depends very much on the Chapter in question, but they never form a permanent component of the orders of battle. Instead, the Lords Militant must negotiate the Space Marines' aid, drawing on ancient debts of honour and invoking the great victories of the past. While some Chapters are all too willing to engage in the Imperium's crusades and wars, others will only do so in line with their own agendas, which they rarely, if ever, make known to anyone outside of the Chapter.

Although the greatest weapon at a Space Marine Chapter's disposal is its Battle-Brothers, each is able to field a staggering array of devastating weaponry, vehicles and space ships. Many Chapters have the means to construct such machinery themselves, while others hold solemn pacts with specific Forge worlds, whom they are supplied by in return for aid in time of crisis. The huge range of equipment available to a Space Marine Chapter, combined with the fact that the equipment itself is of a far greater quality than that issued to many Imperial Guard units, means that a Chapter can undertake missions that belie the comparatively small number of its warriors.

The Grey Knights

A secretive Space Marine Chapter whose very existence is unknown even amongst the upper echelons of the Imperium's military, the Grey Knights were created for one purpose: to fight the Daemon. While most mortal warriors are reduced to gibbering wrecks at the mere sight of a fiend of the warp on the battlefields of the material universe, the Grey Knights are amongst the very few able not only to stand before them, but to cast the Daemons back to the warp from whence they came. Every Grey Knight is a psyker, his very mind a keen-edged weapon in the fight against the creatures of the warp. Each is a potent warrior, the master of the daemon-bane swords and glaives he wields in battle. Each is incorruptibly pure of heart, and it is said that in a universe in which even the most beloved son of the Emperor himself turned against all he loved, no single Grey Knight has ever foresworn his vows and turned to serve those powers he was created to fight.

The Grey Knights undertake desperate missions against the forces of Chaos, and while they are based in a secret Fortress-Monastery on the moon of Titan, they are equipped with the fastest warships, which allow them to respond to any threat, anywhere in the Imperium. The Grey Knights often serve at the behest of the Daemon-hunting Ordo Malleus of the Inquisition, forming the first, and often last, line of defence against threats uncovered by the Daemonhunters. Although unhallowed, without the deeds of the Grey Knights, the Imperium might long since have been submerged beneath an unstoppable tide of howling daemonic madness, its worlds haunted by fiends and its people the playthings of the vile servants of the Ruinous Powers.



XI

The Deathwatch

The Origins of The Deathwatch

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Organisation of The Deathwatch

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The Xenos Threat

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Deathwatch Missions

Chapter XI: The Deathwatch

"How many have given their lives in service to Humanity, their names never to be recorded, their deeds never to be celebrated? The Deathwatch seek not laurels; it is sufficient that the Emperor knows our names and our deeds."

–Deathwatch Brother Sergeant Ghalis (three days before his death at the claws of an Uberlord of the Nebulax Diaspora).

The Imperial Cult preaches that Mankind is the pinnacle of creation, that it is his manifest destiny to cleanse the stars of the stain of all other forms of intelligent life and to claim what is rightfully his. Man's form is cast after that of the Emperor, who is the perfect human being and the supreme life form. This doctrine is not the product of petty intolerance; it is a matter of racial survival, for almost every intelligent life form that Humanity has encountered in the limitless void has proven hostile, pernicious, duplicitous or simply so evil that it cannot be allowed to continue existing.

The Imperium of Man lays claim to two thirds of the entire galaxy, a volume of space encompassing billions of star systems and untold numbers of planets. Evidence of hundreds, even thousands of stellar empires long since reduced to dust is found across the entire galaxy. Only one in several hundred thousand of the galaxy's star systems is host to a human population. While the majority of the remainder are worthless or uninhabitable, alien races claim a great many more. Ever since Mankind first set foot amongst the stars, these races have denied his right to do so, and Humanity has been at war with almost every other intelligent life form in the galaxy.

This ongoing war is made all the more bitter by the very nature of the Imperium. The Emperor's Domains are not a discrete volume of space with definable, defensible borders, within which Mankind rules absolute. Rather, each world is but one of many hundreds, even thousands in a sector, only a few dozen of which may be occupied by humans. Many of the other worlds in the region may not even have been explored, and any number could be home to the vilest of alien races. This situation is as true on the galactic scale as it is on the regional level. The million or so worlds of the Imperium are as tiny islands scattered across a sea that seethes with predators. Entire alien civilisations might exist within light years of major Imperial worlds, and few in the Imperium dare ponder overlong what might exist beyond the Eastern Fringe, within the roiling Galactic Core, or amongst the silent and cold Halo Stars.

Little wonder then that Mankind is engaged in a continuous struggle for its own survival. Even were it not for the constant internecine wars and the predators of the warp, Humanity would be hard pressed to prevail against the other races of the galaxy. The average Man is taught from birth to abhor the alien, to hate it with such zeal that should he ever face such an abomination he will not sink to his knees in terror, but stand tall and strike it down, his arm strengthened by his unshakable faith in the Emperor. Such is only possible thanks to the lessons preached by the Adeptus Ministorum, who instil such hatred in their congregations that even the most terrifying of alien beasts holds no fear.

Yet, while faith allows a man to stand firm in the face of unholy abomination, it cannot make his body impervious to the alien's blow, nor to the attentions of whatever vile and deadly microbial life it may host. Against many alien foes, the only forces capable of fighting are the Space Marines of the Adeptus Astartes, for their hearts are hardened against fear, their bodies are proof against almost any attack, and their weapons and armour are superior to almost anything they might face. For ten thousand years, the Space Marines have stood against the very worst the galaxy can throw against Mankind, defeating wave after wave of alien invaders and taking the battle to whatever vile crucibles of blasphemy gave birth to them.

Yet, there exist some alien threats against which even the Space Marines are hard pressed to prevail. Some aliens are so utterly evil, their very nature so disgusting, their methods so malevolent, their intentions so wicked that a unique, dedicated force is required to combat them. That force is the Deathwatch.

The Deathwatch is a Space Marine Chapter, but one quite different from every other Chapter known to exist. There are many things that set the Deathwatch apart from their fellow Battle-Brothers, the first of which is the fact that the Chapter's brethren are not permanent members, but seconded from other Chapters for a specific mission or a set period of time. Not all Chapters dispatch their Battle-Brothers to serve in the Deathwatch, but for those who do, the service does great honour to both the individual Brother and to the Chapter as a whole. The origins of this practice are lost to history, but certainly many Chapters have undertaken terrible oaths to provide their most experienced alien-fighters whenever called upon to do so. Such an honour is afforded to a Space Marine that has served in the Deathwatch that many continue to bear the Chapter's distinctive heraldic shoulder plate even once they have returned to their parent Chapter.

The second point that marks the Chapter out as unusual is the fact that the Deathwatch is almost exclusively engaged with the fight against the alien. That is not to say the Chapter avoids confrontation with other foes, but the vast majority of its missions are against the many and varied xenos races that threaten Mankind. The warriors that join the ranks of the Deathwatch are always those with the most experience of fighting against alien warriors. They have faced every kind of alien threat, and prevailed. They have faced the impure blasphemies of the noisome Reek and emerged untainted. They have entered the dark nightmare of the Hrud warrens, and scoured those vile places clean. They have resisted the domination of the mind eating Khrave, rewarding those inexplicable life forms with death. In short, they have entered the darkest places in the galaxy, faced what terrors lurk there, and emerged victorious. The warriors of the Deathwatch are amongst the most potent defenders of Humanity, without whom a thousand xenos races might have overwhelmed Mankind centuries ago.

Lastly, and perhaps most significant of all of the differences between the Deathwatch and its brother Chapters is the fact that its mission is, broadly, directed not by the dictates of a single Chapter Master responsible only for his own brethren, but by the alien hunting Inquisitors of the Ordo Xenos. This arm of the Inquisition concerns itself primarily with the detection, study, containment and eradication of alien threats, and the Deathwatch is sometimes referred to as its 'Chamber Militant'. While an individual Inquisitor is no match for an entire horde of slavering alien monstrosities, the Deathwatch were created with the specific purpose of defeating such a foe, and the two organisations work together very closely in the ceaseless war against the vile xenos.

THE ORIGINS OF THE DEATHWATCH

The Deathwatch operates under conditions of great secrecy; its existence is not widely known nor are its victories widely celebrated. The Chapter's origins are even more shrouded in secrecy, for they are born of a solemn pact made between the Inquisition and the Adeptus Astartes.

Centuries ago, a conclave of Inquisitor Lords—the Apocryphon Conclave of Orphite IV—convened with the sole purpose of formulating an Imperium-wide strategy to combat the many xenos threats that assailed Mankind. The members of this conclave were, in the main, drawn from the ranks of the Ordo Xenos, all of whom shared the belief that one day, there would come a time when Humanity would be consumed by slavering xenos beasts, or enslaved to creatures of unutterably alien origins. They foresaw an age when every alien life form in the galaxy, and others from beyond it, might rise up and the Age of the Imperium would come to an end. They had no inkling when such a terrible age might come, but they knew with dreadful certainty that it surely would, and they determined that no effort should be spared to avert such an end.



The conclave sat for many years, and bitter debate raged back and forth between Inquisitor Lords of many different positions. Some believed that every trace of alien life should be purged from the galaxy, while a few advocated the formation of alliances with those races that could be tolerated. Some spoke of ancient, god-like beings that have slumbered since before the creation of Mankind awakening to enslave the galaxy, while others foresaw that death would come at the hands of invasion from other galaxies entirely. While many Inquisitor Lords declared the conclave itself an admission of defeat for even countenancing that Mankind might not prevail against these threats, wiser counsel prevailed, and a strategy was eventually formulated. The conclave would request an audience with the assembled Chapter Masters of the Adeptus Astartes, and ask of them a solemn undertaking.

How many Chapter Masters assembled to hear the words of the conclave is not known, for such an event has only occurred a handful of times in the long history of the Imperium. Nor were the words of the Inquisitors recorded for posterity. Certainly, enough Chapter Masters must have answered the call, for a quorum of sorts was convened. The conclave presented its prophecy to the Chapter Masters, evoking the galaxy-wide threat of the ravening xenos. The Chapter Masters, every one a veteran of a thousand campaigns against the terrors of the void, listened to the Inquisitors' words, and withdrew to consider the matter.

The results of the Chapter Masters' deliberations were delivered to the conclave at sunrise the next day. Each of the Masters and Inquisitors undertook a solemn oath together. They would form a new Chapter, consisting of veteran Space Marines highly experienced in combating the xenos. This Chapter was dubbed the 'Deathwatch', for it would stand guard against the doom foretold by the conclave. Thus, to this day, this joint oath still stands. The Battle-Brothers of the Deathwatch take the war against the alien to the very darkest reaches of the void, bringing to bear such force as no individual Inquisitor could hope to muster. In this mission, the Ordo Xenos and the Deathwatch are equals, the Inquisitors rooting out the foes for the Deathwatch to eradicate. While neither party is subject to the command of the other, both work in concert towards their common goal, according to those oaths made centuries ago. The two work closely together, ever watchful for that fateful day when the prophecies of the conclave are realised.

Organisation of the Deathwatch

The Deathwatch has at its disposal all of the resources of any other Chapter, and more, yet it is organised along entirely different lines more suited to its unique mission. The key tactical unit into which Deathwatch Space Marines are organised is the 'Kill-team'. This small, highly flexible unit represents a band of warriors utterly dedicated to their mission and to one another. The Kill-team may consist of as few as three Battle-Brothers or as many as a dozen, and their missions are assigned to them by a Watch Captain. A number of Kill-teams are brought together under the command of a Watch Commander, who is responsible for coordinating the missions of all of the Kill-teams under his command.

Watch Captains

Watch Captains are Battle-Brothers that have served in the ranks of the Kill-teams with great distinction, and have undertaken multiple tours of duty with the Deathwatch. It is not uncommon for especially skilled Battle-Brothers to be called to serve many times, and at some point, such veteran alien-hunters are likely to be afforded the honour of assuming the rank of Watch Captain. In accepting this role, the individual knows that he will not return to his Chapter for many years, for the time for which he serves as Watch Captain is generally counted as a single 'mission' in itself.

The role of the Watch Captain is to oversee one or more Kill-teams. He is responsible for every aspect of their recruitment, training, equipping and deployment. It is also the Watch Captain's duty to record the Battle-Brothers' deeds in battle, and to ensure that, if possible, the remains of the fallen are returned to their parent Chapters with all due honour.

It is relatively unusual for a Watch Captain to accompany his warriors on a mission, but he occasionally does so if especially dangerous foes are being faced and his personal intervention might turn the battle. In many cases, the Watch Captain oversees a mission from nearby, often in a Thunderhawk gunship especially equipped to serve as a combination of command centre, emergency surgery, arsenal and quarantine facility for captured foes. From his gunship, the Watch Captain is able to monitor the progress of the mission, seeing exactly what each Battle-Brother sees by way of the multi-band sensors built into their power armour. He can also monitor the physiological condition of his warriors, ensuring that no alien biological contaminants are transmitted onwards on their return.

When the Watch Captains do take to the battlefield, their presence can turn the tide of combat. A Watch Captain is both a leader, with experience in commanding troops and inspiring deeds of great heroism, and a fearsome warrior in his own right. He has seen every horror the galaxy has to offer, and stood firm against them all. He can remain unshaken even in the face of a gargantuan alien terror capable of wiping out an entire army, and discern immediately its most vulnerable weakness. The Watch Captains of the Deathwatch are amongst the most heroic of the Imperium's servants, even if their names and their deeds are never known to any but their Battle-Brothers.

Watch Commanders

The Watch Commanders of the Deathwatch are amongst the most experienced Space Marine xenos-fighters in the entire galaxy. Prior to their secondment to the Deathwatch, a Watch Commander is likely to have progressed to the rank of Captain, and some have even served as Chapter Masters. The role of Watch Commander, like any other position in the Deathwatch is, in theory, only a temporary one. However, most of these who take up the position do so in the knowledge that they may never return to their Chapter again, such a vital and heavy burden is the rank. As such, the duty is a lonely one, for the Watch Commander sees countless Battle-Brothers serve under him before they return to their Chapter, and he knows that he will, in all likelihood never do so.

The process by which an individual is elevated to the rank of Watch Commander varies from case to case, but most have served in the capacity of Watch Captain. The promotion may come about by default, as the previous incumbent is killed in the line of duty and the most senior Watch Captain under his command simply takes over. Sometimes the process is driven by the Watch Captains electing one of their number to take overall command, while on other occasions an Inquisitor of the Ordo Xenos may make the appointment, which must be ratified by the Watch Captains and other Watch Commanders. In a handful of cases, a Watch Commander has actually joined the ranks of the Inquisition, appointing his replacement before he leaves the Watch Fortress.

Watch Commanders hold a position of great authority and responsibility, for they have access to records and archives otherwise



only available to the Inquisition. They have full knowledge of the terrible threats they guard against, knowledge that in most cases is only ever imparted to those whom the highest echelons of the Inquisition hold in great trust. They have the ear of the Inquisition and the Adeptus Astartes both, and on their authority entire sectors may burn. They, and they alone, hold the access codes to the sealed vaults at the heart of each Watch Fortress, and they hold the power of Exterminatus itself in their hands.

Watch Fortresses

A Watch Commander and all of the Kill-teams under his command are based in a Watch Fortress. Such places can take a great many forms; some are mighty deep space stations, while others are imposing, fortified keeps on a planet's surface. Some are impenetrable installations many miles below ground, while others still are hollowed out asteroids bristling with weaponry and protected from prying eyes by arcane cloaking systems.

Within each Watch Fortress the Kill-teams train and prepare for coming missions. Each fortress combines the functions of command centre, keep, archive, garrison and more. The Watch Commander often coordinates the monitoring of a hundred different threats; or his attentions might be focused exclusively on one single, overriding concern towards which all of his efforts are turned. The commander is assisted in his duties by a cadre of specialists, some of whom are Space Marines, such as Techmarines, Apothecaries and the likes, while many more are the equivalent of Chapter Serfs. Some are specialists seconded from the staff of one or more Inquisitors, while the greatest number are mono-task Servitors.

Amongst the most important members of the staff are the Astropaths, several of whom are always present in any Watch Fortress. At all times, at least one Astropath is locked in an armoured saviour-chamber (sometimes referred to as the 'ebon coffin') with its own life-support system, which is isolated from that of the fortress. In the event of the facility being overrun, it is intended that this Astropath will survive long enough to transmit a message to the nearest Inquisitorial bastion or Space Marine home world. Getting such a message out is far more important than the Astropath's survival of course, and many have committed suicide rather than fall into enemy hands, once reasonably certain their message has been received. That being said, one Astropath in the service of the Inquisition is known to have survived for six months within his saviour-chamber, while hideous Drugh slithered around the fortress and rasped ineffectually at the chamber's armoured hatch. By the time the fortress was retaken, the poor soul was quite insane, and put out of his misery soon after.

The number of Kill-teams stationed in any given Watch Fortress varies enormously. Some are home to only a handful of Battle-Brothers, while others host several dozen Kill-teams. Despite the small number of warriors stationed on even the largest Watch Fortress, it would be suicide for an enemy to attempt an attack on one, even if its location could be determined. Each bristles with weaponry, much of it controlled by hard-wired Servitors or fired remotely by the Watch Commander's staff. Some are even said to be protected by great cannons and banks of missiles controlled by autonomous machine spirits.

At the heart of each fortress is to be found a sealed vault, containing the most sensitive and valuable of assets. It is said that some of these vaults are encased within stasis fields; that time stands still within and even the most ancient and crumbling parchments can be preserved. Other vaults are said to be encased within quantum-displacement fields, so that they are not actually located in the Watch Fortress at all, but exist out of phase with it so that even should the fortress be destroyed the contents at its heart will survive. Exactly what is kept within these vaults depends upon the mission of the fortress and the threats it guards against. Some contain vast libraries of forbidden texts, knowledge so terrible they may only be consulted when the very fate of Humanity itself hangs in the balance. Alien artefacts of unknown or devastating potency might also be sealed within the vault, affording the savants of the Ordo Xenos the opportunity to study them whilst they are kept out of the hands of those who would use them for the detriment of Mankind. Some Watch Fortresses even maintain a stock of the most exotic of weapons, which are kept safe in the vault and only brought forth in the most dire of situations. Here are found the warheads of the cyclonic torpedoes used to enact Exterminatus upon a world. Some weapons are unique and so potentially devastating they may never be disturbed, the singular relics of the Dark Age of Technology. This includes such artefacts as the anti-baryon detonator held in a Watch Fortress at the heart of the Ghoul Stars, and the super-massive 'starbane' vortex cascade generator secreted within the eon-locked Ormand Repository near the Ring of Fire.

Aside from these sealed stocks of weaponry, each fortress contains vast stores of more conventional arms and ammunition. Sufficient stores to last for centuries without re-supply are held in the Watch Fortresses, as well as all of the heavy equipment normally utilised by the Space Marines such as artillery and vehicles. Many of the weapons are venerated relics, crafted by long-dead master-artisans whose names have become legendary amongst the Space Marines.

The larger of the Watch Fortresses are home to all manner of training facilities. In vast domes, unique environments can be recreated in which the Battle-Brothers can perfect their battle drill and rehearse their missions. Some of these domes have been stocked with life forms, such as Death world flora and fauna, in order to create the most realistic training conditions possible. It has even been known for captured aliens to be set loose in the training domes, to be hunted down by the Kill-teams in deadly mission simulation exercises.

Although no resource is spared the Kill-teams, it is usual that each Battle-Brother lives an austere existence in the Watch Fortress. It is common for each to maintain a personal shrine, at which he undertakes the devotions and rites particular to his own Chapter. A Battle-Brother seconded from the Ultramarines Chapter, for example, might maintain a simple chapel dedicated to the Primarch Roboute Guilliman, while one drawn from the Mortifactors Chapter might keep vigil before the flensed skulls of a hundred slain enemies. When not engaged upon a mission or a training exercise, and not meditating at his own chapel, the Space Marine may rest in a cell which is seldom more than a bare, stone-walled chamber. Space Marines require little sleep however, and most of the their time is spent either in battle, or preparing for it.

In addition to the Watch Commander, Watch Captains, and the Kill-teams, a great many, though not all, Watch Fortresses are host to an Inquisitor of the Ordo Xenos. It is the role of this individual to communicate the strategies of the Inquisition and to coordinate them with the missions of the Deathwatch. The Inquisitor is more of an ambassador than an overseer, and has no direct control over the Watch Commander or his forces. Rather, he provides a link between the two organisations, ensuring that the ancient pact between the two bodies remains in place, for the defence of all of Mankind.

Watch Stations

While Watch Fortresses are relatively scarce, there are far more of the smaller facilities known as Watch Stations. These are often no larger than a small escort ship, and some are little more than a rockrete bunker situated upon a lonely mountain top. Watch Stations are located so as to provide watch against a specific threat, or to guard a particular location. They may have been placed centuries ago, perhaps on the word of a mystic's prophecy or an especially auspicious reading of the Emperor's Tarot, or it may be that a great enemy was defeated at that location and its possible return is being guarded against.

As with the Watch Fortresses, Watch Stations can take many forms. A great many are silent sentinels in orbit around a world, while others are lonely towers standing guard over a long dead battlefield. Watch Stations provide facilities for little more than a single Kill-team and the Battle-Brothers are rarely stationed on one for any great length of time; the resources of the Deathwatch too scarce for every such station to be permanently staffed. Instead, Watch Stations may be used as a staging point should a threat become apparent, and to this end they are always stocked with vast reserves of ammunition, arms and equipment.

While they are not always manned by Battle-Brothers, many Watch Stations are home to a skeleton crew of sensor-techs and watch-serfs. These live out their entire lives performing their duty, ever watchful for the threat of the alien and ready to call upon their masters should such an event occur. Many of these serfs have lived and died and never met a Battle-Brother, yet all are indoctrinated and conditioned into their duty, and their watch never tires.

A great many Watch Stations are not crewed by men at all, but are controlled by machine spirits. It is only by the blessings of the very highest acolytes of the Machine God that this is possible, for such devices that can be entrusted are rare indeed. Orbiting many a Dead world might be found, by one who knows to look, a silent mechanical picket, its glass eyes scrutinising the surface far below, its transmitters trained upon distant relay stations.

The primary task of any Watch Station is to gather information and to pass this back to the Watch Fortress. The nature of the information may be detailed activity logs compiled by watch-serfs, or at the other extreme, it may be the

Quarantined Worlds

There are some worlds in the galaxy that are known to harbour life forms so dangerous or vile that the Imperium has imposed a quarantine upon them, that none may set foot upon the surface. Many of these are classified as Death Worlds, planets that teem with life forms so predatory that even the most seasoned and well-equipped explorer is likely to be slain within minutes of disembarking his lander. Other quarantined worlds might harbour the remains of long extinct alien civilisations, and be host to thousands of sealed tombs within which lay relics too dangerous to be allowed to fall into the wrong hands. Some worlds harbour microscopic life so deadly that to simply breathe the air would cause one to die horribly within minutes.

Many of these worlds are guarded by lonely Watch Stations, but there are simply too many of them across the Galaxy for all of them to be watched over in this way. Around these are placed beacons, warning any approaching spacecraft that to trespass further is to invite the retribution of the Inquisition. Those foolish enough to ignore these warnings rarely survive whatever it is the beacons are warning against, but their identities are logged nonetheless, so that the Inquisition might hunt down any survivors and punish them for their crime. Many are the bands of outcasts, rebels and pirates that have somehow survived the perils of a Death World, only to be hunted down and slain by a Deathwatch Kill-team.

constant chatter of raw machine language beamed in a never-ending transmission across the void. The most important Watch Stations are attended by an Astropath, but others rely instead on regular visits for their reports to be collected. In many cases, it is not a sudden and disturbing report of alien activity that draws the attention of the Deathwatch, but the absence of any report at all. Standard doctrine dictates that any unexpected silence must be investigated immediately, and a Kill-team dispatched to forestall possible alien attack.

RECRUITMENT

Those Chapters which undertook the great oath that created the Deathwatch provide their most experienced xenos-fighters to serve in the Kill-teams, as do many other Chapters whose masters were not present to take the original oath, but who have since undertaken it. There are some particular Chapters (the Crimson Fists and Mantis Warriors amongst them) who make it a point of pride to send many of their Space Marines to serve with the Deathwatch. Most Battle-Brothers are veterans of a hundred alien wars before being inducted into the Deathwatch, but selection is not made upon length of service alone. In theory, even a Scout that shows exceptional skill at arms against the xenos may be selected to serve, although such an event is extremely rare. In the main, it is those Battle-Brothers who have faced a broad range of alien threats and not only survived, but prevailed, learning and passing on new methods of defeating such foes. These warriors have faced hordes of Tyranid creatures so vast they spill over the horizon, and never once given an inch of ground. They have stood face-to-face with such gargantuan beasts as Tyranid Carnifexes and walked away the victor. They are masters at hunting down such dread beasts as the Ambull and the Clawed Fiend, and know every deceitful ploy the Eldar are likely to utilise.

Aside from the obvious skill the warrior has displayed, perhaps more important is his purity of heart and his soundness of mind. To face the xenos is to bear witness to the most vile, depraved horrors that creation can produce, as if the universe had mutated and life itself turned against Mankind. Space Marines, above all others, are created to defend the Imperium from against the most severe of threats, and recognise the dangers aliens pose to Humanity. There are some intelligent races that are so utterly different in form and nature that just to consider them is challenging, and to look upon them is mind shattering. In fact, some are so utterly alien that only an experienced xenos fighter would recognise them at all, for they may appear as pools of slime, a cloud of darting motes or a noxious mist creeping along the ground.

Many aliens make war upon Humanity in ways quite unimaginable to the common man. In fact, many are not making war at all, from their own perspective at least, but are instead hunting prey, harvesting sustenance or subjugating recalcitrant slaves. A Space Marine inducted into the Deathwatch must be able to face all of these truths, and stand firm, his sanity intact.

Another theatre of war that the Space Marines are uniquely equipped to fight in is that of the microscopic. Every alien race is the product of a unique biological inheritance, having evolved, in most cases, in an eco-system of limitless variety. Even non-violent contact with an alien might result in microbial contamination that would cause a normal man to sicken and die within hours. Space Marines are sealed within nigh-impenetrable armour and blessed with the very toughest of bio-engineered immune systems, and most importantly, well versed in the proper first contact doctrine (point one of which is to shoot first).

The process by which a Battle-Brother is selected for service in the Deathwatch varies, but the most common is by recommendation of the Chapter's Captains, Apothecaries

THE PUREST OF THE PURE

It is a rare thing indeed that a Chapter's genetic inheritance is entirely free of taint. While most impurities are of little or no consequence, others are a matter for great concern amongst a Chapter's Apothecaries, their effects constantly guarded against. Two of the Imperium's most celebrated Chapters are afflicted by such an inheritance – the Blood Angels and the Space Wolves. The former suffer from the Red Thirst, which condemns a Battle-Brother to suffer such overpowering visions of the death of his Primarch that he becomes a frothing madman, and must enter the ranks of the Death Company. The latter may suffer from the Curse of the Wulfen, and become a raging beast of muscle and fangs. If there is any possibility that a Battle-Brother susceptible to such a fate may succumb to it, he will not be dispatched to serve in the Deathwatch, for only the Apothecaries of his own Chapter can guard against his curse, and administer to him the final rites should he fall prey to it.

and Chaplains. Each of these is uniquely placed in their field to pass judgement on the matter, and it is usual that all three must agree before taking the matter to their Chapter Master. The Battle-Brother's Captain has witnessed him in battle, and knows well his capabilities. The Apothecary is able to account for his bodily health and fitness, crucial to the warrior's ability to fight the alien on every possible level. It is the Chaplain's task to monitor and foster his charge's spiritual well being, which again is crucial to his ability to serve. Only after these three, and possibly others, have debated and considered the matter deeply will they approach the Chapter Master and recommend the Brother for service in the Deathwatch. The decision as to whether to advance the Brother further falls entirely to the Master of the Chapter, and he may call the warrior before him to speak for himself so that the Master might reach a proper opinion. The Chapter Master's responsibility in this matter is grave indeed, for the oath of service to the Deathwatch is solemn and terrible, and in it is vested the last, best hope for Mankind against the dire prophesies of alien apocalypse. To present a Battle-Brother not equal to the task would do great dishonour to the Chapter in question, and could have ramifications for entire worlds. Should a battle be lost because the warrior faltered at a crucial point, should a Watch Fortress be breached because a Battle-Brother was lax in his duties, or should a planet be abandoned because a Space Marine doubted that it could be held, then the fate of Mankind itself might be compromised.

If and when a Battle-Brother is judged worthy to serve in the Deathwatch, his name and his deeds are forwarded to the nearest Watch Fortress, to be considered by the Watch Commander. In many cases, this is the last the Chapter will hear of the matter, for the call to service may never come. It may be, however, that the Deathwatch has need of reinforcements due to recent battle losses, or perhaps is planning a mission that requires additional warriors, or indeed intends to establish a new Watch Fortress. In such cases, the Battle-Brother may be sent for straight away, and called upon to serve in a Kill-team.

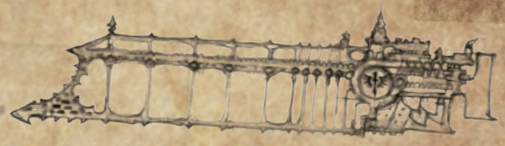
Another method by which a warrior might come to serve is for the Deathwatch to make a general request of other Chapters in the region. The Watch Commander might visit each of these Chapters and make his plea to the Chapter Masters in question, or if circumstances do not permit such a nicety, he may transmit astropathic communiqués encrypted with the very highest of cipher-seals, or dispatch trusted Brothers of the same Chapter if at all possible, to make the request on his behalf.

In some cases, the request for service might come not from the Deathwatch, but from the Inquisition. Such would be the case when an Inquisitor of the Ordo Xenos had cause to take to the field of battle alongside Battle-Brothers of a Space Marine Chapter, and was especially impressed with the fighting abilities of one or more individuals. Although the agents of the Inquisition have the authority to order almost any of the Imperium's fighting forces to serve in their cause, they do not have such overt power over the Adeptus Astartes. Instead, an Inquisitor may request of a Chapter that its warriors serve his cadre, and he may, if suitably impressed, recommend to a Watch Commander that the Battle-Brother serve in one of his Kill-teams.

Service in the Deathwatch is understood by ancient convention to be limited to a single mission. In practice, however, a mission could be defined as a campaign or a vigil spanning an indefinite period of time. When chosen to serve in the Deathwatch, the warrior often bids his Brothers farewell as if he will never see them or fight by their sides again. Given the foes that he is likely to face, this may well be the truth.

Some Chapters have developed highly formal rituals to mark a Battle-Brother's departure for service in the Deathwatch. Some Chapters, such as the Storm Wardens, assemble the Brother's entire company, or even the whole Chapter, to salute him as he leaves upon one of the Deathwatch's black-painted Thunderhawk gunships. Other Chapters convene a solemn service led by the most senior Chaplain, the massed ranks bowing their heads in prayer for their departing Brother. The Space Wolves engage in a raucous, nightlong celebration in which the Great Company's cellar is drained, while in the Black Templars, the entire fighting company kneels in all-night, silent vigil before a chapel dedicated to Rogal Dorn. However the Battle-Brother's departure is marked, he sets aside his service to his Chapter, if only for a short period, and turns his back upon his former comrades as he boards the waiting transport.

Upon entering service with the Deathwatch, the Space Marine must undertake the most solemn of vows. The Oath of Binding holds the warrior to secrecy, forbidding him from disclosing anything of what he sees or experiences whilst serving with the Chapter. He is foresworn even from confiding in the Brothers of his own parent Chapter, unless they too have served in the Deathwatch. By ancient convention, those who wear the silver shoulder plate of the Deathwatch are never questioned as to what they have seen and done, and even the most inexperienced Scout knows what grave insult would be offered by doing so.



Kill-ships: The Doom of Worlds

Deathwatch Kill-ships are automated drone-vessels, guided by the most advanced of war-spirits, which are used in the most extreme of circumstances to enact Exterminatus upon a world that has been lost to the Imperium. They are equipped with the most valuable of cloaking devices, often unique examples of long lost knowledge dating back to the Dark Age of Technology. The mission of a Kill-ship is to enter a system entirely undetected, to slip silently past whatever sentinels the invaders may have put in place at its edges, and to approach the target world unseen. Travelling on silent running, the Kill-ship enters orbit, delivers its lethal payload, and then slingshots itself away using the planet's own gravity. Even as the Kill-ship departs, the apocalypse is descending upon the doomed world, the final act of vengeance and denial enacted in its wake.

Training

Any Battle-Brother serving in the Deathwatch is by definition amongst the most experienced of xenos-fighters in the entire galaxy, yet he cannot possibly be as well-schooled in the matter as a veteran Watch Captain or commander. The Brother might have experienced combat against a hundred different alien races, but there are many thousands more he may never have encountered or even heard of. The Deathwatch takes it upon itself to pass on every shred of knowledge possible to its warriors, through a myriad of different means.

The newly recruited Brother is initially subjected to a gruelling regime of hypno-indoctrination, in which his subconscious mind is filled to overflowing with the details of every known intelligent race, and many classed as mindless, yet highly dangerous animals. This process merely lays the groundwork for further schooling and study, which unlocks the full potential of the Space Marine's superior mental capacity. A warrior faced with a foe he has never before encountered may thus find that he recalls the exact weak spot that must be targeted in order to it strike down.

Hypno-indoctrination is but the lesser part of a Deathwatch Space Marine's preparation, however, and he undertakes constant training in the methods required to combat specific enemies. While much of this training is theoretical, some is very real indeed. The Brother may be required to enter a sealed beast-chamber in which a captured alien combatant is entrapped. He is not allowed to exit until he has killed it, often armed with only his combat knife, with his bare hands and teeth or without his armour. Only when the Brother's Watch Captain is satisfied that he is ready, and the Watch Commander concurs, is he authorised to take his place in a Kill-team and undertake his first mission.

Heraldry of the Deathwatch

Upon joining the ranks of the Deathwatch, the Battle-Brother enacts a ritual in which his armour is repainted black. Not all of the armour is repainted however, for the right shoulder plate is left in its original colour so that the Brother's parent Chapter may be known. To obscure one's Chapter icon is regarded as an act that would anger the armour's war-spirit greatly and invite its ire at a crucial moment in battle. Thus, the origins of any Deathwatch warrior are clearly visible by the heraldry displayed upon his right shoulder.

On the warrior's left shoulder he bears with great pride the ornate heraldry of the Deathwatch. The shoulder plate and the entire left arm is electroplated silver, and polished to a high shine. At the centre of the plate is the icon of the Deathwatch — the Inquisitorial 'I', mounted with a death's head and crossed bones. Around the icon passages from various devotional texts are engraved, including the Catechism of the Xenos and the Third Abjuration of Terra. Such passages remind the Brother of his duty at all times, and it is not uncommon for him to recant the lines of such prayers in battle, steeling his heart and those of his comrades against the evil of the xenos.

Aside from these details, the armour of a Deathwatch warrior is often decorated with a combination of purity seals and holy icons and symbols unique to his parent Chapter. Space Wolves, for example, commonly adorn their armour with all manner of runes and talismans derived from the culture of their home world of Fenris, and these can often be seen on the armour of Space Wolves serving in the Deathwatch. Blood Angels Space Marines are known to bear many small teardrop icons, while the Battle-Brothers of the Dark Angels Chapter often carry small winged sword pendants.

The longer he serves in the Deathwatch, the more adorned with purity seals and devotional scripts a warrior's armour becomes. Having faced the vilest horrors of the galaxy, the Battle-Brother knows that ultimately, it is faith that defeats the xenos. While he carries the very finest arms and armour available, purity is the most deadly weapon the Deathwatch can bring to bear against their foe.

Wargear of the Deathwatch

The Inquisition and the Deathwatch have access to a huge range of weapons and artefacts that even the Space Marines do not have. Quite apart from the highly specialised or unique items, every single Deathwatch Space Marine is equipped with the best wargear possible. Every boltgun is an artificer-crafted work of art, created and maintained by the finest weapon-smiths in the galaxy. Every suit of armour has been handed down through generations of warriors, and is imbued with the spirit of each. Every Space Marine that takes up a weapon gives unto it something of himself, and in return is blessed with the protection of his forebears.

Many of the weapons and suits of power armour in the armoury of the Deathwatch are revered as holy icons. Many have individual names, taken from a former bearer or a great deed performed. There are boltguns with names such as 'Brother Kalk's Reaper' and 'Bane of Piscea'. There are suits of power armour called 'Lord Odeck's Deliverance' and 'Iron Spirit'.

In addition to the masterful craftsmanship with which each item of wargear is maintained, much of the equipment of the Deathwatch utilises improvements and modifications known only to the most senior of tech-adepts. It is a testament to the Chapter's status that it has access to the very highest echelons of the Cult Mechanicus, and to technological marvels beyond even the reach of the Space Marines. Perhaps the most obvious expression of this access is to be seen in the many types of highly specialised ammunition the Chapter uses. Through countless engagements, the Chapter has developed specialised poisons keyed to the biology of specific aliens, and these can be delivered by way of specialised bolt rounds. The Deathwatch makes use of tracking devices that utilise otherwise lost branches of technology, including electro-magnetic scanners, motion detectors and co-efficient prognostication units. Each Battle-Brother commonly bears equipment only carried by specialists in his own Chapter, ranging from melta-bombs to the highly prized vortex grenade.

Some of the equipment used by the Deathwatch is so highly prized that it cannot be allowed to fall into the hands (or claws, tentacles or pseudopods) of the enemy. A vortex detonator is dangerous enough in the hands of a fully trained Space Marine, but in the possession of a time-phasing alien infiltrator it could be devastating. In the rare event of such an item being lost on the field of battle, it is not uncommon for the Deathwatch to mount further missions, to recover or, if that is not possible, to destroy the item. The most precious and dangerous assets are occasionally fitted with denial-charges, in order to render them useless in the event of their loss. Nevertheless, such items have occasionally fallen into the possession of the enemy, as was the case when the third moon of Liberty became unstable in its orbit and crashed to the planet's surface, ultimately wiping out all life on that world. This catastrophic event was caused by the loss of the 'Von Dee's Multi-phase Catalyst', a relic of the Dark Age of Technology that fell into the hands of the alien Antipath. Whether or not the Antipaths intended to detonate the catalyst when they did, or whether its was a terrible accident, will never be known, but serves to demonstrate the potency of some of the weapons of the Deathwatch, and the consequences of their loss.



THE XENOS THREAT

"Do not ask, 'Why kill the alien?' rather ask, 'Why not?'"

–Battle-Brother Artemis

The threat posed by the many alien species of the galaxy manifests itself in many different forms. Some species are overtly hostile, while others are more pernicious. Some regard Mankind as nothing more than a food source, while others seek to twist and manipulate it to their own advantage. There are those alien empires that would dominate Humanity, and others that would simply eradicate every last trace of it.

Aside from the obvious threat of outright war and invasion, and the loss of worlds, lives and resources that accompanies it, the dangers posed by the xenos can be far more insidious and subtle. Some races seek to infiltrate individual societies and corrupt them from within, weakening them against the eventual invasion, or precipitating outright revolution in which the aliens themselves are installed as masters. There are those foolish or dispossessed of some communities that willingly turn to the xenos for salvation when their own lot appears so desperate that even faith in the Emperor is insufficient. Alien emissaries and demagogues move amongst the outcasts and the desperate, establishing themselves as saviours or visionaries, and slowly replacing the God-Emperor of Mankind as the object of the peoples' veneration. Sometimes this is accompanied by simple guile, but all too often domination is achieved by way of psychic or genetic manipulation, enslaving entire planetary populations to the will of the xenos.

THE DEATHWATCH AND THE CODEX ASTARTES

Although counted as a Chapter, the Deathwatch has a highly unusual organisation, which bears little resemblance to that laid down in the Codex Astartes. While a regular, 'Codex' Chapter is organised so as to be highly mobile and flexible, and to be deployed almost anywhere in the galaxy on short notice, the Deathwatch often focuses on one threat, in one region. This means that a Watch Commander is able to tailor his forces to the task at hand. Some Watch Fortresses stand guard over vast Ork empires, ever ready to oppose the nigh-unstoppable invasions they periodically unleash. Others guard against more shadowy threats, far harder to detect yet every bit as dangerous. Still more face a myriad of foes and must constantly adapt to an ever-changing strategic situation.

The Deathwatch has access to all of the specialised war machines used by other Chapters, and more. Even if a Watch Fortress makes no regular use of such equipment, it keeps mothballed stocks of everything from attack bikes to strike cruisers, for use as and when required.

In structure, the Deathwatch does not adhere to the strict organisation of squads and companies that the Codex Astartes dictates. The only relevant tactical unit is the Kill-team, which may be organised and equipped in any way the Watch Captains deem appropriate. In one mission the team may go to war on Space Marine bikes, and in the next mounted on a mighty Land Raider. Those Battle-Brothers with the requisite knowledge might go to war clad in hulking Terminator armour, or in lightweight Scout armour with chameleonic cloaks. Occasionally, several Kill-teams are combined into a larger force, a sure sign that a highly dangerous foe is to be faced.

It is perhaps inevitable that Space Marines new to a term of service in the Deathwatch might experience a period in which they must adjust to this foreign mode of organisation. This is especially the case when it comes to Chapters that adhere rigidly to the Codex Astartes, such as the Ultramarines and their Successors. In practice, a Battle-Brother who could not adjust would not be sent to the Deathwatch, and those that do are often the most highly effective of warriors.

It is also the case that not all of the aliens that the Deathwatch guard against are what might be termed 'intelligent life forms'. The Tyranids for example are, individually at least, no more than predatory beasts, despite the fact that they utilise highly developed battlefield strategies. Other races are more literally beasts, with no deliberate strategic agenda other than ingrained survival, such as the Ambulls or the Drugh, and the Deathwatch must be as adept at fighting such enemies as any other. Some forms of alien life are not even animal in nature, let alone intelligent, such as the carnivorous flora of many Death worlds, all of which the Deathwatch must face in the ceaseless battle against the horrors of the galaxy.

Lastly, although the Deathwatch was formed in response to the threat of the xenos, its members have, throughout the centuries of service, faced many other foes too. Rebels and criminals have felt the wrath of the Deathwatch, as have the followers of the Ruinous Powers. In standing their eternal vigil, the Deathwatch often discern dire threats other than those of an alien origin, and given their oath of service to Mankind, respond to them with exactly the same zeal and vigour.

The Tyranid Hive Fleets

"We must scour them from the stars before they do the same to us."

–Chaplain Cassius of the Ultramarines

The Tyranids are the most alien of the races to curse the galaxy with their existence. An elemental force, they mass in void-swimming shoals, remorselessly hungry and too numerous to stop. The Tyranids are believed to have migrated from beyond the known galaxy in search of new systems to consume; ravening swarms descending upon planets and stripping them of all life. Every living thing is consumed, brought back to the hive ships and dissolved into a rich biological gruel from which new Tyranid organisms are grown. When the Tyranids move on in search of fresh prey, they leave planets as nothing but balls of scoured rock in their wake.

Unlike many other alien threats facing Mankind, the Tyranids are an entirely new enemy. The arrival of this galactic threat first came to light when Inquisitor Kryptman of the Ordo Xenos recovered a data-slate from the barren husk that had once been the Imperial world of Tyran. The alien fleets were composed of an innumerable tide of living craft, from biological attack vessels to gargantuan, tentacled hive ships — all cells in a single alien organism that threatened to devour the Imperium. Codified as 'Behemoth', the Tyranid invasion devoured entire sectors, and culminated in one of the largest space battles in the Imperium's history, around the rings of Circe. Both the Ultramarines and Battlefleet Tempestus suffered terrible casualties before the invasion was finally broken.

Despite the great victory won at Circe, it was soon discovered that defeating the Tyranids was not such a simple matter. Although the vast bulk of the Tyranids' vessels were destroyed, the smaller ones scattered, and soon small 'splinter fleets' were appearing across the Eastern Fringe. But a fraction of the size of Behemoth, even the smallest of the splinter fleets is capable of laying waste to an entire world, and the largest that have been faced, in particular those currently active in the Jericho Reach region, consist of vast swarms capable of overrunning entire star systems.

During the bitter fighting against Behemoth, the Deathwatch undertook a number of vital missions, including nigh-suicidal boarding actions against the largest of vessels, which were theorised to have some sort of control function over the hive fleet. During these missions, much vital experience was earned, and this was soon expanded as Space Marines of the Ultramarines Chapter, which had borne the brunt of the fighting, took service in the Deathwatch.

Many in the higher echelons of the Imperium's command structure believe the dire threat represented by Behemoth to have been averted. While efforts to defeat the remaining splinter fleets are ongoing, the leaders give thanks that the hive fleet was destroyed, even if the cost was almost unbearably high. There are many in the Ordo Xenos who are not so sure however, and counsel vigilance against the return of the Tyranids. Many are the Watch Stations of the Deathwatch that have turned their unblinking eyes upon the darkness of interstellar space, ever watchful for the stars being snuffed out by the innumerable vessels of another Tyranid hive fleet.



Ork Waaaghs!

"Everywhere Mankind has travelled, there too are the Orks. They infest this galaxy, and no doubt others, like the crude parasites they are. My only hope is that they kill one another before they kill us."

–Watch Captain Evangelos, Deathwatch

Orks are green-skinned monsters that live only to fight, joyously spreading carnage and mayhem wherever they go. Though categorised as sentient creatures, many consider the term 'intelligent life form' highly inappropriate, for these beasts are crude, barbaric and have absolutely no concept of their own mortality. So great is the Orks' need for battle that they fight amongst themselves if no enemies are near. This constant state of war ensures that only the very strongest, toughest and loudest of Orks survive to face their enemies.

If the attentions of the Orks were engaged entirely upon their internecine wars, then the race would present little threat to the galaxy at large. Unfortunately for the galaxy, the Orks are more numerous than any other race, infesting planets from the Core to the Halo worlds. As if this were not bad enough, what makes the race truly dangerous is the fact that periodically, a single individual will fight his way to the top of Ork society, uniting by force and example the disparate factions and leading them in an invasion akin to a holy war. This invasion the Orks call a 'Waaagh!' in their guttural tongue, a word learned by the Imperium's warriors as ten thousand green maniacs bellow it as they surge towards the defenders' lines. Ork Waaaghs! can engulf entire regions of space, their populations being enslaved to make the Orks more weapons, or simply eaten.

Being the most numerous of the alien species that the Imperium's defenders must face, the Space Marines are well versed in fighting them. No Chapter has less than a thousand honours earned in battle against the Orks, and equally, all have suffered the loss of some renowned hero at their hands. Some Historators have even said that the Space Marines' iconic weapon, the boltgun, was created with the Ork in mind. The weapon's high rate of fire allows for many shots to be fired as the Orks come on in numberless waves. The bolt's ballistic characteristics make a mockery of what little and crude armour the Orks wear. When the bolt explodes deep within the body of its target, it is capable of decapitating even an Ork. Unfortunately, many an Ork has been observed to shrug off such a wound and carry on fighting as if oblivious.

It is entirely possible that it was the Ork race that the founders of the Deathwatch had in mind when they prophesied the end at the hands of Humanity's alien foes. According to the most learned of Ordo Xenos Inquisitors, the Orks believe that one day, a great leader will rise up and unleash the greatest of all battles, which will draw to it every Ork in the galaxy. That leader, it appears, has yet to come, but the Deathwatch is ever vigilant for signs of an especially powerful Ork Warlord uniting the fractious race.

One of the most pernicious effects of the Orks' invasions is that even should they be defeated, more Orks always seem to reappear, quite inexplicably, on those worlds from which they have been expelled. A thousand different theories abound as to why this might be, with some Xeno-Savants advocating



the idea that when an Ork is slain, the release of thousands of microscopic spoors is triggered, which lodge in the ground. This, they claim, is how the Orks reproduce and goes some way to explaining their constant need for war. From these spoors, it is claimed, the Orks themselves grow, though this theory is far from universally accepted and outright ridiculed by many. Nevertheless, it is standard Deathwatch doctrine to thoroughly cleanse the battlefield following an Ork defeat. The Deathwatch have become adept in the use of 'fire-front' barrages launched from orbit which incinerate every inch of the ground and reduce to ashes every trace of biological matter.

Eldar Warhosts

"Compared to them we are but children. Sadly, it is the way of things that children never learn from the errors of previous generations, and are ever doomed to repeat them."

–Inquisitor Czevak

As a race, the Eldar are largely gone from the galaxy, their power having waned long ago due to their own folly. Now, this once highly advanced race of graceful aesthetes clings to existence aboard lonely world-vessels slowly plying the void. Yet millennia ago, these enigmatic and otherworldly aliens ruled the entire galaxy; they seeded whole worlds, and wielded the power of the very gods. Still, it is said that the Eldar refuse to fade into the blackness of the void, and that the race is a powerful force yet.

Humanity and the Eldar have fought against one another countless times over a ten thousand year period of calamity and bloodshed. Though every single Eldar, whether warrior or artisan, is well schooled in the arts of war, each death is keenly felt. The Eldar are a dying race, for even at the height of their power these extremely long-lived aliens reproduced only at a very slow rate. So total is the warfare that engulfs the galaxy that the Eldar cannot possibly replace the losses sustained in even the smallest skirmish, and each year their mighty craftworlds grow ever more quiet.

Some would say that a race teetering so precariously upon the brink of racial extinction would be wise to withdraw entirely, to flee into the encroaching night and live out its few remaining days in relative peace. For the Eldar, such a luxury is impossible, for it was by the deeds of the race that the Chaos God Slaanesh came into being, and their fate is inexorably entwined with the Ruinous Powers. Despite their dwindling numbers, the Eldar seek to combat Chaos at every turn, for they know that it is their ultimate fate to engage the Ruinous Powers in the final battle that will decide the fate of the entire galaxy, if not the universe.

Perhaps the main cause of conflict between the Eldar and Mankind is the issue of the possession of the Maiden Worlds — planets seeded millennia ago by the ancient Eldar, to be populated once their slow transformation into the Paradise worlds many are today is completed. In the ten thousand years since the fall of the Eldar's galaxy-spanning civilisation, many of these worlds have come to be settled by Humanity and other races. The presence of any other than the Eldar upon such a world is sufficient to cause a genocidal war as the aliens seek to expel the intruders. Many of these worlds have been occupied for thousands of years, and the populations will fight to the last drop of blood in the defence of what they regard as their home world. It is common for the Eldar to arrive entirely unannounced at a world they consider theirs and to issue an immediate demand stating that the 'intruders' have a set time to vacate the world. In general, the time given is entirely inadequate, and is refused anyway. The Eldar then unleash their fury upon the settled population, displaying with their typical arrogance no mercy upon the defenders or their people. Such attacks frequently escalate into larger wars, for the forces of the Imperium are stoic and intractable and, unlike the Eldar, have nigh-limitless resources of manpower on which to draw.

Despite the many clashes between Humanity and the Eldar, there have been many occasions when the two races have fought side by side. This is generally when a common enemy, usually Chaos, is faced. However, the Eldar have also lent their power to the fight against the Tyranids. Such operations are tense, for the common soldier is indoctrinated to hate and fear the xenos, and the Eldar, all too human in their appearance, are especially reviled. Even the most disciplined of Space Marines finds it hard to stay his hand against such enemies, and it is often the case that the Deathwatch is the only force able to share a battlefield with the Eldar without losing control and opening fire on their allies.

Furthermore, it is whispered that there exist perhaps a handful of men within the Inquisition who have earned the trust of the Eldar, and gained access to their most terrible secrets. Such men walk a perilous course between damnation and salvation, and it remains to be seen whether their actions will save Humanity and the Eldar both, or earn both races extinction.

Tau Expansions

"Their time shall come, fear not. Let them believe themselves our betters, let them think they can turn our worlds to their sick philosophy. They think in decades; we think in centuries. When the time is come, we'll crush this so-called 'Empire' completely, and grind it to dust beneath our heels."

–Lord-Consul Lastant at the Treaty of Gharak

The Tau are a young race, only recently come into contact with Humanity. They seek to bring the enlightenment and unity of the 'Greater Good' to those who will join them. While the Imperium is beset on all sides, the Tau Empire grows stronger and stronger. In the Eastern Fringe, far from the power of Terra, world after world has fallen to their dynamic expansion. Where a world refuses to join the Tau Empire, all resistance is swept aside, whether it is philosophical or military, for the Tau believe that the Greater Good can overcome any obstacle.

The relatively small size of the Tau Empire belies the real danger it poses to the Imperium. While the race is not overtly hostile, and is perfectly willing to trade and treat with the Imperium, the philosophy of the Greater Good is considered pernicious and insidious. While the peoples of the Imperium are ruled according to the brutal realities of survival in a hostile galaxy, the Tau preach that all should be equal, and only then can the entire empire go forward, as one. They are guided by a caste of rulers and spiritual leaders called Ethereals, who appear to be able to inspire in the Tau a curious combination of duty and contentment. The Imperium has no concern if its citizens are content, so long as they do their duty; to the Tau the two concepts are one and the same. There are those amongst the Imperium's highest echelons of command that worry that the Tau's doctrine of collectivism might spread through the populations of human worlds they come into conflict with. Were that to happen, it is feared, surely chaos and anarchy would follow.

While the Imperium has fought one major, and many smaller wars against the Tau Empire, there has been a fair degree of contact, and at times, cooperation. The Tau, it appears, appreciate that they will not conquer the Imperium by military force, and instead await the time when Humanity will see the wisdom of the Greater Good and join the Tau. The confrontations that have occurred are, in the main, confined to small regions, although the recent conflict in the Jericho Reach has caused many to suspect the Tau of escalating their attacks for greater gains.

The Ordo Xenos seeks to study the Tau, for some amongst its number covet the selfless willingness with which they follow and obey the Ethereals. It is not currently known whether the Ethereals exert some form of low level psychic mind control over their subjects, the effect is pheromone-based, or such obedience is simply hard-wired into the Tau's very nature. Needless to say, there are those who would relish the chance for further study.

Enslaver Plagues

"Call them what you will—Krell, Psyrens or Enslavers. Just one witch, unsanctioned, caused the destruction of Hive Skorpios when one of those things used her brain as a gateway to this world. Within three days the entire hive's population was reduced to drooling mind-slaves. Within three weeks an entire continent was at war. And all because the governor thought his family should be exempt from the psyker cull and refused to give his daughter to the Black Ships."

–Inquisitor Mallen, Ordo Xenos

The Enslavers represent a form of life entirely anathema to any other in the galaxy. Though biological, these beings appear to exist primarily in the warp, yet no details of their nature are known. What makes the race dangerous to the Imperium, and indeed to all life in the galaxy, is the fact that the Enslavers make incursions into the material universe which, if not checked, soon escalate into planet-wide plagues. In such a case, Exterminatus is a merciful end to the planet's enslaved population.

What is known of the Enslavers is that, from the warp, they are able to detect the presence of powerful, yet unprotected psykers in the material realm, and use their minds to create a portal between the two dimensions. This process is a gross blasphemy in itself, for the unfortunate victim's body is transformed into a distended, writhing archway, the pulsating darkness of the abyss at its core. Through this gateway, the Enslavers pour in ever-greater numbers. Having established themselves in the material universe, these vile creatures enslave any and all intelligent life forms within range, taking complete control of their bodies, and using them as an army of mind-slaved drones.

To be enslaved is said to be amongst the worst possible fates that can befall a man. While his mind remains fully aware of his plight, his body is no longer his to control. He is nothing but a puppet of the Enslavers, to be used as they wish. The aliens have no knowledge or concern for the physical well being of their drones, and use them until they fail, whether through starvation, neglect or wounding. The drones stumble forward under the crude control of their masters, forced against their will to bear arms against their own. As the Enslaver Plague, as these catastrophes are known, progresses, ever greater numbers of meat-puppets are enslaved, until vast, uncountable hordes of drones overwhelm the planet. What happens once the Enslavers' victory is achieved is unknown, and frankly too horrible to consider.

Although not as prevalent a threat as other alien races, the Enslavers are nonetheless guarded against with utmost vigilance. Punitive Deathwatch actions are launched at the slightest suspicion of imminent plague, for the span of time between the appearance of the first gateway and total, overwhelming infestation can be shockingly rapid. Predicting where such plagues might occur is nigh impossible, except perhaps with frequent and skilled recourse to the Emperor's Tarot. Ultimately, the only way to be sure that no plagues take place is by way of stringent psyker culls and the eternal mission of the Black Ships.

Rise of the Ancients

"There are shrivelled things laying in cold tombs far below the surface of dead worlds that once bestrode the galaxy. And there are those who by their deeds would awaken such creatures. Not on my watch…"

–Brother Fenrik Red-Eye of the Deathwatch

The galaxy is truly ancient, and evidence of extinct stellar empires abounds. Countless human cities have been built over the crumbling remains of far older civilisations, with no concern of what might slumber in dusty tombs far below the ground. There exist entire hive cities hollowed into the innards of miles-high alien structures. Even on the most long settled and heavily populated worlds, out in the wilderness zones might stand wind-wracked obelisks built by unknown masons. In many cases, the world's original colonists would have fought a war of extermination against whatever intelligent life dwelled there first; on others, the aliens had died off or departed millennia before Mankind even set foot there.

There are those whose mission it is to ensure that the myriad lost empires of the galaxy stay that way. Inquisitors of the Ordo Xenos and their Deathwatch allies hunt down any trace of these extinct galactic empires, and seek out signs of their continued existence. This is because despite the fact that the lost empires are no longer a power, there are those who would see them returned to their former status. These might be the fallen alien descendents of the once-mighty ancients, lurking in the wilderness and working unseen to renew their ancestors' power. In some cases, deluded humans work to resurrect lost alien civilisations, perhaps having acquired a fragment of lost and forbidden knowledge, or having fallen under the power of some artefact recovered from a sacred site.

Some Inquisitors within the Ordo Xenos discern patterns of alien activity wherever they look. While those at the frontlines may only perceive that which they face in the heat of battle, the oldest and wisest of Inquisitors and savants take note of locations of tomb-worlds across entire sectors, regions, segmentae and indeed, the galaxy. While many take their dire warnings as the ravings of blasted old men, others see truth in their words, and fear what might become of Mankind were these patterns to align, were the ancients themselves to awaken according to some aeons-old configuration. The Jericho Reach is a region where such dark patterns have emerged, though their meaning defies human intelligence and sanity.

Some amongst the Ordo Xenos believe that Mankind's doom will not come at the hand of any of the races extant today, but due to the deeds of the ancients themselves. They claim that the Emperor's Tarot is revealing ever more dire portents, warning of an age when the soulless minions of long dead gods will rise from their tombs and harvest every life form in the galaxy. They speak of alien savages lurking in the jungles of distant fringe worlds casting off the mantle of ignorance and reclaiming that which was once theirs. They speak of the very gods themselves returning to do battle against one another; a war in which Mankind may be the first casualty.

DEATHWATCH MISSIONS

"He who allows the alien to live, shares its crime of existence."

–Inquisitor Apollyon



The ancient oaths under which the Deathwatch was formed bind it to the combating of the xenos menace, wherever it may be found and whatever form it might take. The missions undertaken by the Deathwatch are many and varied, and range from standing sentinel against a general threat to accompanying an alien-hunting Inquisitor in a desperate mission beyond the fringes of known space. Despite the variety of mission profiles in which the Deathwatch excels, there are a number that form the basis of most operations.

One of the simplest, yet arguably the most taxing, duties of the Deathwatch is to stand eternal vigil against the actions of the xenos. This is the basis of the system of Watch Fortresses and Watch Stations. Each is located in an area where there exists a known threat, or in a strategically significant region through which such a threat might approach Imperial worlds. An example of the former would be a Watch Station placed on the outer reaches of a system known to harbour the remains of an ancient xenos race, with its mission being to guard against the enemy's return. An example of the latter would be a Watch Fortress positioned at the confluence of known warp routes, along which alien invasions are known or are likely to travel.

Investigation of potential threats is a vital task of the Deathwatch. Individual Kill-teams are often called upon to perform sweeps of areas in which dangerous aliens are suspected of operating. Newly discovered worlds, visited by Explorators or Rogue Traders may be judged as dangerous, and require a Deathwatch investigation, sometimes accompanied by an Inquisitor or other specialists. Such missions can be perilous and the Kill-teams must be well prepared to face any threat. They are frequently undertaken far from any possibility of reinforcement or rescue should things go awry, so the Battle-Brothers must look to each other for support, and carry with them as much ammunition as possible. Investigation missions can take the Kill-team to a staggering variety of worlds and environments, all of which its members must be prepared for. The Battle-Brothers might be expected to cross a burning desert of jagged sulphur crystals, or acid swamps infested with alien predators. In all likelihood, intelligence as to the nature of any

RADICALS AND PURITANS

The Inquisition is an institution made up of countless individuals, each of whom is empowered by the very highest authorities in the Imperium to enact his duty as he sees fit. Over the millennia, a great many doctrines have emerged, each according to its adherents' beliefs as to how this power should be applied. The many factions are broadly divided into two opposite camps — the Puritans and the Radicals.

Puritans believe that any and all threats to the Imperium must be destroyed without mercy, regardless of their source. The more extreme Puritans see such threats everywhere they look, and they will exterminate entire planetary populations that the sins of a small number of heretics may be contained. Radicals, on the other hand, often use any method at their disposal, including using the weapons of their enemies in the furtherance of their plans. Thus, a Puritan Inquisitor may enact Exterminatus against a world that has been infiltrated by a xenos-worshipping cult, while a Radical Inquisitor may seek out those same cultists, with the intention of learning their secrets or even turning them to his own service.

It is not uncommon for diametrically opposed Inquisitors to clash, often violently, with one another. The warriors of the Deathwatch are above these factions, and never become involved in the battles that sometimes rage between rival Inquisitors. Their mission is simple, and although it can be regarded as occupying the Puritan end of the spectrum, is allied to neither viewpoint. Inquisitors do not involve the Deathwatch in their own conflicts, and the extremists tend to moderate their position when working with, or making requests of, the Deathwatch. It is the task of the Watch Commander to accede to, or even refuse, such requests, and he does so according to his own judgement and principles.

possible alien threat is limited or nonexistent, and so the team must be ready to face any foe, from savage barbarians riding flying reptiles, to beings with highly developed psychic powers. The objective of such missions is more often to observe the nature of the threat, so that the Kill-team, bolstered if needed, may return later and annihilate it.

A 'cleanse' mission is one in which the Deathwatch face a known enemy, perhaps one observed earlier by an investigation team. The objective is to clear a given area, planet or entire system of the alien presence. It may be that the Imperium has decided to establish some sort of presence in the area, which must be made safe of threats, or it may be that a full-scale colonisation is to be undertaken. In general, the Deathwatch only becomes involved in such missions when the nature of the enemy is such that Imperial Guard or conventional Space Marine forces lack the expertise required, which in the case of the Adeptus Astartes indicates a dire threat indeed. The Deathwatch may have special skills against such a threat, or have extensive experience combating it, which might be lacking in other available units. Cleanse missions vary enormously in scale, from a simple attack on an alien-held location to a gruelling campaign against an entire alien species. In some cases, the Imperium is content to tolerate the presence of an alien race on a world, so long as its facilities are not threatened, while some xenos races are so vile their presence cannot be born at all.

An especially dangerous type of mission is a targeted assassination. The objective of such a mission is to kill a specific alien being, with the intention of disrupting the activities of its subordinates so much that other Imperial forces need simply pop up. Such missions are considered amongst the most dangerous of all the tasks the Deathwatch must perform, and a balance must be struck between the risk of losing the extremely experienced and valuable Deathwatch warriors, and not undertaking the mission at all. Despite the potential risks, there are many alien species against which such a mission can prove extremely effective. Tyranids for example, are known to exhibit the most extreme hierarchical structure ever observed, progressively higher forms of life controlling each tier below. It appears that even the highest forms do not issue orders, but rather direct the will of the collective, thus killing such a creature can have a highly disruptive effect upon those lower down. Several of this type of mission were successfully prosecuted during the war against hive fleet Behemoth, in which small, elite Deathwatch Kill-teams boarded Tyranid bio-ships, fought their way not through passageways, but arteries, and killed the organisms controlling entire fleets. A similar effect has been observed when fighting the Tau; by killing one of the Ethereal caste, normally well-coordinated Tau forces can be thrown into total disarray, making them a ripe target for attack.

A less common, but potentially vital mission profile is the location and recovery of alien artefacts. So common are intelligent races throughout the galaxy, both extant and extinct, that objects created by non-human hands are to be found everywhere. The vast majority are totally harmless and of very little value, and may even have some functional or ornamental use on some worlds. Others are far more rare, manufactured to a very high standard or made from precious materials, and these often find their way into the private collections of wealthy nobles. On many worlds, any truck with the alien is illegal, and such activities are carried out covertly; their illegality making the risk all the more worth it for the bored and pampered of the ruling classes. There are some xenos artefacts however, that are far from harmless. These are relics of great power, sometimes weapons, and often imbued with the power to dominate the weak minded. This so-called 'cold trade' has grown up all over the Imperium, in which bold, but often foolhardy adventurers recover such relics, to sell on at exorbitant prices to private collectors. The Deathwatch may be called upon to put a halt to such enterprise, or to recover all such artefacts before the criminals can discover and exploit them. Once recovered, the items are passed on to the Inquisition, who may study, utilise, lock away or destroy them, depending on the opinion of the Inquisitor in question and the nature of the object. None can guess how many weapons of cataclysmic potency have been recovered and secreted away in such a fashion, some stored within the Watch Fortress vaults against a time when Humanity has no choice other than to unleash their dreadful power.

One of the more onerous duties sometimes performed by the Deathwatch is that of 'sanitising' human forces exposed to alien contamination. Some xenos are so perfidious in their influence that merely breathing the same air as them is enough to forfeit one's soul, while others such as the Enslavers are possessed of such terrible psychic power that armies can be turned from the light of the Emperor to alien domination in an instant. Even should the Imperium prevail and the xenos be cast down, many human forces may have been compromised. The seed of alien domination may have been planted, and the Inquisition, via the Deathwatch, must often turn upon their allies at the very moment of victory. To do otherwise is to leave that victory incomplete, and to invite defeat. In the main, it is planetary militias that must be cleansed in this way, though occasionally Imperial Guard units lacking the required protection, whether chemical, biological or psychic, must be dealt with. Due to their innate genetic superiority, it is very rare indeed for a Space Marine force to be compromised, though it is known to have occurred in the case of one company from the Subjugators Chapter during the Technetium Belt campaign. The manner in which the friendly forces are 'sanitised' varies greatly. Some have lethal virus bombs unleashed upon them, dropped from orbiting Deathwatch ships. Others might have to be engaged directly. Sometimes the very act may trigger a previously dormant alien influence, causing the victims to turn upon their erstwhile comrades with renewed fury, or sometimes to escape to whatever dark, xenos-ridden haven they can find.

Joint Operations

While the vast majority of the missions the Deathwatch performs are undertaken alone, far from witnesses, they sometimes form part of a larger, strategic picture. It might be, for example, that a massive push by the Imperial Guard is only made possible because a Deathwatch Kill-team disabled the enemy's high command structure, sending the entire xenos army into disarray. In all likelihood, the Kill-team's actions go unheralded, for as the Chamber Militant of the Ordo Xenos, the Deathwatch must remain in the shadows lest the myriad alien foes of Mankind learn of its activities.

Nonetheless, there are times when an Imperial Guard trooper finds himself fighting alongside a black-clad Space Marine, if only for a brief period before the tides of battle separate them once more. To witness such a mighty warrior in action

is truly awe inspiring for the common soldier, serving as an example and often bolstering a faltering assault. It is regarded as preferable that conventional forces such as planetary defence forces and the Imperial Guard learn as little as possible of the Deathwatch and its methods. The Deathwatch never seeks self-aggrandisement, and victory is routinely ascribed to the deeds of other units.

It is only at the highest echelons of the Imperium's military machine that there exists any awareness of the existence and mission of the Deathwatch, and even then, there is much hearsay and speculation. It is almost, though not entirely, impossible for a common general, even a Lord Militant to simply 'request' the aid of the Deathwatch. Rather, the Deathwatch intervenes where it sees the need to do so, sometimes not even announcing its presence to theatre commanders, other times working closely with them. Due to its close connections to the Inquisition, an Inquisitor himself may request the deployment of the Deathwatch, and occasionally a general might petition him to do so on his own behalf. Regardless of the manner in which it came about, the involvement of even a single Deathwatch Kill-team can turn the tide in a centuries-long war of attrition, and spell victory for the forces of the God-Emperor of Mankind.

BLACK SHIELDS



Every so often, perhaps only once in the service of a Watch Commander, a warrior bearing no Chapter iconography, his armour painted entirely black, presents himself at the Watch Fortress. By ancient tradition, these warriors are not questioned or pressed to explain their origins. The Watch Commander has the right to turn them away, but in practice this rarely occurs.

Who are these mysterious warriors, who shroud their Chapter symbols and often hide their faces beneath dark hoods? Some say that they are the last of their Chapters, their Battle-Brothers having been lost to war, disaster or the irreversible destabilisation of their gene-seed. Others whisper that these lone strangers might have remained true to their oaths while all of their fellows turned against them. Some may even be traitors turned back to the light, but haunted by a life of sin and blasphemy they can never confess.

What many of these warriors have in common is that when they enter service with the Deathwatch, it is invariably for life. They have no Chapter to return to, and no Battle-Brothers to rejoin. Some are possessed of a dour fatalism, as if they seek death in service. Others serve as if with every xenos foe they slay an unnamed sin of their own is absolved.

Most rare of all is when one of these so-called 'Black Shields' rises through the ranks of the Deathwatch. This has happened only once in the recorded history of the Jericho Reach Watch Fortress, in the case of a Watch Commander by the name of Israfil. This dour warrior led his forces against a myriad of foes for over three decades, before he was lost on a mission he attended in person, against the pernicious Mire. Despite the rapid intervention of a substantial battle group from the Dark Angels Chapter, Israfil's body was never recovered, yet his name is honoured in the Watch Fortress to this day.

Preservation of life for its own sake is not to be commended when sacrifice offers a reasonable chance of gain. Nonetheless, the purposeless waste of life is equally to be avoided. The loss of trained personnel implies the loss of resources, equipment and knowledge. A true warrior does not belittle his value as a resource. The duty of the commander is to judge what means should be undertaken to achieve each objective. He must be aware of what is to be gained and what may be lost. A commander who places his troops in a position where he may likely lose more than he may likely gain risks more than the lives of his men. He risks far more; he risks failure. Loss is acceptable, failure is not.

CATECHISM OF THE XENOS

To be Unclean
That is the Mark of the Xenos
To be Impure
That is the Mark of the Xenos
To be Abhorred
That is the Mark of the Xenos
To be Reviled
That is the Mark of the Xenos
To be Hunted
That is the Mark of the Xenos
To be Purged
That is the fate of the Xenos
To be Cleansed
For that is the fate of all Xenos

–Extract from the Third Book of Indoctrination





XII

THE JERICHO REACH

THE JERICHO-MAW WARP GATE

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THE DOMAINS OF THE DEATHWATCH

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THE ACHILUS CRUSADE

•

THE ORPHEUS SALIENT

•

THE ACHEROS SALIENT

•

THE CANIS SALIENT

Chapter XII: The Jericho Reach

"It is born of blood and darkness and to blood and darkness it shall return."

–Words spoken during a reading of the Emperor's Tarot at the outset of the Achilus Crusade

The Jericho Reach is a region of space long lost by Humanity. It has succumbed to darkness and barbarity, become infested by xenos, and is tainted by the Ruinous Powers. Laying close to the Galactic Eastern Fringe, the area known as the Jericho Reach was part of the Imperium in ancient days, and remained so for many millennia until it fell into an age of isolation, disintegration, and evil. One particularly significant discovery changed the region's status: it contains a Warp Gate that connects two far-flung edges of the galaxy. Now, the Imperium once again dreams of making the Jericho Reach its own, but its attempted re-conquest has quickly become mired in blood and its hopes have turned into nightmares.

he Achilus Crusade is a war of re-conquest fought on three fronts. It is a savage war waged with every weapon that the Imperium possesses, and its commanders have sworn that it will not fail. In spite of such oaths, the Achilus Crusade may come to ruin. The Tau Empire have cast their desiring eye over the worlds and resources of the Reach and move with all force to make it their own. On worlds long forsaken by the Imperium, the slaves of the Dark Gods of Chaos reign and at the Reach's heart, unsuspected at the Crusade's outset, they have created a blasphemous domain ruled over by Daemon Princes and Chaos Lords, where the quixotic laws of the warp rather than those of fragile reality now hold sway. Perhaps even worse, from the depths of the untamed void the Great Devourer has risen; the Tyranids who would consume all within the Jericho Reach and leave nothing but carcass worlds spread amongst the ancient stars.

While the war between the forces of the Achilus Crusade and its many enemies rages, others with agendas far older than those of the Crusade move amongst the stars of the Jericho Reach. They have watched over these worlds and stars since before it fell into shadow. They are the Deathwatch: A unique division of the Adeptus Astartes, the Space Marines, bound together by ancient oaths and who stand the long watch against the greater darkness that is still to come. While the rest of the Imperium turned its face from the Jericho Sector after it fell, the vigilance of the Deathwatch has never wavered. In the long millennia of the Age of Shadow, they have stood sentinel from their Watch Fortress and scattered Watch Stations dotted across the fallen sector, sometimes the hunted but more often the hunter, a shadow within shadows. By their hands, many enemies of the Imperium have been denied and cast down amongst the Reach's forgotten stars, and many great threats ended before they rose up to beset the greater Imperium of Man, unspoken of and unknown even to the Deathwatch's distant masters. However, these battles have been but the prelude to the battles to come, for according to many, the true Time of Ending has come at last, and the final watch has begun. The Jericho Reach hangs in the balance—the intervention of the Deathwatch may be the only way to influence the outcome of the Achilus Crusade, for good or for ill.

Before the Fall of Night

Though the Jericho Reach is now an open wound of bloodshed, infected with the lies of false gods and the presence of aliens, it was not always like this. The area of space now known as the Jericho Reach was brought within the Imperium of Mankind during the Great Crusade waged by the Emperor and his Space Marine Legions over ten millennia ago. Though few details of its founding exist, it is known to have been an exceptionally bloody campaign, and the subsequent events of the Horus Heresy and the painful aftermath of civil war caused further devastation to its worlds. In the millennia that followed, untamed worlds and xenos-domains were obliterated, and the Jericho Sector was built as a bastion of Imperial might and majesty carved from the cold wilderness of space and colonized by a powerful and expansive Imperium. Worlds were raised from rubble and ashes to industrial power-houses, populations grew prosperous,



and with them, the importance and splendour of the Jericho Sector increased. Order predominated, and the wounds of the past became scabbed over with piety and the surety of stability. From the highest obsidian spires of the world-hives of Verronus to the glittering glass shrines of sainted Eleusis, the dominion of the God-Emperor ran uninterrupted across a hundred worlds. Though wars and lesser disasters would come and go like passing storms, the Jericho Sector remained a paragon of Imperial order and strength for many millennia, until quite abruptly, all was lost; utterly relinquished to the darkness and bloodshed from which it had been raised.

The Age of Shadow

During its Age of Shadow, darkness and decent into anarchy enveloped the Jericho Sector, shattering the ties of Imperial rule and regressing its worlds back into a state of untamed barbarity. This Age saw the splendour and might of the Jericho Sector entirely undone, reverting it into an area known on the Navis Nobilite's charts as the Jericho Reach; a place wallowing in evil and untouched by the light of the Imperium. The Age of Shadow came swiftly, but did not fall on the Jericho Sector overnight. Rather, it slid inexorably across the worlds of the Jericho Reach like the shadow of a setting sun.

he decline began during the time of misrule, unbelief, and tyranny known as the Age of Apostasy. During this era of insularity and civil war, the Imperium came closer to destruction at its own hand than it had at any time since the Horus Heresy. For reasons which remain unclear, communication between the Jericho Sector and the core of the Imperium became more and more difficult; Astropathic messages became unreliable, and ships travelling in and out of the region were lost to warpstorms that gathered as if to increase the sector's isolation. In particular, the great trade routes between the sector and the powerful worlds of the Imperial region of Ultramar to the galactic south were utterly severed by a massive Ork Waaagh! of a scale unseen in millennia. With the Imperium as a whole in turmoil and the tide of war rising, the Jericho Sector was marginalised and forgotten, ultimately slipping beyond the reach of the Imperium without a single scribe on Holy Terra noting its passing.

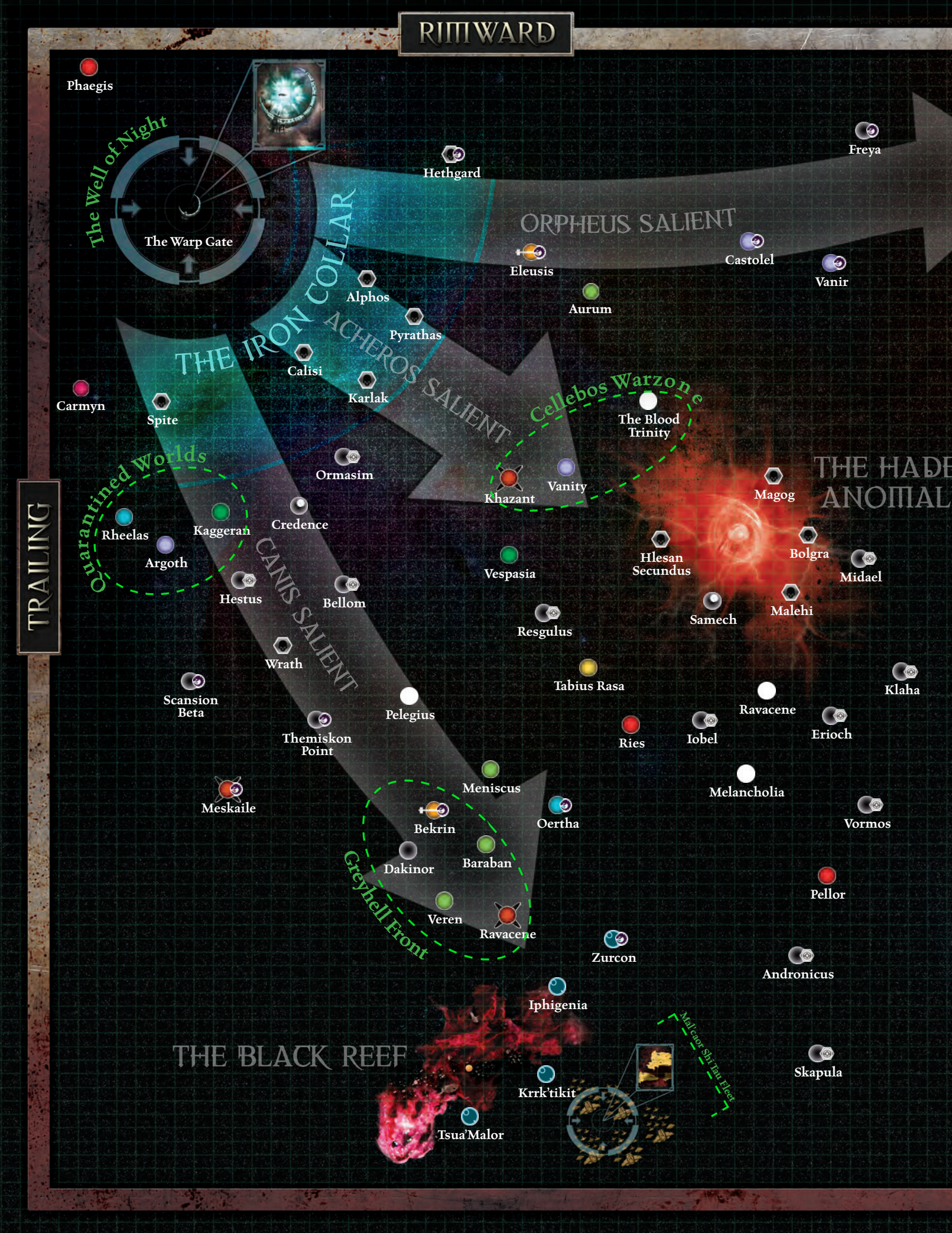
Scattered records recovered many centuries later indicate that a corrosive dread pervaded the sector, cut-off from the greater Imperium. One by one, the planets formerly under the central dominion of the sector capital of Verronus fell into darkness. Some, such as Verronus itself, succumbed to rebellion from within. Shorn of outside aid, others fell to warring on their neighbours whether through paranoia or unbridled ambition; their leaders clutching to the promises of Dark Gods or laid low by the flaws in their own hearts. Within a single generation, much of the Jericho Sector had slipped into anarchy and feral barbarism. When the last Segmentum naval patrol was recalled to Kar Duniash to more pressing duties, they reported that the last tatters of Imperial order in the Jericho Sector were small and ragged circles of light beset by predatory darkness. Soon, unsung and disregarded, they too fell, and the sector's Age of Shadow lasted for over five millennia. Its notable events, and the tragedies and disasters that befell the worlds caught in its grip, remain largely unknown and unrecorded. Only the Deathwatch possess some knowledge of what passed in the Age of Shadow, and even then, they recorded little. Their gaze was cast elsewhere, upon places already dead and darkened, and their concerns were of a greater import than the fate of a few lost worlds.

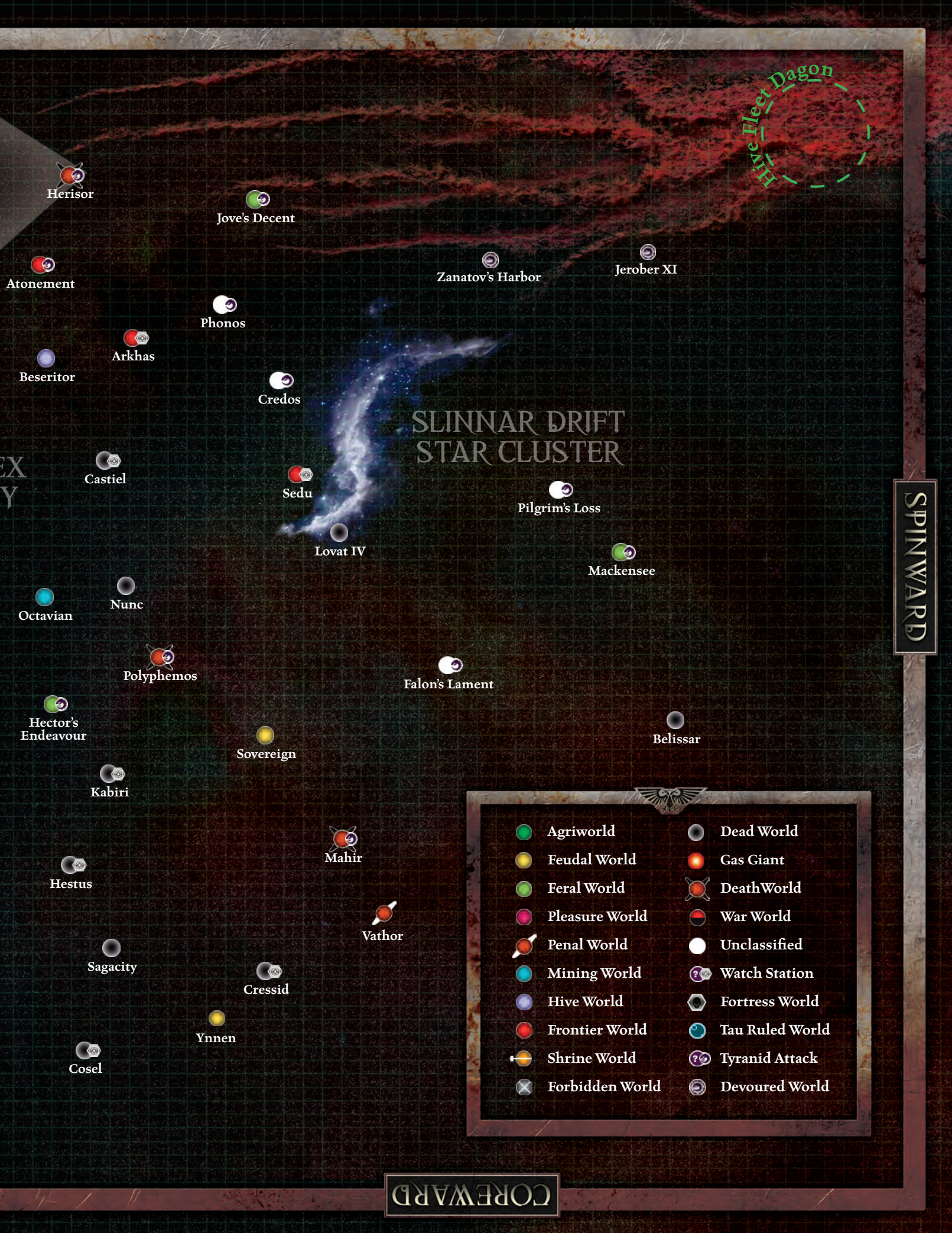
During the thirty-seventh millennium, the High Lords of Terra—as part of a great reassessment of the Domains of Man known as the Third Mesericordia Imperialis Mundi—decreed that the Jericho Sector, along with a dozen others along the Eastern Fringe, were no more until a Crusade could once again bring them back into the Imperium's fold. The blighted region was re-designated as the Jericho Reach, and so returned in name and nature to the darkness from which it had been raised. The warpstorms and temporal distortion that so isolated the Jericho Reach at the beginning of the Age of Shadow have never truly abated. Although they have waxed and waned many times, the Imperium's claimed borders have shrunken away from it further yet. As a result, voyaging into the region remained a dangerous and arduous affair. Indeed, it is a task that few outside of the Deathwatch and Inquisition have braved in the past four millennia. This was to change, however, with the discovery and opening of the Warp Gate linking the Jericho Reach to the Calixis Sector; an event that has allowed the Jericho Reach to once again become accessible to the forces of the Imperium, with the inevitable consequence of Crusade.

Using the Jericho Reach

This chapter presents a view of the Jericho Reach, important locations within it, and some details of the momentous events that are unfolding within it. This information is intended to provide Game Masters with a ready-made setting for their Deathwatch games and campaigns and to act as the context for future supplements and adventures. The Jericho Reach is intended to show the many faces of the Imperium at war: its dynamism, hubris, heroism, and blindness. It also provides an example of the enemies that the Imperium faces and how they can interact to produce a deadly situation in which victory for one side or the other is not assured. It also shows one example of how the Deathwatch can operate and how their traditions and duty set them apart from the other forces of the Imperium that also fight in the Jericho Reach.

It is important to note that a Game Master should feel encouraged to use and modify the Jericho Reach as it is presented here: make it the setting you want, take what you like, discard what you do not, and modify it as you need. This is your game, and the universe it is set in is for you to realise as you see fit. Keep your bolt gun loaded, your eyes vigilant for dark patterns, and enjoy.


RIMWARD
TRAILING
Phaegis
The Well of Night
The Warp Gate
Hethgard
Freya
ORPHEUS SALIENT
Eleusis
Castolel
Vanir
Aurum
Alphos
Pyrathas
THE IRON COLLAR
ACHEROS SALIENT
Calisi
Karlak
Carmyn
Spite
Cellebos Warzone
The Blood Trinity
Quarantined Worlds
Ormasim
Khazant
Vanity
Magog
THE HADE
ANOMAL
Rheelas
Kaggeran
Credence
Argoth
CANIS SALIENT
Vespasia
Hlesan Secundus
Bolgra
Midael
Hestus
Bellom
Samech
Malehi
Resgulus
Wrath
Tabius Rasa
Klaha
Scansion Beta
Pelegius
Ravacene
Themiskon Point
Ries
Iobel
Erioch
Meniscus
Melancholia
Meskaile
Bekrin
Oertha
Vormos
Dakinor
Baraban
Greyhell Front
Pellor
Veren
Ravacene
Zurcon
Andronicus
Iphigenia
THE BLACK REEF
Mal'caor Shi'Tau Fleet
Skapula
Krrk'tikit
Tsua'Malor


Hive Fleet Dagon
Herisor
Jove's Decent
Atonement
Zanatov's Harbor
Jerober XI
Phonos
Arkhas
Beseritor
Credos
SLINNAR DRIFT
STAR CLUSTER
Castiel
Sedu
Pilgrim's Loss
Lovat IV
Mackensee
SPINWARD
Octavian
Nunc
Polyphemos
Falon's Lament
Hector's
Endeavour
Belissar
Sovereign
Kabiri
Mahir
Hestus
Vathor
Sagacity
Cressid
Ynnen
Cosel
Agriworld
Feudal World
Feral World
Pleasure World
Penal World
Mining World
Hive World
Frontier World
Shrine World
Forbidden World
Dead World
Gas Giant
DeathWorld
War World
Unclassified
Watch Station
Fortress World
Tau Ruled World
Tyranid Attack
Devoured World
COREWARD

The Jericho-Maw Warp Gate

"There are places that are cursed to blood and darkness and swallow all that fall into their grasp, but the paths to them may often seem fair or fortunate, thus are the unwary often led to their doom."

–Teresa Sinos, Rogue Trader

The Jericho-Maw Warp Gate joins the lost Imperial sector of Jericho Reach in the Segmentum Ultima to the turbulent warp-storm wracked Segmentum Obscurus that divides the Calixis Sector and the Koronus Expanse. Its origins remain utterly unexplained, and its true nature is but one of many mysteries affecting these regions. Discovered in 755.M41 by the Imperium, the gate was active at that time, although how long this state of affairs was the case remains a matter of some debate. Within the Ordo Xenos, many believe that the gate had been dormant for perhaps tens of millennia, until some unknown cause triggered it no earlier than 397.M41, perhaps linking it to the so-called "Year of Dreaming Depths," a period of sustained and often deadly Warp disturbances affecting the Koronus Expanse. Certainly, the gate was unknown to the Jericho Sector, whose once well-established Warp routes passed through its present aperture location in the past.

Warp Gates are stable two-way 'conduits' between far-distant interstellar locations through the Empyrean. While extraordinarily rare, they are not unknown to the Imperium, nor are they uniform in nature, appearance, or range. Perhaps the most widespread 'network' of such gates is the legendary Eldar Webway, a series of portals interconnecting an arterial network that once spanned the ancient domains of the Eldar race, although it is now much reduced and imperilled since their fall from power. Other Warp Gates seem to be older again in measure, far predating even the Eldar's rise to prominence, and belonging to beings and races so immeasurably old as to be myths of a godlike age. The Jericho-Maw Warp Gate is of this latter category, according to the Imperium's xeno-savants.

he physical structures at the two realspace termini of the Jericho-Maw Gate are utterly identical: vast, irregular crescent shapes hanging silently and alone in the void of interstellar space, immobile and implacably resistant to any outside force upon them. In appearance, they seem crafted from dark stone shot through with geometric features in tarnished golden and shadowed pearlescent metal. They shimmer slightly to the human gaze almost as if a mirage with no more substance than a dream. This optical illusion is further borne out by continuous and paradoxical gravitic and electromagnetic effects encountered within the gate's vicinity, and the fact that the entire structure is wrapped in a powerful dimensional shearing effect not dissimilar in nature (although many times more powerful by orders of magnitude) to an Imperial star vessel's void shields.

Any solid matter passing within the sweep of the crescent's great arms—which span a distance over a hundred kilometres—disappears into darkness and is hurled irresistibly to the other side of the gate and spat out, arriving on the other side of the galaxy, via what, for want of a more accurate term, might be described as a 'trapdoor' in the Warp. As far as can be discerned, the time taken by the transit is all but negligible; mere seconds of icy black dislocation spanning a distance that might take a ship under usual Warp travel a few years to accomplish, if such a direct journey were even possible. The passage is not without its perils, however, as although no warp drive or Gellar field is required to use the Warp Gate, the passage through it is a turbulent one. It was quickly discovered that any less than sturdy vessels attempting the crossing were often badly damaged or even shaken apart by the stresses of the transit, limiting the Warp Gate's practical use to warships and other strongly-constructed craft.

he existence of the Jericho-Maw Warp Gate is not simply an enigma and an opportunity, but also a potential source of danger for the Imperium, which the Imperium's masters are very mindful of. The gate exists and it is open; thus, it must be dealt with. The matter is complicated by the fact that the Imperium has divined no way of controlling the Warp Gate's function short of destroying the physical structure of one of its apertures; an uncertain action that would require something in the order of the firepower of an entire battlefleet to accomplish. It was this factor more than any other that made the Achilus Crusade almost inevitable, and may well precipitate drastic action should it fail.



The Well of Night

"The greatest gift Mankind is blessed with is an inability to conceive of its true place in the universe—that of a pitiable shred of matter lost in an endless sea of crushing darkness—a gift without which the entire species would have slit its collective throat at birth."

–The Arch-Heretic Elak Sarda

he Well of Night is the name the first Imperial probe ships that passed through the Maw-side aperture of the Warp Gate gave to the stellar dead zone that awaited them on the other side. An immense swathe of chill nothingness devoid of stars or worlds, its empty wastes are broken only by drifting invisible dust clouds of particulates that can shred hull armour as surely as a missile salvo and deadly null-energy reefs that can leave a ship floundering and powerless before the merciless cold void. At the heart of this killing darkness, seemingly static and unmoving, stands the Jericho Gate aperture.

Since the Warp Gate's discovery, repeated attempts have been made to fashion a permanent base in proximity to the Jericho aperture. This has met with repeated failure, both due to the transitory perils of the Well of Night itself and the infrequent but deadly gravitic distortions and energy waves put off by the gate. As a compromise, the Adeptus Mechanicus maintains a warship, usually of no less than cruiser class, on rotating station near the gate aperture to monitor it and serve as a relay point for ships transiting through. Although the nominal tenure for these ships is ten months, it is rumoured in Imperial Navy circles that no single vessel during the last decade has lasted more than seven months before having to send for relief and quit its post thanks to hull degradation and mounting damage. In fact, an orbital dock above the Forge world of Lathe-Het in the Calixis Sector is now set aside permanently to attend to this ongoing need for repair.

Suffice to say, once passing through the Warp Gate, ships seldom tarry long in the Well of Night before travelling on under normal warp drive to their selected destination.

The Domains of The Deathwatch

"Vigilance shall be our fortress and the future its protectorate."

–attributed to Roboute Guilliman

The Deathwatch have stood sentinel in the Jericho Reach long before Achilus launched his Crusade. For millennia, they have watched, waited, and fought amongst the lost stars and abandoned worlds of the Reach. Their domains have stood since a time now long forgotten and lost to the oblivion of dead history. They have seen worlds conquered for the Imperium fall once again to darkness. Their watch has been a thing of millennia. Ancient secrets, long since locked and sealed, are now open, and there can be no doubt: the hour is come round at last, and the future, so long-awaited and dreaded, is here.

he domains of the Deathwatch in the Jericho Reach exist to aide them in the long watch. These places are held by them and them alone, secret and well-guarded. These domains range from the vast and mysterious Watch Fortress of Erioch, which circles a dying star, to the many lesser Watch Stations standing silent vigil on forlorn worlds, airless moons, and in the dead marches of space throughout the Jericho Reach. These domains best serve the Deathwatch by providing places where they can gaze into the darkness beyond, re-arm, gather information, or (in the last resort) hold the line against the many enemies of Mankind that infest the Jericho Reach. The Deathwatch move between these secret domains using rapid strike vessels and reconnaissance craft, often unseen by both enemies and allies.

The Jericho Reach, Calixis Sector, and Koronus Expanse

The Jericho Reach is bound by the ancient alien Warp Gate to two regions of space that lie on the other side of the Galaxy.

he Calixis Sector is a province of the Imperium that borders the Halo Stars in Segmentum Obscurus. Conquered by a Crusade in the last few millennia, it is a young sector that is untouched by conflict on the scale that wracks the Jericho Reach. The peace of Calixis Sector, however, is a false skin, beneath which boils conspiracies and heresies of the most terrible potential. Haunted by an unnatural phenomena known as the Tyrant Star, and bound to a fate written in bloody prophecies, the Calixis Sector moves blindly into the future.

Separated from the Calixis Sector by a boundary formed by the great warpstorm region known as the Maw lies the Koronus Expanse. An unexplored region of the Halo Stars, the Koronus Expanse is the haunt of lost planets, alien secrets, and the Rogue Traders who would tame them for the God-Emperor of Mankind. Hidden in the passage between the Calixis Sector and the Koronus Expanse is the terminus of the Warp Gate that connects both to the Jericho Reach. These three regions of the galaxy are bound together so tightly that the fate of one is the fate of all.

More information on the Calixis Sector may be found in the **Dark Heresy** Rulebook and supplements, while the **Rogue Trader** Rulebook and supplements contain further details of the Koronus Expanse.

The Long Watch

The presence of the Deathwatch in the Jericho Reach is the consequence of an ancient resolution and sacrosanct order. Made under conditions of utmost secrecy, this resolution's cause and purpose remain obscure even to those Adeptus Astartes that carry out its terms. The order's effect, however, was to place the Jericho Reach directly under the eyes of the Deathwatch in perpetuity, through safety and peril, in a cause that over-rode all other concerns in the area. To fulfil this compact, the Deathwatch built their hidden Watch Fortress in the dead system of Erioch on the ruins of an artefact ancient before man first walked the soil of Holy Terra. At the fortress's heart, they constructed the Omega Vault and sealed within it the terrible truths of a future yet to be born.

For millennia, the Deathwatch have ensured that some of their number have remained in this dark place, there to stand watch. Their determination has never wavered. Come what may, whether disaster, invasion, or civil war, they have held their watch. The Battle-Brothers of the Deathwatch have fought and died, have known both victory and defeat, and continue to fight against the myriad enemies that swarm in the Jericho Reach like vermin in a midden. They do so to honour their long watch and to guard against the greater darkness to come.

he true nature of this secret threat remains hidden from the Deathwatch that bide in the Jericho Reach, hidden until its fated hour approaches. Something of the truth is known by the Watch Commander and the Inquisitors of the Ordo Xenos admitted into the Chamber of Vigilance. This information is passed down one to another over the centuries, and that knowledge guides the missions assigned to the Deathwatch of Watch Fortress Erioch. In recent times, portions of the Omega Vault's intricate mechanisms have unlocked themselves, as if in response to changing events in the Jericho Reach and the mission logs entered by the Deathwatch into its antediluvian engines. In some cases, an ancient weapon, device, or task has been revealed to the Deathwatch as a result. In other cases, the Omega Vault has yielded data that has drawn Kill-teams to distant parts of the Jericho Reach, sent into certain death, never to return. Watch Fortress Erioch stirs now as never before, and only a few locks remain before the Omega Vault opens fully—a dire portent, indeed.



WATCH FORTRESS ERIOCH

"A warrior's heart should be as iron: Unforgiving, unyielding, and uncaring of all except duty. With such a heart, a warrior can stand against the terrors of the universe unbowed and unbroken."

–Attributed to Ferrus Manus

Watch Fortress Erioch is a vast space bastion that lies in the outer reaches of the Erioch system in the untamed void between the Canis and Acheros salients. It is situated in a stellar dead zone populated by only a handful of failing, ancient stars—of which Erioch itself is one. A brutal mass of armoured basilica, domes, and spires, the Fortress bristles with enough armament to rival a sizable battlegroup of warships, largely concealing the fact that underneath the Imperial ceramite and firepower, it is built on a ruined artefact that was old when Terra's star was first forming. Within it is a vast maze of echoing, dust-carpeted corridors that wander past silent chapels and armoured vaults sealed with adamantine doors. Beneath war-tattered banners of glories past, the Battle-Brothers of the Deathwatch in residence move between cells, practice ranges, armouries and briefing theatres like spectres in a dead city, their numbers swallowed by the vast and labyrinthine nature of the fortress.

Within the Watch Fortress, the Deathwatch gathers to rearm, train, and report. From here, Kill-teams are dispatched on missions to every corner of the Jericho Reach, and sometimes beyond. The Fortress contains vast command cathedrals where Watch Captains come to discuss strategy, developments within their assigned vigils, and consult with the Inquisitor of the Chamber and Master of Vigilance. Alongside the towering Adeptus Astartes scurry the far more numerous servitors and hooded, mind-wiped serfs that keep the Fortress alive and functioning. These lobotomised or oath-bonded servants crew the Watch Fortress's weaponry, and serve under the eyes of the Forge Master in the maintenance of its machine spirits, their pasts shorn from them by mental conditioning. They remember nothing of their history, and know no life beyond the fortress and the demands of their duty.

he Watch Fortress could hold an entire Chapter of Adeptus Astartes with ease, but its records show that there are rarely more than a few score Deathwatch garrisoning it at any time. Even during the grim events of the Council of the Ascension

in 756.M41, no more than two hundred Battle-Brothers were gathered within the Fortress. As a matter of course, most of the Deathwatch Space Marines within the Jericho Reach only spend brief periods in the Watch Fortress before leaving again to fulfil their missions or to garrison other Watch Stations within the Reach. Indeed, some never see the Fortress during their service in the region. Instead, they spend their time on one bloody battlefield after another, or as the lone warden in Watch Stations far from their Battle-Brothers. The only exception are the guardians of the Chamber of Vigilance; a ten-strong squad of Deathwatch Space Marines. Joining them is a position of great honour, and only Battle-Brothers who have performed a feat of exemplary courage and dedication during their time of service are considered for service among these guardians.

Aside from the Deathwatch and their servants—including cloisters of Navigators and Astropaths permanently sworn to their service—Watch Fortress Erioch occasionally hosts members of the Inquisition and their attendant cadre of throne agents, acolytes, and other minions. Most of these Inquisitors come to consult with the Chamber of Vigilance, to examine some article recovered by the Deathwatch, or to make a request for aide in person. In the long millennia, many Inquisitors have passed through the Watch Fortress. Some stay for extended periods, others barely a few hours. Some leave artefacts within one of the Fortress's vaults, sealed to all but them, or those to which they entrust the cipher, key or secret of its opening. Some vaults have remained sealed in this way for millennia; the horrors or secrets within shut away even from the Deathwatch itself.

Despite the power of the Inquisition and the ancient and honoured role of the Inquisitor of the Chamber, the sole and final authority of the Watch Fortress, and thereby all the Deathwatch Marines in the Jericho Reach is the Master of Vigilance, a position held by the most senior Deathwatch Captain in the Jericho Reach. Others that have thought to act otherwise, including certain members of the Inquisition, have paid for this mistake with their lives.

Places of Training and Devotion

Within Watch Fortress Erioch are many places in which the Battle-Brothers of the Deathwatch may hone their skills and temper their spirits. There are huge ranges housed in vast chambers where live-fire exercises and marksmanship drills can be performed in environments ranging from tangled ruins to liquid-filled tunnels or the chill of hard vacuum. Alongside these are hundreds of smaller melee and exercise chambers where new skills with blade, fist, and body can be passed from Battle-Brother to Battle-Brother. Numerous clusters of armoured fighting cages (said to have been introduced by a Watch Captain originating from the Imperial Fists) exist where Battle-Brothers can test their skill of arms against each other. There are also libraries filled with tactical treatises, past mission logs and spiritual texts for the edification of a Battle-Brother's mental faculties. For those Space Marines who are psychically-gifted Librarians, there are specialised warded and shielded chantries for a Psyker to sharpen his own unique gifts in the Emperor's service.

In addition to these places that hone a warrior's body and mind, there are sanctuaries in which Space Marines can armour their soul. These scattered sanctums are often centred on the tombs of fallen Battle-Brothers and are reached by a long and tangled journey into the Fortresses' deeps. Amid the silent waft of incense, the Deathwatch meditate on their duty and do observance to the traditions of their home Chapter. Many of these small devotional shrines hold banners and relics given as a mark of honour by Chapters whose brethren have died as part of the Deathwatch. It is said that the marks of over a hundred Chapters can be found in the sanctuaries of Watch Fortress Erioch, including the liveries and icons of Chapters forgotten in the long millennia. Each shrine is venerated by any member of that Chapter that comes to the Fortress.

The Erioch System

The Erioch star system is, and always has been, a place of mystery and dread. The Erioch star is a crumpled, angry white dwarf whose death is being measured in slow eons. Around this ancient star are seven planets, the orbit of each perfectly circular, and the spacing distance between them mathematically exact as if drawn by a cosmic artisan. Each planet is a bare rock of identical diameter, a little larger than the size of Holy Terra itself. All are completely devoid of life and any sign of life having ever existed on their surface, with no atmosphere, no water, and no winds to disturb the plains of grey dust that cover their surfaces. Stranger yet, no impact craters of meteorites or other stellar debris mark these planets, and the footprints of the few Imperial survey teams to have ventured to their surface remain impressed in the dust as the only signs that anything alive ever touched their grim faces.

Circling the sixth planet is the Watch Fortress of the Deathwatch. No known records explain why the Watch Fortress was placed in the Erioch system. To this day, no ship can reach Erioch unless its Navigator has been granted the most secret information of how to locate it in the warp. Even then, visitors must enter Realspace at the system's edge, or not at all.

The system itself seems to resist being found by chance, as if something about its nature wishes it to remain unobserved.

Living Quarters

The Adeptus Astartes aboard Watch Fortress Erioch are housed in sparse single cells. By the traditions of the Watch Fortress, each is bare and unadorned. The walls in each cell are formed of unrendered stone or unpolished metal, containing no more than a stone plinth to lie on, and housings for the storage of a Battle-Brother's personal weaponry, devotional items, and other equipment. These simple quarters are the same regardless of whether the Space Marine is a standard Battle-Brother or an honoured Watch Captain (however, some particularly individual Space Marines flout this tradition by displaying trophies, keepsakes, or other reminders of their home Chapter). By the same traditions, Battle-Brothers arriving at the Watch Fortress are grouped together in cells next to Battle-Brothers already in residence with no division by rank or fighting formation. Likewise, the taking of food and drink is traditionally done together in one of the refectories, with the Battle-Brothers sitting on stone benches beside iron topped tables beneath the light of devotional candles.

hough the Watch Fortress is the domain of the Adeptus Astartes of the Deathwatch, other men and women live and serve within it. Serfs and other important functionaries, such as the fortress's Astropathic choir, are housed in enclaves well-removed from the Battle-Brothers of the Deathwatch and sealed away from ready access to the deep places of the fortress and its many vaults. The Inquisitor of the Chamber of Vigilance traditionally keeps residence in the Tower of Brass, which juts into the vacuum from the upper hull of the fortress like a blade tip projecting from the back of a skewered foe. This tower, while part of the fortress, is left alone by the Deathwatch out of courtesy, unless duty or suspicion call them there. Within this vast edifice, the Inquisitor of the Chamber houses his personal staff and entourage. It is, in effect, his personal domain to maintain as he wishes. Other Inquisitors who come to the Watch Fortress are often made personal guests by the Inquisitor of the Chamber and housed within the Tower of Brass. Some, however, are either not given the honour of such an invitation, or prefer to keep their own company, and are housed in one of the fortresses many sets of state rooms which lay empty until needed.

Reliquaries of the Tools of War

The armouries of the Fortress are located deep beneath its armoured hull, secured behind the thickest blast doors and internal layers of void shielding of the kind more commonly used to protect Battle Titans. This is the realm of metal and actinic light, of the beat of hammers and the fire of forges that arm and armour the Emperor's angels of death. Made up of workshops, magazines and armouries, these are the domains of the Techmarines that serve in the Deathwatch, and all fall under the ultimate authority of the Forge Master of the Watch Fortress. Chainswords, power axes, bolters, drop pods, tanks, thunderfire cannons, and all of the tools of the Adeptus Astartes are held here; their war-like machine spirits soothed by the machine buzz of servitors and the touch of sacred oils until they are needed. There also are billions of rounds, charges, and cylinders of ammunition from the simplest laspack to the massive grav-stabilised macro-shells fired by the fortress's main batteries.

In the deepest reaches of the armouries, curled in waiting sleep, are the ancients of the Deathwatch. Those who have been grievously injured in serving with the Deathwatch may, with the blessing of his Chapter, be granted the honour of being installed in the cyborganic web of an armoured sarcophagus so that in times of great need, they may once again serve alongside their Battle-Brothers as a Dreadnought. There are believed to be three such rare and mighty ancient Dreadnoughts currently dormant within the armouries of Watch Fortress Erioch, though they have not been awakened to war in over a century. Only the Forge Master knows the truth of their number and state.

Many of the most exotic and potent weapons of the fortress, however, are held within sealed vaults deep within the Watch Fortress, accessible only to those who bear the secret of their opening. Some vaults only open to members of a particular Chapter or those who bear the gene-seed of a particular Primarch, being gifted or left in trust by one of that Chapter's number. Others only open to particular members of the Inquisition or Adeptus Mechanicus. Most secret of all are the terrible devices kept in the outer catacombs of the Omega Vault, the great sealed chamber at the heart of Watch Fortress Erioch. Such weapons include vortex torrent imploder charges, dread canisters of the life-eater virus, and the imprisoned nightmare childe. These weapons are only yielded one at a time and by the will of the systems that lie at the centre of the Vault's many chambers, watching and waiting for the future.

Defences and Void Docks

The exterior of Watch Fortress Erioch bristles with weaponry. Its sides are studded with the maws of macro canons, missile clusters, Thunderhawk launch bays, and plasma mortars, while the spires that rise from its surface are serrated with hundreds of defence laser cupolas. The Watch Fortress has firepower enough to vaporise a battleship in a single volley or to shatter a small moon should the need arise from any quarter.

Beyond these fearsome weapons, separate defence platforms spin in thruster-corrected orbits, each armed with deadly lance batteries and torpedo launchers. Additionally, patrols of defence monitors roam in the cold void, cutting secret paths through deadly minefields; heavily armed and armoured space craft that together are capable of matching the firepower of a capital ship.

Watch Fortress Erioch also has extensive void docks in which a dozen capital ships or battle barges could be docked and resupplied at the same time. However, most vessels that come to the Watch Fortress are smaller ships such as the Deathwatch's rapid strike vessels or the occasional vessel bearing a visiting dignitary.

Both defences and docks are crewed by legions of servitors and ratings that are supervised by human serfs that are oath-bonded to serve the Deathwatch all their lives. In a crisis, overall command of the Watch Fortress and its defences is taken by the Master of the Vigil as its presiding castellan.

Relations between the Deathwatch and the Crusade

The Achilus Crusade and the Deathwatch have different concerns in the Jericho Reach, concerns which often are in close concord, but not always so.

The Achilus Crusade is commanded by the standing decree of the High Lords of Terra to re-conquer the Jericho Reach, to bring its worlds within Imperial rule, to deny them to the Enemies of Mankind, and to destroy those enemies wherever it encounters them. Its undisputed master is the Lord Militant Tetrarchus. Beneath him are his favoured generals, admirals, and arch-confessors. Also in alliance with the Crusade are the commanders of the various Space Marine detachments, Titan Legions, and Mechanicus Archmagos, over which the Lord Militant's authority, while notionally absolute, is never quite as certain.

The Deathwatch, on the other hand, have a far older and sacrosanct duty, mandated by high and ancient authority, to maintain a watch over the Jericho Reach and protect against the darkness that gathers within it and the doom that shall one day come to pass. The Deathwatch perform their duties in many ways, but chiefly by fighting the enemies of Mankind and in carrying out their unrelenting vigil without cease or respite. They are not, in fact, part of the Crusade, nor are they bound to obey its master or his agents before their own oath-sworn duty.

At present, the Deathwatch, by their own will and to their own design, mount missions to destroy Tyranid aggressors, recover xenos artefacts from Chaos-held worlds, and interfere and destroy Tau attempts to expand their interests in the region. They conduct their own missions to gather intelligence and look to gauge and stop the threats they encounter. The Deathwatch does these things according to their own agenda, and because it is their nature, not because they are ordered to do so by the Crusade's masters. On occasion, the Deathwatch's agenda may coincide with that of the Achilus Crusade, or they may respond favourably to a request for assistance from its high command, or even to the distress calls of members of the Crusade forces. In those cases and for that time, the two may work in concert toward a common goal. Once that goal is achieved, however, the Deathwatch will pursue their own plans and look to their own counsel.

This autonomy has, on occasion, led to friction between the Deathwatch and those involved in the Achilus Crusade, particularly those who command the Crusade (and therefore know something of the Deathwatch's presence in the Jericho Reach).

The existence of the Deathwatch is not a widely understood fact amongst the forces of the Achilus Crusade. Members of Chapters of the Adeptus Astartes, Inquisitors, and other senior servants of the God-Emperor know of the Deathwatch, but very few apart from senior commanders and powerful peers of the Imperium are aware that the Deathwatch are active in the Jericho Reach. Fewer still of those worthies are aware of the extent of Deathwatch operations or holdings in the area, let alone the existence of Watch Fortress Erioch. However, thanks to its vigil, the Deathwatch has precise and in-depth knowledge of both the Crusade and its dispossessions and progress. This knowledge outstrips that possessed by the masters of the Crusade, and it is information the Deathwatch is not often inclined to share.

The duty of the Deathwatch is, after all, a secret one.

The Chamber of Vigilance

The Chamber of Vigilance is the war council of the Deathwatch in Jericho Reach. Established by a tradition whose origin is now long forgotten, the primary purpose of the Chamber of Vigilance is to discuss the import of developments in the Jericho Reach and to decide on how the Deathwatch should respond. The reasons for a gathering of the Chamber of Vigilance are many and diverse. Usually, such gatherings are connected to new intelligence on a threat to the Reach, or in response to battlefield reports from Deathwatch in the field. In recent decades, however, the periodic opening of a new portion of the Omega Vault has also caused the Chamber of Vigilance to be gathered with increasing frequency.

he Chamber of Vigilance takes its name from the central chamber of Watch Fortress Erioch's primary command level. The Chamber is circular and over two hundred paces wide. Its ceiling is a great dome, in the centre of which is set a circle of armoured crystal that allows in the reflected light of Erioch's dying sun. When a gathering is called, braziers burn incense wood in seven niches around the chamber's edge, and servo-skulls, yellow with age, circle to record every detail of what transpires before them. The floor is black stone inlaid with symbols and words of the Codex Astartes worked in adamantine. The symbol of the Deathwatch rests at the chamber's centre beneath the pale light of the void cast down from Erioch's light. There are no chairs in the Chamber of Vigilance; all who gather here stand as a sign that the duty of their watch is unending and without respite. Embedded in the floor and ceiling are null field generators and vox baffles, as well as hololith projectors and sound generators for when information must be displayed to a gathering.

he membership of the chamber is not fixed. The Chamber consists of all senior members of the Deathwatch present at the time of the gathering, plus any members of the Inquisition present at the fortress who may be invited (their presence being at the Master's discretion), or any other servants of the Imperium whose voice and knowledge is important to the Chamber's deliberations. Although the membership of the Chamber of Vigilance shifts and changes, there are two positions that are permanent by tradition: the Master of the Vigil and the Inquisitor of the Chamber. Both must be present in order for a gathering to be called.

The Master of the Vigil

he Master of the Vigil is a senior member of the Deathwatch Stationed at Watch Fortress Erioch, meaning that he is usually, though not always, the Watch Commander or the ranking Watch Captain. The bearer of this honour is oath-bound to act as the final arbitrator of decisions made by the Chamber of Vigilance, and also to rule and maintain the Watch Fortress, Watch Stations, and the other domains of the Deathwatch within the Jericho Reach.

he title of Master of the Vigil is conferred on a Battle-Brother only by a gathering of the Chamber of Vigilance and confirmed by the missive of the High Lords of Terra. This honour is traditionally borne by an individual for a score of years before it passes to another, unless a time of great crisis or war makes such a shift in leadership unwise for its duration. The Master of the Vigil remains within Watch Fortress Erioch for the duration of his duty, with certain exceptions made under critical circumstances.

he Master of the Vigil's only mark of rank is the bearing of a singular heraldic pauldron on his armour, the design being of a gauntleted hand grasping a snarling serpent by its throat.

The Inquisitor of the Chamber

he Inquisitor of the Chamber is a member of the Inquisition who, by ancient tradition, represents the interests of the Holy Ordos within the Chamber of Vigilance. This Inquisitor almost always heralds from the ranks of the Ordo Xenos, although there have been exceptions made in the past. The Inquisitor of the Chamber is a position of honour and a symbol of the ties between the Deathwatch and Inquisition in the Jericho Reach.

he position and title of Inquisitor of the Chamber is bestowed on an Inquisitor by a conclave of his peers, and remains his until he dies, chooses to relinquish the position, or another is sent to take his place. Part emissary, intermediary, facilitator, and watcher of the watchers, Inquisitors of the Chamber are often chosen for their diplomatic and political skill. Many are also great warriors or savants of huge erudition. Most have found, however, that being able to speak warrior-to-warrior is often an advantage when dealing with the Deathwatch.

The Mystery of the Omega Vault

The Omega Vault is a sealed series of ancient engines, catacombs, and chambers that sits at the heart of Watch Fortress Erioch. The Omega Vault has been part of the Watch Fortress since it was established in the Jericho Reach, though what it contains at its centre remains unknown to any now living. The vault itself is a broadly cylindrical portion of the Watch Fortress that spans many levels running through its core. There is only one entrance into the Omega Vault; a single door forty paces high. The door is sealed and armoured by layered void shields and adamantine plating as thick as a warship's prow. Engraved upon it are the symbols of the Deathwatch and the elder Terran rune 'Omega,' surrounding an image of the Emperor strangling a coiling serpent. Above these great doors are words in High Gothic that read, "And The Last Fortress Is Truth." Each Battle-Brother freshly stationed at the Watch Fortress is brought before these words to take his oath of vigil.

No living being can open the doors of the vault; they open themselves at the command of mysterious ancient devices at the heart of the vault itself. Those who have been inside pass along corridors and down spiralling stairs lined with catacomb sub-vaults, each barred with its own blast door and surrounded with dust-dry parchment fragments and archaic marks etched in silver. Through each door awaits a secret of the Omega Vault held in an armoured chamber, each protected by powerful automated defences and locks of unfathomable complexity.

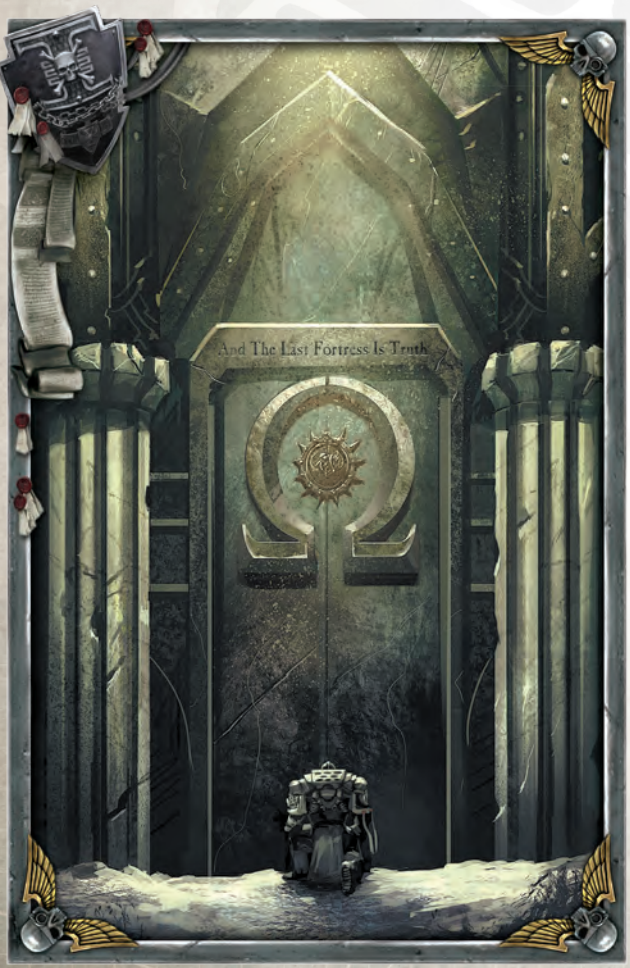
he Omega Vault is known to yield up a portion of its cryptic artefacts and information in direct response to events unfolding within the Jericho Reach. There is also evidence that the central data-reservoir of Watch Fortress Erioch is bound to something deep within the Omega Vault. The vault has, on occasion,

responded to new information sent in from Watch Stations or operational reports from Deathwatch missions by revealing a portion of what was placed within it many millennia ago.

However, this process remains fraught with mystery, particularly as to whether the vault's actions are based entirely on a pre-ordained sequence or are at least partly reactive in nature. Perhaps most tellingly, there are numerous events of great import that have transpired in the Jericho Reach and failed to trigger any response from the vault. Most recently, for example, there was the incursion of the Tyranid threat into the Orpheus Salient. So far, this event has drawn no response from the vault, although specific dangers since, caused by the Tyranids, have triggered activity within the Omega Vault. It is an enigma that continues to trouble the thoughts of Deathwatch Space Marine and Inquisitor alike.

Only one chamber has ever been discovered and unlocked each time the Omega Vault has opened itself. Once whatever waits in the open chamber has been removed, the Vault seals itself again, sounding a sonorous bell to warn of its closure and of the fatal consequences that follow should anyone tarry overlong.

In the past, the vault has provided tomes of archaic lore, strange fragments of alien devices, ancient weapons forged in times long gone, world-slaying virus canisters, enigmatic star charts, and bizarre xenological specimens. On one occasion, its gift was an ancient Astropath held in a stasis field. When awoken, the Astropath sent one brief astropathic message and spoke two words before expiring from extreme old age, his final duty discharged.



At the centre of the Omega Vault lies another, inner vault: a secret of secrets, bound with scores of locking mechanisms which have slowly opened themselves, one-by-one, down the centuries. The Chamber of Vigilance believes that sealed within this chamber is the final truth and, perhaps, the last weapon the Deathwatch will have need for in the Jericho Reach.

What plan or pattern ordained in the ancient past may have necessitated the construction of the Omega Vault—and what hands constructed it—remains a mystery many have pondered. Further riddles are posed by the seemingly precognitive abilities and resources required to create such a vault. What is without doubt, is that the creators of the Omega Vault were human, a truth evident not only from the elements of its design, but a further significant detail. Contained within the vault's air is an appallingly powerful synthetic pathogen that is entirely inert outside the Omega Vault's walls. This pathogen is an ancient and un-replicable weapon, utterly lethal to all kinds of life save one: Mankind.

What is certain is that the Chamber of Vigilance has a duty to protect the Omega Vault and to use and follow what information it yields in the Imperium's defence as they judge fit. It is a duty they have had to discharge with greater frequency in the decades since the Warp Gate's opening and the beginning of the Achilus Crusade. Now, only a handful of locks remain closed on the innermost vault.

WATCH STATIONS

"A warrior's eye should seem to see everything: The movement of the enemy's blade, the intent in their eyes, the doubt in their heart. But to achieve this, you must know where to place your gaze, and most of all, when to do so."

–Attributed to Rogal Dorn

he Watch Stations are fortified outposts used by the Deathwatch in the Jericho Reach. There are many Watch Stations scattered across the worlds, moons, and cold void of the Reach, and no two Watch Stations are quite the same. Some take the form of single-blocked armoured bastions from which eagle-headed gargoyles glare out at the silent expanses of Dead worlds. Others are complexes of forbidding towers strung through the peaks of lunar mountain ranges, while yet others are small, jagged stations that watch from the blackness of space, bristling with auspex arrays and seer-webs.

No matter their location, all Watch Stations exist to serve the Deathwatch as bases of operation, and as an ever-vigilant gaze on the Jericho Reach. Each station is fitted with highly advanced sensors that constantly gather information about the area around them. These sensors gaze far into space, scour the air for communications of all types, and even skim the warp with powerful witch-sight augurs. All the information gathered by a Watch Station is stored in data reservoirs in the heart of the station.



When any Deathwatch Space Marine leaves a Watch Station, it is his duty to take a copy of the information gathered by that station and return it to Watch Fortress Erioch for entry into its records. Small, high-speed, warp-capable vessels known as Dark Hunters are designed to slip unseen through the stars while they make their rounds, harvesting the Watch Station's valuable data. Thus, the Deathwatch see much that passes in the Jericho Reach that eludes most others.

All Watch Stations house weapons and material caches to some extent, arms that can be accessed by any Deathwatch Kill-team that needs them. Many also have extensive medical, analysis, and armoury facilities that any Deathwatch Kill-team that needs them can avail themselves of, although to gain the full extent of their use, the specialised skills of an Apothecary or Techmarine are required.

Most Watch Stations are not physically manned by Battle-Brothers except for when they function as a base of operations in the field. Many Watch Stations can go for decades without a Battle-Brother crossing their threshold. During the normal course of events, Watch Stations are maintained, operated, and if needs be, defended by the finest automated systems the Machine Cult can provide. If a Watch Station is attacked, its protection can sustain it from all but the most determined and powerful assault. If breached, it will self-destruct, annihilating itself utterly, leaving nothing of its secrets for the enemy. A Watch Station's greatest defences, however, are the secrecy, remoteness, and concealment of its existence.

The following are three notable examples of the numerous Watch Station present in the Jericho Reach:

Watch Station Arkhas

Watch Station Arkhas is an armoured space station resembling a spiked iron pinwheel floating on the outer reaches of the Arkhas system. The Watch Station is small, with space to accommodate no more than a dozen Battle-Brothers. Most of the station is given over to the systems of its massive sensor arrays designed to both monitor the Arkhas system and gaze beyond it. Unusually, Watch Station Arkhas is home as a matter of course to an assigned Astropath dedicated to its service. The current Astropath is a deeply experienced practitioner of his craft called Varrus. However, it has been many months since he has been able to personally send or receive messages through the Warp with any reliability or clarity, thanks to the growing shadowy presence that moves in Warp blocking out both Astropathic signals and filling the Watch Station's augurs with static that buzzes like a swarm of locusts.

he Arkhas system itself has a number of planetary bodies, including two that are capable of supporting life. However, both are desert worlds, possessed of little or no water from which jagged spines of black rock emerge like the bones of great fossilised beasts. There are a few sand-eroded remains which indicate that these worlds played host to intelligent life in the distant past; possibly even human colonies, though nothing of them now remains.

he system has long merited the Deathwatch's vigil. It has been both battleground of man and alien and the site of several strange energy phenomena which remain unexplained. The airless third moon of Arkhas II still bears the charred remains of an Ork Terror Ship brought down by a Deathwatch boarding action centuries ago.

In the last few months, the system and its inhabited worlds have formed the centre of an attempt by the Crusade forces, under the command of General Casterlix, to regroup and dig-in following massive casualties inflicted by the tide of Tyranids rising from the rimward depths. Casterlix and his forces are, so far, entirely ignorant of the Watch Station's presence.

Watch Station Midael

Watch Station Midael sits on a Dead world shrouded in metallic grey dust that lies close to the spinward extent of the Chaos-held Charon Worlds. The Watch Station takes the form of a single armoured tower that rises from a spur of rock above one of the world's dust plateaus. Watch Fortress Erioch has not received word from this station in over three decades.

In truth, it is a dead and lifeless place, inhabited by a lone Deathwatch Battle-Brother, cut off from the outside by the spreading baleful influence of the Charon Stars. For more than thirty years, he has waited for others of the Deathwatch to come and relieve him, standing guard over the thing that is held in the deepest chamber of the tower.

Slowly, the Watch Station's servitors have failed and died, and the tower's systems have become corrupted and atrophied. Every few years, enemy forces come again to claim it. So far, however, they have failed to defeat the lone brother of

the Deathwatch who waits within. Outside the tower, the screaming wind howls and the bloody light of the Hadex Anomaly flares ever larger in the cold skies.

Watch Station Oertha

Watch Station Oertha is a bastion under siege, situated on a semi-arid world within one of the primary warzones of the Canis Salient. The forces of the Tau Expansion believe the planet of Oertha possesses vast resources of fuel and primary material. It has been set in the Tau agenda for some time as a prime candidate for exploitation and colonization. The world's largely uninhabited status has led the Tau to lay claim to the planet; a claim that is disputed by the Watch Station and the forces within it. Watch Station Oertha is a sprawling and heavily fortified compound that stands concealed in the maze-like ravines of the equatorial Berrick Mountains. In a rare instance of overt and ongoing cooperation between the Crusade forces and the Deathwatch, Watch Station Oertha has now become the keystone of the efforts to deny the planet to the Tau. Twenty Deathwatch Battle-Brothers, under Watch Codicier Kurita, and fifty allied Space Marines of the Storm Wardens Chapter have garrisoned the Watch Station, using it as a base from which to launch a campaign of devastating raids against the Tau. So far, these raids have made it all but impossible for Tau expansion on the planet. As matters stand now, both sides are awaiting reinforcements, and only time will ultimately determine the fate of Oertha.

WARSHIPS

"Do not value strength and power too much, for they alone are no guarantee of victory. Value speed and accuracy first: If you do this, then power and strength will do naught but snap at your heels."

–Attributed to Jaghatai Khan

he Deathwatch in the Jericho Reach maintains a number of warships, light craft, and other diverse vessels for their own uses. Most of these ships operate alone, transporting Deathwatch Battle-Brothers to where they are needed, combating space-borne threats, and providing orbital support to Deathwatch operations. The majority of these craft take the form of destroyers, frigates, and other classes of rapid strike vessel, along with modified Hunter-class destroyers known as Dark Hunters. Larger warships and also several captured raider vessels and merchantmen are held in reserve should a particular mission warrant their use.

he lighter classes of vessels suit the needs of the Deathwatch admirably, as their missions most commonly need to deploy and extract very small numbers of Deathwatch Battle-Brothers with great speed, precision, and when called for, subterfuge. Like other Space Marine vessels, the warships of the Deathwatch are primarily crewed by servitors and oath-bonded serfs, with a handful of Battle-Brothers serving as command crew. These ships are often highly sophisticated in design, outfitting, and armament, even over those used by other Chapters of the Adeptus Astartes.

Thunder's Word

The *Thunder's Word* is a modified Gladius-class Frigate that has served the Deathwatch in the Jericho Reach for over two millennia. It is whispered that it was built in the holy orbital docks above Mars itself under the direct supervision of the Arch-Fabricator Castilus. Compact, heavily armed, and swift beyond anything that might be expected of its class, this warship can only deploy a relative handful of Battle-Brothers into action owing to the internal space given over to its massed batteries and powerful engines.

Commanded by the venerable Battle-Brother Pellas, the *Thunder's Word* has been used in some of the most dangerous operations undertaken by the Deathwatch in the Jericho Reach. Its list of battle honours has become legendary: over three score of raider and xenos ship-kills to its name. Its most lauded mission remains the daring raid in which it slipped past the Chaos fleets above Samech to recover the records from the lost Watch Station known as the Slaughterhouse. It was also the *Thunder's Word* that first glimpsed the bio-ships off the moons of Freya and warned of the Great Devourer's advance through the rimward systems. The *Thunder's Word* remains one of the Master of Vigil's favoured instruments should a Deathwatch Kill-team need to be deployed deep inside enemy-held territory.

KEEPERS OF THE WATCH

"Look to your brothers. Know their hearts as you know your own. For if you do not, then all will be broken and lost to darkness."

–Attributed to Lion El'Johnson

he established Deathwatch presence in the Jericho Reach means that, at any given time, there are a number of senior members of the Deathwatch within its borders. These senior Battle-Brothers consist of the Watch Captains, Epistolary Librarians, Forge Masters, and others of distinguished service or mark.

In addition to the Deathwatch themselves, members of the Inquisition have a close concern with the Deathwatch's undertaking in the Reach, and their members, throne agents, and acolytes are those most likely to have close contact with the Deathwatch.

Watch Commander Mordigael: Master of the Vigil

Watch Commander Mordigael is a quick and decisive commander of men with a natural charisma bound to a terrifying skill in battle. A Blood Angel by origin, Mordigael is a paragon of the qualities and traditions of his Chapter. His features are sharp and handsome, as if cut from a pale stone statue of an Imperial saint, while his eyes burn with almost feverish intensity. He delights in the perfection of all his undertakings, from practice in the martial disciplines to the contemplation on the future implications of all things of note that bears on his sacred duty.



For over five centuries, Mordigael has served his Emperor and his Chapter; on three occasions, he has taken up the duty of serving in the Deathwatch. One of these past terms of service was in the Jericho Reach itself. Mordigael's current watch has lasted over five decades, and has seen him achieve the honour of being named Master of the Vigil a little more than a decade ago. During this time, Mordigael has seen things change within the Jericho Reach; the implications of the opening of the Warp Gate have affected everything. The launching of the Achilus Crusade concerns him greatly, as he sees the possibility of a greater disaster being created from a war prosecuted through ignorance and arrogance. He sees the encroaching threat of the Tyranids in much the same light, quite apart from the terrible danger they hold by themselves. On more than one occasion, the Master of the Vigil has had to remind Lord Militant Tetrarchus that the Deathwatch is not beholden to the needs of the Crusade.



Epistolary Axineton

Epistolary Axineton is a Librarian of the White Consuls Chapter who has only recently come to serve in the Jericho Reach. Lean-featured, dark-haired, and possessing a grimly superior demeanour, Axineton is caustic and blunt to his peers. Never does he allow a flaw that he perceives rest unmentioned, nor a failing unpunished, and his manner has created a reputation for sneering arrogance and pedantry among some. Despite this, he is a warrior of unquestionable ability and a psyker of great power; a power that he can wield with the subtlety of a torturer's razor or the brute force of an executioner's axe. As a past veteran of war against the Tyranid menace, he has already provided valuable insight for his peers.

Axineton has been fascinated by the secret nature of the Deathwatch's mission in the Jericho Reach since learning of it, and his hungry mind has devoured all he can of the lore and history of the Omega Vault. He is a constant, but often silent, presence during gatherings of the Chamber of Vigilance, sometimes speaking only to condemn.

Inquisitor Carmillus: Inquisitor of the Chamber

Inquisitor Hezika Carmillus of the Ordo Xenos has served the Holy Ordos for over three centuries. In that time, she has led pogroms that have scoured xenos infestations from a dozen worlds, condemned and executed Lord Commanders and Admirals, broken influential and traitorous Rogue Traders, and denounced radicalism amongst her own kind. Tall and blade-thin, she wears exoskeletal enhanced armour at all times and keeps a court of diverse and deadly warriors, collected from dozens of worlds, at her beck and call. Her voice is silken honey at one moment and unyielding steel the next as she desires. She will not, under any circumstances, allow herself to be perceived as anything other than what she is: a warrior savant in the service of the God-Emperor of Mankind. She is undaunted by the super-human killers whose company her duty now bids her keep, and she will brook no challenges to her authority, in particular by other Inquisitors, although she is ever-conscious of its limitations.

Inquisitor Carmillus has been the Inquisitor of the Chamber and mistress of the Tower of Brass for sixteen years and has executed her sworn tasks with precise dedication and utter ruthlessness. While possessing a warlike temperament, she is also highly intelligent and subtle. These traits make her an ideal emissary to the domain of the Deathwatch and well equipped to deal with its Adeptus Astartes masters. She has voiced the opinion in the Chamber that, although she is in favour of the Achilus Crusade, a contingency plan should be drawn up to destroy the Warp Gate should the Crusade suffer catastrophic failure. She believes that the Warp Gate possesses a vast threat if it is no longer under the Imperium's direct control. Much of her other motivations, however, remain a tightly-held secret.

The Achilus Crusade

"I will see the God-Emperor's domain extended to the furthest reaches. To the places where the light of stars and moons shines on ruin and casts only shadows, and the unclean walk unpunished. I will see those that have turned away at the tip of the sword, and the defilers beneath the hammer. I will see my own blood run out before I turn from this path."

–From the oath of Tiber Achilus, taken at the commencement of the Crusade into the Jericho Reach

The Achilus Crusade is a war being waged to bring the Jericho Reach back into the dominion of the God-Emperor of Mankind. It has been waged for over four decades, and in that time, it has consumed millions of lives, seen the destruction of dozens of worlds, and its end is lost in a blood-soaked future that none now living may see. The Achilus Crusade exists because of a stable Warp Gate linking the Jericho Reach and the Halo Margins close to the long distant Calixis Sector. The first stage of the Crusade was launched through the Warp Gate within years of its discovery. This was a bold attempt to retake the Jericho Reach quickly and use it as a staging point from which a greater re-conquest of lost areas of the Eastern Fringe could begin. From there, the Imperium could start a second front against the encroaching designs of the expanding Tau Empire.

At first, the forces of Lord Militant Achilus enjoyed rapid success, taking several worlds and establishing a core of systems to act as the basis for further conquests. Since these early victories, however, the Crusade has seen the death of its leader, the division of its armies to fight wars on many fronts, and the bleeding dry of its forces by attrition and the onslaught of deadly enemies with unexpected numbers and strength. In the heart of the Jericho Reach, the forces of Chaos (entrenched in the millennia-long dark ages since the Jericho Reach fell) have battled the Crusade to a corpse-choked standstill. Here, amid these worlds of horror, death, and iron, the slaves of the Dark Gods have drowned entire armies in their own blood. This has not been the extent of the Crusade's woes. The expansionist forces of the Tau have also made inroads into parts of the region and clashed head-on with the Crusade's outer edges in a war for control over inhabitable planets and the resources to feed their war efforts. Pirates, raiders, and hostile aliens have proven far more numerous and troublesome than many in the Crusade's high command had believed possible. So the situation has stood for decades, but the worst was to come.

A new threat, perhaps greater than any other, now casts its long shadow from the lifeless voids towards the Galactic Rim, and this war teeters on the edge of disaster. In that rising tide, whole worlds have died, naval battlegroups have been lost to the howling dark, and a smothering cloud has spread across the warp. It is a war begun in secret, waged in darkness, and without mercy or quarter. Yet the truth is that the carnage seen so far is only the beginning.

The Gate Opens

The catalyst for the launching of the Achilus Crusade was the unexpected discovery of an active Warp Gate in the turbulent Halo Margins close to the Calixis Sector, in Segmentum Obscurus. This ancient and vastly cyclopean alien device of unknown age proved to be both active and stable, with a corresponding gate-aperture into Realspace far on the other side of the Galactic Core at the edge of the Jericho Reach. Though the Jericho Reach had at one time been under Imperial control, the existence of this gate within its boundaries had never been discovered; a further mystery that has never been solved. The Warp Gate and the possibilities it offered only came to light in 755.M41, when the Navigator of the Imperial Flag-Frigate *Spear of Tarsus* sensed something causing a localised area of calm in the great warp storm border through which she was steering passage. Dropping out of the Warp close to the source of this tranquil sea, the frigate found itself in the presence of a vast Warp Gate of xenos design, placed in the cold blackness of interstellar space far from the orbit of any star; a gate that, though undoubtedly ancient, had been activated (or re-activated at any rate) in the recent past. With this discovery, a chain of events were set in motion that would cause the Achilus Crusade to be launched across the stars.

Once the *Spear of Tarsus* had returned to Imperial space bearing news of its discovery, it was not long until a secret expedition was launched to discover the nature of the gate and where it led. Ships serving the Adeptus Mechanicus Explorators and the Ordo Xenos sent scouting ships through, crewed with their most able agents and experienced Navigators. Their swift return not only told of another gate, also hanging in the empty void far from any star, but also of the certain truth that this other gate lay in the Segmentum Obscurus, near the Jericho Reach on the other side of the galaxy. With that realisation, a plan was born within the minds of the great lords of the Imperium: The possibility of using the gate to launch a Crusade into the Jericho Reach and reclaim it for the Imperium as a stepping stone to other conquests. The idea found favour with the High Lords, who gave it their blessing, and so the idea of a most singular Crusade grew in possibility in the minds of the great until Lord Militant Achilus was given mandate to make it a reality. The High Lords were mindful, however, that the existence of the gate and what it portended offered dire peril as well as possibility, and decreed that the Crusade was to be launched from a staging point far from the territory it intended to conquer under a shroud of the deepest secrecy. But, like so many other great campaigns launched in the millennia that the Imperium has stood, it was intended to bring swift victory and to use the light of the God-Emperor to drive back the darkness.

On the eve of the Feast of the Emperor's Ascension in 777.M41, countless millions of Imperial Guard, thousands of Adepta Sororitas, and as many as a dozen Space Marine Chapters advanced to conquer the worlds of the Jericho Reach in the shadow of Battle Titans and to the thunder of the guns of the Imperial Navy. It was a bold and fiery beginning.

The Death and Ascension

Lord Militant Achilus was a war-forged veteran of many campaigns before the Aquila, primarily against the Orks and other alien threats such as the Khrave and the Ylarian Collective in the Formorian Sector wars where he had earned his fame. He was also stubborn, blunt, and somewhat cautious in nature, favouring a tried and tested strategy of 'attack, pacify, and fortify' over great sweeping advances. Acting on the best intelligence he possessed, he had also badly underestimated just how entrenched or dangerous 'native' resistance to the Crusade would be within the Jericho Reach.

His core belief was that the Crusade had been launched primarily to open a new front against the alien Tau, and laid his plans to this long term goal, perhaps to the detriment of the Crusade as a whole. Whether or not he was correct in his assumptions, he would not live long enough to know, as Achilus did not survive to see the end of the first decade of his Crusade.

While travelling to review the progress of the primary forward battlegroups aboard the grand cruiser *Proclamation of Wrath* in 786.M41, the ship suffered a catastrophic Gellar Field failure and was lost with all hands. The Lord Militant and his command staff were among those drowned in the raw energies of the Warp.

Until his death, Achilus had pursued a strategy that focused on securing a stable, fortified base of operations near the Warp Gate; a careful campaign to bring the Reach under his heel, followed by a drive by the Crusade directly against those parts of the Jericho Reach threatened by Tau expansion and perhaps beyond. His hope was to swiftly secure the coreward swathe of the Reach and continue to press mercilessly on, but aside from an initial string of successes, the Crusade forces (often parcelled out piecemeal) met with repeated delays and, in some theatres, outright defeat at the hands of the vile and heretic inhabitants of the Reach's core worlds. Meanwhile, the Tau appeared to press the matter by their incursions into the region. The Crusade had begun to stall dangerously, its forces slowly declining from hundreds of minor engagements, while Achilus's intransigence caused discontent with his Space Marine and Mechanicus allies who pressed for more decisive action.

Ignorant Armies

To protect the secrecy of the Warp Gate connection between the Jericho Reach and the Calixis Sector, most of the Crusade's forces do not know that they are fighting a war on the other side of the galaxy from where they embarked on their vessels. Senior commanders, naval officers and other vital members of the senior Crusade staff are, of course, aware of the truth, as are the members of the Adeptus Astartes and Adepta Sororitas. In addition, the truth is known to those from whom it would be impossible to hide, such as the Navigators who guide the Crusade fleets and the Astropaths that transmit its messages.

The overwhelming majority of those who fight and die in the Jericho Reach, however, do so in complete ignorance that they are under the light of suns so distant that they would not be visible from the places they called home. As far as they are aware, they embarked on a ship which made passage through the Warp and brought them to the warzone that they must fight in. If any consider the position of the soil for which they fight in the great scheme of things, they most likely think that they are fighting within the Halo Stars or on the untamed margins of the Calixis Sector. However, few even wonder about the nature of their place in the galaxy, for ignorance is an Imperial virtue.

The primary reason for this secrecy is, in part, to protect the vital supply line enabled by the Warp Gate between the Jericho Reach and Halo Margins. It is a supply line without which the Achilus Crusade would die in, perhaps, no more than a few months, unable to arm or feed itself, let alone secure further soldiers with which to fight. The Warp Gate itself, if in enemy hands, would pose a terrible threat to the Calixis Sector and the Imperial inroads into the Koronus Expanse. Thus, secrecy itself is a shield against this happening.

There is another reason for the deception of no lesser importance: it allows the Crusade to feed on the military tithes to an extent that it could not easily otherwise do. While the Crusade's masters might simply demand, and keep on demanding, forces and assets as is their right, sector politics would otherwise make such aid grudging at best compared to threats so much closer to home. It is better that the worlds involved in the tithe remain ignorant of the facts other than that they serve the God-Emperor's will, and that the soldiers will likely never see the stars of home again—a situation far from unique in the Imperium's history.

As a result, most of the regiments raised from worlds within the Calixis, Scarus and Ixaniad Sectors are currently believed to be for other wars and battlefronts closer to home—most commonly the endless, slow-burning Margin Crusade—by all but a few, very senior members of the Adepta. This is, in fact, a lie, for the High Confessor Corvinus' Crusade into the Halo stars was lost and presumed destroyed utterly over two decades ago.

As the Achilus Crusade has continued to consume men and material at a ravenous rate, the Margin Crusade has been kept in existence on paper as a means to justify the heavy tithing by those sectors close to the gate that leads to the Jericho Reach. This is a fact that, of course, the planetary and sub-sector governors are kept entirely ignorant of, lest they disrupt the flow of flesh and iron into the killing machine of the Achilus Crusade. Meanwhile, the Ministorum preaches forth new recruits from the pulpit, and the scribes and procurators of the Departmento Munitorum divert the disposition of tens of thousands of fighting soldiers, support vessels and resources with the cold flick of a quill.

Forces of the God-Emperor of Mankind
Disposition at the Outset of the Achilus Crusade circa 7252.777.M41

Compiler's Note: Cross-Ref: Secret Order Lamas-V

Notable Imperial Guard Units

Segmentum Reserve
Cadian Shock Troops: 2 Regiments
Tekarn Armoured: 1 Regiment
Iaxian Tithe Guard: 2 Regiments
Terrax Guard: 3 Regiments
Harakoni Warhawks: 1 Regiment
Mordian Iron Guard: 1 Regiment
29th Descaal Lancers: 1 Regiment

Calixis Sector Levy
Scintillan Heavy Infantry: 2 Regiments
Scintillan Guard: 3 Regiments
Maccabian 5th "Drusus's Own" Guard
Maccabian 16th Janissaries
Mortressan 14th Highlanders: 1 Regiment
Gunmetalican 13th Armoured
Volg 3rd "Mercy Bringers"
Landrian 202nd Light Infantry
Monrass 25th Scythewind Recon
Merov Penitentiary Indenture: 4 Penal Legions
Gathalamor Heavy Grenadiers: 8 battalions

Known Adeptus Astartes Contingents

Angels Vermillion: 1 Company
Space Wolves: 1 Battle Company
White Consuls: 2 Companies
Dark Sons: 3 Companies
Grey Knights [RESTRICTED]
Blood Swords: 2 Companies
Relictors: 1 Special Detachment
Storm Wardens: 7 Companies
Also elements of the Death Spectres, Subjugators, Disciples of Caliban, and Iron Snakes represented in a sanctioned Crusader Company as guardians of the Holy Crusade Banner.

ecorded Contingents of the Adepta Sororitas

Order of the Valorous Heart: 1 Commandery
Order of the Bloody Rose: 4 Commanderies
Order of the Argent Shroud: 1 Preceptory
Order of the Fiery Tear: 1 Mission
Order of the Crimson Oath: 2 Missions

Recorded Contingents Officio Assassinorum

Assassins [RESTRICTED]

ecorded Contingents of the Adeptus Mechanicus

Adeptus Titanicus—Legio Venator: 3 Battle Maniples, 2 Scout Maniples
Centurio Ordinatus: 1 Ordinatus
Skitarii Tech Guard: 4 Regiments
Ordo Reductor: 2 Siege Formations
Korvath Knight Household: 2 Formations
Legio Cybernetica: 1 Division

ecorded Contingents of the Imperial Fleet

+Vessels of Note
Belial – Emperor Class Battleship
Execution – Eternal Oberon Class Battleship
Proclamation of Wrath – Vengeance Class Grand Cruiser [lost with all hands 786.M41]
Eternal Requiem – Exorcist Class Grand Cruiser
Caelestis Dictatio – Mars Class Battlecruiser

ecorded Contingents Departmento Munitorum

Reclamation & Provender Army Inc.:
3 Pioneer Regiments
2 Field Enforcement Regiments
4 Labour Battalions
1 Administratum Assay Corps.

ecorded Contingents Holy Ordos of the Inquisition

Classified

ecorded Contingents/Miscellaneous Forces

The Vassals of Rogue Trader Kazandus Lan [5 ships of the line, equiv/3 Regiments Militant]

His successor to the mantle of Lord Militant was a very different man. Solomon Tetrarchus was also an Imperial Guard veteran, but one with a reputation for bold strategy, charismatic leadership and a practise of delegating many strategic decisions to the commanders beneath him. Within a year of his ascension to the Lord Militancy, Tetrarchus had replaced or sidelined most of the 'old guard' generals who had served Achilus. In their stead, he brought up new officers who possessed the independent dynamism he valued. He then commanded that the Crusade forces be split into three army groups, committed most of the reserves his predecessor had hoarded to the front, and pressed the attack, predicting the fall of the Reach within a decade.

he largest of these newly created Crusade forces would drive towards the core of the Jericho Reach and crush the native resistance, while the other two would move swiftly through the sparsely inhabited rimward worlds, encircling the former sector's core. The existing slow drive towards the worlds disputed by the Tau expansion would become but one barb of the trident that would drive through the corrupted flesh of the Jericho Reach and make it once more the dominion of the God-Emperor of Mankind.

he three salients were designated Canis, Acheros, and Orpheus respectively, and regardless of the relative wisdom of his strategy, the war still continues three decades later. The Jericho Reach and the fate of the Crusade now hang in the balance.



The Orpheus Salient

"In ancient times it is said that men prayed to keep the monsters of the seas from rising from the black depths. Now I look out at the darkness between these stars and I feel the same prayers coming unbidden to my lips."

–Captain Ahabron to his first officer on the Deep Range Cruiser *Admiral Ishmael*, missing in Action 814.M41

he Orpheus Salient is the rimward-most advance of the Achilus Crusade's penetration into the Jericho Reach. Intended by Lord Militant Tetrarchus to advance swiftly through what were largely uncontested and barren systems, the Orpheus Salient was once the most successful of the Achilus Crusade, gaining ground rapidly ahead of the others and bringing more than sixty systems under the Crusade's control. These successes are no more, and its forces are now shattered and scattered, while the majority of its commanders are lost and likely dead.

he doom that came upon the Orpheus Salient very recently has come out of the distant void like a surging tide sweeping away all past gains in a welter of confusion and death. In four years, the all-devouring xenos-horror known as the Tyranids has come to besiege and consume all before it. Unprepared for its fury, the Salient's Crusade forces have crumbled into a bloody shambles. Only a few worlds are known to be holding out for certain against the onslaught of the Great Devourer, and dozens are believed to have perished. Others yet may be desperately fighting the enemy, their plight unknown, or huddling ignorant and fearful in the silent dark, not knowing that the jaws of a monstrous enemy are fastening around them.

he possibility of complete disaster now looms, as only one thing is certain: what has happened so far is only the beginning.

VICTORY AND DISASTER

The Orpheus Salient was launched a year after Solomon Tetrarchus ascended to the position of Lord Militant commanding the Crusade into the Jericho Reach. At that time, intelligence possessed by the Crusade's High Command strongly suggested that the systems running to the rimward of the Reach were made up of sparsely populated frontier worlds and a few formally Imperial worlds. These planets, while much regressed, had kept faith with the Imperial Creed and carried on in much the same way as they had before the loss of the Jericho Reach to its millennia old Age of Shadow. Some had even maintained very haphazard contact with the Imperium and provided the Crusade's scouting forces with aid and intelligence. It was felt that if these and other nearby worlds could be quickly brought back into Imperial control, they could both provide valuable resources to the Crusade and act as the staging point to open a second front against the forces of the Archenemy that were already exacting a heavy toll on the forces of Acheros Salient.

Command of the Orpheus Salient was given to General Curas, the youngest and most dynamic of Tetrarchus' senior command, seen by many as his favoured protégée. Some privately doubted that the young Curas had the experience to drive the swift advance demanded by his commander. Their doubts proved to be in error, however, as the Orpheus Salient swiftly went forward, destroying the petty empires of secessionists and bringing loyal worlds back into the light of the Emperor. As Curas' forces progressed, they maintained a steady stream of intelligence and assistance to the allied Space Marine and Deathwatch forces, identifying suitable targets for attack. In a decade and a half, the lead elements of the Orpheus Salient had penetrated further into the Jericho Reach than any of the Crusade's other forces. The progress of the Orpheus salient was so successful that Lord Militant Tetrarchus began to peel elements away from it, increasing the stream of reinforcements to the cauldron of death around the Cellebos Warzone.

hen on 999812.M41, Astropathic communications between the various worlds and battlegroups of the Orpheus Salient began to blink out, and what limited messages did get through were sporadic, sinister, and barely intelligible. Astropaths and other sanctioned psykers across the length of the salient awoke screaming from dreams filled with an endless darkness and a thousand rustling whispers. Some took their own lives and many others were reduced to babbling phrases about 'the rising tide,' the 'hungering depths,' or similarly doom laden ravings. Thanks to the communications blackout, no-one in high command knew the disposition or activity of forces along the salient, nor could they exert any cohesive control over them, while the Adeptus Astartes grew withdrawn, keeping their own grim council on the matter.

Snatches of information that emerged over the coming months seemed to indicate that some elements had been lost, and that previously secure worlds had come under siege. It was as if a creeping shadow had enveloped the Salient, within which terrible events had begun to unfold. The doom of the Orpheus Salient—and perhaps the entire Achilus Crusade—was given a name only from a rare open communication from the mysterious Deathwatch. The Tyranids had come to the Jericho Reach.



Hive Fleet Dagon

The Tyranid attack into the Jericho Reach has left the forces of the Imperium confused and disordered. In part, this is because the Tyranids spread a shadow in front of their advance which disrupts the Astropathic communication on which the Imperium relies. Additionally, the Achilus Crusade has no means of knowing how many Tyranids swarm in the void towards the rim. This confusion has meant that no accurate verified estimation of the strength of the Tyranid forces has been made by the High Command, and both the Space Marines (and more importantly, the Deathwatch) have not shared their findings openly with the Crusade forces.

In an atmosphere of rising panic and little information, some have claimed that the Tyranids must have vast numbers, while others judge that there is no evidence that supports anything other than an attack by a small splinter fleet, numbering perhaps a score of bioships. Most examining the unfolding situation, however, agree that they are facing a splinter of Hive Fleet Behemoth which became detached before or during the breaking of the great hive fleet in 745.M41.

Although some amongst the Magos Biologos, Ordos Xenos and Administratum disputed the correctness of attaching a new designation to the Tyranid forces facing the Jericho Reach, such a designation was given on 989814.M41 by Lord Militant Tetrarchus. Once, it may have begun as a splinter of a greater fleet, but it was now a threat in and of itself—a threat of the present, not the victorious past. As such, it was given a name from ancient times that spoke of dooms and monsters dreamed of in an archaic age.

That name is Hive Fleet Dagon.

Since this time, the Crusade forces along the Orpheus Salient have been brutally hammered and now are estimated to muster at less than fifty percent of their prior effective combat strength. Their leadership is fractured and their morale severely, perhaps fatally, compromised, while the vital fortress world of Hethgard has now come under siege from a massed Tyranid assault. The Deathwatch estimates that at least nine formerly inhabited worlds have already been completely overrun by the Tyranids. Six more are under immediate threat or are already engaged in fighting, while the fate of at least twenty other systems, lost under the shadow in the Warp, remains unknown.

Castobel

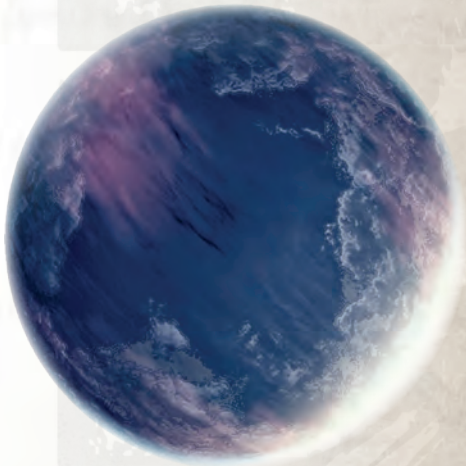
"And the stars will be blotted out, and men shall despair saying that they are without light. And in that moment of heresy they doom themselves most surely"

–From the sermons of Sebastian Thor

Castobel is a battered Hive world, ruled by a noble-born elite, that remained loyal to the Imperium's ways through the Jericho Reach's long Age of Shadow. It is also a world that is now all but alone, facing any enemy that wants nothing more than to consume it utterly. While other worlds fell to anarchy and the lure of false gods, Castobel remained true to the Imperial Creed and faithful to the belief that, in time, the Imperium would return to restore it to its glory. Through the application of brutal authority, a council of nobles called the Aquilan Pluracy kept the population in order, the cathedrals un-profaned, and the forges and manufactorums fed by resources harvested from the lesser planets in its system. The Pluracy helped Castobel's hard-pressed defences weather the storms of intermittent raiders and xenos predators from beyond. When the Crusade forces reached Castobel, they were welcomed. The Crusade found a world willing and able to give support and eager to rejoin the Imperium. Since then, Castobel has revelled in its importance to the prosecution of the Crusade; its rulers apply greater and greater brutality to its somewhat threadbare population in order to yield up weaponry, provisions, and regiments of troops to aid the Crusade.

Hive Fleet Dagon arrived without warning, and Castobel was once again severed from all contact with the Imperium. Thanks to their brutal iron-fisted control, the Pluracy averted mass panic turning into riot, but soon, stories began to circulate of unholy things stalking the lightless depths of the hives and rumours spread of the dark fates that befell the Crusade in the cold void beyond. Work and production levels have fallen, and the reports of seditious whispers from the Pluracy's vast network of informers have risen almost exponentially across the entire system. Desperate attempts have been made to re-establish contact with the Imperium. However, a few lost and beleaguered Crusade ships managed to make it to port to re-arm and re-fit. The crews of these ships spread tales of monsters stalking the stars and terrible battles lost. Afterwards, a great dark mass appeared in the night sky above Castobel, blotting out the light of the stars. Troops were mustered and desperate and largely unheard pleas to the Crusade forces were screamed by the planet's remaining Astropaths. On the eve of 817.M41, dark spores began to fall on Castobel, despite the many more gunned into oblivion by the world's ancient defence networks. Deserted and doomed, many of the planet's ruling elite became lost to despair and flung themselves from the highest spires of Hive Cressos, while others determined to sell the world dearly to the inhuman enemy. Castobel is now a world at war against the most terrible enemy imaginable, its hive cities besieged and its hardy population fighting for their very survival. Its fate, however, is yet to be sealed, as the Tyranid forces that have descended upon it were but a part of the greater whole, and were not so numerous as to overwhelm Castobel quickly or completely. The world's barren surface of lifeless wind-scoured deserts and volcanic plains have also proved an advantage in resistance, as they take their toll on the invader and offer little biomass to fuel the enemy's onslaught. While two of Castobel's six major hive complexes have fallen, one turned itself into an atomic funeral pyre while dying, which robbed the enemy of its flesh. The others are holding out, however precariously, for the moment. The Deathwatch has also become aware of Castobel's plight, and is now considering its own plans for possible intervention.

he fate of Castobel remains in the balance, although one thing is certain—its future is even now being written in blood.



Eleusis

"Blasphemy is an older pursuit of Humanity than piety. It is rooted deeper in the soul, and from there, it is likely to hatch when the mind proves too weak for the horrors of this universe."

–Witchfinder Paulos, in the First Principles of Persecution

Eleusis is a world of shrines and piety whose light flickers in the enveloping maw of Hive Fleet Dagon and where fear threatens to overturn holiness in favour of the promises of false gods. In the time before the Age of Shadow fell across the Jericho Sector, Eleusis was a Shrine world. Most of the surface of Eleusis was covered with great seas, and on its few land masses, ten thousand temples and glass-blazoned shrines to the God-Emperor were built, forming the great Shrine cities. These wonders basked in serene holiness for five thousand years, becoming a place of pilgrimage for aspirants from as far afield as Macragge and

Salem. With the coming of the Age of Shadow, the devotions of the shrine priests, priestesses, and attendants were twisted to the worship of the Dark Gods of the Warp as death stalked the temples and the profane overcame the pious. When the Crusade forces retook the planet, every inhabitant was ordered to be burned and the shrines cleansed by fire. Since then, the Ecclesiarchy has spent decades rebuilding the Shrine Cities and making Eleusis their new seat of power for the re-conquest of the Jericho Reach. Perhaps, however, the stones of Eleusis remember the dark past and whisper to the priests who look up at the night sky. They see the dark shapes moving among the stars, and already there are rumours of murderous fiends stalking the crypts of the Shrine Cities.

News of the oncoming Tyranids has brought panic in some, but reaffirmed the zealous devotion of others, while some who hear the whispers in their dreams are tempted to forsake their beliefs and turn once more to the aid of old False Gods for their protection.

Freya

"Just as the dead were once as we are now, so the dead places of this galaxy may once have equalled our most mighty or glittering worlds. As the cold wastes are now, then so too may our worlds be in times yet unborn."

–Admonishment from the Seven Books of Vigilance

Before the Jericho Reach fell into its Age of Shadow, Freya was a mining world across which millions of indentured workers toiled in vast open-cast mines to feed the now lost Forge worlds of the Reach. During the long millennia of the Age of Shadow, the world fell into disorder and anarchy; its mine-scarred surface the battleground for countless gangs of techno-barbarians, dark-souled cultists, and flesh-eating mutants. The last fragment of Imperial dominion remained in space; a sensor array circling one of Freya's many moons. This special Astropathic relay was one of many scattered throughout the reach that served the Deathwatch in their secret vigil. In a warning of what was soon to befall the entire Orpheus salient, the Freya relay (which had endured through thousands of years of darkness and cold) fell suddenly silent. On 001814.M41, the Deathwatch warship *Thunder's Word* entered the Freya system to investigate the troubling silence. It found no trace of the relay and no trace of any life in the Freya system. Preparing to leave the system, *Thunder's Word* encountered two Tyranid drone ships that had been lurking in the orbits of Freya's moons—a rear guard left in the wake of larger predators—and did battle. Its hull scored and pitted with acid and its magazines nearly exhausted, Thunder's Word arrived at Watch Fortress Erioch like a messenger riding before a storm: the Tyranids had come to Jericho Reach. Subsequently, no attempt has been made to return to Freya.



Hethgard

"May the gates hold against the beast without.
May the stones of the wall be firm beneath my feet.
May my blade drink deep of the foe and never be satisfied.
May I not feel the touch of fear at the death that is my service.
May I stand a warrior, and if I fall, may I fall with my blade in my hand."

–Spoken by Ivar Ravensclaw, Wolf Guard of the Space Wolves Chapter, on the morning of the first spores falling on Hethgard

Hethgard is an Imperial Fortress world and the location that has most recently come under attack from the Tyranid threat. Hethgard was a once mining world whose mountains and chains of dormant volcanoes were long ago stripped of the great wealth of rare metallic ores they contained. What remained afterwards were plains of shattered stone that glimmered with a metallic sheen, broken mountains riddled with echoing passages, and numberless unmapped shafts.

Although sucked dry of resources, the fortress engineers of the Achilus Crusade found Hethgard was perfectly suited for Lord Militant Achilus's strategic needs. Many of Hethgard's mountainsides were sheathed in armoured skins, and generators, storehouses and barracks were sunk deep into the abandoned mine-workings. The defences were ringed with thousands of miles of walls, razorwire, and mines, while chambers deep within the mountain fortresses were converted to vast magazines to feed the thousands of weapon emplacements that crowned the armoured mountain summits. Thus, Hethgard was converted into a mighty fortress to protect the Crusade's flank and an armoury for its forces second only to Karlack itself. In the three decades it has stood, no enemy has taken Hethgard. However, its defences have been seriously tested twice: once by the marauding Ork freebooters of the Brass Eye, and once by an unknown, powerful, non-humanoid xenos-form who attacked in black orb-like war machines. These raiders were driven off thanks, in part, to the timely intervention of the Deathwatch.

Indomitable though it is, Hethgard has yet to face its greatest test. Attacking in overwhelming numbers, Hive Fleet Dagon has fallen on the Fortress world in great strength. Millions of creatures were slain by the guns of Hethgard in the opening hours of the conflict when the enemy first made planetfall. However, the Tyranid spores and screaming winged-creatures came in ever greater numbers until they covered the glistening grey plains between the mountains, their carapaces gleaming like a living sea. Since the first spores fell, the assault has not let up, and no matter how many Tyranids the Imperial defenders slay, more seem to come. Aid and reinforcements have not yet come to Hethgard. Though tens of thousands defend its walls, with contingents of the Space Wolves and Storm Wardens providing battle-leadership, the numbers and extensive supplies of its defenders are not without limit. Hethgard will fail in time if the balance of the war cannot be swung in their favour.

Should Hethgard perish, one of the greatest Fortress worlds in the Jericho Reach will fall, and open a breach to the heart of the Crusade.

Vanir

"If Humanity will not unite, it will be destroyed. If the price of unity is a billion lives, or ten billion, or a number as like to the grains of sand on the shore, then we must pay it. If we do not, if we are not united, then we stand weak and divided against the remorseless enemies of an apocalyptic age."

–Cardinal Salazar Scrone, Sermon on Mount Amalath

Vanir is a system of inhabited worlds that is the site of a frantic battle between the forces of the Achilus Crusade and rebels loyal to the self-proclaimed Monarchs of the Kingdom of Vanir. The desperate forces of Battlegroup Icarus, having withdrawn after taking massive casualties from the advancing Tyranids, are now locked in a race to overcome the rebel forces that have taken possession of the Vanir system. The Imperials know that time is short and that the only chance of surviving the oncoming tide of Tyranids is to renew the system's defences before the Tyranids come to destroy Vanir and lay waste to loyalist and rebel alike.

During the Age of Shadow, Vanir was the seat of the false 'Kingdom of Vanir,' a petty empire held together by the military power of the Monarchs. A small fleet of warp-capable ships kept the closely-situated worlds of the Kingdom together through fear of orbital bombardment and the deployment of the Monarchs' dreaded gene-enhanced Crown Guard. When the Crusade forces reached the worlds of the Kingdom, a year-long battle ensued that was ended with a highly dangerous attack on Vanir itself by Space Marines of the Storm Wardens Chapter and the bloody defeat of the Crown Guard. Many of the Monarchs fled before the wrath of the Imperium as Vanir was forced brutally into compliance; some were hunted down and executed by being crowned with molten gold, but a few escaped into hiding. Later, communications were broken by the shadow in the warp cast before Hive Fleet Dagon. This threw the Imperials into disarray and the surviving monarchs, long plotting the violent overthrow of Imperial rule again, seized the opportunity to spark off a revolt. This rebellion lifted the yoke of Imperial rule once more, bringing down the overlord government in a bloodbath of civil war, and gaining control of Vanir.

Ragged elements of Battlegroup Icarus attempted to regroup at Vanir after fighting the invading Tyranids along the Salient. However, they were attacked as they entered the system and found themselves fighting a war against the resurgent forces of the Monarchs. In desperate need of the resources of the Vanir system, the Battlegroup had no choice but to fight at a crippling disadvantage—their fleet-based firepower muzzled by the fact that they could not risk destroying the infrastructure or defences that they would need when the Tyranids arrived.

With the sands of time running short, Vanir remains a world divided and facing annihilation.

The Fate of Battlegroup Argo

Battlegroup Argo was the Crusade Command Battlegroup of the Orpheus Salient from which General Curas directed the rapid advance of the Crusade forces under his command. The General always wished to oversee the leading edge of his advance in person, and so Battlegroup Argo was almost invariably at the forefront of the Crusade advance, carrying with it the personal regiments of his chosen command. In its most famous action, the Battlegroup had the honour of cleansing Eleusis of the Charnel Oracles and seeing the long-desecrated shrines torn down and rebuilt in the worship of the God-Emperor, while a strike force chosen from Battlegroup Argo broke the defiance of the monarchs of the false Kingdom of Vanir. As was typical of Curas, when the then unknown threat of Hive Fleet Dagon darkened communications within the salient, he ordered Battlegroup Argo to plunge into the heart of the shadow. Details of what occurred next have been found only in the nightmarish memories of a handful of broken men who escaped from Argo's death throes. Its last known position was on the edge of the Phonos system when a massive attack of monstrous creatures descended on it from the cold void. What few survivors escaped did so on trailing escort vessels that fled as writhing darkness fell on the fleet. All were later executed by the Imperial Navy for cowardice.

No word has ever been heard from Battlegroup Argo since that day. Many believe the Battlegroup is irrevocably lost, and General Curas with it. Others, however, suspect that the fate of Battlegroup Argo may have been far worse than mere destruction at the hands of a ravenous enemy. Wrecked and scarred hulls of former Imperial Warships filled with harbinger organisms have been observed arriving in advance of the main Hive Fleet, scattered like deadly seeds upon the wind. These ships are of familiar line and measure and some are still broadcasting Crusade-encrypted distress calls like the automated screams of the unquiet dead.

The Acheros Salient

"In war, nothing is certain save that the price for victory is always paid in blood, both yours and your enemies."

–The Tactica Imperialis

The Acheros Salient is the central advancing arm of the Achilus Crusade. Ever since the launch of the three Crusade salients by the Lord Militant Tetrarchus, it has been bogged down in blood and infamy. It has shown the least progress in terms of worlds captured and, even given the recent massive losses on the Orpheus Salient, has consumed the greatest amount of Imperial lives and war materiel on the pyre of battle. The Acheros Salient, initially given the larger part of the Crusade's heavy line regiments, was given the task of driving directly into the heart of the inhabited core of the Jericho Reach. This area was known to be plagued by warp-worshiping human renegades and xenos slavers. It was home to several petty empires, and dominated geographically by the Hadex Anomaly, a warp-realspace distortion known to have swallowed the former sector capitol within its vortex some thousand years previously.

From the beginning, the Crusade's assault into the area occupied by the former Cellebos sub-sector of the Jericho Reach ran into trouble. Tetrarchus's plan disregarded intelligence dossiers (in part based on data provided by the Deathwatch) compiled by former adjutants of Lord Militant Achilus as 'exaggerated and over-cautious.' The Lord Militant called for a disbursed assault on several fronts. He believed this plan would allow the Crusade to make steady rolling progress and 'flush out' serious resistance. In the latter, the new Lord Militant was rapidly proved correct, but the scale of that resistance was far greater than anything the most pessimistic projections had warned of.

he Crusade was confronted by a massive, well-organised, enemy counter-attack. Although the Crusade was expecting smaller warp-capable raider vessels, this new foe also possessed deadly space hulks and several cruiser-class capital ships, some of which were known to be in the hands of the dread Chaos Space Marines of the Traitor Legions.

The Acheros Salient's fleet assets were in dispersed formation across more than twenty sub-battlegroups. Faced with such opposition, the result was a bloody disaster. Dozens of Naval ships were isolated and destroyed, while troop convoys with woefully inadequate escorts were hunted down and systematically ravaged. Thus, thousands of guardsmen, who would not live long enough to fire a shot in the Crusade's service, were slain in the cold vacuum of space. Only the bravery and skill of the fleet's naval commanders and the resolute skill of the Space Marine contingent assigned to the Crusade forces prevented the sudden, savage losses from turning the Salient into a disorganised rout. These determined survivors organised a fighting withdrawal back to the security of Karlack and the Iron Collar. Losses were heavy, rated afterward at over 160,000 troops and ancillary personnel in less than six weeks Terran standard. The majority of these casualties were killed either inside their transport ships or cut off on the world of Khazant, itself a former Crusade conquest when it was overrun by the forces of enemy in an orgy of slaughter. In addition, more than a dozen ships of the line where either lost outright, or captured by the enemy. The most grievous loss was that of the Storm Wardens Space Marine Battle Barge *Warchilde*, whose lifeless hulk was left drifting in orbit amid the radiation-swept storm zone of the Magog binary pulsar.

KARLACK

"I've always liked a good fortress: given one to sit in, most enemies are happy to stay where you might find them easily, and sleep soundly in their beds as you slip in to eat out their hearts."

–Lady Miram Saynay, Epicure & Corsair Captain

Karlack is a Fortress world, the principle seat of the Achilus Crusade, and the single most powerful concentration of the Imperium's military might in the Jericho Reach. In the lost days of the old Jericho Sector, Karlack was little more than an outlying, largely unremarkable, colony world. Its population never rose high enough to make it a power in sector politics, nor did it possess resources of sufficient calibre to make it of particular interest to the Adeptus Terra. When the Age of Shadow came, Karlack's relatively marginalised status protected it somewhat and cushioned its slide into isolation, sparing it much of the war and disaster that stalked worlds closer to the sector's core. Over the centuries, it descended slowly into pre-industrial feudalism.

After the discovery of the Jericho-Maw Warp Gate, Karlack's fate was decided by a simple expediency of stellar geography: it was the closest life-sustaining system of any strategic worth in the Jericho Reach in proximity to the Warp Gate. Thus, it was the first system on which Lord Militant Achilus set his eye. The mass forces of the Crusade were welcomed with open arms by Karlack's natives whose local culture had long kept alive the hand-me-down traditions of the Imperial Creed and the Mastery of the Emperor. The Crusade's Ministorum contingent quickly set about bolstering that faith and rooting out heresy and corruption in the population. Swiftly, mountains were levelled to provide raw materials, rolling steppe land planed into mustering grounds for tens of thousands of troops, and vast fortifications raised both on the ground and in orbit. Not to be outdone, the Adeptus Mechanicus hollowed out orbiting asteroids into gun-stations and crafted orbital docks to serve as the Crusade's primary anchorage.

Since this time, Karlack has remained the primary seat of the Crusade's power and the principal rallying point and supply hub for the Imperial forces in the Jericho Reach. Its orbital stations house key command and control elements for the Crusade fleets, a Naval repair and provender base, and the Crusade's primary Astropathic Choir. Karlack is also the keystone in a wide arc of listening posts and defence stations known as the Iron Collar, spread out across the portion of the Jericho reach bordering the Well of Night, from which the Crusade salients are supported.

In the nearly forty years since Achilus's forces set foot upon Karlack, all has not gone well for the world or its native inhabitants. Karlack's climate has grown unstable due to the alteration of the planetary surface coupled with the rapid industrialisation and forced agriculture methods employed to feed the Crusade's forces.

Karlack's seas and air are slowly being poisoned, its people increasingly suborned to the war effort, indentured and outcast on their own world. This has led, in turn, to an increasing 'resistance' movement in some outlaying areas, which has slowly gathered strength despite heavy-handed attempts to crush it by the Departmento Munitorum enforcement cadres. Some Imperial observers have noted rising evidence of cult activity, and there are reports of off-world agitators among the indigenous humans. These factors might turn sporadic civil unrest and incidents of sabotage—at the moment, a minor thorn of irritation for the Crusade forces—into something far worse.

The Cenotaph of Achilus

Rebuilt in monolithic, glittering grey-black marble over the ruins of a former Imperial cathedral destroyed during Karlack's Age of Shadows, the Cenotaph of Achilus towers over the city of Kar'thir. This monument was constructed in the centre of Karlack's largest indigenous settlement as a grand tomb, intended to stand forever empty of its planned occupant, the Lord Militant. However, the Lord Militant's untimely death made this cenotaph a shrine to the Crusade's first master.

It also serves as a place of devotion for its soldiers and a memorial to the fallen. The names of the lost are engraved into its soaring vaults and chambers, and many believe the Cenotaph to be the spiritual heart of the Imperial war effort. For those who have come to see the Imperial presence on Karlack as a curse rather than a blessing, however, it is the greatest symbol of their oppression and woe.

The City in the Sea

Considered little more than a local myth by most, the wide ocean that covers much of Karlack's southern hemisphere is said to contain a mysterious sunken city. There, the tormented spirits of the dishonoured dead are said to be dragged by dark-robed spectres amid its drowned towers and darkened ziggurats, to be devoured for all eternity. All ill-fortune and disaster experienced by the Karlack people are assigned to this watery underworld, and those natives that live on the scattered islands of the south are viewed with deep suspicion by their fellows.

Myth or not, the construction of strategically necessary defence structures and orbital batteries on the southern island chains have proven deeply problematic for the Crusade forces on Karlack. The problems stem from both local resistance and the high frequency of unexplained accidents, disappearances, power-outages and equipment failures experienced in the southern ocean zone.

Inquisitorial investigation in the area—communicated to the Deathwatch for verification—has failed to discern a direct cause for the incidents. However, the Inquisition's reports have revealed these problems to be steadily increasing over recent months. They have also turned up previously unknown examples of non-human artefacts of ancient age amongst the construction on the islands. These artefacts feature strange mathematical and geometrical patterning that have caused great concern amongst the Ordo Xenos. Until recently, Inquisitor Zaer Vincent presided over the investigation. However, the Inquisitor went missing at the beginning of 817.M41, and he is presumed to have been slain. The Deathwatch have taken a keen interest in how matters develop here.

The Cellebos Warzone

"These stars and planets have been the sights of battles such as I had never dreamed of in my darkest nightmares. Yet I fear for all the nightmares that have passed, there is worse to come."

–from the private Journals of Colonel Havius Blan,
Landrian 202nd Light Infantry, Officer Commanding,
Cellebos Warzone, 443817.M41

Since the Acheros Salient's appalling reversal of fortune, Lord Militant Tetrarchus has resumed his assault on the region, pouring all the reinforcements he can muster into what has become a war of bloody grinding attrition spanning over fifty star-systems and twenty-five years of struggle. The war has focused around the control of key systems in what is what is now referred to as the Cellebos warzone, most notably Khazant, Vanity, and the Blood Trinity. Solid Imperial gains have been few and hard-fought, with the heretic forces giving ground in some areas, but control of others remaining elusive or outright impossible. Meanwhile, the baleful influence of whatever unnatural powers reside in the Charon Stars of the Hadex Anomaly have become ever more apparent as time progresses.

Despite these difficulties, the Acheros Salient was at last beginning to show slow signs of progress, with fresh Imperial reinforcements, channelled in from the Calixis Sector and stripped from the other Crusade salients, adding to its power. However, all this ended thanks to the recent disasters on the Orpheus Salient and the coming of the Tyranid menace. This has lead to a re-entrenchment in the face of a possible onslaught on a second front and could cause the collapse of the entire Orpheus arm, threatening the very existence of the Achilus Crusade. In these last years of tribulation, the character of Lord Militant Tetrarchus himself has changed, and while he still remains a charismatic leader, he has become subject to macabre turns of mind. Tetrarchus has evidenced a growing paranoia about 'traitors' in the ranks, a paranoia perhaps well justified, given the nature of the enemies he faces, but a very dangerous behaviour for a man with a Lord Militant's unbridled authority.



Khazant

"Why weep comrade? Is it the blood we wade in? The thunder of the guns perhaps? Or this sodden corpse-hole of a trench? Friend, be of good cheer, our saviour the Emperor has brought us to this fine world with its open skies and wide vistas, and as plentiful scavenging as I've ever seen, and all he asks is that we kill a few of those godless bastards yonder. Why, it is a fine thing, to be an Imperial Guardsman."

–Trooper Morlok Drax, 3rd Volg Regiment

Khazant is a War world: a planet-wide battlefield over which blood has been shed almost continuously since the coming of the Achilus Crusade to the Jericho Reach. Renowned for many years as a corsair stronghold, this former Imperial planet and its oppressed population have long been enslaved to one warlord or another, with Khazant's naval dockyards and plentiful resources its principal prize. From the Achilus Crusade's outset, Khazant was always considered a primary target, and its initial conquest, and the driving of heretic forces from the Khazant system in a year long campaign, was the last great victory of the Crusade under Lord Militant Achilus's leadership. The former overlords of Khazant were allowed to escape; a development that, in hindsight, would later have the darkest consequences for the Crusade effort. Shortly afterwards, the newly-acclaimed Lord Militant Tetrarchus divided the Crusade to form the three salients. Raids by heretic forces into Imperial-held territories in the Cellebos region began to increase dramatically, and the Acheros Salient, under Tetrarchus's direct command, found its main assault meeting massive, organised resistance head-on. During this period, Khazant was temporarily cut off and overwhelmed, its garrisoning forces suffering near total casualties before an Imperial counter-attack could once again contest the system.

Since then, control of Khazant has swung back and forth numerous times, and its now wrecked surface has become the principal battleground of the war in the salient. Its star system is now littered with the wrecks of craft destroyed in action, and it has become the hunting ground of raiders from both sides. These raids are punctuated by attempts from heretic and Imperial alike to run the gauntlet of enemy blockades to land reinforcements on the surface. On Khazant itself, Crusade regiments are still doing battle daily against the forces of the Stigmatus and their unholy allies on a dozen fronts across a no-man's-land, which is now little more than a tangled morass of bunkers, trench works and reeking mud. It is a war of endless artillery barrages, poison gas, grinding armour, and brutal hand-to-hand fighting that shows no sign of relenting.

Vanity

"It would be better for a man to die screaming in the jaws of the Tyranid and know release into the Emperor's grace, than to die easy in his bed on this cold world: for here, the souls of the dead hunger for company."

–Malin Grey, Psyker Primaris, Special Inquisitorial Taskforce

A barren, radioactive, and haunted wasteland of shattered hive cities and fallen grandeur, 'Vanity'—as it has long been known—was once the Hive world of Corulsiem. A prominent world, Corulsiem was once capitol of the Cellebos sub-sector and second only to Varrus itself in its economic and military might. During the Age of Shadows, the prideful and fractious rulers of Corulsiem were among the first to fall to internal division and strife. Its hive cities erupted into a savage civil war, which quickly escalated to the use of forbidden atomic weapons, rendering the planet into a lifeless cinder-shrouded carcass of a world.

For many centuries afterwards, Corulsiem was little more than a target for the most desperate or foolhardy of scavengers willing to brave its deadly fallout-strewn wastes in search of spoils. It became known more commonly by the name 'Vanity' by those in the Reach, in reference to the hubris and folly of its former masters. With the coming of the Hadex Anomaly, Vanity's reputation grew even darker: engulfed for a time within the burgeoning warp storm, legend has it that the tortured souls of Corulsiem's billions of dead rose up screaming. Since then, Vanity has become legendary as a deadly, haunted place. These legends were proved to be lethal truth as this world became a second line in the war between the advancing Imperial Crusade and the Chaos forces of the Stigmartus; both have suffered at the hands of this world's spectral phenomena.

The fighting on Vanity has been both sporadic and brutal, with both sides trying and failing to gain the upper hand and use the system as a base for their own operations, or at least deny it to their enemies. Owing to the extremely adverse conditions here, both sides have taken to deploying troops more likely to survive rather than more numerous fodder unlikely to live long enough to be tactically effective. For the Crusade forces, this means the deployment of elite Space Marine strike teams, while the Stigmartus has formed its favoured forces from twisted mutants well-suited to operate on the poisoned world, backed by witches and with deadly contingents of the Traitor Legions to lead them.

The Blood Trinity

"I shall crush my enemies, drive them before me, and hear the lamination of their slaves. All this I do in thy name, oh Great Gods of Blood and Night"

–Maratan Oath

Once known as the Mataras Sisters during the day of the lost Jericho Sector, this system was regarded as a jewel of the Imperium. The system supported four verdant and paradise-like Agri-worlds that served as a breadbasket for the planets of the sector core. The Age of Shadows heralded a slow descent into blasphemy for this system as, over time, the severed and abandoned human populations embraced barbarity and the false promises of the Dark Gods to save them from the brutal predations of off-world slavers and the obscene hungers of the alien. In 920.M37, Mataras IV was subject to the final sanction of Exterminatus. This sanction was carried out by the Deathwatch in order to prevent a parasite-colony of the horrific Hadrus Skin-Weaver xenoform from spreading to neighbouring worlds. As the populations of the Mataras Sisters slowly succumbed to the worship of Chaos, they strove to excel over each other in savagery and slaughter. The three surviving worlds of Mataras became known as the Blood Trinity, thriving on violence and fighting unceasingly amongst themselves for the favour for their gods, united only against anything foolish enough to attempt their conquest from without. The Deathwatch has long suspected that the warlike natives of the Blood Trinity were chosen as a harvesting ground for fresh recruits for certain warbands of the Traitor Legions, with the most vicious among their warriors selected for their ranks.

When the Crusade forces first probed into the Cellebos war zone and stirred the servants of Chaos into response, the god-clans and witch-covens of the Blood Trinity served as a ready base of manpower for the rising powers of damnation. Some of the most vicious shock-troops of the Stigmatus have been drawn from the worlds of the Blood Trinity.

he heretic forces are well aware of the importance of the Blood Trinity to their cause. The system is now heavily patrolled by renegade warships which have, so far, defeated any attempt by Crusade forces to forge a beachhead into the system or

The Face of the Enemy

The heretic and Chaos forces contesting the Crusade in the Acheros Salient are highly diverse, but well-organised groups. Enemy forces range from near-mindless mutant abominations harvested from worlds on the edge of the Charon Stars, to Warp-spawned daemons conjured forth by hellish rituals; from savage feral warriors recruited from the warring tribes of the Blood Trinity, to void-born pirate clans who have spent millennia beyond the reach of Imperial law.

The two most powerful groups the Crusade must contend with, however, are the binding forces which maintain the Chaos war effort: a heretic army known as the Stigmartus, and several elite warbands of the Traitor Legions that have come to the Reach to make war on the Imperium.

The Stigmartus are named for the ritual branding of their flesh with the sigil of their masters. Although they are brutal and frenzied in the extreme, they maintain harsh discipline and military order from their cult-overseers. The Stigmartus are organised very closely along lines which parody the structure of the Imperial Guard itself. The commanding echelons of the Stigmartus are believed to be the remainder of the previous rulers of Kharzant, who fled when displaced by Lord Militant Achilus' campaign. Now, they are bound to the charismatic leadership of a cult-general called Elak Sarda, said to be sworn by dark pact to some nameless daemonic entity within the Charon Stars.

One of the most terrifying and powerful contingents within the Chaos forces are the warbands and armies of the Chaos Space Marines. These super-human killers and arch-servants of the Dark Gods have already accounted for massive casualties on the Crusade forces. Factions of the infamous Alpha Legion, Word Bearers, Berserkers of Skatherax, and The Pyre have all been confirmed present in the Cellebos warzone. There have been unconfirmed reports of daemon hordes, traitor Titan Legions, and even an entire Chaos space fleet located on a Daemon world near the heart of the anomaly.



conduct an effective raid. Furthermore, the infamous Carnage-Class Cruiser Black Grail and its attendant fleet—believed to currently be in possession of a splinter faction of the Word Bearers Traitor Legion—has been repeatedly recorded at orbital anchorage over Matarus III, which provides some measure of the dangers faced by any forces attempting to conquer this system.

THE HADEX ANOMALY AND THE CHARON STARS

"Come signs, come figures, all hell dance before me in bloody light,
Come woe, come pleasure, drown me in infernal night."

–From the proscribed play 'The Banquet of Malfi'

In the Cellebos warzone, there exists twin aspects of one malefic phenomena: the Hadex Anomaly. Although unclassified, it is similar to a Class III Warp disturbance, an overlapping vortex of turbulence in the Æther that spills over into Realspace, distorting and twisting its fabric and making navigation and observation almost impossible within its baleful influence. While considerably smaller than the great and legendary reality-lesions such as the dreaded Eye of Terror or the Maelstrom, it is no less dangerous. The Charon Stars, in turn, is the name of those stellar bodies trapped within the warp-breach's grasp, stars that now cast a murderous and unclean radiance wherever their light falls. Resembling a "red hole" in space, the Hadex Anomaly rarely stays in the same place for long, having been reported in different regions of space on numerous occasions. The Anomaly's mobility suggests that it may have some malign sentience. One theory amongst the Adeptus Mechanicus forces in the Achilus Crusade is that the Anomaly spews time from other dimensions into our own, distorting all attempts to monitor it more closely. The outer rim of the Anomaly contains a debris-strewn ring of ghost ships, starfaring vessels that have become trapped in some kind of stasis from which there is no release.

he Hadex Anomaly came into being during an-ill portended planetary alignment in 656.M40. The Deathwatch's records state that the vortex was the result of some great and bloody design of the mortal worshipers of Chaos come to fruition on one of the lost worlds it now has swallowed: a ritual unleashing the abyss of the Warp into reality. Thanks to the sector's fall into anarchy, no Agents of the Throne were there to stop it.

In the fury of its birth, the Anomaly briefly swelled to more than twice its current diameter before swiftly receding again. The Anomaly has since grown steadily by fractions, year-by-year, until it reached its present size. Drowned in its hellish radiance were a dozen inhabited worlds that once made up the core of the Jericho Sector of old. This includes its once-vaunted capitol, the hive world of Varrus, long since fallen into bloody civil war and the worship of the Ruinous Powers. Some say that Varrus has since been transformed into a daemon world, where the servants of the Chaos Gods plan the destruction of the Reach.

Whatever dark powers are in control of the heretics that contest the Cellebos warzone, it is those same powers that called on the might of the Traitor Legions to their battle standards. The Charon Stars are their domain, and it is under these stars' blood red light that their corrupt priests and commanders make their sacrificial offerings. Many rumours claim that these minions of the Ruinous Powers seek to appease the Anomaly itself, as if it were some ancient and powerful beast that had carried them here upon strange tides of the warp.

Samech

"What profiteth a man if he gains the world, but in doing so loses his soul?"

–Ancient Terran Proverb

Also known as 'the iron pit' by the debased human renegades that travel there to trade and barter, Samech was once an Imperial Forge world, an outpost of the Adeptus Mechanicus within the Jericho Sector, famed for the skill of its tech-adepts and the quality of the cogitator systems produced there. During the slow fall of the Jericho Sector into barbarity and isolation, Samech maintained its power and independence far longer than any of the other worlds of the sector core. Watch Fortress Erioch maintained communications with Samech for more than two hundred years after Varrus fell. As the centuries wore on, however, the Magos of Samech grew increasingly insular and paranoid. Ever beset by xenos raiders, warring former allies, and human renegades, Samech began firing on any vessel that entered their system. Samech's true infamy came to light in 325. M40, when a Mechanicus Explorator flotilla managed to battle its way through the warp storms shrouding the Jericho Reach to re-contact Samech and was lured into close orbit and blasted to atoms. This act of treachery would lead the Cult Mechanicus to declare the Forge world Apostate under a penalty of death—a penalty that has yet to be carried out.

Matters no doubt worsened when the Hadex Anomaly first erupted and swallowed Samech. Scattered intelligence gathered by the Deathwatch painted the Magi of Samech as increasingly corrupt, embracing forbidden technological blasphemies and trading weapons, and even warp drives, to debased renegades and consorting with the vilest forms of xenos without favour or distinction. Some reports claimed that the Magi were raising up altars to the Dark Gods to consecrate their nightmarish works.

Over the centuries since then, the emissaries and works of Samech have been a repeated and bitter foe for the Deathwatch. They are not only allies to hostile alien forces, they are also sometimes rival claimants for xenos artefacts and lore the Imperium can ill-afford to have fall into the hands of the enemy. Samech's rust-coloured spider-like vessels have been reported as far afield as the ruins on Jove's Fall and hunting at the edges of Tau colonies for 'specimens.'

As matters stand, Samech is an abiding factor in the failure of the Acheros Salient, as it is the principal supplier of baleful war engines and arms to the Chaos forces of the Cellebos warzone and the raider ships that harry the fringes of the Crusade. The twisted masters of Samech deal freely with any creature, human or otherwise, that can meet their price in slaves and secret lore. Samech possesses the firepower and terrifying servants of its own to destroy any that would think to take what it offers by force.

Noteworthy Worlds of the Outer Reach

"…Here be Dragons."

–The Encarta Universalis

Beyond the troubled warzones of the Crusade salients, a great many worlds lie untouched since the fall of the old Imperial sector millennia ago. These worlds are located on the spinward side of the Jericho Reach and lurk amongst dark stars whose abandonment far predates even that long lost time. The nature and paths of these largely unexplored stars are all but unknown save to the Deathwatch, certain Rogue Traders, and travellers of a far darker hue. A few noteworthy examples of these worlds are listed here.

Shedu and the Slinnar Drift

A Desert world, now the domain of a few debased mutants and scattered clans of warring Orks, Shedu once marked the outer boundary of the old Jericho Sector's civilised worlds and the start of its spinward frontier. Despite being a largely arid wasteland, it remains a crossroads and way-station for outlaw traffic and xenos slavers. Shedu's importance reflects its status as the only life sustaining world found on the edge of a long and drawn out star cluster known as the Slinnar Drift. The Drift is a stellar formation whose planetary systems, although hostile, are rich with mineral resources and exotic chemical elements produced by its active proto-stars. The Slinnar Drift is also remarkable for the curious stability of local Warp-space conditions in the region.

Jove's Descent

Jove's Descent is a strange and impenetrably mysterious world, whose promise and legend has drawn both human renegades and Rogue Traders to its vine-tangled deeps and curious creeper-shrouded obelisks. The planet's surface features numerous dense jungles and strange, inhuman ruins overrun and overgrown by ages. It is thought it may have once been the centre of a xenos empire believed destroyed during the Great Crusade, referred to in some records as the Ghanathaar. Of the dead Ghanathaar themselves, even the Deathwatch can say little for certain, save that they were ancient, non-humanoid, and highly advanced. Evidence suggests that those Ghanathaar that were destroyed by the Great Crusade were but a shadow of a race long since laid low by some great enemy in the unknowable past.

Polyphemnos

An infamous Death world, forbidden to human contact even during the rule of the Jericho Sector, Polyphemnos is a huge, heavy-gravity primordial planet. Its surface is forested with noisome fungus plants tens of metres across and stalked by a multitude of predatory species, many without analogue elsewhere in known space. Of the plethora of monsters that walk its fetid forest floors, the so-called 'Eaters' are among the worst. It is believed that the Eaters were once abhuman Ogryns left behind long ago by beast-slavers. These twisted, starveling, and gangrel-like things have been mutated by hundreds of generations of exposure to the vile poisonous spores that infest the air. Eaters are infamous for their unending hunger and congenital madness, coupled with the strength to rip a power-armoured Space Marine in half with their bony claws.

The Canis Salient

'Don't tell me we don't have the manpower! Don't tell me it can't be done! Tell me how many heads are spiked on our battlements! Tell me how deep the mass graves must now be dug!'

–Lord Commander Sebiascor Ebongrave

The Canis Salient is the largest and oldest warzone in the Jericho Reach. Lying to the coreward side of the Reach, its first battles were fought in a Crusade to liberate dozens of human-inhabited worlds from Tau expansion. All did not go well, however, for the Imperial Crusade became the target of a very different, but equally malevolent, xenos species: the Tyranids. A splinter of the Tyranid hive fleet slammed into the Imperial thrust and only terrible sacrifices stopped the aliens from invading and stripping life from every world in the Salient and beyond.

Under Lord Commander Ebongrave, Imperial forces in the Canis Salient fight a war on two fronts. Regiments of the Imperial Guard fight endless conventional battles against the Tau and their auxiliaries, hoping for the foothold that will let them push on to the Sept capital. The second front is a bloody defensive action to stem the Tyranid tide. Imperial forces are stretched thin, fighting both wars at once, and few truly believe that the Tyranids can be held at bay forever. With the Tau fomenting rebellion and desertion through their Water Caste ambassadors, it is surely only a matter of time before the Imperial lines break and an alien tide pours over Fortress Spite and into Imperial space. Without some master plan to break the stalemate, the millions of Imperial lives sacrificed in the Canis Salient will be for nought.

FORTRESS SPITE

Spite is the Fortress world from which Lord Commander Ebongrave marshals the Imperial Crusade against the Tau. It is a world recovering from a terrible attack by human malcontents, widely assumed to have been supported by the Tau, which killed millions and left Spite a ruined and shaken planet. Captured relatively intact from Tau infiltrators early in the Crusade, Spite is a heavily settled and industrialised world, which turned its whole production over to the war effort. Less than three years ago, it was subject to an unexpected and devastating attack known as the Blasphemy.

Fanatics calling themselves the Vengeance Sept hijacked a factory ship loaded with fuel and crashed it into a major fault line on Spite's largest continent. The resulting earthquakes and volcanoes devastated several cities and rendered vast swathes of the continent uninhabitable. Fortress Spite has barely been able to function as a military headquarters since the Blasphemy, and refugees choke the remaining cities in the millions.

A great many cities still stand on Spite—the largest is home to tens of millions. These cities are patrolled by Moral Hygiene Militias, raised under Ebongrave's orders to watch for sedition and xenos sympathisers, and suffer frequent visits by the Field Purgation Platoons of Imperial Guard sent to hunt down the worst offenders. Each city is now so paranoid it is effectively its own isolated state, with citizens refused entrance or exit without authorisation from Ebongrave's command. The millions of refugees created by the Blasphemy cower outside the city gates, begging to be let in before Spite's merciless winter descends.



The Black Zone

'First, you say, "Where are your papers?" If it goes further than that, it's too late to be saying anything at all.'

–Sergeant Okkus, 14th Mortressan Highlanders.

he Black Zone is the military headquarters of Lord Commander Ebongrave, standing apart from the cities of Spite. The Zone is out of bounds to civilians, and anyone without proper identification approaching the walls is shot. In its centre is the Achilian Bastion, ringed by massive fortifications which were severely damaged in the earthquakes following the Blasphemy. The Bastion itself is a squat tower of black rockcrete, its plain walls decorated with thousands of gibbets. In each gibbet swings the body of a citizen or soldier who fell afoul of Ebongrave's purges. The fortifications of the Black Zone enclose countless execution grounds, with every other wall riddled with firing squad bullets and every flagpole and beam pressed into service as a gallows. All the usual bustle of military life can be found in the Black Zone, under a pall of fatalism and fear that finds its expression in the execution sites and the morbid humour of the Guardsmen.

The Sorrow

The Sorrow is the massive tectonic scar left by the Vengeance Sept's attack. It is a ruination of crevasses, lava flows and newborn volcanoes, scarring the planet's surface for over three thousand miles. The Sorrow runs through a dozen major cities, the populations of which are now dead or displaced. The lowest of the low on Spite scavenge among the ruins. Always in danger of a sudden lava burst or earthquake, they hunt for the riches supposedly left behind by wealthy refugees, or buried under the ash beside the dead. The *Silent Pilgrim*, the container ship used by the Vengeance Sept, also lies as a pile of melted slag somewhere in the Sorrow. It has yet to be located by Ebongrave's agents, and he is certain it must contain crucial intelligence on the network of xenos spies and saboteurs he sees around every corner.

Sepulchre Sigma

'I'm telling you, I don't know anyth… [illegible] damn you, where are your souls? How can you… no, no… [illegible]… all right. All right, filth take your hide. It was me! I was the man in the augur relay, guiding them in! Is that what you want to hear?'

–Prisoner HX331-43-omicron

he codename given to Ebongrave's interrogation facility is Sepulchre Sigma. It is a place from which very few people—including the soldiers who guard it—ever return. Anyone too valuable to be executed on the spot is brought here for interrogation by officers whose uniforms display no rank or regiment. They report what they know to Ebongrave in person. Ebongrave does not care how they get their information, only that it keeps coming. Sepulchre Sigma

was once a memorial to Achilus' victories, a series of tombs nestling in a valley lined with titanic statues of the Crusade's early heroes and leaders. Now each tomb is divided into cells with restraints on the walls and drains in the floors, its stone coffins now housing medicae units and lifesign monitors.

QUARANTINED WORLDS

Ebongrave is aggressive, some say fanatical, in rooting out Tau influence on the Imperial worlds of the Canis Salient. Three such worlds—Argoth, Kaggeran and Rheelas—were deemed by Ebongrave so riddled with Tau emissaries and sympathisers that they were beyond hope. He ordered them quarantined, meaning that no craft were allowed in or out. Fragmented transmissions from these planets, which are clustered close to Spite, paint a picture of mass starvation, riots and apocalyptic cult activity. Ebongrave has not permitted any cargo to reach the planets, fearing that moral threats will escape on returning transports, and has said on many occasions that he would call down the fleet to bomb their cities into oblivion if he could. To many, the horrible fates of the quarantined worlds are the starkest evidence of Ebongrave's madness.

VELK'HAN SEPT

The Velk'Han Sept is the empire ruled by the Tau and the primary objective of the Imperial Crusade in the Canis Salient. It consists of several dozen populated worlds. While several worlds are properly colonized Tau worlds, many others are mostly human-populated and are ruled by proxy through sympathetic human leaders. The Sept capital world, Tsua'Malor, acts as the central seat of Tau governance and rule.

he Sept's humans (referred to by the Tau as 'Gue'la') adhere not to the Imperial Creed, but to the Tau ideal of the Greater Good. The Tau teach that the perfect society, one modelled after the Tau themselves, has a place for every creature; with every creature in that place, fulfilling their assigned roles without question, for the good of the Sept as a whole. Imperial religion is prohibited and the Tau Water Caste run education (and re-education) programs that instil an understanding and love of the Greater Good into the sometimes reluctant gue'la minds. Populations are regularly sterilised to prevent population growth outstretching Tau methods of control. Human transgressors against the Greater Good are not publicly executed, as is the Imperial way, for the Tau see no need to publicise the fates of those who oppose them. Instead, such gue'la simply disappear, and it is the way of the Greater Good to convince oneself that they never existed at all.

he Mal'caor Shi, the Tau taskforce that rules and defends the Sept, has at its disposal several contingents of Tau military units and spacecraft. The Tau force contains many veteran forces of Fire Warriors and Air Caste pilots, and its leaders are highly motivated to add the Reach to the expansion of the Tau Empire. It also commands many auxiliary forces drawn from species that have joined the Tau in the pursuit of the Greater Good. The most numerous xenos auxiliaries are the Kroot, with substantial numbers of insectoid Vespid and smaller units of other, more specialised xenos warriors. The Tau also make use of human troops, but they never arm or direct them in person. Instead, the wishes of the Tau are passed on to the leaders of human worlds who then equip and command their own planetary forces. The Imperial Guard fighting on the fringes of the Sept in the Greyhell Front find themselves fighting these human forces as much as xenos foes.

he Tau face constant challenges in their fight to keep the Velk'Han Sept viable. The Tyranids and the Imperial Crusade force them to commit huge numbers of auxiliaries. Even before the Crusade hit the Canis Salient, however, the Sept had its problems. Chief among these was the baleful influence of the ruins found in the Black Reef and on many human-settled worlds. These ruins, the remnants of a xenos species long dead, are without exception inimical to life, and seem to defend themselves by infecting human and Tau alike with madness. Imperial aggression forced the Tau to abandon their efforts to understand these ruins, and their secrets remain hidden under the soil of Sept's worlds.

TSUA'MALOR

'What need you understand but the Greater Good? What more than the Greater Good can hold any concern for you? Ask not where your husband went. Rather, rejoice that his absence benefits us all!'

–Maskin Quiore, Gue'la Water Caste Liaison

sua'Malor is the capital world of the Velk'Han Sept and the headquarters of the Mal'caor Shi. Once a populous and advanced human world, it was transformed by Earth Caste architects into a shining example of civilisation and enlightenment. Few sights in the Jericho Reach are as magnificent as the skyline of Tsua'Malor's vast Equatorial City. Stretching around the Desert world's circumference, it houses millions of Tau settlers and the great edifices of learning and government. The Mal'caor Shi's ruling council, a small number of Ethereals and ambassadors, gather in the kilometre-high edifice known in the gue'la tongue as the Transcendence. Each caste has its own district in Equatorial City, from the floating tethered platforms of the Air Caste to the bronze-walled fortresses of the Earth Caste. Several billion humans also live on this world, in the planet's other cities cut from the rocky desert by Imperial pilgrim-settlers thousands of years before. Every city has a Tau quarter of glittering spires and grand pavilions, where the human leaders gather to listen to the wisdom of Tau ambassadors. One such city, Beldar, is home to the Gue'Retha, a research institute and university to which the Tau transport all the brightest and most talented humans to educate them in Tau philosophy and technology. Attached to the Gue'Retha is a place which the Tau decline to name, but which human malcontents call the Lacuna. This underground research facility, it is rumoured, is where the Tau conduct psychological experiments on gue'la prisoners. The results supposedly help the Tau refine their methods of social manipulation, but no one can be sure since any heard to utter such thoughts vanish, quite possibly into the Lacuna itself.

IPHIGENIA

The world of Iphigenia is, in many ways, typical of the Velk'Han Sept. It is a human world with a population of around seven billion, living mostly in the polar cities spared the fierce heat of the planet's nearby red sun. Its people are all born into one of several dozen tribes, each tribe having its own king in turn united under the High King. All laws are decided according to the tribe; transgressions in one tribe are often accepted in another, even though the populations of the various tribes live side by side in every city. Since Iphigenia was absorbed into the Sept, however, another power structure has come to exist alongside the tribal kings: the Grey Kings, the name given to the Tau emissaries who have entered into an agreement with the High King. In return for allowing the tribes to rule themselves, the Grey Kings require Iphigenia's armed forces to fight for the Tau. In addition, the tribal kings are to hand over the most technically skilled of their people to the orbital stations on which the Grey Kings live.

Each station is a huge re-education facility. Many of the gue'la sent here are trained in Tau technology and sent to work elsewhere in the Sept under Earth Caste work teams or Air Caste starship crews. Others are sent back down to Iphigenia, radiant with their new purpose and eager to spread their understanding of the Greater Good among their tribemates.

Iphigenia's people are far from universally convinced about the Greater Good. The 'enlightened ones' who return from orbit, however, are quick to address such concerns with anyone who wishes to accompany them to the strange structures the Grey Kings are building in the southern wastes.



Lord Commander Ebongrave

Sebiascor Ebongrave was a capable, even heroic officer who distinguished himself among the cavalry of the Dhkasin Hussars and became a trusted advisor to Warmaster Tetrarchus before being given command of the Canis Salient. Ebongrave has not borne his role well. This once-dashing cavalryman is a bitter, greying man who rarely leaves his fortified situation rooms in the Achilian Bastion. He has become increasingly paranoid and has ordered purges of regimental commanders, naval officer classes and Imperial governors, sometimes at the vaguest suggestion of Tau sympathies or ideological weakness. No matter how impossible the fight against the Tyranids becomes, he refuses to countenance diverting troops and ships from fighting the Tau. Some believe he is losing his grip on reality, while others think he sees reality all too well and is the only man who appreciates just how devious his xenos foes really are.

The 14th Mortressan Highlanders

When Ebongrave needs people he can trust to execute their fellow Imperial citizens or soldiers, he calls upon the 14th Mortressan. Recruited from the Calixian Death world of Mortressa, these veterans believe that life is meaningless and that only the manner of a man's death matters. They have no compunction or guilt about what they do, a psychological foible that Ebongrave values greatly. Mortressans serve in the Field Purgation Platoons who root out ideological failings among Guard regiments, and in the execution details in the Black Zone. The guardsman standing watch over an interrogation cell in Sepulchre Sigma is likely to hail from Mortressa.

KRRK'TIKIT

This world is, on the surface, a featureless rock, but is riddled right down to its core by crystalline caves. Never settled by humans, Krrk'tikit was given by the Tau to their Vespid auxiliaries, and the insectoid xenos now inhabit city-hives built into the largest chambers. Hatcheries, nutrient lakes and warrior mustering chambers have been constructed, while the Vespid strain leaders blood their warriors in huge warrens of jagged crystal designated as battlegrounds.

Deep in the core chambers, where the crystals are bathed in deadly radiation, Krrk'tikit's indigenous creatures have been contacted after millions of years of isolation. Strange floating beings with bodies of crystal, manipulating energy fields as weapons, these creatures are targeted for absorption into the Sept and education in the Greater Good. Early attempts to contact them however, have not gone well, with Water Caste ambassadors killed or missing. More aggressive Fire Caste commanders advocate abandoning or even attacking Krrk'tikit, fearing that the indigenous creatures may be connected with the long-dead race still plaguing the Velk'Han Sept.

WATCH STATION SKAPULA

'By your will, Fio'Ui. The relief seems to depict iconography relating to the gue'la religion. I shall remove the panel for further study. Work-brother, pass me the fusion cutter… there, that should… [sound of rapid laser fire, then static.]'

–Intercepted Earth Caste communication

Watch Station Skapula is a Deathwatch space station, abandoned long ago, that orbits a barren world in Tau space. While deactivated, the station is protected by automated defences that are still operational in spite of the time the Watch Station has spent empty.

he Tau are interested in the Watch Station, believing it to have a religious purpose that could be significant to understanding the gue'la mindset. Human pioneers led by Earth Caste archaeologists have tried to examine and enter the Watch Station, but the defences have held them off in spite of spirited attempts to understand and deactivate them.

Watch Station Skapula could prove a hugely valuable asset for the Imperium. It is highly advanced and is even capable of short warp jumps, making it extremely useful as a jumping-off point for Deathwatch operations against the Velk'Han Sept. A mission to capture Watch Station Skapula from the Tau and reactivate it is surely on the Deathwatch's agenda for operations in the Jericho Reach.

THE BLACK REEF

Much of Tsua'Malor's suitability as the Sept capital comes from the Black Reef, a stellar phenomenon that protects it from most angles of approach. The Reef is a series of gravitational anomalies that few but the bravest human pilots and the fastest ships could hope to navigate. Hundreds of planets and millions of asteroids are caught in the Black Reef, endlessly dancing through contorted orbits as the fluctuating gravities pull them apart. Some of these planets were once inhabited, long before the age of Imperium, and the tormented ruins of ancient cities can just be glimpsed on slabs of planetary crust as they float through the Reef's currents. The Reef's reflection in the warp is an impassable mass of positive and negative energies constantly colliding and annihilating one another, in a dance of destruction that no Navigator would conscience sailing towards.

he presence of the Black Reef makes it much easier for the Tau fleets to watch over the approaches to Tsua'Malor. This does not satisfy the Mal'caor Shi, however, and several cadres of auxiliary species well suited to space exploration have been despatched to explore the Black Reef and chart any possible routes through it. These xenos suffer a high attrition rate, even though they can survive conditions that would kill a Tau or a human. The information they are bringing back is worth their sacrifice, however, for along with charts of the Reef they are bringing back glimpses of a catastrophe that created the Reef and the beings that once inhabited it before the cataclysm.

The Greyhell Front

One of the two main battlezones where Imperial forces are concentrated, the Greyhell Front is a belt of worlds where the Imperial Guard and Navy are struggling to establish footholds closer to Tau space. They are opposed in this by some Tau auxiliaries, but most of all by Fire Warrior cadres. Chief among the auxiliaries are armies of Kroot, who are well suited to the lush jungle worlds especially common along the front. The Kroot's capacity to rapidly evolve according to the genetic material they absorb has led many new strains of Kroot along the Greyhell front. Human armies are also fighting here under orders from the Tau, leading to a paranoid atmosphere where any soldier's squadmate could be an infiltrator sent by the other side. Ebongrave's purges are most frequent on the Greyhell Front and a Guardsman is almost as likely to be executed by his own side as he is to be killed by the xenos. Life is no better for the gue'la auxiliaries, who are wont to be abandoned by their Tau overlords or betrayed by Imperial intelligence officers who have worked their way into their ranks.

he Greyhell Front is regarded as a meat grinder by the troops serving there, but Lord Commander Ebongrave is adamant that only by forcing through the front and reaching Tau space can the Crusade push on into a direct assault on the Velk'Han Sept. In spite of the thinly stretched nature of Imperial forces in the Canis Salient, Ebongrave refuses any suggestion that Imperial forces should withdraw from the Greyhell Front.

Priority Targets

The members of the Mal'caor Shi high command (collectively 'the Transcendence') are named herein, by the order of the 31st Intelligence Cohort (Black Zone Liaison Section). Quality of said intelligence, while representing the sum total of relevant knowledge at Imperial disposal, is provisional at best. In addition to the following, intelligence projections suggest two to four lower-ranked Ethereal Caste members, thus far unobserved.

Aun'El Basel'kyth
Suspected head researcher/philosopher, Ethereal Caste. Elimination projected to affect enemy morale only. Priority target. Projected location: Beldar Academy, Tsua'Malor.

Aun'O Tsualal
Confirmed presence Velen battlezone, Greyhell front. Significant Tau strategist, Ethereal Caste. Translated comm-grabs suggest overall command of forces on Tsua'Malor. Priority Omega target. Personal armoured grav-unit, Fire Caste bodyguard, shield/gun drone swarm present at all contacts.

Shas'O M'yen
Senior tactical advisor, fire caste. Referred to by sympathisers as 'Commander Scornfoe'. Projected Location: Unknown. Priority Omega target. Crisis battlesuit/support weapon suit, multiple gun drones, fire caste command section.

Aun'Vi Kol'denh
Social engineering advisor, Ethereal Caste. Multiple contacts, Warzone Epsilon. Armoured anti-grav unit, life support system (possible deteriorating health). Projected location: Orbital installation, Iphigenia. Defensive/offensive capabilities unknown.

Kor'O Volescur
Senior ambassador, Water Caste. Projected location: Orbital dockyards, Tsua'Malor. Personal craft known among sympathisers as the Liberation. Significant evasive/offensive capabilities, Fire Caste marine/boarding detail.

BARABAN

Baraban's endless temperate forests are home not only to huge Vespid and Kroot armies, but to spectral presences that prey on the sanity of the Guardsmen fighting there. The war on Baraban is a conventional one, with battle lines of trenches and fortifications, attacks and counter-attacks, as each side tries to push the other back. Time and again the Imperial Guard launch armoured spearheads that shatter the xenos lines and it seems that surely a crushing victory will at last be won. Then the ghosts of Baraban make themselves known, and the Guard forces fall apart in terror and madness. A whole army can suddenly be assailed by bizarre visions and sensations, and must fight to save themselves from crazed comrades as well as the xenos.

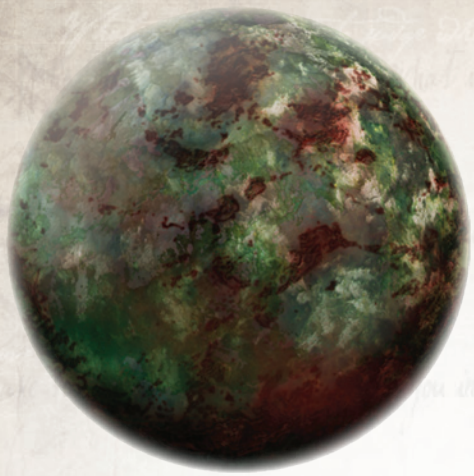
he source of Baraban's ghosts is unknown, but everyone who has been there and survived has his own explanation. They appear to each Guardsman differently: some as voices in the mind, others as visions of loved ones long dead or on distant worlds. Even the Deathwatch who have participated in the Battle for Baraban report witnessing their Primarch wading into battle, or feeling the agony of the Emperor as Horus dealt him his mortal wound. Many Guard commanders believe the Tau have a hand in Baraban's ghosts, but others believe the Kroot and the Vespid have their own difficulties on the planet. The Kroot, in particular, develop into strange and apparently useless strains very easily, with dead-end strains like mindless cattle or uncontrollable predators resulting from the planet's cruel influence.

BEKRIN

'Auto vox-beacon 1145EG-BK.Quarantined world, turn back. 'Auto vox-beacon 1145JH-BK. Quarantined world, turn back. Auto vox-beacon …'

–Wide-channel voxcast, Bekrin

Bekrin is a Cardinal world, religious capital of the diocese covering much of what is now the Canis Salient. Its clergy evacuated the world to escape the approaching Tyranids, and though the Tyranids were turned aside before they could reach Bekrin, the world has never been resettled. The Adeptus Ministorum often petitions Lord Commander Ebongrave to reclaim Bekrin and install a new Cardinal to serve as the spiritual leader of the Canis Salient. Ebongrave, for reasons unknown, has bluntly refused at every turn, and has even proclaimed Bekrin a Quarantined world. No one knows why, though there is no shortage of speculation about what horrible sights might be found among Bekrin's fabled natural beauty and gilded temple-cities. To some, Bekrin is an example of Ebongrave's paranoia, but others insist that there must be something terribly wrong with the planet. In any case, no official word on Bekrin has been forthcoming in more than forty years.



RAVACENE

'You wanna know who's in charge, sir? You see that? Yeah, the little guy with all the legs crawling over your shoe. He's in charge. He's the only one knows what the hell he's doing, anyway.'

–Specialist Vynes, 11th Ornsworld Regiment

Few assignments are less welcomed than a posting to Ravacene. The ash-choked forests are said to have given the Greyhell Front its name, and the Imperial Guard battling to wipe out the Kroot on this world fight a bleak, horrific battle against the planet and their alien foes alike. Ravacene's ecology is based on the volcanoes covering its single planet-wide continent. The toxic ash spewed by these volcanoes feeds the dense black-grey jungles covering its plains and valleys. The jungles are resistant to the most enthusiastic attempts to burn or defoliate them, and provide the perfect environment for the Kroot to fight a fluid war based on ambush and misdirection.

Ravacene chews through Imperial Guard regiments at an appalling rate. Only Death world veteran regiments can expect to last more than a few weeks before being withdrawn. Worst of all is the psychological effect of fighting through its dense jungles, expecting Kroot ambushers behind every tree or fending off the illnesses that result from the ash-choked toxic atmosphere. Even with respirators and chem-suits, every soldier eventually suffers from the corrosive and poisonous air.

Imperial Guard objectives on Ravacene are simple. Ravacene is ideally placed to act as a staging post for a push into Tau space, and its several moonlets would make ideal orbital dockyards. Before the planet can be used in this way, the Kroot must be exterminated. The dense jungles mean this task must be carried out on the ground, one Kroot at a time, no matter how many Guardsmen it takes. For their part, the Kroot have evolved to match the ash jungles of Ravacene.



VEREN

For reasons the Imperial forces cannot ascertain, the Tau are very interested in keeping the Imperium from conquering Veren. The planet, a world of glassy black mountains and shallow oceans teeming with corals and algal blooms, is of little obvious strategic value. Stable warp routes from the vicinity of Veren end at the Black Reef, so it would be no use for staging an attack on Tsua'Malor. Nevertheless, the expeditionary force sent to scout the world was immediately opposed by Tau Hunter cadres attacking in force.

Ebongrave is convinced that something lies on Veren the Tau want to defend, and that sending so many Tau to defend it indicates its importance. Ebongrave has ordered for Veren to be captured and held, but the Tau seem to know the planet very well and use the air-filled coral tunnels beneath the shallow seas to move around Veren with impunity. The battles through Veren's tunnels and in its mountain passes are vicious and at close-quarters, and the Tau suffer greater losses here than anywhere else in the Canis Salient. Some in Ebongrave's command believe that Veren is a huge feint, intended to draw Imperial Guard regiments away from worlds that are truly important, and that the Tau will either leave and force the Imperial Guard to tie up men garrisoning the world, or draw in more and more Guard until they can wipe them out in some huge Tau-engineered cataclysm. Such views are near-heretical to Ebongrave's ears, and the war on Veren continues.

Prophecies and Patterns

Some amongst the Ordo Xenos believe that the Jericho Reach is the centre of a bizarre foretelling laid down in 744.M33 by the blind prophet Satarrion.

"To the east of the Emperor's realm lie damned worlds, a reach of cold stars and domains of death. The fires of war shall light these benighted planets, some ignited with faith, others devoured by darkness. Foes strike from within and without, all ignorant of the Dark Patterns waiting to arise and destroy until nothing remains but oblivion. Only those who stand watch in the depths of night may tip the balance."





XIII

Adversaries

DEATHWATCH

Tiers of Enemies

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Hordes

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Chaos

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The Tau

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Tyranids

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Non-Player Characters

Chapter XIII: Adversaries

"The Imperium is a fortress built against the enemies of mankind. I have seen those enemies; I have stood on the walls of the fortress, and I have looked into their soulless eyes. I have watched them swarm and multiply in the darkness, and I know that we are all that stands between them and the end of days."

–Ignatius Sable, Captain of the Exorcists 4th Company, address at the outset of the Angevin Crusade

The destiny of the Deathwatch is to guard against the most terrible enemies that threaten mankind. They must face towering alien monstrosities and warp tainted tyrants of battle. This chapter provides Games Masters with rules for the enemies that Battle-Brothers must face in a game of **Deathwatch**. Included are a selection of the servants of the Dark Gods of Chaos, the forces of the Tyranid Hive Mind, and the dynamic and advanced warriors of the Tau Empire. In addition to these, a small selection of other Non Player Characters are presented that will be useful for GMs to create **Deathwatch** adventures and campaigns.

THE TIERS OF ENEMIES

The enemies presented in **Deathwatch** are broken into tiers. Each tier represents a level of challenge to the Battle-Brothers of the Deathwatch and also provides Games Masters with an indication of how that enemy fits into either a small skirmish or a large battle. The enemies presented in this chapter are broken into three tiers:

Troops: Enemies in the Troop tier make up the bulk of enemy forces in large scale engagements. From Tau Fire Warriors to Tyranid Hormaguants, some antagonists in this tier may be highly trained, whilst others are little more than cannon fodder. In general, an individual or small number of Troop tier enemies are no match for an individual Battle-Brother, let alone an entire Kill-team.

Elites: Individually or in small groups, Elite enemies are worthy foes for a single Battle-Brother no matter how mighty he may be. In equal numbers, Elites can pose a deadly threat to a squad of Battle-Brothers. Enemies in the Elite Tier come in the form of Chaos Space Marines, Tau Stealth Suits, and Tyranid Warriors.

Masters: Hive Tyrants and Daemon Princes are both Master enemies. This tier of enemy encounters are either devastatingly powerful or cunning Masters of command and control whose presence can turn a rabble into a force to be reckoned with. Some of the most powerful Master tier enemies are both terrifying foes and cunning commanders.

Creating an Enemy Force

The antagonists in **Deathwatch** are intended to be used both on their own and in mixed groups. Such a mixed group represents a substantial enemy force that the Deathwatch Battle-Brothers must face and defeat. When creating such an enemy force there are some useful guidelines to bear in mind.

Mix a small number of Elites and Masters with Hordes of troops: A Horde is a substantial threat because it takes time to wear down, whereas Elites and Masters have to be focused on in concerted manner to bring them down. Combining them together means the Battle-Brothers have to make tactical choices about how they are going to survive and emerge victorious.

A combat capable Master can be faced alone: Some Master tier enemies are so powerful that it can be best to use one as an enemy on his own. If this is part of a larger battle, he might appear from the middle of a fleeing Horde to face the Battle-Brothers alone.



Hordes

"Their numbers darkened the land, and blotted out the sun. As many as there are stars in the sky, or grains of sand on the seashore they came to slay us and take what we would deny them."

–Varrus, Captain of the Storm Wardens' 3rd Company, spoken of the second defence of Karlack

The enemies of Mankind can attack in vast numbers; howling heretics, skittering Hordes, and ranked warriors. Alone, such enemies would stand no chance against the might of the Adeptus Astartes. Together in large groups, however, they can pose an overwhelming threat. Hordes have the potential to defeat the Emperor's finest by sheer weight of fire and numbers. The rules presented here are intended to help Games Masters reflect these massed forces that the Deathwatch may face in battle.

It is important to note that not every enemy is suitable to form a Horde. The GM should use his discretion to decide whether or not an enemy can form a Horde. For example, it is unlikely that 50 jungle snakes would be a threat to a Space Marine, even as a Horde! However, 50 Tyranid Hormagaunts will certainly threaten a Kill-team of Deathwatch Space Marines.

When a creature has a special Quality for its attacks (e.g., Tearing or Toxic), the default method is to apply that Quality to all of the attacks for a Horde made up of that creature. However, the GM should use his discretion for when the Quality should not apply (for instance, if over half of the creatures in the Horde do not possess that Quality). Also, the GM should be aware that special Qualities for the Horde's attacks can make an encounter with a Horde particularly dangerous for the Space Marines, and adjust accordingly.

Using a Horde

A Horde should be treated by the Games Master as a single vast creature. The Horde has the same profile as the base creature which makes up its numbers. A Chaos Heretic Horde, for example, has the same profile as an individual Chaos Heretic on page 364, for example. The only exception to this is that a Horde replaces the individual creature's Wounds value with its Magnitude and location based armour with a single armour value.

Magnitude

A Horde is a vast number of one type of enemy or creature attacking in large numbers. The abstract number of enemies making up such a Horde are reflected in the Horde's Magnitude. This represents the Horde's determination and numbers as an abstract value: one point of Magnitude does not equal one individual enemy or creature.

Horde Traits

A creature entry may have a Trait listed that has (Horde) written next to it. These Traits represent the way particular creatures fight in large numbers, and only apply when that creature is used as the basis of a Horde.

Attacking a Horde

A character can damage a Horde by shooting it with ranged weapons or attacking it in melee. These attacks are treated as if they are against a single creature even though they may represent mowing down ranks of enemies or scything through many foes.

Characters must still roll to hit a Horde, but the appropriate size bonus should apply to these tests based on the Horde's Magnitude.

Weapons that can fire on full, or semi-auto will cause additional hits. These hits must be allocated against the Horde and not any individual Lieutenants or Masters that may also be present.

Damaging a Horde

- Each hit that causes any amount of damage reduces a Horde's Magnitude by one. Therefore, an attack that, after accounting for armour and Toughness Bonus, causes 15 points of damage reduces the Horde's Magnitude by 1. The deliberate consequence of this is that sustained fire and blast weapons are much more effective against Hordes than weapons which fire only one shot; a lascannon is a weapon for destroying tanks not mowing down large numbers of infantry.
- Weapons that inflict Explosive Damage (X) gain a bonus against Hordes, and count as having inflicted one additional Hit.
- Locations are not used when fighting a Horde.
- A Horde has a single armour value at is applied to all damage rather than different armour values for different locations.
- Hordes may be Pinned as normal (with the entire Horde making a single Willpower Test). However, Hordes gain a bonus to their Willpower Tests to resist pinning equal to its Magnitude.

Melee

When fighting against a Horde in Melee, a Space Marine inflicts one hit for every two Degrees of Success on his Weapon Skill Test. Melee weapons with the Power Field Quality inflict one additional hit.

Blast Weapons

A Blast weapon that hits a Horde hits a number of times equal to its Blast value. So a grenade with Blast (4) will automatically hit four times if successfully lobbed into the Horde.

Table 13-1: Example Horde Magnitudes

Magnitude	Descriptive Equivalent	Size and To Hit Modifier
30	A mob	Massive (+30)
60	A thronged phalanx	Immense (+40)
90	A massed assault	Monumental (+50)
120+	A serried tide of foes	Titanic (+60)

Flame Weapons

A flame weapon used on a Horde will hit it a number of times equal to one quarter of the weapon's range (rounding up), plus 1d5. So a flame weapon with a range of 10 will hit a Horde 1d5+3 times.

Psychic Powers

Psychic Powers used against a Horde will hit it a number of times equal to the Psy Rating used in the power, no matter what the power may be. If the psychic power affects an area, it adds an additional 1d10 hits. At the GM's discretion, if a particular psychic power does not inflict damage (such as Compel), it still inflicts "hits," meaning that portions of the Horde have been convinced not to attack, and so forth. Furthermore, the GM should take care to adjudicate the effects of certain psychic powers (such as Vortex of Doom) in specific situations against Hordes (such as a Horde tightly packed into a small space).

Breaking a Horde

- When a Horde's Magnitude is reduced by 25% in a turn, it must make a Willpower Test when it is its turn to act again. If it passes, it may continue to act. If it fails, it breaks and flees at its highest move value.
- If the Horde's Magnitude is less than 50% of its starting value, it suffers a –10 to the Willpower Test. If the Horde's Magnitude is less than 25% of its starting value, it will automatically break.
- Hordes composed of enemies with the Fearless talent do not have to test to see if they break as their Magnitude is eroded: they have to be wiped out to the last.

HORDES ATTACKING

A Horde can make both melee attacks against enemies in close proximity and ranged attacks at enemies that are at a distance in a single turn as an attack action.

Melee: A Horde will attack all adjacent enemies, or enemies that are in close proximity (the GM is the final arbiter of whether a target is in close proximity or not) if not using a map; if there are five Battle-Brothers in close proximity of a Horde all will be attacked. A Horde that has multiple attacks from being armed with two weapons or the Swift Attack or Lightning Attack Talents may use its full number of attacks against every eligible target. Although a Horde represents a large number of attackers, a Horde does not gain the benefits of Ganging Up (see page 248). Instead, the Horde's sheer weight of numbers is represented by the fact that its target may not Dodge or Parry. Melee Attacks made by Hordes cannot be Parried or Dodged unless otherwise noted.

Ranged: A Horde may make ranged attacks equal to the first digit of its Magnitude. Thus, a Magnitude 25 Horde can make two ranged attacks. Any additional hits from sustained fire can be applied to any eligible target. Therefore, if the heretics hit Brother Silas well enough that they cause an extra hit with their stub autos, the additional hit will be applied to Brother Silas.

Modifiers or range and sustained fire apply as normal, but a Horde can never aim.

Ammo expenditure and Jamming are never applied to Hordes—they always have enough bullets to keep firing.

Damage Caused by Hordes

Any attack from a Horde that hits has the damage it causes increased by a number of d10s equal to the Horde's Magnitude divided by ten, with a maximum bonus of +2d10. This is in addition to the normal damage dealt by the weapon that the Horde is armed with. It will also include the Strength Bonus added to damage caused by melee weapons. The damage is reduced by the target's Toughness bonus and armour as normal. Thus, a Magnitude 25 Horde of heretics armed with axes will add 2d10 to the normal damage that a heretic would do with its axe (1d10+5), and therefore causes 3d10+5 damage if they hit in combat. Likewise, the same mob armed with autopistols will cause 3d10+2 damage with its ranged attacks. This represents an enemy being mobbed with enemies that strike it countless times or bullets striking like rain on a single target.

CREATING A HORDE

To create a Horde is simply a matter of taking a minion entry from this chapter and replacing its wounds with the Magnitude value of your choosing.

Example Horde

This Horde is a large mob of Chaos Heretics. The Games Master has set the Magnitude of the Horde at 34 and the Chaos Heretics used as the basis of the Horde gain the Size (Massive Trait) to represent the size of the Horde. The Horde will also use its Horde armour value of 5 against damage and the Blood Soaked Tide Trait is activated.

Chaos Heretic Horde Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	25	30	30	30	20	30	40	20

Movement: 3/6/9/18; **Magnitude:** 34
Skills: Awareness (Per), Climb (S), Speak Language (Low Gothic, Unholy Tongue) (Int), Swim (S), Survival (Int).
Talents: Berserk Charge, Furious Assault, Melee Weapon Training (Primitive), Pistol Training (SP).
Traits: Blood Soaked Tide (Horde), Size (Massive).
Armour: Flak Robes and Brazen Carapace Armour (Horde 5)
Weapons: Monoedged blade (1d10+3 R; Pen 2), Autopistol (30m; S/—/6;1d10+2 I; Pen 0; Clip 18; Reload Full).**Gear:** Respirator, 3 reloads for autopistol.

Chaos

"Every moment of anger, hate, deceit, pain, suffering, pleasure, and desire is mirrored in the power of Chaos. When its legions march, they march to return upon us a ruin that is of our own making."

–Arenal, Farseer

Chaos is Mankind's waiting damnation, a dark fate that screams and hungers for the souls of Humanity in the Warp beyond. The ever-present threat of Chaos is that of the taint of the Warp. Twisting bodies, and searing minds, it gnaws at the fabric of reality and lures the souls of the weak and unwary to their doom.

The Warp is the shadow-realm that mirrors Realspace (that which makes up the tangible reality of the universe), a realm vital to mankind. Without the Warp, travel between the distant stars would be all but impossible, and the Imperium itself would crumble. The Warp is little understood and holds the most terrifying dangers imaginable. Warp-space is a parallel realm of dark emotion, madness, and eternal change. Where the veil between realms is thin, the Warp sometimes breaks through to the physical world with catastrophic results. Within the Warp are entities vast and inexplicable things that feed off negative emotion and sup upon mortal souls. Mankind, with its capacity for fanaticism, violence, vice, despair, and change, is meat without equal to these entities. This myriad sea of unholy beings and their baleful influence is known collectively as Chaos.



All these beings, from the lowliest warp-predator to the four great so-called Gods of Chaos—Khorne, lord of battle and bloodshed; Tzeentch, Arch-conspirator and mutator of flesh; Slaanesh, perversion incarnate and Master of excess; and Nurgle, the decayed one, source of uncleanness—to the numberless legions of daemons between, dearly desires to destroy and rupture physical reality to feed their hunger and plunge the cosmos into eternal, living hell.

The daemons and powers of Chaos, however, are confined to the Warp, unless freed either by the intervention of their worshipers or the vagaries of cosmic disaster. In order to secure the release of the children of the Warp, the Ruinous Powers plot and scheme. They prey upon the vice and corruption of Humanity and other races, and shower their dubious gifts on those who swear themselves to the daemon's service and call it Master. Among these servants of Chaos, the lost and the damned, a great many are mortal humans either laid low by their own sins or unfortunate enough to have been born on worlds beyond the Emperor's Light where the lies and whispered promises of the Dark Gods hold sway. Others are former faithful servants and soldiers of the Imperium turned Traitor to their own kind, in return either for the promise of power or simple survival. Among the greatest servants of Chaos are the greatest Traitors to the Imperium—the Chaos Space Marines.

Also known as the Traitor Legions, the Chaos Space Marines harken back to the dark days of the Horus Heresy—an apocalyptic civil war fought many millennia ago at the end of the Great Crusade which saw half of the Imperium's own strength turn against it, led astray by the whispers of Chaos and under the leadership of the Warmaster Horus, formerly the right hand of the Emperor himself. The war was brutal and bitter. It ravaged the fledgling Imperium from end to end, and in its bloody aftermath, the Traitors were defeated and scattered to find refuge within the dark places of the galaxy where the vengeful warriors of the Imperium could not easily follow. Such refuges include the vast warp storm known as the Eye of Terror and the unknown fringes of the Halo Zone on the edge of explored space. Down the long millennia since, the Traitor Legions have become true things of Chaos, their superhuman bodies a better canvass for the Warp's touch than any merely human frame. The Chaos Space Marines grew ever more embittered, fractious, corrupt, and insane. Some gave themselves over fully to one great power of Chaos or another, becoming its exemplars and champions, while others merely brooded in the bottomless pits of their own malice, refusing to bend the knee fully to any Master, even the Dark Gods. Instead, these renegades sought to use Chaos as a means to an end, that end being power and bloody vengeance on the Imperium that scorned and cast them out.

Owing to the effects that the twisting hand of the Warp has upon the flow of time and also perhaps due to their own undying hatred, some of the Chaos Space Marines encountered now at the end of the 41st Millennium are the very same Traitors who turned on the Emperor nearly ten thousand years ago, while others are newer scions, chosen from hellish worlds steeped in blood and sorcery to replenish ranks depleted by endless warfare. Yet more are renegades of a more recent vintage, gone over to the service of Chaos either as a Chapter turned from

the light (although this occurrence is extraordinarily rare) or as individuals who have forsworn their past allegiances or fallen into corruption. For their treachery and betrayal, for the very fact of their existence, the Chaos Space Marines are hated and hunted by the loyalist Space Marines of the Adeptus Astartes. For those Space Marines of the Deathwatch, this antipathy remains undimmed, although on occasion their own unique role will mean another target or the needs of the Deathwatch must take priority over ancient oaths of vengeance, at least for a time. However, such oaths are never forgotten, and for a Space Marine, facing such a dark mirror of themselves can be the greatest danger they ever encounter, both in body and spirit.

DAEMON PRINCE (MASTER)

"The power of Humanity is nothing compared to the gifts of the Warp: any who deny this are blind to the torment and death that awaits them as a price of their blindness."

–from the Proclamation of Khazant delivered by Dark Apostle Bellephrades

Daemon Princes are incredibly powerful entities of the warp, vast and nightmarish beings whose essence is the immortal hell-stuff of the Warp embodied, concentrated, and given form. No two are truly alike, although many maintain a roughly humanoid shape when incarnate in the material realm, their exact forms fashioned from congealed horror and marked with the signs and stigmata of whichever great power they themselves serve. Perhaps the most terrible thing about these walking blasphemies is, if the malefic texts of forbidden Daemonology are to be believed, that once they were mortals. Daemon Princes arose from mortal beings (humans, Traitorous Space Marines, and sometimes even alien creatures) who gave themselves over to the worship of Chaos in life and became its dread champions. These champions of Chaos prospered, slaughtered, and found favour with the fickle Chaos Gods who then transfigured them, refashioning their tainted souls into daemonhood. The prize granted for their service and innumerable black deeds—an eternity of darkness in the Warp.



Daemon Prince Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
75	60	(18) 66	(12) 45	48	48	48	75	30

Movement: 7/14/21/42 **Wounds:** 80
Skills: Awareness (Per) +10, Climb (S), Command (Fel) +20, Dodge (Ag) +10, Forbidden Lore (Daemons, Psykers, Warp) (Int) +20, Intimidate (S) +20, Literacy (Int), Scrutiny (Per) +20, Speak Language (Low Gothic, Unholy Tongue) (Int).
Talents: Ambidextrous, Astartes Weapon Training, Combat Master, Crippling Strike, Crushing Blow, Hammer Blow, Hatred (Loyalist Space Marines), Heightened Senses (All), Killing Strike, Preternatural Speed, Swift Attack, Thunder Charge, Two Weapon Wielder (Melee).
Traits: Brutal Charge, Daemonic, Fear 4 (Terrifying) Dark Sight, From Beyond, Size (Enormous), Unnatural Strength (x3), Unnatural Toughness (x2), The Stuff of Nightmares, Touched by the Fates (3).
Armour: Armour of Chaos (All 12).
Weapons: Chaos-forged sword (2d10+25 choose R or E or I; Pen 6; Felling, Unwieldy).
Gear: None.

Special Rules

Aura of Despair and Death: The Daemon Prince is surrounded by an unholy aura which saps the will from their enemies. The aura has a range of 75 metres. All opponents of the Daemon Prince within this area suffer a –10 penalty to their Willpower. In addition, the first time any member of a Kill-team finds himself within the Aura of Despair and Death, he must take a **Challenging (+0) Willpower Test**, taking the –10 penalty imposed by the aura into account. If he fails, the squad takes 1 point of cohesion damage. This means that the potential cohesion damage from the Aura of Despair and Death is equal to the number of Battle-Brothers making up the squad. The Aura of Despair and Death is a mind-affecting fear-based effect, so any Talents, Traits, Equipment or other rules which offer resistance to Warp-based attacks or psychic powers will apply.

Marks of Chaos

A Champion of Chaos who has shown exceptional devotion to one of the four great Chaos Gods may be marked by that God. At the GM's discretion, a Mark of Chaos can be given to a Daemon Prince or another servant of Chaos to create new variations on existing enemies.

Mark of Khorne

Khorne is the murderous God of blood and battle. Those marked by Khorne are savage warriors who lust for spilt blood and slaughter.

Effects: Bearers of the Mark of Khorne gain the Berserk Charge, Frenzy, Furious Assault, Resistance (Psychic Powers), Swift Attack, and Whirlwind of Death Talents. If they already have the Swift Attack Talent, they gain the Lightning Attack Talent.

Mark of Tzeentch

Tzeentch is the Great Sorcerer, the God of magic, conspiracy, and fate. Those Marked by Tzeentch are subtle manipulators and powerful sorcerers.

Effects: Bearers of the Mark of Tzeentch gain the Unnatural Willpower (x2) Trait, and the effects of the Daemonic Trait. Many are also granted sorcerous powers represented by a Psy Rating and a selection of Psychic Powers. Appropriate powers to consider are powers such as Augury, Possibility Shield, Lifting the Veil, Compel, and Dominate.

Mark of Nurgle

Nurgle is the Lord of Decay who presides over physical corruption, decay and dissolution. Those marked by Nurgle are swollen by corruption, their bodies dead to pain as they rot and gestate the scared plagues of the Lord of Decay.

Effects: Bearers of the Mark of Nurgle increase their wounds by 25% and Gain the Stuff of Nightmares and Unnatural Toughness (x2) Traits. If the creature already possesses Unnatural Toughness, increase the multiplier by 1 instead.

Mark of Slaanesh

Slaanesh is the Prince of Pleasure, a God of unholy beauty whose domain is every secret pleasure and delight. Those marked by Slaanesh take perverse pleasure in all experience, have a deeply seductive aura, and move with an unnatural fluidity and grace.

Effects: Bearers of the Mark of Slaanesh gain the Heightened Senses (All) Talent, and the Unnatural Agility (x2) and Unnatural Fellowship (x2) Traits.

Slaves to Darkness: Those lesser beings who serve a Daemon Prince in war are enslaved by fear and bound by terrible oaths to do the Prince's bidding. They would slay themselves at his command and fear him more than the weapons of the enemy. Any Horde that accompanies the Daemon Prince regains 1d5 Magnitude at the start of their turn as the places of the dead are taken by fresh fanatics.

CHAOS SPACE MARINE (ELITE)

"Death to the false Emperor! Death to the weakling Imperium of Mankind!"

–Oath of the Traitor Legions

Chaos Space Marines are twisted reflections of their Loyalist Imperial counterparts, steeped in centuries of blood and malice, their souls are stained irretrievably by countless foul deeds. In many cases, their bodies are tainted by the mutating touch of the Warp. They are superhuman killers, ruthless and supremely skilled in battle, armed and equipped with powerful weapons and technology taken with them into exile and looted from a score of conquests. Savage and cruel, many are formed into corsair warbands, travelling between the dark stars from warzone to warzone. Endlessly at battle with each other and anyone they cross paths with, Chaos Space Marines most of all seek to hurt and destroy the Imperium they have turned their backs on and which they bitterly despise. They are capable of executing atrocities that would make even the most hardened human renegade baulk in their scope and horror. Most are given over body and soul to the worship of the Dark Gods, and further gain their fickle gifts and favour in return for service and human sacrifice. If Chaos Space Marines have a weakness, it is the selfish bitterness and spite in their dark hearts.

Chaos Space Marine Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
50	50	(14) 65	(8) 45	40	35	40	43	17

Movement: 5/10/15/30 **Wounds:** 29
Skills: Awareness (Per), Climb (S), Command (Fel) +10, Dodge (Ag) +10, Forbidden Lore (Daemons, Warp) (Int), Intimidate (S) +20, Literacy (Int), Scrutiny (Per), Speak Language (Low Gothic, Unholy Tongue) (Int), Survival (Int), Swim (S).
Talents: Astartes Weapon Training, Bolter Drill, Die Hard, Fearless, Hatred (Loyalist Space Marines), Heightened Senses (Sight, Sound, Smell), Jaded, Killing Strike, Quick Draw, Rapid Reload, Swift Attack, True Grit.
Traits: Dark Sight, Size (Hulking), Unnatural Strength (x2), Unnatural Toughness (x2).
Armour: Astartes Power Armour (Head 8, Arms 8, Body 10, Legs 8).
Weapons: Astartes Bolt Pistol (30m; S/3/—; 2d10+5 X; Pen 5; Clip 12; Rld Full, Tearing), Astartes Bolter (100m; S/2/4; 2d10+5 X; Pen 5; Clip 28; Rld Full, Tearing), Astartes Combat Blade (1d10+14 R; Pen 2), Astartes Chainsword (1d10+14 R; Pen 4; Balanced, Tearing).
Gear: 2 bolt pistol magazines, 4 bolter magazines.

RENEGADE MILITIA (TROOPS)

"The rewards of tolerance are treachery and betrayal."

–Imperial maxim

The servants of Chaos have an unending need for soldiers and trained fighters for their ceaseless war against the universe. Such soldiers may be former Imperial Guardsmen or members of the planetary defence forces of once-loyal worlds turned Traitor or led astray. Others may be regiments raised and drilled on outcast worlds by renegade warlords. Although their origins, ornamentation, and wargear may vary widely, they all serve the cause of the Ruinous Powers. The resources that their Masters can bring to bear and the foibles and preoccupations of the fickle Dark Gods they serve range from famine to plenty, but all have in common discipline and ruthlessness. These factors are enforced with the lash and the threat of torments the likes of which make the ministrations of the Imperial Commissariat seem tender by comparison. All mercy and Humanity is smashed out of them, and replaced with sadistic malice and unflinching obedience to their Masters.

Renegade Militia Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	35	35	30	20	30	35	20



Movement: 3/6/9/18 **Wounds:** 10
Skills: Awareness (Per), Climb (S), Speak Language (Low Gothic, Unholy Tongue) (Int), Swim (S), Survival (Int)
Talents: Basic Weapon Training (Las, SP), Melee Weapon Training (Primitive), Pistol Training (SP).
Traits: Disciplined (Horde), Horde.
Armour: Flak Armour (All 4, Horde 4).
Weapons: Combat Knife (1d5+6 R; Primitive), Autogun (90m; S/3/10; 1d10+3 I; Pen 0; Clip 30; Reload Full) or Lasgun, (100m; S/3/—; 1d10+3 E; Pen 0; Clip 60; Reload Full; Reliable).
Gear: Respirator, 3 reloads for either autogun or lasgun, unpleasant trinkets, ritual fetishes.
Horde: Renegade Militia can be used as a Horde (see Hordes on page 359 of this chapter).

CHAOS HERETIC (TROOPS)

"Beyond the circle of light, there are countless slaves to darkness who know nothing but hate and madness. They look on the Imperium and see only the possibility of fire and death—and they find that good."

–Inquisitor Glavius Wroth

Few prosper or survive in the service and worship of the Dark Gods thanks to their cruelty, capriciousness and thirst for human life. Those that do are fanatics, dark souls who have given themselves over utterly to the worship of Chaos, steeped in sin and depravity and far from sane. Although often undisciplined and unskilled in the arts of warfare, they are nevertheless extraordinarily dangerous, particularly in large numbers, because they are without fear and willing to die for their foul gods. They stop at nothing, no matter how horrific the deed, in the name of Chaos.

Chaos Heretic Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
28	25	30	30	30	20	30	40	20

Movement: 3/6/9/18 **Wounds:** 10
Skills: Awareness (Per), Climb (S), Speak Language (Low Gothic, Unholy Tongue) (Int), Swim (S), Survival (Int).
Talents: Berserk Charge, Furious Assault, Melee Weapon Training (Primitive), Pistol Training (SP).
Traits: Blood Soaked Tide (Horde), Horde, Resistance (Fear)
Armour: Flak Robes and Brazen Carapace Armour (Arms 5, Body 6, Legs 4, Horde 5).
Weapons: Monoedged blade (1d10+3 R; Pen 2), Autopistol (30m; S/—/6;1d10+2 I; Pen 0; Clip 18; Reload Full).
Gear: Respirator, 3 reloads for autopistol.
Horde: Chaos Militia can be used as a Horde (see Hordes on page 359 of this chapter).

The Tau

"This is a message to the peoples of the Imperium, and to the honourable Emperor of that realm. We offer you peace should you join us, and war should you prefer it. We await your response, for we recognise in your race beings of honour and courage."

–Last known transmission of Por'el Tau'n Ukos, Water Caste Negotiator.

The Tau hail from a small, yet densely packed stellar cluster on the Eastern Fringe. The Tau Empire is declaratively young, but the dynamic nature of the species is driving a rapid expansion into surrounding space. It is this unchecked conquest of systems neighbouring the Tau Empire that has brought the species into conflict with Humanity and other races. While Mankind and the Tau sometimes enter into a truce when facing greater threats, the two frequently come to blows as the Tau seek to absorb more and more worlds and cultures into their empire.

Compared to many of the galaxy's species, the Tau are not overtly aggressive or especially strong in body. However, in its short history, the empire has very quickly developed a range of massively sophisticated technology, much of which completely offsets any inherent weakness the Tau might have. While a single Tau is no match for a Space Marine, for example, when equipped with an armoured battle suit with its array of weapons, sensors, and other exotic equipment, he is a fearsome enemy indeed. The Tau utilise technology at every level of warfare—even the lowest ranked Fire Warrior is supplied with advanced systems that in some cases approach the level of those carried by Space Marines and far outclass anything issued to an Imperial Guardsman. Even the Fire Caste's standard issue weapon, the pulse rifle, is a marvel of technology, surpassing even the Adeptus Astartes boltgun in its destructive capability.

All Tau are born into one of five castes, which determines their role in their culture. The Fire Caste is the most aggressive and bold, and from its ranks the armies of the Tau are formed. The Fire Caste are the most numerous and strongest of the Tau, as broad as a human, but standing slightly shorter. Fire Warriors are strongly motivated by a strict code of honour in battle. They see ranged combat as more desirable to the carnage of hand-to-hand combat, preferring to use their advanced weaponry rather than brute force to win battles. Tau Fire Warriors serve for many years, and if they survive for long enough, they may become Commanders. Eventually, they will be allowed to retire from active service, join the council of advisors, and play a greater part in Tau politics.



Tau technology is the product of the Earth Caste, and it is thanks to their innovations that the Tau have expanded their empire so rapidly. Tau military technology is extremely advanced, predominantly a mixture of high energy plasma weaponry and rail guns. The rail gun is particularly potent and its technology is eagerly sought by certain factions within the Adeptus Mechanicus. Anti-grav technology similar to that of the Eldar is widely employed by the Tau in their Hammerhead tanks and Devilfish armoured transports. These technology bases are carried over into non-military applications.

Certain items of Tau technology are in the possession of the Imperium, mainly confiscated agricultural and construction equipment seized on frontier worlds from settlers who have traded with Tau merchants. Such technology has been transported back to Mars for further study, where the Adepts of the Machine God hope to penetrate its secrets.

TAU COMMANDER (MASTER)

Tau Commanders are the heroes of the Tau Empire—they have dedicated their lives utterly to the pursuit of the so-called 'Greater Good'. Each is wise and insightful, and an inspirational figure to his troops. Tau Commanders maintain their heroic presence by wearing, or rather piloting, a suit of the most sophisticated battle armour. Unlike the generals of many other races, Tau leaders do not observe the battle from miles behind the lines. Instead, Tau doctrine states that the Commander must be wherever he is needed, so that if necessary, he can lead from the very front. Under normal circumstances, a general would be in great danger so near the front line, but his battle suit provides unprecedented levels of armour protection, prodigious firepower, and an array of secondary systems that aid him in the command and control of those units under his command. A Tau Commander is a fearsome opponent and one the Deathwatch have learned to respect.

Tau Commander Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
35	55	(10) 50	(10) 57	45	40	55	55	30

Movement: 12/24/36/72 **Wounds:** 90

Skills: Acrobatic (Ag), Awareness (Per), Command (+20), Common Lore (Tau Empire) (Int), Dodge (Ag), Speak Language (Tau, Kroot, Low Gothic) (Int).

Talents: Air of Authority, Ambidextrous, Dual Shot, Independent Targeting, Meditation, Rapid Reaction, Sprint.

Traits: Auto-stabilised, Dark-sight, Flier (12), Size (Enormous), Unnatural Strength (x2), Unnatural Toughness (x2).
Armour: XV8 Crisis Suit (All 9).
Weapons: Plasma rifle, missile pod.
Gear: Crisis Battlesuit, incorporating Failsafe Detonator or Ejection System (choose one), micro-bead, xenos-crafted auspex.
Failsafe Detonator: So dedicated to the Greater Good are some of the Tau Empire's heroes that they will equip themselves to make the ultimate sacrifice should defeat be inevitable, and in so doing they might allow their compatriots to escape and fight another day. Should the Commander's Wounds reach 0, do not roll on the Critical Hits tables. Instead, one of two things happens. The Commander may, in the instant before he looses consciousness, override the Failsafe Detonator, shutting the battlesuit down, and thus he will play no further part in the encounter. Or, if he judges it will further the Greater Good, he may allow the explosive charge embedded in the Battlesuit to detonate, in the hope of slaying his enemies and saving his friends, even as he dies. The Failsafe Detonator explodes the instant the Commander's Wounds reach 0 (unless overridden), inflicting 4d10 Explosive Damage over a blast radius of 10 metres.

Ejection System: Some Tau Commanders are considered too valuable to the Empire to be allowed to die, yet they will not serve anywhere other than the front lines. As a compromise, some allow their Battlesuit to be fitted with an ejector system, which throws their body clear of the Battlesuit should it sustain overwhelming damage. The instant the Commander is reduced to 0 Wounds, the Ejector System comes online and throws him 2d6 metres in a random direction.

A Commander that has ejected has a Strength of 32, Toughness 37, and 10 Wounds. His Movement becomes 3/6/9/18 and he loses all the Traits listed on his profile (those are provided by the Battlesuit). The Commander is equipped with a micro-bead and a pulse pistol, the better to aid him in his subsequent bid for escape.

The Patient Hunter: Tau Commanders are Masters of the ancient doctrines of the Fire Caste, which are founded in martial philosophy and wisdom. They weigh the strengths and weaknesses of their own troops, and of their enemies, striking at the most opportune moment with overwhelming force. Should the Kill-team be reduced to 0 Cohesion, the Tau Commander may spend a full action in order to invoke the Patient Hunter. All units under his command equipped with a micro-bead may re-roll any missed ranged attacks against the Kill-team while it remains at 0 Cohesion.

Tau Battlesuit Weapon Systems

The Tau manufacture a staggering range of weaponry, from the compact and efficient pulse pistol, to the devastatingly powerful rail cannon. Many utilise technologies entirely unknown by the Tech-Priests of the Adeptus Mechanicus, and to the order's horror, the Tau are continuously refining their advancements in an effort to make them lighter, smaller, and more deadly. Tau military doctrine emphasises an 'all-arms' approach, in which the various types of unit support one another, compensating for any capabilities lacking in one unit. Fire Warrior teams, for example, do not carry their own heavy weapons. Instead, they work very closely with other units, such as Crisis Battlesuit teams and vehicles, and call in fire support with flawless efficiency.

The larger weapons are mounted on Battlesuits and vehicles, which are able to supply sufficient power and ammunition to last an entire engagement without the need for replenishment, making such units supremely effective on the battlefield.

Integrated Systems: Tau Battlesuit weapons systems are fully integrated and supplied by continuous, high yield power relays and ammunition hoppers. These weapons have no Clip or weight characteristic, as the Battlesuit is assumed to have sufficient ammunition and power to last at least a single encounter. The GM need only keep track of such issues if the Battlesuit is unable to return to a base station in between encounters.

Pulse Weapons

These weapons are commonly referred to as Pulse Weapons, as they fire micro-pulses of accelerated plasma at high power and great distance. The specialized Pulse Carbine variant sacrifices range for portability and contains a built-in underslung photon grenade launcher (treat this as an auxiliary grenade launcher with a clip of 1).

TAU STEALTH SUIT (ELITE)

Stealth suits are a highly specialised form of Tau Battlesuit, designed for reconnaissance, infiltration and ambushing missions. They are significantly smaller than the 'Crisis' battlesuits, and carry less weaponry. What the Stealth Suits lack in firepower, however, they make up for in the ability to move almost unseen by the enemy until the very last instant. Stealth Suits operate in two modes. The default, passive mode utilises a range of technologies to dampen the suit's electro-magnetic signature, so that enemy scanners are far less likely

Table 13-2: Tau Weapons

Name	Class	Range	ROF	Dam	Pen	Clip	Rld	Special
Plasma Rifle	Basic	90m	S/2/–	2d10+9 E	8	—	—	Tearing, Mounted
Missile Pod	Basic	90m	S/2/–	2d10+6 X	5	—	—	Mounted
Burst Cannon	Basic	60m	–/–/10	2d10+2 E	4	—	—	Mounted
Pulse Rifle	Basic	150m	S/2/4	2d10+2 E	4	36	Half	Gyro-stabilised
Pulse Carbine	Basic	60m	S/–/3	2d10+2 E	4	24	Full	Gyro-stabilised
Pulse Pistol	Pistol	30m	S/2/–	2d10+2 E	4	16	Half	—

to detect it. This mode is called 'passive' because its use cannot be detected, as rather than attempting to interfere with enemy systems, it simply masks the suit itself. In active mode, however, the suit's Stealth Field Generator comes online. The suit's matte black finish ripples and blurs, resolving itself into a nigh-perfect representation of what lies behind, making it all but transparent. In addition, when operating in active mode, the Stealth Suit's systems actively interfere with and jam enemy sensor devices. In so doing, the jamming itself will give away the fact that the Stealth Suits are present, but will make their detection nearly impossible.

Stealth Suit Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
30	42	(8) 42	47	38	30	40	40	40

Movement: 4/8/12/28 **Wounds:** 30
Skills: Acrobatic +10 (Ag), Awareness +20 (Per), Common Lore (Tau Empire) (Int), Concealment +20 (Ag), Dodge (Ag) +10, Speak Language (Tau, Kroot) (Int), Tracking +10 (Int), Shadowing +20 (Ag).
Talents: Hard Target, Rapid Reaction, Sprint.
Traits: Auto-stabilised, Dark-sight, Flier 12, Unnatural Strength (x2).
Armour: XV15 Stealth Suit armour (Head 8, Body 8, Arms 7, Legs 7).
Weapons: Burst cannon.
Gear: Stealth Suit, incorporating stealth field generator, burst cannon, micro-bead, scanner.



Stealth Field Generator: The Stealth Suit's Stealth Field Generator is always in one of two modes—Active or Passive. The mode may be changed as Free Action from one turn to the next.

In Passive Mode, all Tests of any sort to detect the Stealth Suit and any Ballistic Skill Tests to hit the Stealth Suit suffer a –10 penalty (senses other than sight are unaffected). In Active Mode, any sort of Test to detect the Stealth Suit and all Weapon Skill or Ballistic Skill Tests suffer a –30 penalty (this penalty applies to all senses, including those augmented by auto-senses, scopes, and similar devices). Anyone attempting to locate a Stealth Suit may attempt an Awareness Test (keeping in mind the above penalties). Passing this test by one or more degrees of success will alert the character that his sensors are being interfered with by the Stealth Suit's systems.

If the test is passed by one or more Degrees of Success, the searcher will be aware of the Stealth Suit's interference with his sensors, but otherwise he will not detect its effects.

GUN DRONES (TROOPS)

The Tau make use of a staggering range of artificial intelligences, a fact that damns the entire race in the eyes of the Adeptus Mechanicus and much of the Imperial hierarchy. Such machine intelligences that have been imbued into a mobile device are referred to as Drones, and these can take many different forms. Some Drones are able to interact with their Masters, obeying simple instructions and even anticipating what duties are required of them. The Tau appear to value these Drone intelligences, and while they are not regarded as having an equal status to a Tau, they are treated with a degree of respect, perhaps akin to a favoured animal companion. Gun Drones are disk-shaped machines that move around by way of a small anti-gravitic generator and are fitted with a pair of pulse carbines. While some Gun Drones serve individual Masters, they are most deadly when operating in a larger, independent squadron. When operating in such a capacity, the Gun Drones are able to network their processing, targeting and sensor systems together, making the whole far more deadly than the sum of the parts.

Gun Drone Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
20	25	20	40	40	15	25	20	10

Movement: — **Wounds:** 15
Skills: Acrobatics (Ag), Awareness (Per), Dodge (Ag).
Talents: Fearless, Weapon Training (Pulse Carbine) (may only use integrated weapon system).
Traits: Fire Drill, Flier 12, Machine (5).
Weapons: Two linked Pulse Carbines (counts as one Tau Pulse Carbine with the twin-linked Quality).
Gear: Built-in micro-bead (for receiving instructions only).
Networked Machine Intelligence: For every Gun Drone in the squadron, the BS, Int and Per statistics are increased by +2. This is recalculated immediately should any be destroyed.

TAU FIRE WARRIORS (TROOPS)

Tau Fire Warriors are the line infantry of the Tau army. All are drawn from the Fire Castes, and are therefore bred for war and utterly dedicated to the Greater Good. Fire Warrior teams are extremely well equipped, utilising the pulse rifle or pulse carbine, as well as highly effective armour. Each wears a helmet into which is built a range of communication and sensor devices, ensuring each is constantly in contact with the commander and ready to respond at a moment's notice to his orders. Fire Warrior tactics emphasise fluid manoeuvre warfare over the stubborn, hidebound approach favoured by many human armies. They will give ground and re-deploy when the situation warrants it, always seeking to bring the enemy to battle on the most favourable terms possible. This approach aims to bring the team's considerable firepower to bear with devastating precision, and the Fire Warriors are adept at singling out the most dangerous foe, destroying him utterly, before moving to a new position from which to target the next enemy.



Fire Warrior Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
25	35	30	30	25	30	20	30	30

Movement: 3/6/9/18 **Wounds:** 12
Skills: Awareness (Per), Common Lore (Tau Empire) (Int), Speak Language (Tau) (Int).
Talents: Exotic Weapon Training (Tau Pulse Weapons).
Traits: Fighting Withdrawal, Fire Drill.
Armour: Tau Fire Warrior Armour (Head 6, Arms 6, Body 6, Legs 6).
Weapons: Pulse Rifle or Pulse Carbine.
Gear: Micro-bead, photo-visor.

"To follow any path other than the Tau'va is to doom us all. Only together and with courage and discipline will we stand victorious. Fight with fire and courage, and nothing can stand against us."

–Commander Shadowsun

The Two Faces of War

The Tau practice a wild array of martial philosophies, but in essence, all are variations on two main doctrines. The first, called the Mon'ka, or 'Killing Blow', dictates that the Fire Warriors wait patiently in ambush, often for days, before unleashing an overwhelming attacks upon their foes. In this style of warfare, timing and placement are all, with much preparation and reconnaissance being undertaken to ensure that the Tau dictate every aspect of the attack. The second philosophy is the Kauyon, or 'Patient Hunter', in which a lure, often a Tau unit but sometimes a position the enemy wish to secure, is used to draw the foe onwards. At the most opportune moment, the Tau unleash a devastating counter-attack against which few can stand. A Tau Commander must be a Master of both faces of war, and of the countless variants of each. Many go on to establish training academies having retired from active service, where new generations of commanders study under the august tutelage of a true Master in the arts of war.

Tyranids

"There is a cancer eating at the Imperium. With each decade, it advances deeper, leaving drained, dead worlds in its wake. This horror, this abomination, has thought and purpose which functions on an unimaginable, galactic scale, and all we can do is try to stop the swarms of bio-engineered monsters it unleashes upon us by instinct. We have given the horror a name to salve our fears; we call it the Tyranid race, but if it is aware of us at all it must know us only as Prey."

–Inquisitor Czevak at the Conclave of Har

The Tyranid threat is a menace unlike any other faced by the Imperium, massive in scale and wholly alien in its nature and need to devour, not just mankind, but all life in the galaxy. The Tyranids are a vast swarm of predatory beasts driven and controlled by a single Hive Mind: one flesh, one will, and one biology, all designed to consume and absorb biomass on a monumental scale and focused solely on satiating a hunger without end. From the cold depths of intergalactic space they have come—the tendrils of the Great Devourer—an all destroying swarm composed of billions of organisms, each one the agent of a great and immortal intelligence. They have left nothing but dead husks of former life-bearing worlds in their wake, and if the Imperium cannot stop them, all hope is lost.

Named for the doomed Explorator outpost on Tyran which fell before the onslaught of what would come to be named Hive Fleet Behemoth in 745.M41, the Tyranid threat has since ravaged hundreds if not thousands of star systems, principally in the Segmentum Ultima, like a vast and monstrous set of jaws biting down on the galactic plain, although no corner of the wide Imperium has so far proved beyond the reach of the fragmented tendrils of the onrushing nightmare tide. Indeed, the Genestealer, long an insidious threat that has troubled Mankind for millennia appears now to be a harbinger of the Tyranids, and the dim secrets of the ancient past hint at past threats, but never so widespread or potentially catastrophic as at present.

In battle, the Tyranids are a horror beyond comprehension, a monstrous tide of merciless claw, venom, and fang that cannot be bargained with, reasoned with, or surrendered to. It strikes with the relentless fury of a rabid beast, yet it is driven by a cold and alien intelligence that makes every component of the swarm—from lowly flesh-boring parasites to gargantuan war-creatures the size of a Battle Titan—far more dangerous than any mere animal could ever be. Carried through the void on immense living bioships, the seemingly numberless and inexhaustible hive fleets are attracted to worlds rich with life like a great ocean predator may be drawn to blood in the water. They descend upon their prey-world, raining down poisonous spores that taint and pollute the atmosphere and unleashing murderous hunting creatures to slaughter any animal life that might pose a threat to consumption. Depending on the particular fleet's resources and size, other adaptive and mutating war-beasts and biologically created leader-creatures will also be unleashed to wage an unrelenting war of extermination on the world, a war that will only end in one of two ways: the defeat and purging of the Tyranid assault by the defenders, or the complete consumption and reduction of all living matter by the Hive Fleet, a dead world left in its wake.

Since the coming of the Tyranid menace, the Deathwatch and the Imperium's armed forces have seen them rightly as a priority threat that must be met with and defeated, lest Mankind itself some day perish in its jaws.

Hive Tyrant (Master)

"And I looked upon the great hive beast, and knew that hope was lost."

–attributed to Hector Prime, commander of the Tower of Adamant, Hethgard, executed for cowardice

The Master of the battle-swarm, the Hive Tyrant is a massively built and powerful creature which serves in some part as a 'leader' of the Tyranid attack on the ground. Akin in power to a living tank, able to rip through armour plate like wet paper and wreak indiscriminate slaughter, they are also incredibly fast and lithe. Some may even possess wings and extreme biomorphic mutations, often taking the place of unwholesome weapons which may burn or strangle their victims at range. Each is also a powerful psychic node for the greater Tyranid Hive Mind, not merely providing the swarm with a strategic focus and overriding purpose, but also harnessing the Hive Mind's raw power offensively to drive fragile human minds insane with fear and burn out the brains of enemy psykers who would match their paltry powers against it.



Hive Tyrant Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
78	33	(18) 60	(15) 53	45	45	49	(14) 70	—

Movement: 7/14/21/42 **Wounds:** 120
Skills: Awareness (Per), Climb (S), Swim (S).
Talents: Ambidextrous, Combat Master, Crushing Blow, Fearless, Heightened Senses (All), Psy Rating (8), Two Weapon Wielder (Melee), Swift Attack, Lightning Attack.
Traits: Brutal Charge, Dark Sight, Fear 4 (Terrifying), Natural Armour (Bonded Exoskeleton), Multiple Arms, Unnatural Strength (×3), Unnatural Toughness (×3), Improved Natural Weapons (Scything Talons), Shadow in the Warp, Size (Massive), Synapse Creature, Tyranid.
Armour: Bonded Exoskeleton (All 10).
Weapons: Scything Talons (1d10+22 R; Pen 3).
Gear: None.

Special Rules

Biomorph: At the GM's discretion, a Hive Tyrant may be given the Toxic (1d10) Trait. This Trait will also apply to the Hive Tyrant's Natural Weapon and Ranged attacks. They may be given Bone Swords and Lash Whips in addition to their scything talons from the Tyranid Weapons onpage 372 in this chapter. They may also remove the Lightning Attack talent and take a ranged weapon from the Tyranid Weapons listed in the Tyranid Weapons onpage 372 in this chapter.
Monstrous Tyranid Psyker: The Hive Tyrant is a psyker but their powers drawn upon the power of the Hive Mind rather than direct manipulation of the Warp. Because of this and the monstrous power of the Hive Mind they do not need to test to use their psychic powers and never suffer Psychic Phenomena or Perils of the Warp. A Hive Tyrant may only use a single psychic power during its turn.
Catalyst (Psychic Power): As a Half Action, the Hive Tyrant may send out a signal from the Hive Mind that infuses lesser Tyranid creatures with an unnatural vitality. This power may be used on a single Tyranid Horde within 75 metres: until the beginning of the Hive Tyrant's next turn, the Horde gains 10+1d10 Magnitude.
Psychic Scream (Psychic Power): As a Half Action, the Hive Tyrant may let forth a terrible silent scream that echoes in the mind as a crippling shriek. All those sentient, living creatures (not soulless machines or daemons) within 20 metres suffer a hit that deals 1d10+8 Impact Damage to their head with the Shocking quality (see page Weapon Special Qualities on page 142 in **Chapter V: Armoury**). The victims suffers a –30 penalty to his Toughness Test to resist Stunning. If the Toughness Test is failed, the victim is stunned for 1d5 rounds.
The Horror (Psychic Power): As a Half Action, the Hive Tyrant may unleash a wave of horror that gnaws at the resolve of its enemies. This power may be used to target a Kill-team within 75 metres. Each member of the Kill-team within the range of this power must take a Willpower test with a –30 modifier. The Kill-team takes one point of cohesion damage per member that fails this test. All other non-Tyranid (and non-Space Marine) NPC's within range of the Hive Tyrant must pass a fear-based Willpower Test with a –30 modifier or flee in panic.
Death Shock: When a Hive Tyrant is slain, its death sends a shockwave through the Hive Mind. When a Hive Tyrant is slain, all Tyranid Creatures within synapse range (Willpower Bonus x 10 metres) that do not have the Fearless Talent or Synapse Creature Trait will automatically break and flee as quickly as they can (this effect overrides the effects of Instinctive Behaviour in this instance). Any Tyranid Creature with the Fearless or Synapse Creature Trait must pass a **Challenging (+0) Willpower Test** or be stunned for one round.

TYRANID WARRIOR (ELITE)

"Every one of the myriad of Tyranid warrior-creatures is a killing machine, perfectly adapted to slaughter its victims. They are the ultimate predators, and we are their prey."

–from the reflections of an unknown Adept

The Tyranid Warrior is death incarnate; a biological engine designed for murder, in every aspect of strength, size, and resilience it is literally superhuman. They are also incredible fighters, each more than equal to a Space Marine in combat power, be it with their great scythe-like talons of augmented bone (sharp enough to bisect an armoured Man in a single stroke) or the nightmarish living weapons they carry that spit flesh-boring parasites for ammunition and consign their victims to a death too vile to contemplate. Tyranid Warriors also act as vital psychic resonators for the Tyranid swarm, receiving, amplifying, and transmitting the Hive Mind's controlling will and purpose to the lesser creatures around them.



Tyranid Warrior Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
55	30	(12) 60	(10) 50	44	20	35	50	—

Movement: 6/12/18/36 **Wounds:** 48
Skills: Awareness (Per), Climb (S), Swim (S) +10.
Talents: Fearless, Swift Attack.
Traits: Dark Sight, Fear 3 (Horrifying), Natural Armour (Hardened Carapace), Multiple Arms, Unnatural Strength (×2), Unnatural Toughness (×2), Improved Natural Weapons (Scything Talons or Rending Claws), Shadow in the Warp, Size (Enormous), Synapse Creature, Tyranid.
Armour: Reinforced Chitin (All 8).
Weapons: Scything Talons (1d10+14 R; Pen 3), or Rending Claws (1d10+12; Pen 5 Razor Sharp), Devourer (30m, —/—/10; 1d10+6 R; Pen 0; Clip —; Reload —; Living Ammunition, Storm, Tearing) or Death Spitter (40m, S/3/—; 1d10+6 E; Pen 4; Clip —; Reload —; Living Ammunition, Tearing).
Gear: None.

Special Rules

Biomorph: At the GM's discretion, A Tyranid Warrior may possess the Toxic (1d10) Trait. This Trait will also apply to the Tyranid Warrior's Natural Weapon and Ranged attacks. They may also remove their ranged weapon and gain the Lightning Attack talent.
Shrikes: At the GM's discretion, A Tyranid Warrior may possess the Flyer (10) Trait. Tyranid Warriors possessing wings are known as Shrikes.

HORMAGAUNT (TROOPS)

"We cannot live through this. Mankind cannot live through this. In a single day they have covered this planet with a flood of living blades and needle-fanged mouths. Kill one, and ten take its place. If they are truly without number, then our race is doomed to a violent death before every shred of our civilisation is scoured away by a force more voracious than the fires of hell themselves. Death! By the Machine God, Death is here!"

–Magos Varnak, last words

A seemingly stable bio-mutation of the Gaunt genus of Tyranid war-beast, the Hormagaunt is a biological machine, a living weapon designed and bred with but a single purpose in mind: to close with a living enemy as rapidly as possible and eviscerate it with its long-bladed talons and do so again, and again, and again without remorse or relent until nothing living opposes it. Unleashed in huge, restless swarms made up of close packed ranks of rippling claws and hard-edged chitinous plates, Hormagaunts move across the ground like lighting quick shoals of deadly fish. Drawn to the scent of blood, they close in for the kill, leaping, screaming, and scuttling. They leave nothing alive in their wake.



Hormagaunt Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
45	20	35	30	55	10	40	30	—

Movement: 10/20/30/60 **Wounds:** 9
Skills: Acrobatics (Ag) +20, Awareness (Per), Dodge (Ag) +10, Silent Move (Ag), Swim (S) +10.
Talents: Leap Up, Swift Attack.
Traits: Dark Sight, Natural Armour (Chitinous Carapace), Improved Natural Weapons (Scything Talons), Instinctive Behaviour (Feed), Tyranid, Overwhelming (Horde), Unnatural Speed.
Armour: Chitinous Carapace (Arms 3, Head 3, Body 3, Legs 3, Horde 3).
Weapons: Scything Talons (1d10+5 R; Pen 3).
Gear: None.

Special Rules

Horde: Hormagaunts can be used as a Horde (see Hordes on page 359 of this chapter).
Biomorph: At the GM's discretion, Hormagaunts may also be given the Toxic (1d10) Trait. This Trait will also apply to the Hormagaunt's Natural Weapon attacks.

TERMAGANT (TROOPS)

"As I looked into its dead black eyes, I saw the terrible sentience it had in place of a soul. And looking back from the deepest recesses of the alien's mind, I perceived what I can describe only as an immortal hunger."

–Ultramarines Chief Librarian Tigurius

The Termagant is one of the basic warrior units of the Tyranid Swarm, and one of the most commonly encountered creatures on the battlefield. They are bred and unleashed in their thousands by the hive fleets in great waves to blunt the fire of their enemies and overwhelm them in an unstoppable tide of flesh and fang. Man-sized, but low and hunched in appearance, they are agile, fast, and extremely deadly. Termagants are usually armed with a variety of symbiotic weapon-creatures of various forms, as well as needle-teeth and ripping claws with which to rend and devour their prey.



Termagant Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
30	33	32	30	40	10	40	30	—

Movement: 4/8/12/24 **Wounds:** 9
Skills: Awareness (Per), Climb (S), Dodge (Ag), Silent Move (Ag), Swim (S) +10.
Talents: Leap Up.
Traits: Dark Sight, Natural Armour (Chitinous Carapace), Improved Natural Weapons (Teeth and Claws), Instinctive Behaviour (Lurk), Tyranid.
Armour: Chitinous Carapace (Arms 3, Head 3, Body 3, Legs 3, Horde 3).
Weapons: Fleshborer (20m; S/–/–, 1d10+5 R; Pen 3, Clip N/A, Reload —; Living Ammunition, Tearing) Teeth and Claws (1d10+3 R; Pen 3).
Gear: None.

Special Rules

Horde: Termagants can be used as a Horde (see Hordes on page 359 of this chapter).

Biomorph: At the GM's discretion, Termagants may also be given the Toxic (1d10) Trait. This Trait will also apply to the Termagant's Natural Weapon attacks and their Fleshborer attacks.

TYRANID WEAPONS

Tyranid weapons are living things. In many cases the weapons wielded by the various species of Tyranid are symbiotic creatures that grow and live together with the host creature that wields them. Presented here are a selection of Tyranid weapons; there are many more which may appear in future **Deathwatch** supplements.

Weapon Training: Only creatures with the Tyranid Trait may use Tyranid weapons. No weapon training Talent is required for a Tyranid to use a Tyranid weapon.

(Weapon Quality) Deadly Snare: The weapon envelops the target in snares which not only constrict but seek to strangle and flay their victim. This weapon quality functions in the same way as the Snare weapon quality (see Weapon Special Qualities on page 142 in **Chapter V: Armoury**), except that any character entangled by the weapon suffers the weapons damage again in their turn every round if they do not break free.

(Weapon Quality) Living Ammunition: The ranged weapons of the Tyranids use ammunition that is grown, gestated, or excreted by the creature or weapon. As such, ranged Tyranid weapons do not have a clip value (it is considered to be infinite), and do not need to be reloaded. The weapon also never Jams.

Ranged Weapons

Barbed Strangler and Stranglethorn Cannon

The Barbed Strangler shoots a seed pod the size of a man's fist using muscle contraction along the fleshy barrel of the weapon. Upon impact, the strangler seed-pod grows to maturity in seconds, sending out hooked tendrils to bind and tear at its prey. The Stranglethorn Cannon is a more potent species of Barbed Strangler that shoots seed pods that spawn deadlier and more aggressive tendrils.

Deathspitter

A Deathspitter is a complex weapon symbiote that shoots maggot-like organisms at targets with a spasm of agonised muscle. Upon striking the target, the squirming projectile disintegrates in a spray of corrosive slime.

Devourer

A Devourer is a conical lump of flesh that showers its target with a mass of worm-like parasites that burrow through flesh and armour, thus eating the target alive.

Brain Leech Worms: A Devourer may be host to these more voracious and deadly variety of creatures. A Devourer with Brain Leech Worms does 2d10+6 R damage, and if it inflicts any damage on a squad of Battle-Brothers, the squad suffers one additional point of Cohesion damage.

Fleshborer

A Fleshborer is a nest for razor-fanged borer beetles which it ejects towards enemies.

Venom Cannon and Heavy Venom Cannon

The Venom Cannon uses an electrostatic charge to shoot highly corrosive crystals coated with a metallic, venomous residue. On impact, the crystals shatter, creating a deadly cloud of fragments. Some larger species of Tyranid also use an even larger and more potent species of the Venom Cannon, referred to by Imperial Forces as a Heavy Venom Cannon.



Table 13-3: Tyranid Weapons

Ranged Weapons

Name	Class	Range	ROF	Dam	Pen	Clip	Rld	Special
Barbed Strangler	Heavy	80m	S/–/–	1d10+5 I	3	—	—	Blast (10), Deadly Snare, Tearing, Living Ammunition
Stranglethorn Cannon	Heavy	80m	S/–/–	1d10+5 I	3	—	—	Blast (10), Deadly Snare, Tearing, Living Ammunition
Deathspitter	Basic	40m	S/3/–	1d10+6 E	4	—	—	Living Ammunition, Tearing
Devourer	Basic	30m	–/–/6	1d10+6 R	0	—	—	Living Ammunition, Storm, Tearing
Fleshborer	Basic	20m	S/–/–	1d10+5 R	Pen 3	—	—	Living Ammunition, Tearing
Venom Cannon	Heavy	100m	S/–/–	3d10+5 I	6	—	—	Blast (6), Living Ammunition, Toxic (1d10)
Heavy Venom Cannon	Heavy	100m	S/–/–	4d10+10 I	6	—	—	Blast (6), Living Ammunition, Toxic (1d10)

Melee Weapons

Name		Dam	Pen	Special
Bonesword	Melee	1d10 R	6	Drain Life
Lash Whip	Melee	1d10+3 R	3	Flexible, Snare
Scything Talons	Melee	1d10+2 R	3	—
Rending Claws	Melee	1d10 R	5	Razor Sharp

Melee Weapons

Bonesword

Boneswords are living blades of chitin that possess a rudimentary sentience slaved to the will of the wielder that infuses the blade with crackling psychic energy and drains the life-force of its victims.

Drain Life: When a victim takes any damage from a Bonesword, the wielder and victim make an Opposed Willpower Test. For every degree of success, the Bonesword's wielder deals an additional 1d10 points of Damage, ignoring the victim's Armour and Toughness Bonus.

Lash Whip

A Lash Whip is a living scourge of muscle and sinew. Its tendrils snake around an opponent's defences to strangle and ensnare those that are not sliced apart by the bony hooks at the tip of each tentacle.

Scything Talons

Scything Talons are razor-edged claws of fused chitin and serrated bone used to stab and slash.

Rending Claws

Rending Claws are diamond hard growths of bone capable of crushing reinforced ceramite and ripping through the thickest of armour with frightening ease.

Modifying Enemies

The enemies presented in this chapter can, and should, be modified by a Game Master to create the types of enemies they require for their game. Some options and variations are presented as part of the enemy profiles but the possible variety of enemies far exceeds these, and a Games Master should feel free to make adjustments to them as they see fit. If, for example, a game requires a group of Renegade Militia armed with missile launchers they can be created by removing their autoguns, giving them missile launchers and the Heavy Weapon Training (Launcher) Talent.

Enemy Profile Presentation

In all the entries presented in this chapter the characteristics, movement values and weapon damages have been presented with all modifications included. For example, a Chaos Space Marine's Strength includes the +20 increase from his Astartes Power Armour, and his Strength Bonus matches this and the effects of the Unnatural Strength Trait. Weapon damages include the effects of the enemy's Strength Bonus and Talents that always apply to damage such as the Crushing Blow talent. Talents, Traits and Special rules that have a variable effect or will only apply in particular circumstances, such as the Hammer Blow Talent, have not been combined into the profiles presented here. It is also important to note that NPCs are not necessarily bound to follow the same strictures for their profiles as player characters.

Non-player Characters

"Nothing crushes the spirit of man! The Imperium overcomes—and WE ARE THE IMPERIUM!"

–Sergeant Hektor Voss of the Hyrkan 4th Infantry at the Battle of Blood Ridge

The entries presented in this section are intended to provide a Game Master with profiles for non-player characters that may be encountered by Battle-Brothers in the course of a game of **Deathwatch**.

Chapter Serf

Space Marine Chapters (and the Deathwatch is no exception) are served by an ancillary staff comprised of hundreds of human chapter serfs. These serfs are trusted retainers, trained and educated to a high standard that perform all the menial and support roles needed for a Chapter to operate efficiently—and in a crisis, even take up arms. Many see their duty and service as a holy calling, while for others, it is the only life they have ever known.

Chapter Serf Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	30	30	35	30	30	30	30	35

Movement: 3/6/9/18 **Wounds:** 10
Skills: Awareness (Per), Common Lore (Imperium) (Int), Literacy (Int), Speak Language (High Gothic, Low Gothic) (Int), Scrutiny (Per), Logic (Int) and one other skill pertinent to their role at +10.
Talents: Basic Weapon Training (Las, SP), Melee Weapon Training (Primitive), Pistol Training (Las, SP).
Armour: None.
Weapons: None.
Gear: Robes of office, seal of serfdom.

Civilian

Humanity is spread across the stars in countless billions. The majority go about their lives as they can and their circumstances dictate, from hive workers to hardscrabble colonists to individuals born on far-flung worlds that have never known the Imperial Creed.

Civilian Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
20	20	30	30	30	25	20	20	25

Movement: 3/6/9/18 **Wounds:** 8
Skills: Common Lore (Imperium or Outworld) (Int), Speak Language (Low Gothic or local tongue) (Int).
Talents: Literacy if from an advanced world, Survival if from a primitive world, one other skill relevant to daily occupation.
Traits: None.
Armour: None.
Weapons: Improvised weaponry (1d10+1 I, Primitive, Unbalanced).
Gear: Appropriate possessions and trappings.

Imperial Agent

The Imperium is governed by the Adeptus Terra, a vast, galaxy-spanning organisation with many branches that administer and run every facet of its monumental bureaucracy, infrastructure and political apparatus. Examples of such include the numberless scribes of the Administratum, the holy Ministorum, the feared Inquisition, and the various local governments of the Imperial Commanders. Many of these organisations, as well as their drone-like functionaries and more unique members, employ talented and skilled field agents and emissaries to enact their will and to be their eyes and ears in the wider Imperium. The profile shown here represents such an agent.

Imperial Agent Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
38	38	30	35	30	40	35	40	35

Movement: 3/6/9/18 **Wounds:** 12
Skills: Awareness (Per), Barter (Fel) +10, Charm (Fel) +10, Command (Fel), Common Lore (Imperium, one or more others as relevant) (Int), Evaluate (Int) +10, Literacy (Int), Security (Ag), Speak Language (High Gothic, Low Gothic) (Int) +10, Scrutiny (Per) +10, and Logic (Int).
Talents: Basic Weapon Training (Las, SP), Melee Weapon Training (Primitive), Pistol Training (Las, SP).
Armour: Hardened body glove under heavy robes (Arms 3, Body 3, Legs 3).
Weapons: Compact Laspistol (15, S/—/—; 1d10+1 E; Shots 15; Reload Full; Reliable), Mono Sword (1d10+3 R; Pen 2, Balanced).
Gear: Robes of office, respirator, personal encrypted comm-link, articles of authority, data-slate.

Imperial Guard Senior Officer

The Imperial Guard is commanded at the senior level by men and women hardened to the consequences of conflict and long trained in the arts of war, both by inclination and personal experience. It is they who oversee the deployments of regiments and battalions, who order the grinding down of the enemy by the ruthless application of armour, munitions, and the sacrifice of the Guardsmen under their command so that the Imperium may endure and prevail.

Imperial Guard Senior Officer Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	30	35	35	45	45	40	40

Movement: 3/6/9/18 **Wounds:** 18
Skills: Awareness (Per), Climb (S), Command (Fel) +20, Common Lore (Imperium, War) (Int) +20, Deceive (Fel), Evaluate (Int), Intimidate (S) +10, Scrutiny (Per) +10, Speak Language (Low Gothic, High Gothic) (Int) +10, Scholastic Lore (Tactica Imperialis) (Int) +20, Swim (S).
Talents: Basic Weapon Training (Las, SP), Melee Weapon Training (Power, Primitive), Pistol Training (Las, SP).
Traits: Touched by the Fates (3).
Armour: Mesh Woven Dress Uniform (Arms 3, Body 3, Legs 3) .
Weapons: Power sword (1d10+8 E; Pen 6; Balanced, Power Field), Compact Laspistol (15, S/—/—; 1d10+1 E; Shots 15; Reload Full; Reliable).
Gear: Medals and marks of rank, data-slate, personal encrypted comm-link.

Imperial Guard Field Officer

Field command of the Imperial Guard is given over to their field officers, individuals of proven skill and above all bravery in the face of enemies often more inhuman and nightmarish than most could imagine from within the relative safety of most Imperial worlds. Given the violence and unrelenting brutality of the wars which the Imperial Guard fight, it is held as a grimly humorous axiom among the Imperial officer class that those that perish first in command are "The cowardly, the incompetent, and the unlucky, in that order"—either to the enemy's wrath or the judgment of a Commissar.

Imperial Guard Field Officer Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
40	45	35	40	40	35	38	45	45

Movement: 4/8/12/24 **Wounds:** 15
Skills: Awareness (Per), Climb (S), Dodge (Ag) +10, Command (Fel) +20, Common Lore (Imperium, War) (Int) +20, Deceive (Fel), Intimidate (S) +10, Navigation (Surface) (Int) +10, Scrutiny (Per) +10, Speak Language (Low Gothic, High Gothic) (Int) +10, Scholastic Lore (Tactica Imperialis) (Int), Swim (S), Survival (Int).
Talents: Air of Authority, Basic Weapon Training (Bolt, Las, SP), Melee Weapon Training (Chain, Power, Primitive), Pistol Training (Bolt, Las, SP).
Traits: Touched by the Fates (2).
Armour: Flak Armour with Carapace Breast Plate (Head 4, Arms 4, Body 6, Legs 4) .
Weapons: Boltgun (90m; S/2/—; 1d10+5 X; Pen 4; Clip 24; Reload Full, Tearing), Bolt Pistol (30m; S/2/—; 1d10+5 X; Pen 4; Clip 8; Reload Full, Tearing), Power Sword (1d10+8 E, Pen 6, Balanced, Power Field) or Chainsword (1d10+5 R; Pen 2; Balanced, Tearing).
Gear: Personal comm-link, respirator.

Imperial Guardsman

The Imperium is protected and expanded chiefly by the lives and disciplined action of the Imperial Guard, a trained mass of soldiery whose vast numbers are themselves their chief weapon against the enemies of mankind. Uniform in function if not appearance and organisation, most Imperial Guardsmen are simply equipped and motivated by faith in the Imperium itself and the rigours of an unflinching regime of order and obedience. Behind their serried ranks are ranged armour and artillery enough in most regiments to grind a world into submission.



Imperial Guardsman Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
30	30	30	35	30	20	30	35	20

Movement: 3/6/9/18 **Wounds:** 10
Skills: Awareness (Per), Climb (S), Common Lore (War), Speak Language (Low Gothic) (Int), Swim (S), Survival (Int)
Talents: Basic Weapon Training (Las, SP), Melee Weapon Training (Primitive), Pistol Training (Las, SP).
Traits: Disciplined (Horde).
Armour: Flak Armour (All 4, Horde 4).
Weapons: Combat Knife (1d5+6 R; Primitive), Lasgun, (100m; S/3/—; 1d10+3 E; Pen 0; Clip 60; Reload Full; Reliable).
Gear: Respirator, 3 lasgun reloads, lho sticks, *The Infantryman's Uplifting Primer*.

Battle Servitor (Erioch-Pattern)

Many Techmarines upgrade their servitors to assist in battle as well as mechanical rites. Such models are easy to recognise, not just by their bonded weaponry, but also by the muscle grafts and hardened tissues used to make them capable of dealing and withstanding the sort of punishment faced in the duties of the Adeptus Astartes. Servitors that frequently accompany their Masters into combat are often a patchwork of replaced flesh, metal plating, and scars.

If a Techmarine requisitions a battle servitor for a Mission, he may also requisition weaponry to install in place of one or both of its servo-fists. This process requires no Tests if performed at a Watch Station with the proper facilities, and takes one hour per weapon.

Battle Servitor Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	35	(10) 50	(8) 48	30	20	30	35	—

Movement: 4/8/12/24 **Wounds:** 20
Skills: Awareness (Per), Trade (any one) +10, Trade (Technomat) +10.
Talents: Ambidextrous, Two-Weapon Wielder, plus any Weapon Training appropriate to its armament.
Traits: Armour-Plated, Auto-stabilised, Darksight, Machine (4), Natural Weapon (servo-fist(s)), Sturdy, Unnatural Strength (x2), Unnatural Toughness (x2).
Armour (Machine): All 6
Weapons: Servo-fist (1d10+10, Pen 6), plus any weapons installed by the servitor's Master.
Gear: Internal vox.

Monotask Servitor (Erioch-Pattern)

Attempting to count all the servitors of this type that carry out the Imperium's most tedious labours would be impossible, nor would most think to attempt it any more than they would care to count the links in a Land Raider's treads. Techmarines often replace at least one of such a servitor's hands with a less powerful version of their own servo-arm manipulators. Monotask servitors will not hold up long in the gruelling battles Space Marines face, but they can be useful on missions for simple repairs, menial labour, and sentry duty.

Monotask Servitor Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
25	25	(8) 40	40	20	20	20	30	—

Movement: 4/8/12/24 **Wounds:** 15
Skills: Awareness (Per), Trade (any one) +10, Trade (Technomat) +10.
Traits: Machine (4), Natural Weapon (servo-fist(s)), Sturdy, Unnatural Strength (x2).
Armour (Machine): All 4.
Weapons: Servo-fist (1d10+8, Pen 6).
Gear: Internal vox.

Servo-skull

A servo-skull is a human skull—often that of a favoured serf or particularly honourable Imperial citizen—that has been fitted with a rudimentary machine-spirit, support systems, and a suspensor device to allow it to float through the air. These limited constructs are devoted to a particular task and have the basic equipment to carry out their purpose. Their small size and manoeuvrability allows them to enter otherwise inaccessible spaces and act as eyes and ears for their Masters.

Servo-skull Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
15	15	10	20	30	15	35	20	—

Movement: — **Wounds:** 4
Skills: Awareness (Per)+10, Concealment (Ag) +10, Dodge (Ag), Silent Move (Ag) +10, One other skill to suit its function (Int, etc.) +20.
Talents: Fearless.
Traits: Dark Sight, Flier 6, Machine (2), Size (Puny).
Armour (Machine): All 2.
Gear: Integrated vox and cogitator, plus one of the following: Auspex, Combi-tool, Las-pistol (30m; S/–/–, 1d10+2 E; Pen 0; Clip 3-; Reload Full (by owner); Reliable) with red-dot laser sight, or quill, ink, and expanded memory storage.



XIV

Extraction

GM's Briefing

•

Mission to Tantalus

•

Seek, Locate, Destroy

•

Exit Strategy

Chapter XIV: Extraction

"What is courage then? Is it the response of fight over flight when danger looms sudden and unexpected? No, such mere animal instinct! Courage rather is the willful scorn of death, and the deliberate acceptance of suffering, for honour, for duty, or for the Emperor. Beyond this, the true glory—this is the will to face horror, to turn death upon itself, to strangle nightmare with bare hands, and to do it unsung and unknown for the salvation of Mankind."

–Inquisitor Silas Marr, *Reflections in a Glass Darkly*



The Jericho Reach is a damned stretch of stars drowned in a bloody tide of war. This once-Imperial domain is beset on all sides by the terrors of the xenos and the evil of dark-hearted men. Cast amid its war-torn and threatened worlds is the industrial moon of Tantalus in the embattled Castobel system in that part of the Reach known as the Orpheus Salient. For more than five Solar months now, the Castobel system has come under the assault of the all-devouring Tyranid menace, and Tantalus is no exception. While the fate of the hive world of Castobel that gives this star system its name hangs in the balance still, Tantalus has not been so fortunate, and the outlying colony is now in its final death throes.

With the battle for Tantalus lost, and the jaws of the Tyranids closing inexorably around this moon, the few survivors that remain are desperately caught between a doomed struggle to survive and desperate hopes for escape. However, the lives of all that remain can now be measured in no more than hours. The fall of Tantalus and the horrific deaths of its inhabitants may not have been entirely in vain—a small Adeptus Mechanicus Biologis contingent was present studying local life on Tantalus at the time of the first attack. Stranded on Tantalus, they took the opportunity to turn their unflinching gaze upon the monstrous life forms that came to devour the world. Their priceless data on the bio-forms and attack-patterns of Hive Fleet Dagon, bought at the sacrifice of most of the Magos' own lives, may yet prove invaluable to the war in the Orpheus Salient and must be claimed by the Deathwatch, whatever the cost.

For Tantalus, the end has come very abruptly. The battle was tipped in the Tyranids' favour by the appearance of one of their bio-ships bringing heavy reinforcements in orbit around the industrial moon. As fighting against the vanguard organisms was already desperate below, the bio-ship was able to encroach almost unopposed, and unleashed wave after wave of spore pods heavy with monstrous predator-forms and lethal parasites which have already slaughtered the last serious Imperial resistance and begun to poison and consume Tantalus's biosphere. Unable to break through the Tyranid assault and escape off-world, the shuttle carrying the last member of the Mechanicus team, Magos Vyakai, fled for Tantalus's southern polar regions that had not been overran thus far. Unfortunately, it was brought down by the Tyranids a few dozen kilometres short of the relative safety of the polar ice fields, crashing near a promethium extraction complex designated Pyroclast-Gamma-9. Since the shuttle's crash landing, fragmented transmissions from the Magos indicate both his personal survival and that of the vital datacore he is carrying. The Deathwatch frigate *Thunder's Word* that had been due to rendezvous with the escape shuttle is now scrambling a last minute extraction mission; a Kill-team is to be deployed immediately to Pyroclast Gamma-9. The last transmission was three hours ago before contact was lost in the static storm. This communication indicated that vanguard Tyranid predators had been sighted and the great devouring swarm could not be far behind. The sands of time are running out, and it remains to be seen whether the Deathwatch player characters can locate Magos Vyakai and escape with the datacore, or whether the horror of the Tyranids will lay claim to all.

GM's Briefing

Extraction is a short **Deathwatch** adventure based around an elementary objective-based combat mission. It is intended to provide an example of the typical type of 'meat and drink' mission that the Deathwatch Space Marines are built for, as well as to give you (the GM) a useful framework to expand upon what is presented here as much or as little as you like.

The adventure itself has a clear and easily defined goal —the recovery and extraction of Magos Vyakai and the datacore that he is carrying. The adventure also has a well-defined area of remit—the geographic area of Pyroclast-Gamma-9.

This 'sandbox' provides the scope and setting for places and encounters within the adventure and can be further elaborated on or adapted as you wish. The adventure also has a very simple mechanism for controlling pace and building up tension: a countdown. After several hours of in-game time, the advancing tide of the Tyranid swarm will engulf and overwhelm the area, and if the members of the Deathwatch are still there when it happens, their own brutal demise is certain. Thus they must escape before this occurs, successful or not.

Using a Countdown

In this adventure you can use a countdown, which represents the 'sands of time' running out until the adventure ends, either in triumph or tragedy. In this particular instance, the encroaching Tyranid swarm provides the catastrophe that ends things.

It is recommended that you use the countdown for this adventure, but you do not have to if you prefer. Indeed, if this is your first time ever GMing a roleplaying game of any sort, feel free to leave it out, as you'll have enough to do already!

The countdown is useful for the game's structure in a number of ways:

- **Providing a narrative framework:** Giving the player characters a set time period in which to accomplish their mission both establishes the nature of the story the GM is telling, and also gives it a structure. This is particularly important given the otherwise open scope of the adventure as far as the player characters' actions are concerned. The players can choose where they wish to go and what they want to do, get involved in as many fights as they like, and so on, but they know from the outset that the clock is ticking.
- **Building tension:** The further along the countdown goes, the less time the player characters have in which to achieve their goals, which should serve to focus their efforts and draw their plans accordingly. Also, as the adventure draws closer to its conclusion, the number of Tyranids in the area should increase, and the more dangerous things will become for the Kill-team.
- **Five minutes to Doomsday—call in the Deathwatch:** One other good thing about using a countdown in this kind of an adventure is that it is very much in keeping with what the Deathwatch are about, and perfectly represents the kind of missions they undertake. They are not mere soldiers fighting in grinding wars or conducting patrols, or even 'standard' Space Marine Battle-Brothers engaging in surgical assaults and lightning raids. Instead, they must often fight alone and unaided, and operate against insurmountable odds with the slimmest margins of error in terms of time and action.

There are a number of ways you can use a countdown in a game. You can do this literally using an actual ticking clock, or in a more abstract fashion, marking the passage of time based on what the player characters do in the game rather than how long the players take in the 'real world' around the gaming table. The latter choice is recommended for this adventure using the following broad guidelines:

Length of Time

The adventure has been written with the assumption that the player characters have about five hours after their drop pod lands on Tantalus until the swarm reaches Pyroclast-Gamma-9 and all life in the area is extinguished. You might wish to extend this deadline for novice players or even foreshorten it for a more tense adventure. The player characters should know in advance that this is to be the case, but also that it is only a rough 'best guess' estimate, not a guarantee, as the swarm is a living thing and subject to forces and motivations that cannot be so accurately predicted.

Marking Time

You should secretly prepare a tally chart for the time the player characters spend on the surface of Tantalus. You can do this simply by allotting ten units of abstract time to each hour the player characters have, and marking them off as they proceed. You should make your own judgements about how long the player characters' activities take in the game, and this is not meant to be an exact science. Here are a few suggestions:

- **Covering Ground:** Using the grid map of the area, covering five squares might take approximately 1D5+2 time units if the Kill-team is moving cautiously, 1d5 units if moving at a good speed, and 1D5–2 (minimum of 1) units if moving flat out.
- **Searching buildings:** A cursory search of a building might take a single time unit, while a detailed search takes 1d5 units. It will take more time units to search a large structure.
- **Combat:** A short fight might take a single time unit, whereas a longer protracted battle takes considerably more, as the in-game events dictate.

Communicating the Countdown

The player characters are free at any point to ask you how they are doing for time. Although you should not show them the tally chart itself, you should give them information such as "you are well into your first hour" or "about half the time is gone", and so on. It is also importantly to volunteer this information at important intervals in order to ratchet up the tension.

nakes and Ladders

You also have the option of interfering with the countdown one way or another, either to give the players more time or to rob them of it as they see fit (in a way that will make the adventure more enjoyable all round). This can be done simply by having the Deathwatch Kill-team receive a data burst update that makes it through the interference informing them on the movement of the swarm, which may either be further away than first estimated or much, much closer…

Pyroclast-Gamma-9

The adventure's location is the area in and around Pyroclast-Gamma-9, an industrial facility and promethium refinery in Tantalus's extreme north, set amid sharp-edged rocks, tumbledown crags and coarse tundra. One of a string of similar facilities scattered across these latitudes, it is a sprawling complex, with numerous buildings, stations, and supply dumps spanning several square kilometres in size, although much of its uninhabited infrastructure (such as the chemical storage tanks) is actually buried deep underground beneath the steel domes, pipe-farms and dull ferrocrete blockhouses that make up the facility. During full operations, the area is staffed by a crew of Departmento Munitorum functionaries and technomats, their attendant servitors and a sizable workforce of convict labour kept in check through the use of pain-inducing punishment collars and the overseer's lash. Unfortunately, the crisis has seen tragedy and death come to the area. In recent days, vanguard organisms of the Tyranid swarm have attacked, and many of the technomats have already fled or been killed, leaving the prisoners out of control and the station's servitors on emergency protection programming, but without any form of central control. Hormagaunts and Termagants already lurk in the shadows of the nearby ravines and have forced their way within several of the buildings, butchering everyone within, while the dark-winged shapes of Shrikes arc across the cold skies in increasing numbers. The swarm is on its way, and Pyroclast-Gamma-9's existence can now be measured in hours.

Using the Map

This adventure uses the maps of Pyroclast-Gamma-9 provided (see pages 386 and 388) as a framework for the action and events that take place. Each named location on the GM's map is a distinct area in which it is possible that Magos Vyakai has gone to ground. Each one of these numbered locations is described briefly in the adventure's second part, but no attempt has been made to detail them exhaustively (as this would not only take up a lot of space, but would largely be extraneous). As GM, you can build these locations up further as you wish, possibly making your own sketch maps ahead of time, and peopling the map with additions and encounters of your own.. Alternatively, you can simply exploit your freedom to reduce what's not important to a few lines of verbal description for the players in order to set the scene and move on to more important and exciting events.

It's important that the players have the freedom to go where they will on the map; it's their mission and they are in charge of how they carry out their task. It is up to you, as GM, to determine what they encounter as they carry out their decisions.

Local Conditions

The area around Pyroclast-Gamma-9 is sub-arctic tundra, and the terrain is riven with spars of granite, broken ground, steep crags, scree hills, and muddy sinkholes worsened by industrial traffic and chemical pollution. The air is cold and thick, heavy with the stench of burning chemicals and drifts of black smoke. The light levels are low—noon on Tantalus corresponds to a bright twilight on most other habitable worlds, and while the skies to the polar north are a harsh icy grey, the southern horizon has already been swallowed by a rolling purple-black maelstrom, shot through with unnatural veins of cankerous yellow—the atmosphere of the moon itself is being changed and devoured by the Tyranid spores.

Dotted around this bleak natural landscape are the obvious signs of the Imperium's hand in exploiting the moon's resources in the shape of metal grillwork pathways, strings of battered lumen globes, machine workings, and the brutal scars of past excavations. The tracks of heavy vehicles have churned up the ground. The architecture in evidence is brutally functional and prefabricated in origin, constructed of harsh square-sided ferrocrete bunkers stamped with code-signs and Departmento Munitorum admissions to workers to obey and remain productive. Looming iron-black engines and rusted pipe-work crisscross the landscape. Here and there are signs of recent violence and destruction, machinery overturned, areas blackened by fire (some still smoking) and the grey bodies of dead convict-workers. Many have been stripped of their flesh by the claws and fangs of Tyranid vanguard organisms, but others bear evidence of gunshot or stab wounds caused by other humans.

Tantalus has almost succumbed to the Tyranids' shadow. Vox communication and auspex tracing on its surface have become almost impossible. Teleport access is also impossible, and any craft that approach the moon's near orbit and upper atmosphere are subject to swift attack and destruction by the Tyranids. A single drop pod fired in from high orbit has the best chance of evading detection, and that's where the player characters' Kill-team comes in.

The Plight of Magos Vyakai

Having crashed in his shuttle in one of the few open areas of ground within the facility's precincts, Magos Vyakai, guarding his precious datacore, managed to get one final communication out establishing his survival and intention to seek shelter before static interference cut him off. After this, Vyakai and his small band of comrades that survived the crash were ambushed by Hormagaunts, and all save the Magos were killed. However, Vyakai sustained serious head injuries during the battle, wounds that would have felled anyone but an individual so blessed by the Omnissiah as he. The Magos's machine-augmented body is still carrying out its last given instructions; self-defence and the search for shelter, while the Magos himself fades in and out of consciousness as his auto-repair systems attempt to stave off the death of his organic components. To Vyakai, life has become a hazy, illogical nightmare, where his grasp on reality is shifting and tenuous, a fever dream from which he cannot awake.

Placing Magos Vyakai on the Map

The location of Magos Vyakai on the map of Pyroclast-Gamma-9 is left up to you to determine. You should do this before the adventure begins. Suffice to say, however, that he should not be placed at the crash site (although he may be tracked from there—see the crash site's description on page 385). How far away the Magos has travelled is a good way for you to pace the adventure. If he's somewhere obviously logical and nearby, the adventure is likely to be shorter than one in which he's been forced to escape a considerable distance from the crash site before going to ground. Simply modify the details of one of the location encounters to include the Magos's presence there.

Of course, you have the option of changing your mind mid-game about where the missing Magos is. This of course should only really be done for the 'right reasons', i.e., because it makes for a better game, either to prevent a premature ending, or to reward the players for good roleplaying and decision-making, and to end things in a timely fashion.

Interacting with Vyakai

When the Deathwatch Kill-team finally catches up with Vyakai, there are a number of ways they may wish to proceed given his somewhat unexpected state. Firstly, there's something clearly wrong with him—one entire side of his cowled head and shoulders are thick with wet, crimson-black blood, and one of his back-mounted mechadendrites is broken in half and sparking occasional pulses of electrical discharge. His movements are a curious mixture of drunken swaying counteracted with sudden stops and precise corrections to his gait and posture. The Magos is also largely uncommunicative. His damaged machine systems may misinterpret the player characters as a threat and react accordingly. Use the following as guidelines how to handle this encounter as it unfolds:

- Simply shouting at Vyakai or attempting to order him about has no effect other than to elicit a garbled chatter of machine cant and makes him move away.
- Making threatening gestures with weapons or attempting to encircle him results in him swiftly readying his weapons and mechadendrites for immediate use.
- Attempts to manhandle Vyakai or subdue him by force are met with a violent response proportional to that used against him. This might result in the Magos unleashing his infernus pistol on the player characters.
- Overcoming Vyakai without killing him first is possible, but both problematic and dangerous. Any fight or gun battle puts the datacore he's carrying in danger. The amount of damage the datacore sustains in such an instance is left up to your judgement, but if the Deathwatch simply gun down Vyakai in a hail of bolter fire or use heavy weapons on him, it should be at the very least damaged and quite possibly destroyed completely, damaging or failing their mission.
- It is possible to communicate directly with Vyakai and get him to come to his senses by logical and clear verbal means, or better yet using the proper machine cant. This can be either role-played successfully by the player characters (in which case no test is needed) or by the use of either a **Hard (–20) Fellowship Test** or a **Challenging (+0) Forbidden Lore (Adeptus Mechanicus) or Speak Language (Techna-Lingua) Test**.

A few extra notes for the GM

The Tantalus Extraction is an adventure based on an ongoing situation into which the player characters are thrust. It is important to remember that the characters that the Kill-team may find awaiting them at Pyroclast-Gamma-9 have their own motivations and fears, and have no idea that the Deathwatch has become involved in the situation (the exception is Magos they have come to rescue). This means that the NPCs may react in any number of ways, from sudden hope, to awe and outright terror. Remember that Space Marines, while Mankind's saviours on countless occasions, are often feared by normal men and women throughout the Imperium. They are known as 'The Angels of Death' for a reason. Once inside Pyroclast-Gamma-9's environs, the player characters have a free hand about how to proceed and what leads and plans to follow. It is up to you, as the GM, to respond to their actions, as you feel appropriate. When GMing an adventure like this one, where there is no set 'right' path for the player characters to follow, you should always feel free to embellish the details, come up with new encounters, and have events and individuals react to the player characters' actions. This will always make for a tighter story, give a sense of empowerment to your players and, accordingly, ensure a better game all round. Adventures like this one, even though they can be very combat oriented and have a relatively simple goal, demand a little more from the GM than a simple 'dungeon bash' style combat mission, simply because they are so freeform. As the GM, you will be required to think on your feet, keep an idea of what's going on in your head and respond to whatever plans and ideas your player's might come up.

The key things are to be firm but fair; don't be afraid to have NPCs act or react adversely and violently if the player characters' actions make this the logical outcome. Of course, reward quick thinking and good ideas on the players' part with additional information, aid, and assistance as warranted.

It is important to be familiar with the details of the adventure itself, not simply so you know who is where and doing what, but also so you can gauge how the significant NPCs will react to the unexpected. Thus you can add to things as you go along without risk of messing up the plot. Although it may sound obvious, a handy notebook to record names and the like as you go along, not to mention details such as the countdown tally, is essential. This is all a bit of work, as you may have guessed, but can also be hugely rewarding in its own right. If you've volunteered to be the GM, you're probably something of a storyteller at heart, and will enjoy because the experience—you are master of your own epic story, packed with as much action and dark adventure as you wish.

If any of these methods are successful, read aloud or paraphrase the following:

Beneath the bloodied cowl a vox unit crackles into life and an imperious voice barks out:

"Deathwatch Kill-team is recognised. I am Magos Biologis Zardos Vyakai… [code interrupt, failure]…I am injured and operating on emergency protocols [warning, warning] the full maintenance of consciousness is [dev, dev, deviation] no longer possible, lead me immediately to extraction, [Omnissiah vult] Acknowledge compliance. The swarm approaches, this moon dies. Acknowledge compliance. Message repeats…"

The message will repeat until one of the player characters acknowledges the message. The Magos will then follow the largest concentration of Deathwatch Space Marines wherever they go, but will neither allow his person to be closely examined, nor engage in conversation. Most importantly, he will not allow the datacore to be taken or his injuries touched without resorting to violence to prevent this.

Magos Vyakai's profile can be found on page 391 in the NPCs and Antagonists section of this adventure.

Mission to Tantalus

As befits a high-action adventure with time running out, this adventure starts in the heart of the deadly events on Tantalus as they unfold, with the player characters hurtling towards the moon's surface to begin their mission. Once everyone has their character ready and is settled down, commence…

PLANETFALL

Read aloud or paraphrase the following:



"You descend on wings of fire to the tormented earth of a dying world.

Within the thunderous, claustrophobic hold of your drop pod, the assault on your senses and the agonies the crushing G-force exert on your body would kill an ordinary man, while outside the armoured ceramite burns like a falling star. But you are no ordinary men who endure this fiery trial—you are Space Marines, the Emperor's chosen Angels of Death.

Within your mind, you recall the mission briefing, replaying it with perfect clarity. The world below is Tantalus, a resource moon on the edge of the Castobel system, a system around which the jaws of the Great Devourer are tightening shut. Your minds focus on the goal of the mission, and you recall the last broadcast from the world's surface—an icy, harsh voice barking from the vox-net through howling static:

"Attention Deathwatch vessel Thunder's Word. This is Magos Biologis Zardos Vyakai. My conveyance has been fatally damaged and forced to crash-land en-route to rendezvous zone. I survive, the datacore survives. I require immediate extraction from this location. The swarm approaches, Crash site unsafe, I will seek shelter nearby until your arrival. The datacore must survive and be retrieved. Location Encarta follows. I will set this message to repeat as long as the anima endures. Message ends."

The voice cut off and was followed by a rapid chatter of sacred binary code, before beginning again:

"The swarm, five hours and counting, five hours until the whole area is swept clear of life under an unholy tide of fang, venom, and claw. Five hours. Five hours and counting."

The retro-thrusters hammer into you like a blow from an enraged god. The drop pod doors blast open and you spring forth from your crash harnesses, power armour systems already engaged, auto senses tracking, weapons in hand. The daylight wanes, and through your suit's filters you detect two pervading scents on the bitterly cold air: burning chemicals and human blood."

THE MISSION BRIEFING

After the opening narration, you can either fly straight into the thick of things, allowing the player characters to ask questions to find out more details of what they are up to and why, or choose to pull back out of the game's events and give the players a full briefing at a more leisurely pace. If you wish, present them with the area map (see page 386) showing the crash site. Either pick a likely landing point for them, or ask them where they would have assigned their landing coordinates, (being a Deathwatch Kill-team means that they have their own tactical decisions to make).

Regardless of which approach you choose, you should convey the following key points of information to the players:

- The player characters are on an emergency extraction mission to the area of the Pyroclast-Gamma-9 refinery in the northern sub-arctic zone of the industrial moon of Tantalus, an Imperial world in its death throes and already considered lost.
- They must retrieve the datacore belonging to the Magos Biologis Vyakai, and, if possible, extract the Magos himself. The datacore contains vital data on the Tyranid organisms of Hive Splinter-Fleet Dagon.

- In approximately five hours, the main Tyranid swarm will reach the area. The chances of survival of anyone caught on the ground at that time are negligible.
- Once the objective is achieved, or time runs out, the Kill-team must gain high ground and activate an extraction beacon. A specially modified Thunderhawk will brave the tempest in the atmosphere and retrieve them.
- Tyranid harbinger and vanguard organisms are expected to be in the area already—they are hazardous in the extreme.
- Imperial survivors may be in the area, either as remnants of the refinery's personal, or others fleeing ahead of the swarm. They should be considered expendable, the Emperor have mercy on their souls.
- The player characters should be equipped as per a standard Kill-team mission, and in addition each will be carrying a double load for their main weapon. They will also possess a map-image of the area viewed from orbit just after the crash, pinpointing the crash site, and a one-use emergency-beacon transmitter to enable their retrieval.
- The Deathwatch frigate *Thunder's Word* is holding a perilous orbit above the area, evading detection by Tyranid destructor-organisms, and will remain so until extraction is needed, when it will break cover to effect a rescue.

Choices & Tactics:

One other thing you must do is assign the priorities for this mission, take Oaths, set requisition, and so on (see Missions on page 226). However, as this is an introductory adventure, fraught with considerable danger to the player characters, it is recommended that you do not use the option for Mission Complications. Here are some logical mission priorities based on the task at hand:

Primary Objective—Retrieve the Magos's Datacore: This is without doubt the focus of the mission.

Secondary Objective—Rescue Magos Vyakai: The person of the Magos is valuable to the Imperium and the war effort in the sector—allowing his death would diminish the completion of the mission.

Tertiary Objectives (and personal goals): The mission has a number of encounters and elements that could inspire tertiary objectives and various personal mission goals, some of which will become apparent as the adventure unfolds. These might include:

- **Pride of Arms:** Slay a Tyranid creature in hand-to-hand combat
- **Trophy Kill:** Recover a significant and glorious trophy (such as a Hormagaunt skull) from a personal kill
- **Honour the Adeptus Mechanicus:** Rescue the Magos in person (particularly appropriate if one of the Kill-team is a Techmarine)
- **Honour the Emperor's Loyal Servants:** Intervene on the side of Commissar Sander and perhaps even rescue him when extraction occurs
- **Purge the Xenos:** Kill as many of the Tyranids as possible
- **Deny the Enemy What is the Emperor's Just Due:** Destroy the refinery facility on departure

Seek, Locate, Destroy

How the player characters conduct their search of the crash site and the refinery workings is left to them to decide. They can be as impulsive and urgent, or as calm and methodical as they wish, and it's up to you as the GM to accommodate their chosen tactics and respond accordingly. Remember to keep in mind where you have chosen to locate Magos Vyakai, and also keep track of the countdown of events. The location notes presented in the following section should be viewed as guidelines, and you should feel free to expand their detail, modify, add to or omit as many as you wish to run a game you and your players will enjoy.

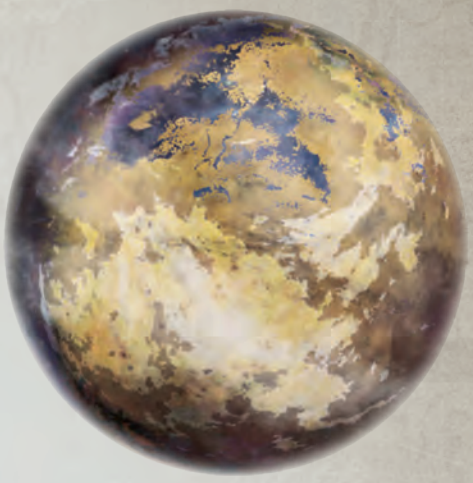
TYRANID ENCOUNTERS

The main body of the Tyranid swarm has yet to arrive at Pyroclast-gamma-9, and swallow the area in a tide of claw and venom. However, their vanguard creatures are moving ahead of the swarm and erupting from dark and hidden corners of the terrain. They have already made their presence known, and sown havoc and death across the facility. The first and among the most dangerous to show themselves have been isolated broods of Termagants and Hormagaunts, regurgitated from stray spore pods that have crashed away from the main assault. These foul creatures crept in from the darkness of the tundra in small groups, drawn by the lights and life of the facility. They have already succeeded in gaining entrance to several of the bunkers and blockhouses, and worked bloody ruin inside, contributing to the collapse of the facility's command and control. As a consequence, the authorities have freed the convicts in order to fight the menace, an action that has only resulted in further disorder and bloodshed—several parts of the facility are already aflame from rioting. In recent hours, flocks of Shrikes have appeared in the sky in steadily increasing numbers. Precursors of the great swarm as it approaches, these winged terrors hunt down isolated victims and scout ahead for the swarm.

As the Deathwatch arrive, Pyroclast-gamma-9 is already out of control, and many of its inhabitants have died either to panic, fire, vengeful convict workers or in the jaws of the alien predators stalking amongst them. Matters are only going to get rapidly worse.

When presenting combat with the Tyranids, it is important to convey their savagery and utterly alien horror. They are no mere beasts; they are willful, implacable things without fear or concern for their own safety when they fight, and often display not only suicidal bloodlust but also a malevolent cunning that belies their nightmarish appearance. This is particularly the case with Shrikes, massive, terrifying killers that are powerful, vicious, and lightning fast, yet stealthy and patient when they need to be. Each is more than a match for even a Space Marine on its own terms.

Planetary Datafax: Tantalus



System reference: Principle satellite moon of Castobel (aka Halsadt), designated 'Tantalus', Atlas Stellarum Jericho, M.35 reference.
Population: Approximately 79 million.
Tithe Grade: Exactus—[Crusade Specis]: (The moon is host to considerable natural resources in sub-strata promethium [grade Vulcan-989] and other geologically attendant chemicals, exploitation of which is fully established and tithed to the consumption of the Achilus Crusade via Departmento Munitorum Edict.)
Geography/Demography: Tantalus is a world approximately two thirds the mass of Holy Terra in stable orbit around a type III gas giant, whose length of day, gravity, and climatic conditions point to deliberate alteration during the High Dark Age (see extant examples throughout the Segmentum, i.e. Typha-IV, Magna Borallia, Jaegers Folly et al), and was an agri-world serving the primary Castobel hive world (see Castobel I) during the period of established Imperial rule of the Jericho Sector. Over the last millennia while out of Imperial control, Tantalus has undergone a transition towards a climatic cooling associated with the slow onset of a rotational ice age and prevalent conditions on the moon are now predominately stormy, and topography succumbing to sub-arctic/tundra with polar ice caps advancing to cover 32% of the moon's surface.
Human life had dwindled considerably during the local 'Age of Shadow' to fewer than ten million living as pre-industrial hunter-gatherers. However, with the coming of the Achilus crusade and the resurgence of the hive world of Castobel, extensive promethium refinery infrastructure, the starport/city of Tantalus Landing and other settlements have been constructed and the population has trebled through forced immigration of tithed workers and crusade forces.
Governmental Type: Crusade Dictatorship/Departmento Munitorum Satrapy.
Lunar Governor: Quastor-Intendant Charlotta Grimes.
Adept Presence: Extensive Departmento Munitorum officio presence, sub-directorate level, minor presence Adeptus Mechanicus/Chthonic, Adeptus Mechanicus/Biologis. Other adept presence not considered noteworthy.
Military: Crusade military forces garrison station: Tantalus used as 'second line' rotation post for the Orpheus Salient war zone crusade forces. Median garrison levels approximately ten to fifteen thousand troops on rotation (High/High.) Additional forces of the Adeptus Munitorum provost command overseer/disciplinary corps are charged with maintaining order and ensuring production, and comprise roughly two hundred thousand operatives (Average/Low.)
+++Deathwatch Addendum: Code Omega-Black+++
Tantalus overran by Tyranid xeno-forms. Imperial resistance has been crushed. The primary starports and habitation zones have been lost, mainline Imperial Guard garrison effectively destroyed, lunar governance destroyed, estimated population causalities 89% and rising. Catalytic organisms now entering environmental prevalence in the Tantalus Equatorial zone—estimate twenty to seventy hours until biospheric conversion begins. Fragmented resistance holding out in the Polar Regions for the moment. However, armament and size of remaining forces totally inadequate to prevent the Tyranid swarm systematically advancing to scour the world of all life.
+++Tantalus is lost: May the God-Emperor cherish the souls of its defenders+++

While certain encounters with Tyranids in this adventure are keyed to certain locations on the map (see page 386), the Kill-team should also encounter the talons of the Tyranid menace while they search the Pyroclast complex. Just how frequent these encounters are remains up to you, but once an hour or so of in-game time should be sufficient for a novice team. As a rule of thumb, the more circumspect and cautious the player characters are, (i.e., they avoid discharging their weapons unnecessarily, and try to proceed fairly stealthily, etc,) the less frequent these encounters will be. However, the more the Kill-team draws attention to itself, the more likely it is to be attacked. Matters will worsen as the countdown approaches the final hour, with ever more numerous and more deadly Tyranids reaching the area. As a guideline to these roving attacks and ambushes, refer to Table 14–1 Tyranid Encounters, to determine what may occur. To use the table, roll a d100 in secret and apply the following criteria to the result, totalling any applicable bonuses:

- For each hour that has elapsed on the countdown: +10 (cumulative)
- The Kill-team is proceeding at speed, is travelling by vehicle or otherwise calling attention to itself: +10 to +20 (GM decides)
- The Kill-team has recently engaged in a firefight or other battle: +10
- The Kill-team is in an area abundant in corpses or other carrion: +10
- The Kill-team is with a group of living humans, ten or more strong: +20 or more (GM decides)

Map Locations

1: Crashed Shuttle

Read aloud or paraphrase the following to the player characters when they approach this location:

> *"The jagged scar the crash has left in the scorched-black earth is visible long before you come to the broken body of the shuttlecraft itself. Once a mighty machine, the spearhead-shaped Kestral-class interplanetary lighter lies shattered against a rutted bank of earth ramped up by its crash-landing, its back broken and its hull plating torn apart like paper. Despite the ruin of the wreckage, it is apparent that this ship's reactor and fuel lines did not rupture on impact, for otherwise there would be nothing left here but a glowing crater. The doors in the rear armoured prow compartment hang open where their emergency explosive bolts have been loosed for the occupants to escape, but there is no sign of them or any other life."*

The wreck of the shuttlecraft leaves little evidence save for the violence of its crash landing. Searching within reveals that four crewman, including the pilot, died on impact, their bodies left where they died. Several servitors were also either pulverised or shredded in the central hold as the shuttle started to come apart. In the control compartment, various post-crash modifications have been made to the shuttle's broadcast vox systems. A **Routine (+10) Tech-Use Test** or a **Hard (–20) Intelligence Test** made after studying the rig will determine that it has been expertly repurposed to boost its signal strength, and properly anointed with the rites of extreme unction of the Cult Mechanicus. It is doubtlessly the source of Magos Vyakai's last transmission, an act that appears to have irretrievably burned it out in the process. Power on board the wreck was properly shut down before it was abandoned.

Tracking down Magos Vyakai

Any player character with the relevant Skills and Talents can attempt to physically track the progress of Vyakai and the other survivors from the crash site, although this is particularly difficult and by no means a guaranteed endeavour. Tracking is made difficult by the ground conditions underfoot, which vary between chemical-thick mud, broken rocks, and steel gridwork panels sunk into the surface to provide footing in the pathways between the various buildings. There is also a lack of visibility due to the poor light.

- Tracking Vyakai's party from the crash site and learning the general direction of their travel requires a **Difficult (–10) Tracking Test**. Succeeding on this test by two degrees or more (or by blind luck if the GM wishes), the Kill-team will find the site where the Magos was ambushed among the rocks after some twenty minutes walk. There they discover the still-sparking and juddering body of a bisected combat servitor, two dead naval crewmen, and a shattered servo skull. There are also the bodies of two dead Hormagaunts, one turned partly to fused ash by a melta-blast. There is no sign of the Magos. A few drip-splatters of blackish blood lead away from the fight, but soon stop.
- Further Skill tests can be made to draw some conclusion from this scene. A **Difficult (–10) Medicae Test** determines that the blackish blood is indicative of someone using elite Mechanicus methods of blood augmentation and self-healing, and the blood loss, while indicating a serious wound, does not look in itself fatal. Conversely, if the semi-active combat servitor is examined closely, either a **Hard (–20) Tech-Use Test** or a **Challenging (0) Forbidden Lore (Adeptus Mechanicus) Test** can recover and download the last few images from the servitor's visual cortex into a data-slate or auspex display. This shows a grainy green-tinted picture of a Hormagaunt's flashing claws, and a brief, desperate fight viewed from ground level, showing the savage deaths of the two naval armsmen despite a valiant attempt at defence. Quickly coming into view, a looming figure in a quartered black and white cowled robe fights back in deadly combat with the lightning-quick monsters, flailing and striking with whirling mechanical limbs and unleashing searing blasts of energy at them. The figure

Table 14-1 Tyranid Encounters

Total Score	Encounter
01–30	No encounter
31–50	2d5 Termagants set up an ambush ahead of the Kill-team
51-70	1d5–2 Shrikes (minimum 1) attack from the sky (exterior) or 1d5+2 Hormagaunts attack from the shadows (interior)
71–110	1d5 Shrikes sweep down from the sky (exterior) or 2d5 Hormagaunts close in for the kill (interior)
111–130	2d5 Shrikes attack, surrounding the Kill-team and attacking from all sides
131+	A major Tyranid splinter swarm descends upon the Kill-team's current location. The Kill-team may make Routine (+10) Awareness tests to detect its approach minutes before it arrives. This swarm comprises of a Horde attack containing Termagants or Hormagaunts led by a brood of three Tyranid Warriors. If this attack occurs during the last hour of the countdown, or when the Kill-team is retreating towards the extraction point, the attacking force is led by a Hive Tyrant instead (see page 370).



is victorious, but a dark stain clearly and rapidly spreads across its cowl as its staggers out of the fallen servitor's field of vision, which shortly thereafter breaks up in static before failing into darkness.

- Tracking Vyakai after this point quickly becomes impossible thanks to the ground conditions, although a **Hard (–20) Tracking Test** will provide a reasonable idea of the general direction in which he went.

2: Mag-train Siding

Read aloud or paraphrase the following to the player characters when they approach this location:

> *"Coming across an area of rough but open ground, the terrain levels off considerably. Two parallel hundred metre-long ferrocrete loading platforms surmount rough sidings of piled earth and compacted rock either side of a raised industrial mag-rail, running east to west. Emergency lighting flickers in a squat station-post at the far end of the opposite platform."*

Part of the mag-train network, these platforms are now deserted save for a lone and frightened notary adept named Halis. He has been left behind in the panic of the general evacuation from the area some days ago, and has been since hiding in the storage basement of the station's office, although now his meagre supplies of salvaged food and water are exhausted.

Halis is terrified of the Kill-team, but will also seek to cling to them as his last desperate hope of a lifeline once he recognises what they are. He has heard of Space Marines in parables and stories since his childhood, but has never seen one himself before now. Low ranking, and none too bright, Halis has locked himself in a 4' by 4' room for the three days, and consequently knows very little of worth about the immediate environs or events. Talking to him, however, can glean the Kill-team the following information:

- Pyroclast-Gamma-9 lost all contact with the southern cities nearly five days ago, and with its neighbours further south in the chain of refineries two days ago.
- The Intendent of Works and the ranking adepts and guards left via the last mag-train car two days ago, sparking general disorder and panic among those that remained, and Pyroclast-Gamma-9's hundred plus convict labourers were left to fend for themselves.
- Halis has heard the sounds of fighting and screams in the distance since those in charge left, but hasn't been brave enough to go out, not since he heard something 'big and rasping' come into the station last night and sniff around while he cowered behind a stack of promethium cans in the storage room. Eventually, he heard it flapping off.
- He's seen no sign of any Magos.

If the members of the Kill-team treat Halis civilly, he attempts to accompany them from now on for his safety, believing that they have been sent by the Emperor to keep him from harm, in answer to his prayers. If not actively convinced otherwise (an **Easy (+20) Intimidate or Charm Test** will be sufficient for this), Halis will attempt to follow the Kill-team as best he can, quite likely attracting the worst possible kind of attention to them.

Halis's profile can be found on page 391 in the NPCs and Antagonists section of this adventure. Note that he possesses an encoder device (a small metal amulet bearing the symbol of the Munitorum fitted with a single button), which enables him to signal the facility's servitors that he is not a hostile.

3: Mag-train, Main Line

Read aloud or paraphrase the following to the player characters when they approach this location:

> *"As you round a gap in the crags you see an open area carved from the rough terrain, dominated by an elevated mag-train rail, running east-to-west. The rail is high and silent, the characteristic hum of its operation stilled and absent."*

Used to ferry men and material along the chain of Pyroclast's extraction stations in the area, the mag-train is completely deactivated and without power. The evened-out and ferrocrete-paved depression over which it runs can provide the Kill-team with relatively easy access east-west along its route, and may hide them from anything that might spot them visually. Ground can be covered along the mag-train about twice as fast as normal.

4: Security Bunker

Read aloud or paraphrase the following to the player characters when they approach this location:

> *"Surrounded by a razor-wire fence, on which are hung several notices warning that trespassers face death, stands a small, armoured bunker. Littered about the ground before it are the shredded remains of nightmarish bat-like creatures that you recognise as Tyranid Shrikes. The automated heavy bolters which crown the bunker's roof, and which probably caused their demise, now hang silent and deactivated. The bunker and its armoured door appear intact."*

The bunker's door is deadlocked from within and requires considerable force to open (the door has an AP of 15, and 30 points of damage are required to cause a breach.) Within is a scene of carnage—the large, single room is strewn with the dismembered remains of provost enforcers. A giant hole yawns in the centre of the floor leading to a collapsed dirt tunnel.

There is little within the gore-splattered bunker of use to the Kill-team (a few shotguns, enforcer gear, ration packs etc). However, if the Kill-team uses Deathwatch override codes on the few still viable terminals, and make a successful **Routine (+10) Tech-Use Test, they** can get a security report for the Pyroclast-Gamma-9 facility. Picture and vox relays, however, are completely dead. The report reveals the following usable information:

- **Main Refinery—Security Comprised:** Defensive systems inoperative, multiple bulkhead breaches, no further information available.
- **Workers' Blockhouse: Full System Failure:** Last file recording available (the recording briefly shows a static-filled screen with the sound of hideous screaming in the background, before abruptly cutting off).
- **Comms Uplink:** Security Nominal: Two servitor units reporting area secure.

Additionally, if the test to access the system is passed with three or more degrees of success, the Kill-team also learns that the same security information has been recently accessed from another remote location. This should point to the direction of Magos Vyakai.

For every few minutes or so that the Kill-team spends inside the bunker, there is a chance that the thing that slaughtered the enforcers will return. Roll 1d10. On any odd number, a Tyranid Warrior (see page 370) erupts from the collapsed tunnel in the earth below them.

5: Comms Uplink

Read aloud or paraphrase the following to the player characters when they approach this location:

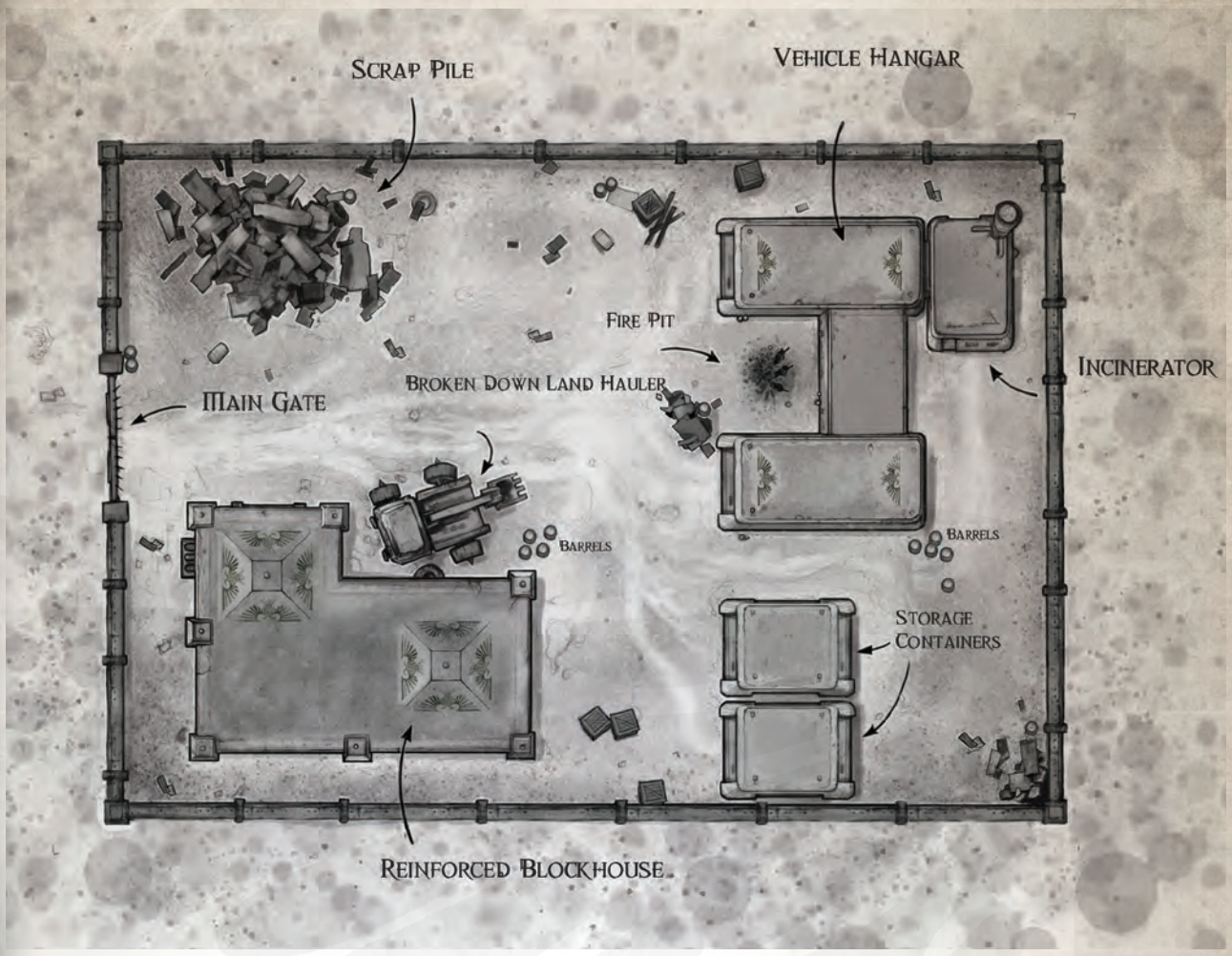
> *"At the very top of a rough, craggy mount that looms above the area, a weather-beaten, steel-sided, conical tower reaches into the frigid sky, topped by a skeletal uplink dish."*

The tower itself is a hollow structure that merely serves to keep the foul sub-arctic weather off the automated machinery of the comms uplink. Inside are two industrial servitors (see page 392) obeying their emergency programming to defend the area. Stacked neatly off to one side are the bodies of three convict labourers and a Tyranid Shrike that came too close to the tower.

The comms uplink is the best place in the area for the Kill-team to effect an aerial extraction, as it is high ground, away from the main facility. Should the narrow path to the summit be used defensively to mount a stand, it grants fighters a +10 bonus in combat (both to hand-to-hand attacks and shooting) against anyone or anything struggling up the slopes below them.

6: Overturned Land Hauler

Read aloud or paraphrase the following to the player characters when they approach this location:



"As you approach a broad ravine dipping into the earth, you hear the distinctive sharp crack of lasfire and the dull roar of hastily bellowed orders. Advancing stealthily up a nearby escarpment to get a clearer view of the tactical situation, you look downwards into the ravine to see the overturned wreck of an eight-wheeled cargo hauler below. Taking up a defensive position with the crashed vehicle on one flank are a ragged squad of sixteen Imperial Guardsmen hunkered down in firing positions in the rocks. The bodies of more Guardsmen are scattered around the area, and among them are the mangled and burned remains of a dozen Tyranid Shrikes, huge, bat-winged nightmares with blood-drenched, scythe-like claws.

Stood stark and straight amidst the soldiers is the unmistakable figure of a young Imperial Commissar, his long black coat tattered and bloodstained. Displaying no fear or concern for his own safety, he is shouting admonishments to his men to stand firm and die for the Emperor's glory. Beyond them, on the far side of the ravine, movement ripples through the rocks as the Tyranids muster for another attack."

In the ravine below unfolds what is quite possibly the last stand of Imperial Guard Commissar Sander and his remaining command. Sander, leading his men in a fighting retreat to rendezvous at the polar base, has nowhere else to go. The cargo hauler that was the last of his convoy lies overturned and wrecked in the ravine, its primary driveshaft shattered. Sander knows the end is nigh and has determined that he and his remaining men will sell their lives as dearly as they can. A vanguard of the oncoming swarm is about to give them that opportunity.

The Kill-team remains unobserved by both the Guardsmen and the Tyranids. There are a number of ways the player characters can react to the scene. They can simply turn away and let the Guardsmen die, hopefully distracting or destroying a number of Tyranids in the process. Alternatively, if their warlike pride will not allow them to turn away, they can intervene—an act that will put them in harm's way and may consume valuable time, but will no doubt turn the tide in the Imperial Guardsmen's favour.

The Guardsmen's firing line is about to be attacked by a Horde of twenty-three Hormagaunts and two Tyranid Warriors—a mere probing claw of the swarm to come. If this combat occurs, you should focus on the player characters' roles, and determine the rest of the action based on the players' success and actions. For example, if the players intervene quickly and do well, then Sander and the majority of his troops will also survive, but if the Kill-team fairs less successfully, only Sander and a handful of Guardsmen will make it out alive. If the Kill-team does not intervene, then the young Commissar and his men all die valiantly.

Profiles for the Hormagaunts and Tyranid Warriors can be found on pages 371 and 370 respectively, while profiles for Sander and his troops can be found on page 392.

If rescued, Sander will first look to the Kill-team for news of a regroup and counter-attack, but if told the truth about Tantalus's fate, he will accept this stoically. He will then offer the services of himself and his surviving men—"In whatever work

the God-Emperor sees fit to grant us a part in." This might include joining up with the Kill-team, holding the ravine (or some other location) as long as they can, conducting a search of an area, or even securing the extraction zone for the Kill-team while they continue their search. Allow the players to decide. Sander will not ask for rescue, but will gladly accept eventual extraction with the Kill-team if it is offered.

7: Primary Refinery Unit

Read aloud or paraphrase the following to the player characters when they approach this location:

> *"The main refinery complex sits on a jagged plateau of rock jutting up from the tundra below. Only a portion of its true extent is visible as an irregular crown of pipe networks, antenna masts, and squat, metal-buttressed buildings standing out against the rock. All is silent save for the swaying of overhead cable-lines in the bitter wind."*

The refinery, shut down and sealed when the adepts fled, has since been breached, first by scattered bands of convicts, and then by darker predators following their scent. Inside is a lightless tangled maze of corridors cut into the bare rock, lined with a mess of cabling, and patched through with prefabricated bulkheads, storage chambers, adepts' cells, and wide chemical processing vaults. No map or specific encounters for this area have been provided, and it is left to you to decide on the level of detail you wish to employ here, although bands of raving convicts, Tyranid ambushes, and damaged industrial servitors are all likely encounters within. Although the player characters may always choose to retrace their steps out of this labyrinth once they have entered it (thanks to their genetically engineered gifts), finding their way swiftly and accurately through the often illogical tangle of darkened passageways inside requires a **Routine (+10) Awareness Test** from whomever is taking the lead.

Gaining entry from the surface first requires the Kill-team to scale the cliff walls, which requires a **Routine (+10) Climb Test**. Then they must either find an open entrance via a broken access hatch, or must force entry through one. This may be done with force (AP 10, 10 damage needed, internal bulkheads are the same) or using skill, requiring a **Routine (+10) Security Test**. Alternately the facility can be entered via the transport pool sheds (see below), which have a passageway through the rock to the refinery workings.

At the rough centre of the refinery workings, three levels below the surface is the still sealed central control chamber for the facility. Breaching this door may be done with violence (AP 13, 20 damage needed) or by bypassing the door's deadlock seal with a **Challenging (+0) Security Test**.

8: Gatehouse/Transport Station

Read aloud or paraphrase the following to the player characters when they approach this location:

> *"The wide hanger doors of the refinery complex's gatehouse hangs open like a broken maw, leading to the darkness of the transportation sheds within. The place seems deserted and abandoned, with debris and old adept-scribed printouts thrashing around it in the chill wind, the papers no doubt scattered in the panic of a fearful flight. Of the cargo haulers and other vehicles that were housed here, there is no sign save for the track-rutted earth."*

The gatehouse and transport station is indeed deserted except for a pair of Hormagaunts lurking high in the rafters ready to pounce. In order to determine if they succeed in their ambush, make an **Opposed Skill Test** (see page 203) versus the player characters' Awareness Skills and the Hormagaunts' Concealment.

At the rear of the transport sheds is an open access passageway to the interior of the main refinery.

9: Central Control

Read aloud or paraphrase the following to the player characters when they breach the door to this location:

> *"With the sealed door breached, a dim chamber can be seen, heavily cluttered with machinery, consoles, and hanging cables. Dim green emergency lighting flickers on and off around the room, when suddenly with a clatter of falling metal, the heavy bulk of an industrial servitor unfolds itself against the far wall."*

The servitor will attack anyone who enters the room without presenting the right access code, but will not leave the control chamber itself. The machinery and monitors in the chamber, which primarily serve to control and regulate the flow of the refinery's processes, are in full shutdown mode and it will take more time to restart than the Kill-team has, even if they wished to do so. Within the control chamber, the Kill-team can find two medkits, three demo-charges with timed fuses, and security encoders that allow free access to any part of the facility.

Unless you have chosen to place Magos Vyakai in this chamber, the Kill-team may make a successful **Challenging (+0) Tech-Use Test** (and expend 1d5–1 time units if the countdown is being used) to partially activate the facility's energy scanning auspex system from this control chamber. This can be used to roughly pinpoint the Magos's location anywhere in the area thanks to his unique energy signature.

10: Main Compression Tanks

Read aloud or paraphrase the following to the player characters when they approach this location:



"Set off away on their own, a row of huge iron-black domes jut from the rocky plateau, emblazoned with ancient warding symbols of danger and death. You know that these are probably only the mere tips of the facility's vast storage and mixing tanks, filled with volatile promethium and gases under pressure."

These domes cannot be directly accessed, although there are a number of inspection hatches and gantries criss-crossing their surfaces. Should the player characters want to work mischief with them, they are understandably very heavily armoured, and will require anti-tank weaponry to breach. Breaching them will result in a massive flash fire and a column of flame thirty metres long exploding from the breach (treat anything caught in this blast as being hit with a heavy flamer every round). However, getting the domes to properly detonate requires a player character to make a **Routine (+10) Demolitions or a Challenging (+0) Intelligence Test**, and either a single well-placed melta-bomb or a series of commonplace krak grenades or demo charges placed at strategic locations around the domes. A timed fuse is also necessary of course. If this is done, the entire main refinery and everything in it will be destroyed, and everything else past this point up to the edge of the mount on which the comms uplink sits will suffer 4d10 E damage, as the area is drowned in a sea of fire for a few seconds as the tanks' fuel expends itself and debris rains down on the area.

Exit Strategy

Once the player characters have hold of Magos Vyakai, or decide that they have run out of time, they must make good their exit from this doomed world. This entails them striking their signal beacons and getting to a chosen piece of high ground with their charge in tow (either the comms uplink or the crags above the main refinery are suitable for this purpose). You can choose to make this final flight as hard or easy for the players as you wish, but bear in mind that the player characters may well be battered, injured, and low on resources by this point, so manage your threat accordingly. Offering them a last desperate fight to escape will add to the drama of the adventure's ending and the player's sense of accomplishment, but throwing in an encounter whose threat they can no longer handle and wiping the Kill-team out at this stage will rather defeat the purpose of the game!

If, however, the Kill-team has had a rather easy time of it for one reason or another so far, have the first dark shape that appears through the clouds not to be the expected Thunderhawk, but rather the horror of a winged Hive Tyrant (see page 370). This beast will attack the Kill-team and engage them in combat for 1d5 Rounds before retreating with a screech to lead the swarm into the area.

Tantalus Dies

After what seems to be an agonisingly long wait at the extraction point, (in fact about twenty minutes) while the dark boiling clouds on the horizon sweep in with appalling speed, a sudden data-burst proclaims the imminent arrival of the Kill-team's rescue.

Read aloud or paraphrase the following, modified to fit the circumstances of the adventure's final moments:

"You detect a sudden sound, unexpected and dreadful, like a dull continuous thunder growing quickly closer. With shock you realise that the sound you can hear is the coming of the Tyranid swarm, made up of a thousand, thousand running clawed feet and the clashing of numberless fanged maws in expectation of the feast. Death has come.

It is then, like deliverance sent from the Emperor himself, that the Thunderhawk breaks the boiling purple-black clouds above you, its dark hull pitted and scored with acid pockmarks, but its engines roaring white-hot in defiance of the storm. The pilot dares not land, but with consummate skill drops the main hatch at the hover, and you and your companions leap aboard to safety. You glance back as the hatch draws shut to see a limitless tide of horror begin to roll across the tortured earth below, and at last doomed Tantalus dies beneath you.

However, you have escaped the jaws of death, and will continue your watch another day."

Rewards

In terms of XP reward, this should be based on how well the Kill-team fulfilled its mission parameters, as set out in Part I. The following are suggested rewards for starting level (1–3) characters:

- **Primary Objective Completed:** 500 XP each
- **Secondary Objective Completed:** 200 XP each
- **Tertiary/Personal Objectives Completed:** 50 XP each

In addition, you should award extra bonuses in XP at your iscretion for particularly good roleplaying, effective plans, and for players who have engaged both their characters and the adventure well.

Further Adventures

You can spin whatever further developments you wish from the Tantalus extraction, or let it fall simply as an isolated mission, and move on to further battles and missions of your own devising.

Possible plot hooks you may wish to develop include:

- **Escape from orbit:** Getting free of Tantalus might not be over yet, and the Thunder's Word might be attacked and boarded by Tyranid parasite creatures as it breaks free. It is up to the Kill-team to repel these monsters, battling in the corridors and vaults of their own vessel to survive.
- **The Uninvited Guest:** Perhaps Vyakai or one of the others rescued from Tantalus (if any indeed were) was secretly carrying a Tyranid parasite. It might grow to consume him and threaten others, or worse, its psychic spore could act as a

homing beacon for the Hive Mind or cause the ship's Gellar field to flicker and let the Warp break in.

- **The Secrets of the Datacore:** What mysteries the datacore holds is left up to you—perhaps its data must be taken to other infested worlds, or delivered into the hands of the Inquisition or the Mechanicus at some perilous location. It may be the Kill-team's task to get it there and defend it from unexpected enemies.
- **The Fate of Castobel:** Tantalus is but one world in the Castobel system, and the fates of the others have yet to be decided. The Deathwatch could intervene to tip the balance.
- **Bringing Down Hell:** With Tantalus doomed and its biomass about to be harvested by the Hive Fleet, the powers-that-be among the Deathwatch might very well decide that the time is right to deny the Tyranids their victory in the most abrupt and deadly way possible. A judgement of Exterminatus carried out on Tantalus might very well require the Kill-team to carry it out, and as the Tyranids are notoriously resistant to viral weapons, and sufficient fleet-based firepower to turn the moon into a cinder cannot be brought to bear in time, other means might be needed to enact the Emperor's will. These might include planting seismic charges at geologically weak spots on the moon's sub-surface, detonating a huge star freighter filled with radioactive waste in the moon's upper-atmosphere, or even bringing down an asteroid or orbital base on the doomed world like a falling comet.

NPCS & ANTAGONISTS

Magos Vyakai

A Magos Biologis of great standing and repute among his fellows in the Adeptus Mechanicus, Vyakai was caught on Tantalus at the time of the Tyranid attack and has used the opportunity to record vital data about the nature of Hive Splinter Dagon and its myriad horrors. His shuttle was brought down over Pyroclast-Gamma-9 while attempting to escape, and he has sought shelter and awaits retrieval by the Deathwatch. Unfortunately things have not gone according to plan and he has been badly injured and suffered extensive cranial damage in battle with a Hormagaunt not long after his last communication with the Deathwatch. Now his half-machine body's self-repair systems are struggling to keep his wounded brain alive, and its Machine Spirit is methodically fulfilling its last ordered task, to seek refuge and defend itself.

See page 381 for details concerning how to communicate with the Magos.

Magos Vyakai Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
30	20*	40	45	29	23*	23*	24*	09*

Movement: 3/6/9/18 **Wounds:** 11*
Skills: Awareness (Per), Chem-Use (Int), Ciphers (Biologis) (Int) +10, Common Lore (Imperium, Machine Cult, Tech) (Int) +10, Drive (Ground Vehicle, Walker) (Ag), Forbidden Lore (Adeptus Mechanicus, Xenos) (Int), Inquiry (Fel), Logic (Int) +10, Pilot (Civilian, Spacecraft) (Ag), Scholastic Lore (Archaic, Chymistry, Numerology, Genecraft) (Int) +20, Speak Language (Low Gothic) (Int), Security (Ag) +10, Secret Tongue (Machine Cant) (Int) +10, Tech-Use (Int) +20.
Talents: Autosanguine, Binary Chatter, Concealed Cavity, Electrical Succour, Electro Graft Use, Energy Cache, Ferric Lure, Iron Jaw, Luminen Charge, Luminen Shock, Jaded, Maglev Grace, Mechadendrite Use (Gun, Manipulator, Utility), Meditation, Melee Weapon Training (Primitive, Power, Chain), Orthoproxy, Pistol Training (Bolt, Las, SP, Plasma, Primitive, Melta), Rite of Pure Thought.
Traits: Touched by the Fates (2).
Implants: Bionic Arms (Good Quality), Bionic Locomotion (Good Quality), Bionic Respiratory System (Superior Quality), Auger Arrays (Good Quality), Manipulator Mechadendrite, Utility Mechadendrite, Cybernetic Senses (all Superior Quality, incorporating Dark Sight, Photo-Visor, Recording Capacity, Microscopic Vision, Sonar Sense and a full vox system), MIU interface (Good Quality).
Armour: Augmetic implanted armour (All 5).
Weapons: Infernus Pistol (10m, S/—/—; 2d10+4 E; Pen: 12, Clip 12 [belt flask]; Reload Full), Las-Scalpel (1D10 E, Pen 5), Mechanised hands (1d5+6† I Primitive).
†Includes Strength and Augmetic Bonus.
Gear: Encrypted data-core box chained to belt, spare flask for inferno pistol, cipher keys, portable bio-auspex.
** Vyakai's machine-parts are keeping his body alive and mobile at the moment, and he is only partly conscious, the rest being run based on programmed commands and automatic mechanisms. Were he restored to health all the characteristics marked with a * would be at double the current scores.*

Adept-Minoris Roge Halis

Halis is a gaunt, stricken man, prematurely middle-aged, with watery blue eyes and skin almost as grey as his threadbare adept's robes. He is on the edge of malnutrition and nervous collapse when encountered by the Kill-team, cowering in the basement storage room of a deserted mag-train platform, left behind when the senior staff evacuated Pyroclast-Gamma-9. The player characters might quickly come to regard Halis as a 'dead man walking'—and they would be right.

Adept-Minoris Roge Halis Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
16	20	25	30	30	27	29	21	28

Movement: 3/6/9/18; **Wounds:** 8
Skills: Awareness (Per), Climb (S), Common Lore (Imperium) (Int), Speak Language (Low Gothic, High Gothic) (Int), Literacy (Int), Trade (Technomat) (Int)

Talents: None
Traits: None
Armour: None
Weapons: None
Equipment: Insulated bodyglove of poor quality, adept's grey robe, pocket tabulator and data-slate, lesser encoder key for Pyroclast-Gamma-9.

Commissar Falco Sander

Sander is a young Imperial Guard Commissar on his first active duty deployment who has found himself the last surviving ranking officer in his detachment, and possibly even on Tantalus. Sander's unit was trying to make it to the polar regions when his convoy was ambushed and laid waste by vanguards of the Tyranid swarm. He managed to lead a group to the hoped-for refuge of Pyroclast-Gamma-9 when their luck finally ran out and their land hauler crashed at the outskirts of the facility under Shrike attack. Taking refuge in the wreckage and nearby rocks, Sander has marshalled what remains of his men, most wounded and low on ammo, in a hopeless last stand to die for his Emperor.

Commissar Falco Sander Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
46	46	35	38	40	35	38	50	35

Movement: 4/8/12/24; **Wounds:** 9 (when encountered)
Skills: Awareness (Per), Climb (S), Dodge (Ag), Command (Fel) +20, Common Lore (Imperium, War) (Int) +20, Deceive (Fel), Intimidate (S) +10, Navigation (Surface) (Int) +10, Scrutiny (Per) +10, Speak Language (Low Gothic, High Gothic) (Int) +10, Scholastic Lore (Tactica Imperialis, Imperial Creed) (Int), Swim (S), Survival (Int)
Talents: Air of Authority, Basic Weapon Training (Bolt, Las, SP), Melee Weapon Training (Chain, Power, Primitive), Nerves of Steel, Pistol Training (Bolt, Las, SP, Plasma), Unshakable Faith
Traits: Touched by the Fates (1).
Armour: Flak armour with carapace breast plate (Head 4, Arms 4, Body 6, Legs 4)
Weapons: Chainsword (1d10+5 R; Pen 2; Balanced, Tearing), plasma pistol (30m, S/—/—; 1d10+7 E; Pen: 6, Clip 10; Reload Full; Recharge, Overheats), compact laspistol (15m, S/—/—; 1d10+1 E; Shots 15; Reload Full; Reliable),
Equipment: Personal commlink, respirator, copy of the Dictates Imperialis, data-slate (contains personal notes, commendations for the fallen, details of summery judgements and casualty reports).

Sander's Imperial Guardsmen

See page 376 for the game statistics for Imperial Guardsmen and their officers. Those found in the area of Pyroclast-Gamma-9 should be considered and portrayed as particularly exhausted and desperate. Many are low on ammunition and supplies, and numbed by the horrors they have witnessed. They are all doomed, and know this beyond doubt, but a mixture of hard discipline, ingrained training, faith, and in no small part, Sander's presence and leadership is keeping them going.

Industrial/Mining Servitor

There are a number of heavy industrial and mining servitors still in operation around the Pyroclast-Gamma-9 facility. These are huge, hulking brutes, with a vaguely simian form, far more heavily augmented than most servitor drones, with armoured hydraulic exoskeletons fused into their once-human flesh and a plethora of implanted machine-tools. Most are still operating on emergency orders to defend their assigned posts, asking for the security signal in a strained guttural voice to any human that approaches and attacking remorselessly until the intruder is dead or driven away if the watchword is not spoken within ten seconds. While slow and not designed for combat, they are nerveless extremely strong and well-protected, and more than able to obliterate a human being into a bloody smear with a single blow.

Industrial/Mining Servitor Profile

WS	BS	S	T	Ag	Int	Per	WP	Fel
25	10	50	50	15	10	20	30	05

Movement: 1/2/3/6; **Wounds:** 20
Skills: Awareness (Per) +10, Climb (S).
Talents: Heightened Senses (Vision), Melee Weapon Training (Primitive), Thrown Weapon Training (Primitive)
Traits: Armour Plating, Dark Sight, Machine (5), Improved Natural Weapon (Implanted Tools), Size (hulking), Sturdy, Unnatural Strength (x2)
Armour: Reinforced structure and armour plate (All 7)
Weapons: Implanted machine tools, i.e. saws, drills, grinders and servo claws (1D10+12 R or I, Pen 4),
Equipment: Internal micro-bead (to relay data and receive instructions only), in-built respirator.

Tyranid Shrikes

Shrikes are a common variation of the Tyranid Warrior genus—winged predators that often precede the main force of a Tyranid swarm scouting out points of resistance and concentrations of prey, often attacking the vulnerable and exposed, shredding and devouring, ever restless, ever hungry.

Shrikes use the Tyranid Warrior profile as found on page 371, but in addition have the Flyer (10) trait. They are somewhat clumsy when forced onto the ground, and so halve their ground movement speeds.

A

Abhor the Witch (Talent) 113
Actions 234, 236
Advanced Skills 94
Agility 25
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Character Name _____ Player Name _____

Chapter _____ Past Event _____

Chapter Demeanour _____ Personal Demeanour _____

Speciality _____ Rank ____ Power Armour History _____

Description _____

CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)

SKILLS

	Basic	Trained	+10%	+20%
Acrobatics (Ag)	☐	☐	☐	☐
Awareness (Per)	■	■	☐	☐
Barter (Fel)	■	☐	☐	☐
Blather (Fel)	☐	☐	☐	☐
Carouse (T)	■	☐	☐	☐
Charm (Fel)	■	☐	☐	☐
Chem-Use (Int)	☐	☐	☐	☐
Ciphers (Int)†	☐	☐	☐	☐
Chapter Runes	☐	■	☐	☐
_____	☐	☐	☐	☐
Climb (S)	■	■	☐	☐
Command (Fel)	■	☐	☐	☐
Common Lore (Int)†	☐	☐	☐	☐
Adeptus Astartes	☐	■	☐	☐
Deathwatch	☐	■	☐	☐
Imperium	☐	■	☐	☐
War	☐	■	☐	☐
_____	☐	☐	☐	☐
Concealment (Ag)	■	■	☐	☐
Contortionist (Ag)	■	☐	☐	☐
Deceive (Fel)	■	☐	☐	☐
Demolition (Int)	☐	☐	☐	☐
Disguise (Fel)	■	☐	☐	☐
Dodge (Ag)	■	☐	☐	☐
Drive (Ag)†	☐	☐	☐	☐
Ground Vehicles	☐	■	☐	☐
_____	☐	☐	☐	☐

	Basic	Trained	+10%	+20%
Evaluate	■	☐	☐	☐
Forbidden Lore (Int)†	☐	☐	☐	☐
Xenos	☐	■	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Gamble (Int)	■	☐	☐	☐
Inquiry (Fel)	■	☐	☐	☐
Interrogation (WP)	☐	☐	☐	☐
Intimidate (S)	■	☐	☐	☐
Invocation (WP)	☐	☐	☐	☐
Lip Reading (Per)	☐	☐	☐	☐
Literacy (Int)	☐	■	☐	☐
Logic (Int)	■	☐	☐	☐
Medicae (Int)	☐	☐	☐	☐
Navigation (Int)†	☐	☐	☐	☐
Surface	☐	■	☐	☐
_____	☐	☐	☐	☐
Performer (Fel)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
Pilot (Ag)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Psyniscience (Per)	☐	☐	☐	☐
Scholasic Lore (Int)†	☐	☐	☐	☐
Codex Astartes	☐	■	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐

	Basic	Trained	+10%	+20%
Scrutiny (Per)	■	☐	☐	☐
Search (Per)	■	☐	☐	☐
Secret Tongue (Int)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
_____	☐	☐	☐	☐
Security (Ag)	☐	☐	☐	☐
Shadowing (Ag)	☐	☐	☐	☐
Silent Move (Ag)	■	■	☐	☐
Sleight of Hand (Ag)	☐	☐	☐	☐
Speak Language (Int)†	☐	☐	☐	☐
High Gothic	☐	■	☐	☐
Low Gothic	☐	■	☐	☐
_____	☐	☐	☐	☐
Survival (Int)	☐	☐	☐	☐
Swim (S)	■	☐	☐	☐
Tactics (Int)†	☐	☐	☐	☐
_____	☐	■	☐	☐
Tech-Use (Int)	☐	☐	☐	☐
Tracking (Int)	☐	■	☐	☐
Trade (Int)†	☐	☐	☐	☐
_____	☐	☐	☐	☐
Wrangling (Int)	☐	☐	☐	☐
_____	☐	☐	☐	☐

†denotes Skill Group

WOUNDS: Total ( ) Current ( ) Fatigue ( )

Critical Damage _____

_____

INSANITY: Current Points ( )

Battle Fatigue _____

_____

Primarch's Curse _____

_____

MOVEMENT: Half ( ) Charge ( ) Full ( ) Run ( )

FATE POINTS: Total ( ) Current ( )

CORRUPTION: Current ( )

【SPACE MARINE ABILITIES】

Secondary Heart/Ossmodula/Biscopea/ Haemastamen: You gain the Unnatural Strength and Toughness Traits.

Larraman's Organ: You do not suffer from Blood Loss.

Catalepsean Node: You suffer no penalties to Perception-based Tests when awake for long periods of time.

Preomnor: You gain +20 to Toughness Tests against ingested poisons.

mophagea: You may gain a Skill or Skill Group by devouring a portion of an enemy.

Multi-Lung: You may re-roll any failed Toughness Test for drowning or asphyxiation. In addition, you gain a +30 to Toughness Tests made to resist gases, and may re-roll failed results.

cculube and Lyman's Ear: You gain the Heightened Senses (Sight and Hearing) Talents, +10 to relevant Awareness Tests.

Sus-an Membrane: You may enter suspended animation.

Oolotic Kidney: You may re-roll any failed Toughness Test ro resist poisons and toxins, including attacks with the Toxic Quality.

Neuroglottis: You may detect any poison or toxin by taste with a successful Awareness Test. You gain a +10 to Tracking Tests against a target you have tasted.

Mucranoid: You may re-roll any failed Toughness Tests caused by temperature extremes.

Betcher's Gland: You may spit acid as a ranged weapon with the following profile:

Range: 3m; Damage: 1d5; Pen 4; Toxic. If you hit your target by 3 or more degrees of success, you have blinded him for 1d5 Rounds.

Progenoids: These may be retrieved with a successful Medicae Test.

Black Carapace: While wearing Power Armour, enemies do not gain a bonus to hit you due to your size.

DEATHWATCH™

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CHARACTERISTICS

Weapon Skill (WS)	Ballistic Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Will Power (WP)	Fellowship (Fel)

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

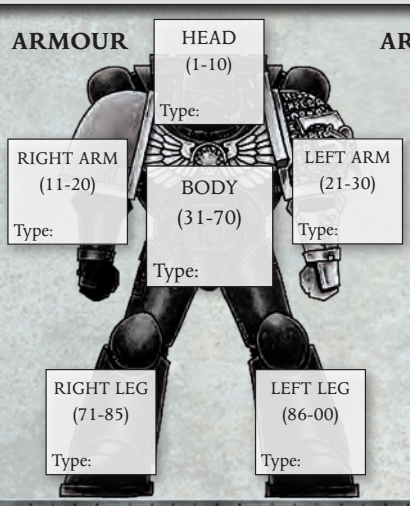
WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

WEAPON

NAME			
CLASS	DAMAGE	TYPE	PEN
RANGE	ROF	CLIP	RLD
SPECIAL RULES			

ARMOUR



ARMOUR ADDITIONS



SPACE MARINE TALENTS & TRAITS

Ambidextrous
Astartes Weapon Training
Bulging Biceps
Heightened Senses (Hearing, Sight)
Killing Strike
Nerves of Steel
Quick Draw
Resistance (Psychic Powers)
True Grit
Unarmed Master
Unnatural Strength (x2)
Unnatural Toughness (x2)

PSYCHIC POWERS

Psy Rating: [ ]

[POWER ARMOUR ABILITIES]

Servo-Augmented Musculature: +20 Strength
Auto-senses: Dark Sight, immune to Photon Flash and Stun Grenades; Called Shots are Half Actions; +10 to Sight and Hearing Awareness Tests (total of +20 bonus with Heightened Senses)
Built-in Vox Link
Built-in Magboots
Nutrient Recycling: Can operate for two weeks without re-supply
Recoil Suppression: May fire Basic weapons 1-handed without penalty
Size: Hulking (Black Carapace means no bonus for enemies to attack)
Poor Manual Dexterity: Delicate tasks suffer a –10 penalty, unless using equipment designed for Space Marines
Osmotic Gill Life Sustainer: With the helmet on, the armour is environmentally sealed

RENOWN: Current [ ]

EXPERIENCE: XP to Spend [ ]
Total XP Spent [ ]

GEAR

DEATHWATCH™

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SOLO MODE

Character Name: **Rank:** **Player Name:**

Chapter:

Chapter Ability Name:
Required Rank:
Effects:

Solo Ability Name:
Required Rank:
Effects:

Solo Ability Name:
Required Rank:
Effects:

Solo Ability Name:
Required Rank:
Effects:

Solo Ability Name:
Required Rank:
Effects:

Solo Ability Name:
Required Rank:
Effects:

SQUAD DESIGNATION:

OATH:

COHESION: 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16

Defensive Stances	Action	Cost	Sustained	
Tactical Spacing	Full	1	Yes	The Kill-team spaces itself to react to danger.
Go to Ground	Reaction	1	No	A Space Marine calls for movement into cover.
Regroup	Full	2	No	A Space Marine calls to move the Kill-team together.
Soak Fire	Reaction	2	No	A Space Marine takes automatic fire with his Kill-team.
Dig In	Full	3	Yes	The Kill-team makes expert use of cover.
Strongpoint	Full	3	Yes	A Space Marine coordinates fire to defend a position.

Attack Patterns	Action	Cost	Sustained	Effect
Fire Support	Half / Free	1	Yes	The Kill-team concentrates suppressing fire.
Tactical Advance	Half / Free	1	Yes	The Kill-team crosses dangerous ground in concert.
Tank Buster	Free	1	No	A Space Marine distracts a target to create an opportunity.
Fire for Effect	Half	1	Yes	The Kill-team fires at targets as they appear.
Bolter Assault	Free	3	No	The Kill-team rushes forward firing their bolters.
Furious Charge	Free	3	No	The Kill-team charges an enemy in unison.

Squad Mode Abilities (pg 219)

Character Name: **Player Name:** **Chapter:**

SQUAD MODE

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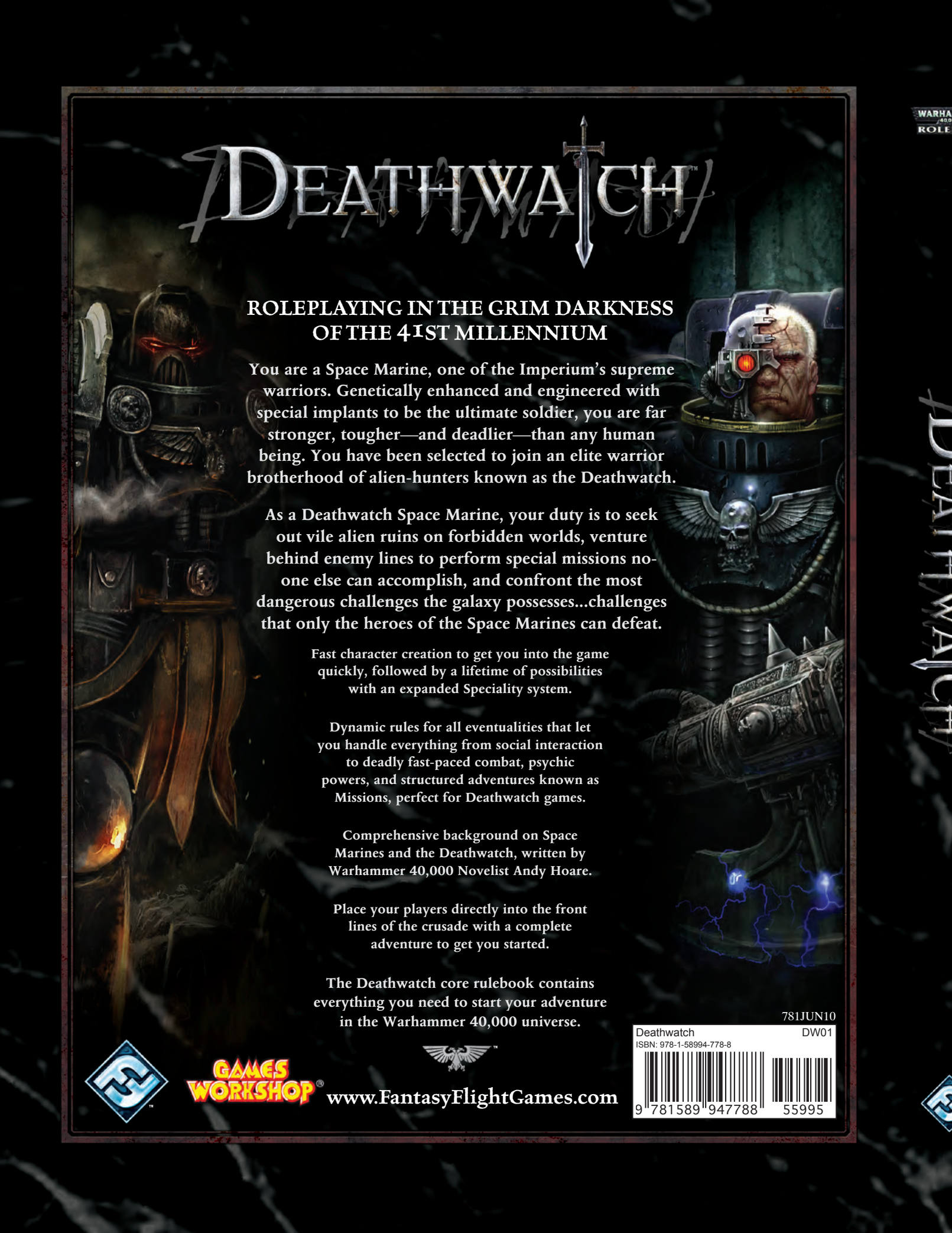


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